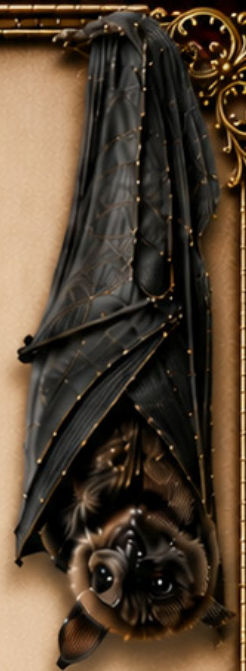




Vampire Words and Phrases



Vampire Basics

Here are 5 words or phrases that no creature of the night can live without.

Good evening - The proper greeting for any respectable vampire. Never “good morning.” Obviously. Say it slowly, smoothly, and with a refined old-world accent, as if welcoming someone into a candlelit castle: “Gooooo eeeeevening.”

Bleh! - A dramatic vampire exclamation. Can mean “hello,” “how dare you,” “I am offended,” “that cape is fabulous,” or “I just appeared in a puff of fog.” Best delivered with a thick, theatrical Transylvanian-style accent and a quick flash of the hands near the face.

I vant... - The traditional vampire way of beginning any request. “I vant a drink,” “I vant the truth,” “I vant to know who stole my coffin.” Replace the “w” sound with a “v,” draw out the word “vant,” and make every request sound like a command wrapped in velvet.

The thirst - An intense craving for blood, drama, secrets, or attention. Sometimes all four. Whisper it dramatically, pause before “thirst,” and let the final word linger like a chill in the air: “The... thirsssst.”

Creatures of the night - Vampires, bats, werewolves, ghouls, mysterious strangers, and anyone wearing velvet after midnight. Say it grandly, with both arms slightly raised, as if addressing your loyal undead subjects beneath a full moon.

Tips and Tricks for Talking Like a Vampire

1. Use the Accent

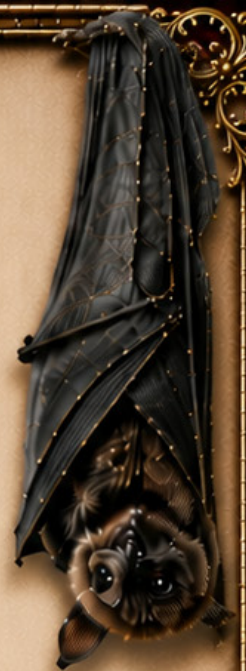
A classic vampire accent is smooth, dramatic, and slightly old-world. Stretch out your vowels, roll your Rs when possible, and speak like you’ve had several centuries to rehearse every sentence. For example, “Welcome to my home” becomes “Vel-come to my humble castle.”

2. Speak Slowly and Mysteriously

Vampires rarely rush. Pause often. Stare intensely. Let every sentence sound like it might contain a curse, a secret, or a dinner invitation.

3. Replace Ordinary Words with Spooky Ones

Say “mortal” instead of “person,” “feast” instead of “eat,” “crypt” instead of “room,” and “eternity” instead of “a long time.”



4. Be Dramatic

Never say, "I'm tired." Say, "The burden of immortality weighs heavily upon me." Never say, "I'm hungry." Say, "The thirst rises."

5. Refer to Time Like an Immortal

A vampire does not say "yesterday." A vampire says "many moons ago." They do not say "later." They say "when darkness falls."

Advanced Vampire Lingo

Once you've mastered the basics, here is a glossary to help build your vampire vocabulary and fit in among the undead elite.

A

- aristocracy** - A governing body or upper class, often made up of hereditary nobility. Among vampires, usually the oldest, richest, and most dramatic immortals in the room.
- ancient** - A governing body or upper class, often made up of hereditary nobility. Among vampires, usually the oldest, richest, and most dramatic immortals in the room.
- ashen** - Pale, grayish, or deathly in appearance. A fashionable look among the undead.
- awakening** - The moment a vampire rises from their coffin, crypt, or dramatic faint.

B

- bat** - A winged creature often associated with vampires. Also a convenient excuse for mysteriously leaving a room.
- bloodbond** - A mystical connection between two figures, often forged through blood, loyalty, power, or a terrible decision made after midnight.
- bloodline** - A vampire's family, ancestry, or supernatural lineage.
- bloodlust** - A powerful desire for blood, violence, revenge, or a really intense party entrance.
- blood moon** - A reddish moon considered ominous, magical, or the perfect lighting for a confession.
- blood thirst** - An eagerness for bloodshed, violence, or killing.



brood - A group with a common nature or origin. Also, to think anxiously or gloomily, which vampires do with great style.

C

cape - A flowing garment worn for warmth, status, or making a dramatic exit.

coffin - A burial box typically used by vampires for resting during daylight hours. Also known as a vampire's bed, sanctuary, or personal "do not disturb" sign.

coven - An assembly of vampires with converging backgrounds, usually arranged in a hierarchy.

creature of the night - Any being who thrives after sunset, especially vampires, bats, and suspicious party guests.

crimson - A deep red color often associated with blood, velvet, roses, wine, and bad omens.

crucifix - A representation of a cross, often used by mortals to ward against vampires.

crypt - A chamber in a church or mausoleum. A fashionable place for vampires to rest, hide secrets, or host extremely gloomy meetings.

curse - A supernatural punishment, enchantment, or inconvenient family inheritance.

D

darkness - The vampire's preferred atmosphere, wardrobe palette, and emotional state.

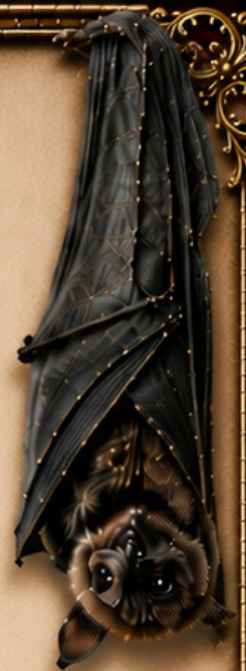
daylight - The natural enemy of vampires, dramatic entrances, and anyone who stayed up all night plotting.

decadent - Appealing to self-indulgence, luxury, excess, and velvet-covered furniture.

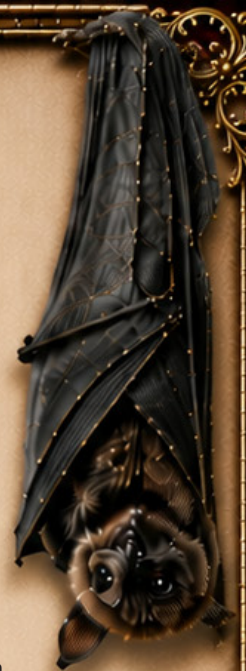
desecrate - To treat disrespectfully, irreverently, or outrageously, especially something sacred, buried, or best left alone.

drain - To draw off gradually or completely. In vampire terms, usually blood.

dread - To fear greatly or feel extreme reluctance to meet or face something, such as sunrise, garlic bread, or an angry coven leader.



A Faigastle Fatality



E

- embrace** - The act of turning a mortal into a vampire.
- eternal** - Lasting forever. Often used to describe vampire life, grudges, love, and speeches.
- exsanguinate** - To drain of blood; to make bloodless.
- extravagance** - An instance of excess or lavish indulgence. Common among vampires with castles, candelabras, and centuries of inherited wealth.

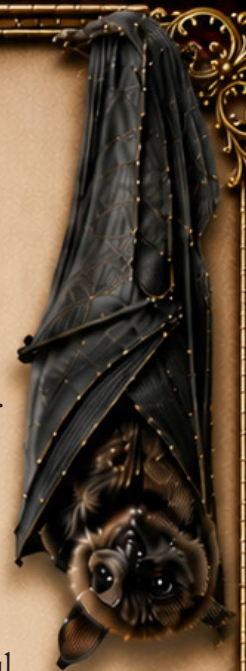
F

- fang** - A long, sharp canine tooth used to pierce skin and drink blood.
- feast** - To enjoy some unusual pleasure or delight; to gratify one's urges. For vampires, this usually has a suspiciously crimson meaning.
- fledgling** - A newly made vampire who is still learning the rules of immortality, coffin etiquette, and cape management.
- fog** - A mysterious mist that appears whenever vampires enter, exit, or want to seem more important.

G

- garlic** - A pungent bulb believed to repel vampires. Best avoided at dinner parties where the guest list includes the undead.
- ghoul** - A sinister creature often associated with graveyards, decay, and doing a vampire's dirty work.
- gothic** - A style marked by mystery, darkness, remote settings, dramatic architecture, and violent or supernatural incidents.
- graveyard** - A burial ground. For mortals, a place of rest. For vampires, a neighborhood.





H

- haven -** A place of shelter from sunlight. A vampire's safe space during daylight hours.
- heart -** The preferred target of a wooden stake. Also the thing vampires are accused of not having.
- hunter -** One who tracks vampires, usually armed with stakes, suspicion, and poor self-preservation instincts.
- hypnotize -** To place someone under a spell, trance, or supernatural influence. Helpful when explaining why someone suddenly invited a stranger into the house.

I

- immortal -** Living forever; incapable of dying from natural causes.
- invitation -** Permission to enter a home. In many vampire traditions, a vampire cannot cross the threshold unless invited inside.

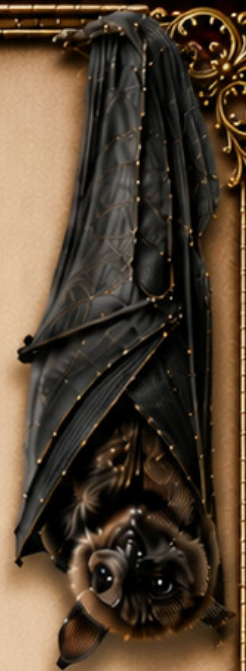
K

- kindred -** Sharing an ancestry; similar in nature or character. Among vampires, often used to refer to fellow vampires or members of the same bloodline.
- kiss -** To drain blood from a mortal. Not always as romantic as it sounds.

L

- lair -** A secret resting place, hideout, or vampire hangout, preferably decorated with candles and heavy curtains.
- lord or lady of the night -** A dramatic title for an important vampire, or anyone acting like they own the castle.
- lost soul -** A tragic or doomed figure, often caught between mortality, immortality, and a very complicated backstory.





M

- mausoleum** - A large tomb, or a large gloomy building or room. Excellent for brooding, plotting, and storing family secrets.
- midnight** - The most vampire-approved hour. Nothing innocent ever happens at midnight.
- mortal** - A living human who can age, die, get sunburned, and unknowingly become prey.

N

- nightfall** - The moment vampires may safely rise, roam, scheme, mingle, and complain about the living.
- nocturnal** - Of, relating to, or occurring in the night.
- nosferatu** - A classic term for a vampire or undead creature of the night.

O

- omen** - A sign or warning that something terrible, mysterious, or highly entertaining is about to happen.
- old blood** - An ancient vampire family line, usually wealthy, powerful, and full of secrets.

P

- pale** - Lacking color, especially in the face. A classic vampire complexion.
- prey** - A mortal taken as food or unable to resist attack.
- prince of darkness** - A powerful vampire or dark figure with authority, elegance, and a flair for intimidation.

R

- relic** - An ancient object with spiritual, magical, or historical significance.
- rise** - To awaken from a coffin, crypt, or supernatural slumber.



Romanian - Often associated with classic vampire lore, castles, and Transylvanian legends.

S

sanguine - Bloodred in color; also marked by eager hopefulness or confidence.

sanguivore - A creature that feeds on blood.

shadow - Darkness cast by an object, or a suspicious shape moving where it should not be.

sire - The vampire who created another vampire.

stake - A sharpened wooden implement used to destroy vampires by driving it through the heart.

succumb - To yield to superior strength, force, desire, or overpowering appeal.

sunrise - The deadline by which vampires should be safely tucked into coffins, crypts, or heavily curtained rooms.

T

the thirst - An intense craving for blood; often overwhelming and difficult to resist.

thrall - A person under a vampire's control, influence, or fascination.

transfix - To hold motionless by or as if by piercing; to captivate completely.

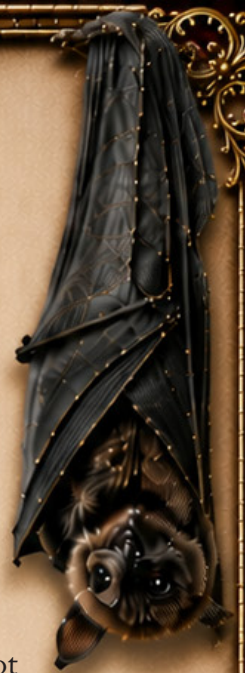
turn - To transform a mortal into a vampire.

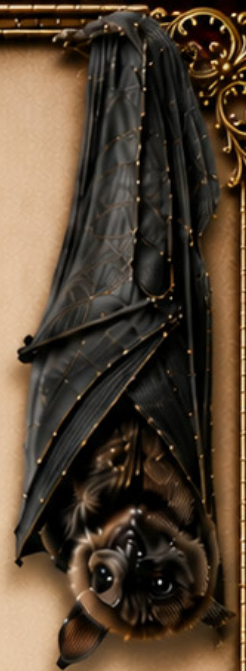
twilight - The time between daylight and darkness, when vampires begin checking the clock.

U

undead - No longer living, but not exactly dead either. A common condition among vampires, zombies, and people after a very long party.

unholy - Wicked, cursed, or opposed to sacred things. Also used to describe a truly dramatic amount of eyeliner.





V

- vampire** - An immortal creature who survives by drinking blood, avoids sunlight, and knows how to make an entrance.
- vampiric** - Having qualities associated with vampires, such as fangs, pallor, charm, secrecy, or suspicious dining habits.
- veil** - A covering, curtain, or symbolic barrier between the living and the dead.
- velvet** - A rich, soft fabric favored by vampires, nobles, and anyone hoping to look expensive in candlelight.

W

- ward** - An object, symbol, or charm used to repel evil or supernatural forces.
- wooden stake** - A classic vampire-slaying weapon. Best aimed at the heart.
- wretched** - Miserable, cursed, or deeply unfortunate. Often used by vampires describing their immortal existence.

Y

- yearning** - A deep longing, often for love, power, blood, revenge, or the lost warmth of the sun.
- young blood** - A new vampire, fresh victim, or newcomer to an old supernatural circle.

