**Index of Names and Terms**

**Anubis:** The manifestation of the ichor in wolf form.

**Anubis Project:** Research done utilizing the ichor to bring back the dead.

**Autem:** Temple grounds where Candidates come to receive their wolves.

**Book of Anubis**: Hieroglyphs that gave instructions on how to use the Ichor.

**Cana:** They have the ability to call the wolves. This means either as protectors or to help a Fenrir find the Varu it seeks. Varu need the Cana to call the wolf.

Cana respond to the wolf and only a Cana can ID a Cana before they come into power. A Cana cannot see wolves until they make a connection to the Varana and the energy of the wolves.

**Candidate:** Varu who is in wait to stand on the Autem grounds.

**Casting or Casting a wolf**. This is an ability only found in those who are not melded with their wolves. I.e., Varu. The host can send their wolf out a distance while remaining connected to all its senses. Most are limited to a couple miles. Trackers can cast wolves hundreds up to thousands of miles.

**Cataclysm:** The event that took the lives of the Cana

**Clan:** Allied packs.

**Clan leader**: Individuals voted in by pack leaders to represent a pack.

**Colors**: Fenrir come in multiple colors. Color is a visual representation of the rank of an individual. Some colors can affect the physiology of the hominid form.

Each color of wolf is drawn to specific personality types. While this is not always absolute, it is considered the norm.

Some colors are restricted to gender (not reproductive status). Reasons may be linked to testosterone/estrogen or some other biological process.

*Gold*: Roughly one percent of the population. Alphas: Gender M/F. However, egg-bearers of either gender do happen but are rare. Alphas are sterile.

Personality: Head of household. They take the role of judge and jury in a pack but not always the leader. Their drive is to make choices that allow survival. They can be arrogant and even self-centric for their people. Their decisions are almost always in favor of the Varu and Fenrir. While their hominid forms are slighter and they’re often no larger than an Omega, their wolves dominate, and they can force other Fenrir to submit.

*Blue*: Roughly fifteen percent of the population. Beta. Gender Male.

Usually identifiable as preteens being unnaturally big. Seed-bearers will have a hormone surge that will result in a massive growth spurt (painful and ugly) and the development of male traits, including sex organs. They will not, however, lose their female organs. Technically they could carry young—although this is almost unheard of due to testosterone levels.

Personality: Aggressive, high sex drive and protection drive. Not always the smartest but they are physically the strongest as either the wolf or the Varu. They live to protect and will die for their pack without hesitation. They are headstrong and have a hard time accepting they are not indestructible. They are almost always chosen as the sire for get in matriarch packs. Once they have been used for a generation of get, they will never be used again. They can tie with a single Varu and be monogamous, but their sex drive can be unhealthy for a single partner. If they do tie, they are usually older and more “settled” and often post-breeding choices.

Blues are fiercely loyal and do not like to move to another pack. Doing so often results in dominance confrontations.

Betas are the primary Varu that hunt the Urja.

Betas need hunts. Without them, they can become volatile.

Deltas: Forty percent of population, M/F.

*Silver Deltas*: Most silver Deltas are egg-bearers and the majority are fertile. They control their cycles and can and will break off into Matriarch packs. They have multiple offspring (twins) with each pregnancy unless the offspring is an Alpha, then it will be a singleton.

Personality: Leaders, planners, organizers. Business, science, diplomats, and often highly intelligent and logical. When there are skirmishes, they are the ones who break it up. They are often the most integrated with society and adaptable. Will work within multiple packs and move from pack to pack without a problem. If they take a partner, it’s often for life. Egg-bearing females often take multiple beta males.

Males are inclined to be monogamous and they are 99% sterile. They usually choose green Deltas or an Omega. Males often clash with betas because the betas can physically dominate them but Deltas easily outsmart them. On very, very rare occasions, a silver wolf will choose a beta.

However, that beta will be less aggressive and smaller than a normal beta. Still male only. They often don’t do well with a meta pack or being housed with other betas because they are higher intelligence like a delta. More than a few have become wanderers because they don’t fit in. They easily merge with society and can hide.

*Green Deltas*:

These are the caretakers. Many are androgenous and can be genderfluid. They are often medical practitioners, midwives, historians, teachers. Rarely fertile due to hormone fluctuations. They are gentle, calm, and soft-spoken. Hard to anger, forgiving. They often rear the children of matriarchal packs.

Omegas: Roughly ten percent of the population. Male/Female Seed-bearers.

*Copper* *Omegas*: Not fertile. They are inclined towards the arts. Hedonists. Outspoken. Empathic and influenced by the emotions of their pack. They often respond to the sex drive of betas and make the best bedmates. They prefer groups and are tactile. They rarely tie with a permanent partner. If they do tie, it’s usually with more than one and remain polyamorous.

*Brown Omegas*: Not fertile and usually androgynous. Passive, shy, even withdrawn when young. Dreamers who prefer nature and quiet. They do not do well in society and can be naive. Need the pack to look out for them. Browns are the most likely to be exploited by a pack and used as bargaining chips for alliances because they will run like an Urja. This makes the betas more aggressive, protective, and stronger. Numerous browns can add strength to a pack, but not like an Urja. They prefer monogamy but rarely get it.

There have been feuds among beta lead packs to steal them from each other.

Browns are highly in tune with the pack and so empathic that turmoil can cause them great distress. Deltas make the best partners for them because they prefer monogamy but Deltas lack the strength to fight Betas for the tie. It does happen though, in Delta run packs where there are no betas. Tied browns have to be kept with their partner or they will die. This often leads to Deltas being taken with browns if a pack is raided for them. Deltas do not fare well in this situation.

No Rank: Fenrir who often run rogue. These are all rare.

*Reds*: Male/Female. At one time, they were considered a sign of nobility in a family and flaunted. Later they became a liability due to their lack of conformity which made them troublemakers toward Wardens and humans alike.

Best leaders in any battle or skirmish. Defiant yet loyal. Fearless and strong. Tactical and cunning. They do better leading multiple packs.

Reds often appear before a power struggle rises among packs. They are as aggressive, sexually and physically, as a beta but rarely chosen by matriarch packs. Most are sterile.

*Bronze*: Male/female seed-bearers. Can be built larger than betas. Aggressors. Prefer to be alone or intermingle with human beings because they admire their willingness to destroy the enemy. They can give off an aura of fear. Have been some of the worst criminals.

*Whites*: Male seed-bearers: Feral by nature. Avoid civilization and society. Most want to live as the wolf in the wild. Hedonists. Coppers and browns are attracted to them but they rarely take a permanent, choosing multiple partners. They will mount any rank if given a chance. While they are as strong as most betas, they are faster and never fight the wolf. This gives them a big advantage in a fight.

**Cur**: The result of biting a human. There isn’t much known about them other than they can be controlled if they are created by a very strong wolf. Creating a Cur is a death sentence under Clan law. They are always some shade of black. They are around the size of an omega but can be as large as a delta. As a general rule, once they Phase, they cannot change back to a human form.

**Dargah:** A kind of arena where Varu stood before the Cana to receive their wolves.

**Egg-bearers and Seed-bearers**: Egg-bearers were Individuals who could carry offspring. Seed-bearers were Individuals who could sire offspring. These terms were used because the idea of gender didn’t exist. Later they adopted male and female titles because of society. This means there are male egg-bearers (trans-men) and female seed-bearers (trans women). Seed-bearers and egg-bearers can also be gender fluid or non-binary.

**Fenrir:** What the Varu call the wolves they share forms with.

**Gayati:** The hunt.

**Get:** Offspring.

**Greater Alphas**: Less than 1 % of Alphas. They exist to breed outside the species. Their reproductive abilities give them a status over everyone except Cana. They are extremely fertile and can identify fertile humans. They can force ovulation in humans and if they breed with them, they will become pregnant. Greater Alphas are the only males in control of their fertility.

Greater Alphas are always singletons.

**Host:** One who carries a wolf.

**Hunt:** AKA The Hunt. When betas run lower ranked wolves for the chance to mount them. Often done to release sexual aggression. The hunt is also when Sajati ties are sealed. When the hunt involves an Urja, it can be deadly for those running him. Cana choose who hunts them and controls who catches them.

**Ichor:** The source for the Anubis.

**Mah:** Mah is the name given to untouchables.

Originally Mah were Varu stripped of their wolves as punishment for committing a crime. Later it became practice that immediate family and offspring were banned from ever receiving a wolf. Many stripped of wolves broke mentally and the families were left to struggle. To prevent later generations from seeking revenge, entire family lines were destroyed.

The Mah became the sacrificial lamb to appease mankind.

The Mah flocked to the Anubis and offered their lives to help protect its Cana in exchange for the return of their wolves. While they did receive their wolves, it had changed in the same way the black wolf changed when it became the Anubis.

These new wolves were called Sarvari—darkness—by the Varu.

Since the Mah had to die to be reborn, they could no longer sire or birth children.

However, many had or started families before taking a wolf.

The Mah eventually embraced the title given to them and sought to separate their bloodlines and build their own.

**Meta-Pack:** A smaller group within a pack controlled by a Beta.

**Metamorphosis:** The physiological changes betas undergo, first when they receive their wolves and again if they tie to an Urjas. These changes can be extreme, resulting in upwards of a 35% muscle mass gain and as much as a foot in height. They are exceedingly strong with the presence of a Greater Alpha but more terrifying. Metamorphosis comes with the price of sterility. They are possessive and aggressive. They often take control of a pack and can be either very good leaders or outright dictators.

They are the closest thing you can get to the Anubis without the ichor. It is believed that the black wolf who became the first Anubis had been tied to the Cana and undergone metamorphosis.

**New World Genetics**: The pharmaceutical company responsible for the Anubis project.

**NoX:** The alphabetic acronym for New World Genetics. The N stands for New. The O is a visual representation of the planet earth. The X is a representation of a dividing chromosome.

**Pack:** A group of Varu or Mah blood tied to one another through a pack leader and or an Alpha.

**Phase:** Moving from a human form to the wolf.

**Phasing out:** Term given to shifting into the wolf and never coming back.

**Rakta:** The gold fluid that collects in a chamber behind an Alpha’s heart.

**Sajati**: The rarest tie. Usually found when two wolves bond to one another, tying their hosts as in the case of an Urja and the beta who ties them, or Cana and the person they choose.

**Sarvari:** Black Wolf created by the Anubis. Later re-created by the VrK.

**Senate:** Governing bodies formed to oversee and direct the Wardens. They have historically been comprised of powerful families who advised the monarchies or members of the church. Later they were absorbed into regional governments.

**Suvar**: Home. The source of energy that all wolves are born from. The other side of the Varana.

**Tanoti:** Ties made by Varu spending time together.

**Ties:** Bonds. Connections. Unions.

**Trackers**: Varu who can cast wolves.

**Transposons:** Mobile DNA that in the Varu, override and alter the human genome guaranteeing offspring born from them are pure Varu.

**Uma:** Egg-bearing mate

**Urja:** Strength. AKA The Hunted. These individuals are someone between those with wolves and the Cana. They are connected to the Varana but cannot bring wolves across. However, they can connect the Varu or Mah they are tied with to the Suvar on the other side of the bridge. This funnels so much energy into the beta they are tied that the beta will undergo metamorphosis.

In turn, the pack the Mah or Varu are blood tied to will receive some of that energy, increasing their strength. Urja are often seen as power grabs. The more a pack has. or packs within a clan have, the stronger they are and can dominate all the other Varu or Mah. They are also used for bartering and trading to form alliances.

Urja outnumber Cana about twenty to one. Urja respond to the wolf and cannot be located by a Varu or Mah without a wolf. However, many Urja emit a very strong scent that attracts the wolf and can be detected by the host.

**Utah Facility**: Location of the Anubis Project.

**Varana**: The bridge between this world and the Suvar.

**Varu:** Ancient hominids who were gifted with wolves. While they are genetically similar to humans, they are not technically human. They carry transposable DNA capable of changing the genetic blueprint of homo sapiens.

**Visra:** The stronger bonds created through blood ties and/or bites to the bone.

**VrK:** The serum created with modified cells to bind to the ichor so it can be merged with living tissue.

**Wardens**: Mortal men and women who can feel the energy of the wolves. Particularly skilled ones can see the Fenrir. Apex wardens are…

**Wolf:** Used to refer to the Fenrir or Sarvari. Biologically they are not wolves.

**Zayatu:** Demon-shaped dog. A slur for Sarvari. Sometimes shortened to Yato.

**Characters:**

Caspin—The White Wolf

Cassie—Tracker for Isaiah

Colonel Harrington—Army Colonel

Craige—Johnathan’s First

Dalton—Delta in Johnathan’s pack

Dr. Reese Dante—Scientist who worked on the Anubis project

Dr. Adaline Stacy—Army Doctor

Eliza: The human woman who Cassie and Sona met who knew how to cure people of the bite of a Cur or Sarvari.

Frost—Johnathan’s best friend

Gordon—Laura Phillip’s friend

Grey Dekker—Johnathan and Paul’s father, also the founder of the new Mah Clan

Harvey—One of Isaiah’s betas

Isaiah—Greater Alpha

James—Seung’s beta

Jelani—Delta in Isaiah’s pack

Johnathan Dekker—Paul’s twin

Koda Suarez—Luca’s brother

Laura Phillips—Apex Warden

Loomis—One of Johnathan’s betas

Luca Suarez—Koda’s brother and the only known Cana

Luri—The unknown Greater Alpha that Eliza took Rakta from

Nox—Nash Kelli

Max Denton—First Seat Senator

Matt—Johnathan’s younger brother.

Mrs. Canton—Hotel owner

Paul Dekker—Johnathan’s twin

Sona—Red wolf, Cassie’s brother

Seung—Silver Wolf, Delta, rouge pack leader.

Tanner—Isaiah’s First