

The Hind Explained

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THE HIND EXPLAINED

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The Hind Explained: A General Understanding of the Hind Mind and Hind Dynamics



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Important Disclaimer

This piece is a working technical explanation of the Hind as it appears within many of my stories, be it overt or subtextual. Nothing written here is meant to explain “real” human behavior, physiology, or psychology. Any resemblance to persons, groups, or natural behavior found are simply coincidences or for general entertainment. A story may closely or loosely follow the rules as outlined in this text at the authors discretion.

Enjoy.

~With Love, Bede...

The Hind Explained: A General Understanding of the Hind Mind and Hind Dynamics

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Chapter 1: Introduction



Have you been considering the mysteries of the mind? The unknowable reasons behind the actions of others? Looking for a deeper insight into the instincts and biology of those who are not of your designation? Curious about your own? Or have you recently befriended a person who falls under the Hind and are interested in better understanding them?

These are all reasonable queries.

Hind folk can be mysterious even to one another, driven by a compelling inner voice which fundamentally influences every day behavior. Assertive, submissive, and passive designations all live by their own complex rules which can seem indecipherable for those outside them. Even cross Primaries and Secondaries, there can be glaring differences in basic desires and needs which make co-existing unnecessarily difficult if unaccounted for.

Gaining a general understanding of the workings of the Hind for all its people can help you anticipate the needs of others, or even yourself.

Be you the dam or sire for a pup that presents as a rare secondary designation, Headship to a complex clan, a researcher, or just a curious outsider, this text will guide you through all the basics you need to know to better understand the Hind.

What is the Hind?

Though it appears to be an absurd question to those who live with it, let us start by defining what the Hind is for the unafflicted who may be reading this text:

Hind or the “Hind Mind” is the name for what behavioralist call a “communicating subconscious instinct”. In other words, it’s a shared pool of instincts which vocalizes its impulses through inner dialog rather than directly commanding actions, as the animal instincts do.

For example, the word hind, like all designations, is known to every person born to the Hind. It doesn’t matter the nation, nature, language, or even species. Every single member of the Hind knows they are a part of it. They will also know their own designation even if no one ever tells them it, and the designations of others given the proper stimulus.

How does the Hind affect individuals?

Functionally, the Hind is an additional mental body that informs an individual’s entire physiology and behavior. It presents in each person as a secondary inner voice, providing input to the individual based on instinctual needs—which it often demands are fulfilled—and even mutates their biology. Though all of the Hind shares the Hind Mind, it presents as many different categories called “designations”. Furthering, each designation has its own voice that presents with individuated personality, just as any other person does.

More biologically, the Hind Mind is categorized as a secondary sex designation, the primary being male and female. How masculine and feminine sexes present through the Hind differs from unaffected persons, and how the bodies of those with these designations’ changes will be discussed under each subheading dedicated to them. The most common assertive designations is Alpha, the submissive Omega, and the passive Beta. However, there are several rarer designations in each category as well.

Primary and secondary sex characteristics determine many things about an individual. These include physical traits, expected behaviors, abilities, generalized personalities, and often indicate the role expected of them in a Hind led society. Though these are generalities and do not reflect every individual who may experience feelings far outside the norm

of their biological characteristics, they can be useful for broadly studying these groups.

Generally, those who are born to the Hind are more resilient than those who are not. Most Hind folk are capable of doing tasks and surviving events that those unaffected by the Hind would deem impossible. They can hold their breath longer, survive longer without food or water, and have higher endurance than others.

Outside of pure physical ability, the most important of these adjustments include an extensive array of pheromones produced from a system of glands which are located on the neck, wrists, inner thighs, and ankles of all persons. Along with this new pheromone system, is an increased importance of hormones, and the influence chemical emotions have on physiology.

Both large and subtle changes in mental state can create intense and obvious physical symptoms in a Hind person, the primary of them released through these new glands systems. These pheromone producing glands communicate many things about a person's mental and physical state to others with Hind senses, and wrap a person in an aura called their "scent." Though the Hind Mind processes scent as a particular smell or flavor, to other species and those with weakened Hind influence, this aura is imperceivable.

Scents and more specific information on individual designations and their changed physiology are explored in the next sections.

How does the Hind affect society?

According to major demographic studies, forty percent of all men and women born to the Hind are passives. Of the remaining population of men, fifty-five percent are assertive, and five percent are submissives. Of the remaining population of women, forty percent are submissives and the remaining twenty percent present as assertive. Overall, approximately two percent of the populous belong to the sub-designations in each

category. The most common are secondary assertives, and the rarest are secondary submissives.

Primarily, it is important to understand that though designations have certain unifying characteristics, the Hind it is not a hive. Each person can behave to their own will, even if it means rejecting their natural instincts. Hind people, where they are found interacting with those who do not have the Hind, can function relatively normally. Certain designations may have accommodation needs, which will become obvious later, but are not so different from the unafflicted as to be unrecognizable.

That said, there are some recognizable differences that make the Hind Folk stand out. Mostly this revolves around their dating behavior and social order.

Highly compatible hind folk often stick together, and are territorial over one another. These feelings can extend even to those who are outside hind influences. They often decide to form polyamorous family communities called packs, though some choose to live alone or in pairs. In increasingly large gatherings of hind people, packs and pairs combine into larger organizations called clans. Clans are either personal or territorial, and range in importance and strength.

Hind folk also tend to make life long commitments to others incredibly quickly, and are renowned for being remarkably loyal to whatever and whoever they dedicate themselves too. They are very sensitive to each other's scents and search out complimentary pheromones to their own to find suitable life mates, rather than using usual dating standards. This is to create a balanced pheromone ecology, called a "scent life" and finding a pack of other hind people to create this balance is a primary driver in many people's lives.



Chapter 2: Presentations, Designations, And Their Characteristics:



Assertive Designations

Alphas

Alphas are the most common of the assertive designations, and their traits broadly define the entire category.

An alpha is usually a larger sized person. However, no matter their size, they exude authority and are consistently pursuing a dominate position wherever they are. They have the most resilient bodies of the common designations, which mean they can run longer, see better, hit harder, lift more, work faster, and even heal quicker than average. The strongest of them have these traits manifest as supernatural abilities.

Alphas tend to have possessive tendencies and highly specific tastes which borderline on obsessions. In general, they are direct, assertive, determined, and strive always towards achievement. These traits apply to physical achievements, romantic life, and monetary gains. On average, alphas are the highest earners in the Hind world.

Female alphas are important to distinguish from male alphas. A female alpha is true hermaphrodite, and will have both kinds of genitalia which are fully functioning. But they will only experience ruts. While they are capable of bearing pups, they can only be bred by an alpha that is stronger than them (mostly commonly this is the pack leader) or other assertive designations so long as that person is of higher rank than them.

Powers

An alpha's size and strength compel others to listen to them and obey, but they are also endowed with a variety of talents to ensure their authority is respected. An alpha can use a tenor in their voice which forces the compliance of those they are bonded to, or anyone who has a weaker will than them, called the *command voice*. When used on the susceptible, a command made by an alpha cannot be refused. They also can use their pheromones to intimidate and pressure other designations (and other alphas) into obedience.

Though physically the strongest, an alpha's hind perception is weaker than an omega's, but stronger than a beta's. Their Hind tends to focus on scent identifiers that indicate strength of others, their affiliations, and environmental factors, rather than subtle personal traits.

Social Behavior

Once bonded, Alphas become hyper aware of their bond mates and strive to provide and manage the needs within a pack they either rule or are a member of. They have an urge to prove themselves and to receive approval from their clan, pack, and individual mates. This can be literal verbal/physical approval or simply the feeling like they've brought something valuable to their pack, whether anyone else agrees or not.

The leader of a group of Hind folks is called a pack alpha. Ultimately all pack-wide decisions are the pack alpha's responsibility. A lower-ranked alpha can be punished if they disobey an order or if they make a major decision that should have been left to the pack leader, though pack splitting is only a last resort to disobedience. An alpha can challenge the current pack alpha for their position, but they must be prepared to suffer the consequences if they fail.

It is rare for an alpha to be a lone wolf for their whole lives, and it is not recommended. These alphas are particularly dangerous during ruts,

and are often driven so pheromone crazy they are willing to force themselves on anyone, including already bonded individuals. Being a lone wolf, without even a pair bond, is very stigmatized, and it's assumed these alphas are alone because they simply cannot convince others to be in a pack with them. This is very shameful.

Special Requirements

While alphas may seek out asserting their possessive tendencies in many ways, it often expresses itself as a need for mates and some land to claim as their territory. An alpha does not need a large territory to feel satisfied, but every alpha needs a "den".

A den is a place where an alpha feels like they have total control over the entire environment, it is there they feel unquestionably safe. A den can be a bed room, a tent, or it can be a whole territory, but an alpha is deeply unsettled and dangerous if they don't have an anchor point like a den. This is where they want their mates to be, and where they feel safe enough to spend their ruts or where omega mates are expected to build their nests.

The rut, heat, and general fertility cycles of hind people are discussed later.

Scents

Generally, an alpha scent is aggressive, clean, or sharp. The presence of an alpha is both calming and grounding, so their aura reflects the individual expression of their alpha nature.

Secondary Assertive Designations:

Alphas are the primary assertive designation, behaving in line with the above description of them. However, there are secondary assertive designations which have characteristic that significantly branch off from the

standard alphas. Called secondary assertive designations, these sub alpha groups are distinct from alphas for several reasons. They each have a hind mind which orders priorities differently than most alphas, have abnormal abilities or disabilities, and often different scents.

There are three secondary assertive designations, as there are for all primary designations. They behave as follows:

Iota

An iota is a born trickster. One who naturally hides their strength and tends to be underestimated by others. They generally have subtle scents which are atmospheric and easy to overlook, though they can quickly thicken to encase a targeted individual. Different from other alphas, Iotas prefer to influence situations rather than command direct attention by ordering others to action.

Iotas are capable of using their command voice without the listener realizing that they've been commanded, and tend to be manipulative and egotistical people.

Though not as willful as zetas, discussed later, an iota orients their morals on their own goals and will, caring little for the rules of society or even natural law. Unlike zetas, however, an iota is not immune to the command voice of other alphas. Rarely leading packs or clans, the Iota is often incredibly possessive and protective when bonded.

Kappa

A kappa is a strange sort of alpha, in many ways omega like, and are most commonly female. Though they have all the physical characteristics and abilities of a true alpha, they lack an intangible strength of character that is so obvious it can be noticed by their soft, round, or strangely sweet scents. They have no "force" behind their alpha, and so only the very weak

can even feel a slight sway to obey when directed by the tenor of a kappa's command voice.

Though easily dominated by others, they possess an unwavering irrational loyalty that makes them incredible pack mates. A kappa functions best in a closed pack, bonded to someone that can protect them from the scent bullying and the command of others. Due to their strong empathy, they do well working around pups or the infirmed.

Zeta

A zeta is untamable, their will irrefutable, their commands absolute. They cannot be influenced by command voice or pheromones produced by any other designations. Possessing the strength and will of alphas, the senses of omegas, and the keenness of betas, they are incredibly strong and independent minded, and often self-sufficient lone wolves. Their most distinctive feature are their shared purple eyes, which are often described as unnerving.

Most zetas are male. Like betas, they do not experience rut or heat, and are always fertile. They tend to have sharp, bitter, or overwhelming scents.

A bonded zeta is very rare, as very few alphas have the power to be a dominate packmate over the Zeta. Once bonded, a Zeta has their will tied to their bond mate instead of to themselves, which tempers their instincts greatly. A bonded Zeta is a curiosity, and they are still seen more like dangerous weapons than people.

Zetas are also the most common of all secondarily designations. History remembers a short list of zetas who, having set their eyes on world domination, turned into monsters. They have no innate sense of right or wrong, only the presence of mind to see what influences are attempting to hinder them and the instinct to destroy it.

Most live out life wandering alone, or live as the leader of an "open bond" style pack, discussed later. Since to a zeta no moral or law will stop

them from the pursuit of their desires, they enable all those who fall under their influence to shake off the same expectations. When they do choose to bond on their own, they often create large sycophantic clan structures, reminiscent of cults.



Passive Designations

Betas

Betas have strong instincts to care for the idiosyncratic needs of their pack mates in practical ways. They are an excellent neutral party, have enough presence to step between fights before they happen, and they can release rudimentary pheromones that can neutralize other scents. Betas are good at coming up with and executing plans alongside strong leadership (as advisors in most cases) and ensuring that pack goals are met.

Female and male betas are not fertile, and neither sex experiences heats or ruts. A beta can be bonded with, but they do not feel as compelled to mark or be marked like other designations do. For those who choose to join one, it is often a source of pride for a beta to earn a mark from each member of their pack, though a segment of the beta population does not want to be marked even by their closest mates.

Powers

They are not particularly physically skilled, though they generally have a higher endurance than omegas. Their hind senses are the weakest of the primary designations, and while they have a mild awareness of scents, they are the easiest to manipulate with pheromones and commands as they often cannot detect when they are used. An ill-meaning alpha or omega can “enthrall” a beta into being something like a slave, and the beta will be convinced they are happy to serve.

Social Behavior

Betas are expected to be the most loyal. There is a lot of stigma on a beta that has been a part of more than 5 packs and yet to settle down. On the other hand, there are many betas who choose to live solitary lives in beta-only communities.

Most Betas have an intense need to maintain things, which includes their minds. They often pursue academic studies, and are the top in most fields related to medicine, science, and engineering, and anywhere where fine-tuned skills are more desirable than raw strength. Unmated betas often dedicate all of themselves to a skill or cause, and seem to lack personality, emotion, and sometimes seem to lack empathy entirely.

Scents

Betas most often have flat light scents, that are softer and more difficult to sense.

Secondary Passive Designations:

Betas are the primary passive designation, behaving to the role provided to them by the hind as described above. Of the secondary passives, the increased strength of the hind in them tends to corrupt their minds rather than strengthening them. A passive's physiology has a difficult time accommodating the presence of its own instincts. For this reason, they are the least stable of all the secondary designations, though perhaps the least dangerous as well.

There are three secondary passive designations, as there are for all primary designations. They behave as follows:

Sigma

A sigma is a special kind of beta. All sigmas are female, particularly special amongst the passive designation for being blessed with the ability to carry young. They often have a very lightly sweet scent, which contains a haunting shortness which often puts others on edge. However, what truly sets sigma's apart from natural betas is their hind awareness.

Sigma's have practically lost their mind to the hind. They are incredibly sensitive to the thoughts and auras of others, even if their senses are actually no better than normal betas. This means they are constantly inundated by sensory information they cannot process, and they have strange perspectives on the world, and never seem focused. They often talk to themselves, or seem like their heads are in the clouds. The more unstable may also hallucinate.

Unlike most betas, sigmas often cannot maintain jobs, but they do well in loose or free form work or pack environments that offer plenty of supervision to keep a sigma safe from themselves.

Theta

A theta is often compared to a computer. Even a theta's scent is kinetic, like the movement of a machine. They are hyper intellectual, to the point of being so fixated on data that they seem incapable of understanding feelings as sensation. All outcomes branch from inputs, and they prescribe all of life to a formula of causes and effects which can be mathematically predicted.

A theta is the least likely of all designations to bond. Hyper aware of their infertility, they see little point to joining a pack or the value in committed partnership. Thetas tend to be distrustful of others, who add unexpected influences on their carefully categorized world view, and often only find joy in life when fulfilling their responsibilities. They tend to be

leaders in institutions of learning, research, or community planning, and are sticklers for rules.

Lambda

Lambda betas are the rarest of the secondary passive designations, though only slightly more so than sigmas. All lambdas are male, and they suffer from a similar affliction that their sister designation does. Difficult to detect but musky, animal scents are a common indication of meeting a lambda man.

They have the strongest pheromones of the passive designations, and the strongest sense of the hind. However, just like the sigmas, they have lost their intellectual minds to it and behave animalistically. They respond only to the voice of the hind, and act on the will of their own hind, and that of those around them. In those outside of lambda, this is called being "feral" a concept discussed later. However, unlike a feral, lambdas are able to behave to the expectations of society to a minimal capacity when those rules are properly communicated to them.

Though they are very easily influenced by others, they can get aggressive when pushed too far and they are most instinctually aware of the intentions of those around them. Lambdas function best in a large pack structure, where they can be bonded to at least one member of every designation and another beta.

Submissive Designations

Omegas

Omegas tend to be smaller than alphas and betas, never getting very tall or broad. It's very difficult for an omega to gain muscle as their body's metabolism focuses on storing excess nutrients to prepare for pregnancy over self-preservation functions like muscle building or excessive growth.

However, omegas have denser bones, thicker blood, higher pain tolerance, incredible endurance, and well-developed senses.

An omega male is intersex rather than a true hermaphrodite as female alphas are. Though they appear to have both genitalia in the same way, their testicles produce slick (a thick lubricating fluid produced by omegas to ease sex and birth) rather than sperm.

Powers

Highly empathetic, omegas have the ability to quickly understand and grow attached to others. An omega can even discern life experiences from a smell, along with very clear identifying factors which can make them good at identifying others. These senses also help omegas take care of someone's "unseen needs" and provide them comfort and ease.

Some omegas even have what are considered to be extra sensory abilities, and gain them more frequently than other designations. They are gifted these tools so they may find compatible mates quickly, thus garnering necessary protection during times of heat, pregnancy, and child rearing.

As alphas have their command voice to force others to obey them, omegas have the *purr* and the *shriek*. While all hind people have the ability to purr, often using it to express pleasure or relax pack mates or pups, the omega purr is special. When used it makes everyone who hears it go completely lax, forgetting troubles and being able to utterly relax and is most effective on assertive designations. Some alphas are addicted to the omega purr.

The shriek is a final defense mechanism. It's a piercing almost inaudible sound, like a dog whistle, and causes those who hear it to experience extreme pain. The susceptible will curl up on themselves or attempt to protect their ears, and a strong shriek can make someone go deaf, however, like a command voice, it can be resisted.

Social Behaviors

Living alone is considered impossible for an omega, as times of heat are so intense they are unable to care for themselves properly. Lone-wolf omegas often die young, and it is highly encouraged for omegas to mate as young as possible to ensure their needs are taken care of. Until then, an omega will stay with their family pack where they can safely search for a suitably compatible mates without the risk of early bonding into a less-than-ideal situation.

Omegas are highly sought as they become the heart of a pack, commonly have the most pleasant or sweet scents which soothe others, and of course gestate young. A cared for omega is a status symbol, and an omega is often revered by pack mates. Because there are less omegas in hind society, having more than one omega in a pack is a status symbol but having more than three is seen as self-indulgent on the part of the pack alpha.

However, by wider society omegas are often looked down on and dismissed. Sometimes they are treated more like breeders than people, and work-oriented omegas face much discrimination. But even when they are not treated well, most omegas are pleasers and will do anything in their power to make their pack, mate, or society happy, even to their own detriment.

Though male and female omegas cannot produce offspring together, other presentations find seeing coupling omegas to be highly erotic.

Special Requirements

Omegas require, like alphas, a space for themselves to be contented. This place is called a nest.

A nest is not a whole room usually, but a part of it that is organized to the omega's liking and well scented by things that comfort them. This place is usually within a den, and the most intimate safest part of a den at

that. It is where young are birthed, where all intimate activity is preferred to happen, where emotions are processed, and is a place where the omega feels in charge. Nests are not to be moved, taken down, or even entered without of the permission of the omega that made it.

Scents

Omega scents are often sweet or luxurious smells, which are the most potent of all the designations.

Secondary Submissive Designations:

Omeegas are the primary submissive designation, fulfilling a distinct role in hind society and making up the smallest portion of the population. However, a small percentage of omegas actually belong to a secondary submissive designation group. These designations have characteristic that significantly differ from the standard. They each have a hind mind which orders priorities differently than most omegas, have abnormal abilities or disabilities, and often different scents.

There are three secondary submissive designations, as there are for all primary designations. They behave as follows:

Gamma

Gammas are unusually hard for a submissive. Their smells are often subtle or cold for an omega and they tend to be incredibly self-serving people. The gamma scent causes others to feel uneasy and they often enjoy purposefully inflicting pain or discomfort.

Gammas are most likely of all omegas to live their lives as lone wolves. There are stories of gammas who live on the road, only finding mates to spend heat with the killing them afterwards with their intensely powerful shriek. Though this is mostly a wise tale, their shriek is deadly.

When bonded, a gamma is more possessive than other submissives and they tend to be found in pair bonds or small packs, where the gamma can easily preen over all their mates.

Delta

Though a delta can be born either sex, most are male. All deltas are unfortunately infertile due the strange way they produce hormones which makes their bodies behave as if they are always at the cusp of heat, but never experience a full fertile period. Because of this, their scents have an increased thickness normally associated with heat that sensitive hind people can find overwhelming.

However, because they are always "slick", or sex ready, alphas and other assertive designations are compelled to desire them. They typically have incredibly high sex drives which makes them well suited for sex work, though when in bonds and packs they often prefer the touch and scents of other omegas.

Because of the high energy required to maintain this cusping state, deltas often die young from strain.

Eta

Empathetic in the extreme, etas are hyper aware of the emotional and mental and even physical state of the those around them. The pain of others literally becomes the eta's pain and they can even choose to "take on" another's pain in order to alleviate their symptoms. Though this causes them to experience intense exhaustion.

Though Eta's have a set scent life, it clings to them instead of permeating a room, making others mistake them for a beta. As eta's are often sickly, this is a safety mechanism as they are very easy to take advantage of with violence and are highly susceptible to command, so they try to remain unnoticed or weak which often compels others to protect them.

Along with this skill, their purr is incredibly effective, not only causing others to relax but sometimes to utterly forget what they were doing.

Etas tend to live isolated lives and keep to themselves, their family, and their pack. Bonding is strongly encouraged for etas, even though they tend to be introverted, as it helps strengthen their hind and keeps them from being so easily taken advantage of.

Ferals and Apex: The Bottom and the Top



Ferals

In the well-adjusted and normal hind mind, there are three clear centers of self. They are known as the instinctual, emotional, and intellectual minds. One shouldn't be totally dominated by the other, but generally the Hind person relies on the intellectual mind for daily social considerations and complex ideas, where the hind mind is effective at processing physical needs and hind-based stimuli, and the emotional body is a reactionary byproduct of experience.

Because betas have the weakest attachment to the hind, they have the highest capacity for rationality and so prefer intellectual activities. Alphas on the other hand are highly attuned to the hind mind, and are more attuned to the act of work over the philosophy of work. Omegas are attuned to other's reactions and the emotional mind, which allows them to understand others and empathize easily. Every hind person has attunement with all three, but this is the general order of natural strength.

However, under massive amounts of stress, a person may utterly abandoned control over their intellectual and emotional minds and give themselves up totally to the Hind. The increased focus on the hind allows a person to use the well of instinctual knowledge and primal understanding to stay alive under extreme circumstances, increasing physical

ability but decreasing their ability to understand complex emotions and concepts.

This, effectively, reduces them to brutalist animal behavior, and is called going “feral”.

Ferals are often extremely violent and dangerous, willing to do anything to survive or to protect what's theirs. Because they now have a difficult time understanding context, they will resist all attempts to help them. They still react to scent, and have emotions, but with hind taking priority of rationality, they very rarely can be negotiated with. The more lost to the hind a person is, the more skilled at surviving and often the more violent they are.

A feral can be rehabilitated, but it is incredibly difficult and long processes. If rescued and taken back to society, most ferals never fully recover but may lead somewhat normal lives in a supportive institution or pack.

Apex

An apex is a person born with perfect hind sense. Unlike a feral they are able to utilize the full spectrum of Hind awareness while keeping their sense of rationality and the whole spectrum of emotions. Because of this they have incredible hind-based powers. They are the ultimate example of what a hind designation can be—and what some argue *should* be—and others have the urge to automatically respect and submit to all apexes, though they are immune to each other's influences.

An apex or prime is known by the following names, but ultimately apex examples of hind designations are simply the peak of each presentation and it is extremely formal to refer to them with these apex titles. Each apex is special. They are blessed by the hind with a variety of powers that make them supernaturally, but importantly, uniquely strong. However, they each have a shared power that marks them as unquestioningly Apex.

Apex Alphas—Upsilon

All upsilon's have one power in common. This is a command presence. This is an active power which forces the compliance of anyone influenced by the hind, without the use of pheromones or command voice. Their will isn't adversarial to the law, like in a zetas, instead their will *is* law, and all hind folk must follow it.

An upsilon will appear to other's as simply an alpha if they wish to remain undetected, however they are revealed if their alpha steps forward, as their eyes will flash a reflective color, usually a metallic silver or gold.

Apex Betas—Epsilon

Epsilons have the peacemaker's aura. In a hundred-foot radius of them everything is calm and it's put on anyone who nears them like a muzzle. They are rational and introspective and understand the interworking of complex systems without effort. They are always geniuses and highly competent in a variety of skills that would be impossible for most people to master in a life time.

They also have a tendency to be very eccentric.

Apex Omegas—Omicron

Omicrons are the living equivalent of treasure. They are the healthiest omegas, and experience no heats so are able to conceive at any time. The omicron is wanted where ever they go often naturally calling to the deepest desires of the hind people they meet, and effortlessly able to deliver comfort sometimes without even saying or doing anything.

An omicron is so desirable and prized, they are at risk of being taken advantage of, assaulted, and kidnapped—not even by those who might wish to profit off of, or use them, but simply by passerby's who cannot control their instincts, and do so automatically.



Chapter 3: Bonding and its Consequences



Mates, Bonding, Heats and Ruts

Mates

A mate is anyone a hind person has decided to spend the rest of their life with. A mate can be a platonic, romantic, or sexual partner who has or has not been formally bonded with a bite.

Bonding

A bond is made when one person bites another with incised canines, then injects a fluid called bonding venom into the other person's body. This venom is a special ink-like fluid imbued with a high concentration of a person's unique essence. By injecting another with this fluid, essential hormone production in their body is shifted to include these new influences, with varying degrees of permanency.

If done in high energy situations, like mating, fighting, or even under intensely emotional moments, this bite leaves a permanent splotch on the person where they were bitten. This is called a "bond mark", and the effects of bond marks are discussed further in this explanation. Theoretically anyone can be bit by someone at any time and a small bond would be formed between those two parties. However, these bonds are often just playful and/or simply temporary.

Many alphas and omegas feel compelled to bond mark highly compatible partners, in most extreme cases this is called a "fated pair" because the urge is so strong it cannot be denied. A meeting of fated pairs in public can cause public disturbances, but is a magical experience for the peo-

ple involved. Betas and their secondary designations do not experience this feeling, though they can smell some pheromones they are not sensitive enough to lose their minds to the hind when encountering scent-based attractions.

A pack does not need to have bonding marks to be formed. A group may consider themselves a "pack" without bonds, but this won't be recognized by general society as being an official family. Insurance companies, governments, and hospitals will not consider this official enough to qualify this "pack" for services or admittance to sensitive care rooms. The bonding mark is considered the most permeant expression of life long devotion, as it physiologically changes each pack member to be more attuned to one another.

Once made, a deep bond is irreversible. This is why marking and mating to the right mate or into the right pack is so important. Bonds change the way a Hind person's pheromones are produced, altering their scent and the rhythm of their heats or ruts. The smell of bonding leaves a mark on a person, making them scent as "taken" though not all persons have the ability to sense a bond which may be made with an unseen mark, though it becomes more obvious when the bond mate's near or approaching heat/rut even from a distance.

Along with that, many, but not all, hind people also grow an extra-sensory attachment to their bonded mates. This can manifest in many ways depending on the presentation of the person.

Assertive Designations after Bonding

Alpha's gain the most from the bond mark. As naturally being less aware of the needs of others, a bond makes an alpha intimately aware of the needs of their packmates. They gain a sense of where their mates are, as in they are now aware of their bond mates' general location and movement. The more powerful the Alpha the more exact these feeling come through the bond.

They also become more sensitive to their pack mate's emotional well-being (almost akin to an Omega's natural sense) and may even directly sense specific pack members emotions and have in the back of their mind a general sense of how the pack is doing.

Passive Designations after Bonding

Once bonded, Beta's internal clock aligns very closely to their mates. Mostly they are unconscious of this change though, and new behaviors appear simply instinctual. This ends up making their helpfulness feel divinely timed, and often they can interpret/anticipate problems before they even happen helping to prevent distress. This ability is most helpful when dealing with pregnant/nursing omegass.

Submissive Designation after Bonding

An omega gets the least "power" out of a bond, for the omega is already born sensitive to the needs and feelings of others. What an omega seeks in a bond mark is security and commitment, which communicates to the Hind mind that a pack will be willing and able to provide for them and any pups. Along with that though, an omega also becomes immune to the command voices of those who rank lower than their pack Alpha which makes it safer for them to enter public spaces. The scent of being "taken" also turns away most alphas.

Heats and Ruts

For about a week once every three months, though more or less frequently depending on the individual and their age, most assertive and submissive designations enter periods of hyper fertility called a rut and a heat respectively. During this time instinct overtakes reason, and breeding hormones are produced in excess. As the conditions of reproduction are more restrictive for those of the HInd, these times of rut and heat are very important.

Heat

An omega's fertile period is called a heat. Heat is a time of excessive sexual desire, where the senses are made more sensitive and the body is tormented by cramps if left unsatisfied. It takes months for a body to build up the necessary hormones to become fertile, and so the omega expresses its readiness in an extreme way. Symptoms of a heat include but are not limited to; stronger scent, excessive sexual desire, a decrease in rationality, cramps, mood swings, neediness, exhaustion, and fever.

Heats are a dangerous time for omegas. During the most extreme heats they are left physically vulnerable and unable to care for themselves, emotionally raw, and open to attack from assertives attracted to their scent. An omega left alone through a heat may be unable to care for themselves through a heat and become sick or even die.

A heat can arrive before it's due. This is especially true on the cusp of a heat, when an omega is already sensitive to the scents and feelings of others. Being in the presence of a compatible mate, another omega entering heat, or an assertive going into rut, can spur on an they cycling of an early heat. But an extremely early heat can be triggered for a variety of reasons and will have very light symptoms. However, the heat after an early one will be double or triply as strong then normal, depending on how early it was.

Hind folk exchange pheromones constantly, and during heat this exchange is particularly vital for an omega to be properly soothed. Even just cuddling with mates can help calm heat symptoms, so can exchanging all kinds of bodily fluids. However, the most effective way to fulfil the hormonal rush is to be knotted by an assertive in rut, as this ensures the most successful impregnation.

After the heat concludes, there is a period-like event if the omega was not successfully bred.

Ruts

Alphas have their own fertile periods called ruts. Ruts are not physically dangerous for alphas. In fact, they are often stronger and more domineering on the cusp of rut. However, they may also have shorter tempers, be aggressive towards others, or otherwise moody. Ruts spur to the surface highly aggressive and territorial behaviors, often expressed by violent outbursts, which can create public disturbances.

Though alphas keep their strength and more mental capacity than omegas during their fertile period, going into rut in public is seen very negatively. Especially if it results in rut-spurred sexual assault or rape. Also, rutting in public can trigger sensitive omegas or lesser ranking Alphas into early rut.

Any lone alpha in rut should either control their aura to avoid causing a scene, or stay isolated for the duration of their fertile cycle. Like omegas, this period of hyper sexuality can be relieved by exchanging bodily fluids with mates, or knotting an omega.

Dealing with Heats and Ruts

To help lessen the effects of their fertile cycles, some people use herbal or chemical scent blockers and artificial hormones to control or prevent their rut and heat entirely.

Across territories, there is much debate about how healthy these drugs are and very few people use them. This is because outside of these fertile periods it is incredibly difficult for pregnancy to occur, and many argue that taking these drugs for any length of time significantly decreases fertility. Areas where these drugs are common have tightly controlled populations, and often have more sophisticated towns than territories where they are not—with exceptions of course. Unfortunately, the stigma on submissives taking these drugs is worse than for assertives.

Packs are helpful for mediating these fertile times privately, especially betas. More likely than not, not every alpha and omega in a pack will be in heat or rut at the same time. During fertile times, the pack can divide

the work of caring the effected person(s) while also maintaining other pack responsibilities like caring for children, cleaning, or working. For this reason alone, though there are others, many hind people see pair bonding as fundamentally inferior to pack bonding.

Aging

All hind people continue to have strong heats and ruts after puberty for the majority of their lives until they reach somewhere in their 60s. After that, hormone production slows down as they do after birth, and the overall fertility of males and females drops drastically. That said, a fertile person will be fertile until they die. But the older a person is, it becomes increasingly less likely to successfully have a litter and the strain of long pregnancy is much harder on older individuals.

Pregnancy and Pups

Male and female omegas, and female alphas are the only people capable of gestating young amongst the hind.

While male omegas are not as fertile as female omegas though they can still carry pups. Male omegas can have 1-3 pups and females can carry 2-5, and larger broods are more common and consistent in females. Secondly, certain omegas are able to carry pups from several different fathers at one time, whereas alpha women are unable to do this even in the rare case of carrying multiples.

Pregnancy lasts for an entire 12 months, as changes in the year are important to pup development and allows the mother to consume the right nutrients for a large litter. Early and mid-gestation growth is quite slow, with a more rapid growth period towards the end. New born pups are small, about three to five pounds. They cannot open their eyes or hear anything for about 2-4 weeks once born, after which eyes and ears are finished forming. After a pup has reached this point and doubled their

weight and can see and hear, the development process proceeds as typical to their species.

Because young are so delicate in early life, omega born pups are generally the healthiest as omega bodies are best suited to nurturing babies. They also most easily produce breast milk and create essential hormones and pheromones that help pup senses develop both during pregnancy and in early life. Many alpha-born pups have omega wet nurses or use formulas that are based on omegas milk along with scent stimulators.

Post Pups

Bodies and hormones change in individuals and in packs once pups have been born. An omega having given birth will not have a heat for 9 months (about 3 normal cycles) and once they begin again the intensity and duration is greatly reduced.

This reduction in fervency extends to the entire pack if they are completely bonded, but even “incomplete” or one-sided bonds to a lesser extent. Heats and ruts pack wide last for only a day or two instead of to as long as a week, and satiating these hormonal needs is much easier. Instead, these times are to ensure a period of heavy rest, where sexual needs are greatly reduced. It's a bond affirming time to ensure strong inter-pack attachments.

After approximately 3-5 years with no pups, heats and ruts will began to grow more intense again. After the first time, getting pregnant again becomes more difficult and most omegas can only have 1 to 5 broods in their whole lives. For alphas who have birthed, however, they may never be able to have conceive again, and many get increasingly intense ruts until they hit their natural reduction period later in life.

Puberty

Though generally it's easy enough to know what presentation a pup is by smell at birth, the body of the child is less attuned to the hind and their instincts. They will have blunted senses until they come of age, and

will be vulnerable to presentation manipulation like betas. The body during childhood is focused on growing. Children do not have determined scents, and they may scent like very little, or have extreme changes until their pheromones settle post puberty.

Through youth, they will be compelled to explore the dichotomy of their differing presentations with their siblings or while in school through playing. Around puberty however, they will begin to experience extremely uncomfortable growth spurts in a regular, three-month cycles. This is when their pheromone glands begin to finalize their growth. For most this process begins around fifteen, and they will spend this time feeling woozy and ill.

For most assertive and submissives, it is not until around 17-20 that proper heats and ruts will begin. And after this turn is when most territories consider a person an adult. Passives experience the same growth spurt, but it eventually peters out in that age range.

Hind Sickness, Bond Breaks, and Death

Hind Sickness

Hind folk are essentially social creatures, they need bonds with others to be healthy. This is because pheromone production is tied to bonding and is why being a lone wolf is strongly discouraged. Speaking to, touching, scenting, and other forms of mental and physical stimulation with others literally stimulates the production of hormones which help with keeping body equilibrium and regulating emotions.

Being left alone causes hind folk to cycle their own pheromones, which can create physical stress that eventually lead to illness and mental disturbances. When this becomes severe enough, it's called "hind sickness". Symptoms of hind sickness can include aggression, depression, and even hallucinations. Severe enough hind sickness can lead to a person becoming feral, and eventually death.

Because both their pheromones and senses are the strongest, omegas most easily fall ill to hind sickness, and suffer extreme effects from being totally alone. Alphas rarely suffer from severe hind sickness, though they can slip into minor fits of it if they are pack-less or away from their territory for too long. Beats are least likely to suffer from hind sickness, but it is still possible. In cases of betas growing ill from the hind, they are most likely to wither simply because they will not seek treatment or attachments.

Bond Breaks

Can a bond mark made between one or more people be broken? Bond breaks are rare, but can occur. There are two major methods to breaking a bond: trauma or starvation.

A bond breaking through trauma would occur after a sufficiently hurtful action takes place. It has to be an action with causes as much of a rise in spirit as a bonding moment would, i.e. through sexual trauma or through some kind of physical or emotional conflict. The event will cause the spike of a certain hormone in the blood and the venom from the bond will automatically break down. The breaking down causes a withdrawal like symptoms and can last up to a week.

Afterward, the person will go back to being as if they are unclaimed. It can happen to just one side of a bond or both, and causes extreme distress amongst the pack dynamic. Triggering a bond breaking is a high crime against the hind, and is universally seen as despicable.

A bond can also be broken through distance, or “starvation”.

Physical distance can weaken a bond, but an emotional distance will always fray a bond, no matter the closeness of the individuals. To totally break a bond this way, one must both be physically and emotionally distant as possible. Bonds do not want to break, so when two bonded folk become emotionally distant they will be compelled to physically seek each other out. If this pull is resisted, eventually the bond will become weak enough the venom “melts” and the bond will be severed.

Death

Death in bonds is not the same as a bond break. The cut of death is not drawn out, but a clean feeling of sudden separation. As if a veil was put over the mental physical bond created by bonding. The mark of a mate will not fade after death; however, this does not mean the mental distress of this sudden loss is any less hard.



Chapter 4: Hind Organizations Both Personal and Beyond



Bonding makes up the basis of all close non-familial hind relationships. All hind relationships start with a couple of mates, mates turn to bonds, bond webs form packs, packs form into clans, and an exponential spread of influence over a single territory is what creates a nation.

Pairs

A pair bond is double bonding bite that binds two hind people exclusively. This is done by creating two true bond marks on each member of the pair. Wherever the marks lay, there must be two separate bonding marks to create a closed pair bond. This is because hind people are designed to be in packs, and to hold multiple marks. Double marks satisfy biology for those who do not wish to pack bond.

A pair bond might occur between two incredibly compatible individuals (like a “fated pair”) but pairs are more common in population dense areas. Bonded pairs can also exist within a pack, though this is rare.

Packs

A pack is a group of at least three mated hind people. They do not need to be bonded to be a pack, though the pack is not officially recognized until at least one bond is made. Pack bonds will always be unique, as each pack relationship is complex and multifaceted. However, there are some basic categories which most packs fall into.

In a “true bonded” pack, each pack member has a mate mark from every other pack member and each bond is completed. In an “omega bonded” pack, all pack members claim a single omega and the omega claims them. An “alpha bonded” pack requires a pack alpha to bond mark every member of their pack and have each bond completed, but the individual members of the pack do not mark each other. A “One-sided bond” is when a single member, usually the pack alpha, bond marks every pack member but the bonds are left incomplete. Any other pack bond is called a “web”, and the pack can be a mix of all of the above styles or something completely unique.

A sensitive omega can smell if a bonded person is in a pair or pack relationship even without seeing the marks, though a pack bonded person is usually very easily visually identified.

Because of how hind characteristics present, packs are often deemed by hind society as a necessity. Packs divide responsibilities, ensuring all members are taken care of through heats and ruts, and allows any children to be tended to appropriately. Each member also expands pack perception, which is why having a carefully picked pack is important. Packs should not be too big or small but exact numbers will be different for all groupings. Some consider pair bonders to be very close minded (or even foolish) and blame their small pack size for this.

There are two major ways new packs are formed. Most children grow up in their family pack, and then leave to make a new pack (if alpha, they may start as a lone wolf or come together with childhood friends to create their own pack) or join an already established adult pack (as betas and omegas most commonly do, though alphas can also do this). It's not unusual for young adults to move between 1 to 5 packs trying to find the right fit, though more than that is uncommon.

Clans and Leadership

Clans

Clans are organizations of two or more packs brought together by common cause or overlapping territory. Most packs are not officially part of a clan, though they live under a clan-ruled territory and so are considered to be under that clan's authority. The majority of Clans are temporary agreements between packs that are disbanded within five years once the common cause has been fulfilled.

On the other hand, multi-generational clans are usually held together by a large swath of territory in which protecting is only made possible by having long standing agreements with multiple packs. Generally speaking, there will be a head pack, and the pack alpha of that pack the leader of the entire clan. This person is called Headship. A headship is always an assertive. After the first generation, the Headship is usually descended from the pack or alpha that originally claimed the territory and/or established the clan.

Headships

A Headship's primary function is to protect or expand claimed territory, gain the wealth needed to maintain their clan, and manage other pack alphas. From this, they use their power and will to shape their territory into their idea of a success. The more stable or attractive their territory is, the more packs will be compelled to live under that clan's rule and pay the necessary tidings for living there peaceably. This is often what brings the wealth and commerce necessary to maintain the clan and territory facilities.

Several clans can work together within one territory. These sorts of arrangements are most often made between territory-focused and trade-focused headships. Trade-focused Headships have clans that prioritize providing service works or skills to others instead of finding a territory to rule over. These clans often cannot subsist without living under a territo-

ry minded Clan that has attracted a population of non-clan packs however. By offering to provide necessary services to the territory they are allowed to live under a larger clan's umbrella without having to assimilate into it.

However, there are accounts of a clan retaining its name and organization even though another Pack uptakes the Headship line. Often though, this transition fails and the clan falls apart, freeing the territory up for another pack or clan to claim it. If an attempt to overthrow a current Headship does fail and the territory is not quickly reclaimed by another clan, any established township or city will fall into chaos.

This is because not all clans or packs are stationary. Some remain nomadic and travel between established territories. These people are often called pirates, though they hardly live on the water, and make part of their living off trade or stealing from other travelers and cities. Clan guards are what keep these scavenger packs off protected land, and unguided land will be attacked by these groups and resources taken. Other non-associated clans will also be quick to leave a territory which they fear may be attacked.

Helpmates

Headships work alongside a secondary leader called the Helpmate. Though a helpmate can be of any designation alphas are the least suited to being Helpmates. While the Headship mostly concerns themselves with pack to pack, clan, or territory issues, along with planning the future, the Helpmate is who manages the home and maintains the present.

This person is vital to the functioning of a large clan. They are in charge of ensuring the interpersonal issues of the clan are taken care of, this includes everything from estate management to lower-tier member disputes. This ensures that the inner workings of the clan are taken care of, that the costs of functioning are not unmanageable, and that small problems do not develop into big problems. The Helpmate also is there

to ensure that big problems within the clan can be appropriately dealt with by the Headship when they occur.

Though a Helpmate need not be one of the Headship's mates, most commonly they are. The Headship's pack "head" omega is often appointed this position; however, this person is not always suited for the role and the responsibilities of management that it entails. In these cases, a sensitive beta or another better suited omega should be selected as Helpmate. The temperament must be correct for the needs of the clan, be they in need of a strict rule over the home, a gracious one, or something in between.



In Conclusion



Designations dictate much about a person's life quality. From their biology to social expectations, assertives, passives, and submissives each enter this world with a certain skill set and instincts. However, how these aspects of personality are displayed by individuals varies from person-to-person. There are shy alphas, strong-willed omegas, kind zetas, and territorial betas.

For those in misery who may feel as if they do not fit the role they were born in, be at peace and take heart. Individuals often still fit the roles of their presentations, just in a unique way, and this should be celebrated. Designation rejection is not common, and is extremely difficult to deal with. Though some medications can help repress designation-based urges, it's often better to find a pack that accepts your personality and can help you fit your role successfully instead of inflicting undue harm on yourself.

Overall, the Hind peoples form a complex and ever-changing field of interpersonal and professional relationships as the push and pull of power molds their reality continuously. On the stage of their lives, they search for love, bid for territory, and fight through long played out dramas to assert their claim on the world and each other. Whether Alpha, Beta, Omega, or sub-presentation, pack or pair bonded, Headship or lone wolf, each person is unique on their journey in finding themselves.

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Bede Cromwell is a writer, philosopher, artist, and lover of several very self indulgent subgenres of life. Her obsessions (mostly) take the form of romantic and erotic fiction, always with a twist of fantasy and a dash of esoteric-erotic philosophy. She loves love, and the power of sexual unity, and she hopes you do too.

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