

Creature Files: Werewolves

Werewolves are the last living race of Worldborn commonly referred to as ‘Hunters’ by other supernatural creatures. They are technically the youngest of the Worldborn tribes and known for both their ferocity as well as their near religious dogmatic behavior.

Characteristics and Abilities

Werewolves are the last remaining Demi-humans, the rest having been wiped out by the Choir over the course of the 1600’s and 1700’s as a part of a concerted campaign. As they are Demi-humans, generally look and act like humans do. They eat human food, have a consistent sleep cycle, and enjoy human comforts. In their human forms they are indistinguishable from humans save for the commonly noted smell of “dirt, blood, and corn chips.”

While all werewolves are muscular in their human forms, it is to be noted that Dires and Aegis level Werewolves are known to be obviously taller and heavily muscled, but neither is ever outside of human ranges. Aegis level wolves are found to have white or silver hair in their human forms, but again, that coloration is not unusual.

As a general rule, Werewolves (or more commonly ‘wolves’) live in groups ranging from three to eight individuals consisting of a Dire (or Packmaster) and his pack. These packs behave like and tend to refer to themselves as a family, not unlike vampire society, however Dire’s rarely use parent/child terms when they speak of their relationships. Pack internal relations are generally idyllic owing in part to the constant psionic influence of the Dire. This influence gives Dires the ability to override the instinctive actions of their pack, allowing them to act as one mind, similar to choir agents under the effect of the synchronicity spell or years of training as a unit. This mental link is breakable only by a wolf of greater power and even then the Dire would need to be amiable to the release or death. This psionic property is only held of Dires and Aegis wolves. Common wolves can only speak to their Dire in this manner. Aegis class are able to not only speak to all wolves known to them from a distance of ten miles, but are able to coordinate them much like a Dire can for its personal pack.

Werewolves are homogeneous shape-shifters, so their wolf forms are consistently the same when they change, making it a simple matter to recognize a wolf no matter which shape it is in. The form is that of an anthropomorphic wolf, complete with extended muzzle, clawed fingers, and a thick coat of fur. Common wolves tend to be roughly the same size and build as their human forms. Dires are larger in size, ranging in size from eight to nine feet. Aegis wolves are larger still, ranging from ten to twelve feet in height.

Werewolf senses are unusual in that they are altered by the form they are in. They have the superior sense of their current form and degraded versions of the others. Thus, in human form, they have the vision and taste of human but degraded senses of hearing and smell which are better than a human, but not as good as a canine. In their werewolf form, they have the senses of smell and hearing of a canine, but degraded vision and taste, which are superior to canine vision and taste, but not as good as a humans.

Wolves have a miraculous, albeit highly situation healing property. Upon feeding on a significant enough volume of supernatural flesh, any and all wounds suffered by the wolf will heal. Even fatal injuries can be recovered if the werewolf feeds soon enough behind suffering the injury. It had been found that the “golden hour” for werewolf healing is one hour from time of injury. Thus the werewolf saying of “bad hunts leave scars” is a literal statement.

Wolf claws and bites are considered a “silver bullet” towards all other supernatural creatures be they fiends or other Worldborn tribes. Their claws seem ignore the natural toughness that most creatures have. These attacks also cause extreme pain, though the more powerful the creature, the less effect this pain has. On top of this, the bite of a werewolf is paralytic, able to shut down limbs from the point of the bite outward and even able to cause full body paralysis if delivered to the spine near the skull. This paralysis does not seem to cause numbness, thus allowing the victim to be fully aware of any and all damage caused to the paralyzed body part. Why this is can not be proven, but Empusa legends state that the hunters were born as a punishment for vampires. The fact that wolves not only eat their prey alive but seem to revel in the suffering the feel seems to support this.

As a final note on shape shifting, Aegis class wolves are known to be able to shape-shift into any canine they wish. This has resulted in Choir agents treating white dogs of any breed with polite suspicion.

Feeding

Werewolves can and do eat human food, however the nourishment they receive from such meals is paltry. It’s enough to keep them alive, but nowhere near what would be needed to sustain them to any reasonable degree. Instead, Werewolves feed on corporeal supernatural beings. This includes Vampires, Succubi and Incubi, and corporeal fiends. This does not include blessed Choir agents, human mages, or other wolves. This also seems to exclude divine beings such as angels, demons, or gods.

Life cycle and Reproduction

Werewolves are all sterile and thus can not reproduce as humans do. In order to create new members, a Dire or Aegis must willfully give blood to their target with the express intent to change them. Their target must be willing to bond to the Dire as well. This makes transmission of the condition unlikely but not entirely impossible. For these reasons, transmission via a bite is highly unlikely. Common wolves can not transmit the condition in any way.

Weaknesses

Werewolves are highly susceptible to silver. Even small amounts can cause immense pain. This pain can disrupt the psionic connection a Dire has with whichever pack member was struck by it. The pain can even transmit to the Dire as a form of backlash. In fact, Dires and Aegis wolves are so psionically sensitive that they can be significantly harmed by harming their pack, as all pain transmits up to them. This leads their more powerful and intelligent prey to seek to critically injure subordinate wolves instead of killing them outright as a dead wolf transmits nothing. This form of harm can cause a Dire to suffer so much stress as to slow them down and makes them prone to potentially fatal mistakes.

Choir Rules of Engagement

Werewolves are no longer considered enemies to the Choir, enjoying a much more comfortable relationship than the Empusa clan. This is due to the Choir's dealing with the being known as Vulgrim the Lost, A.K.A. the Wolf God B.K.A. "The Grim Fang." Thus, wolves are to be treated with respect, but not deference. Wolves have rules they must follow that are handed down by Vulgrim and the monitoring of these rules is generally handled by Aegis wolves, commonly called simply Elders in werewolf circles. The choir is to monitor known packs for violations and report them as needed, only intervening should an emergency present itself. Under no circumstances are K.O.S. orders to be issued on wolves without approval from high command. Failure to handle werewolf based situations correctly can result in censer, lost of field agent certification and reconditioning.

Agents do have the right to interrupt hunts should they be made against known Choir Assets. This is understood by Wolves and failure to cease a hunt under these conditions grants an agent the right to use deadly force to protect said asset. The Agent must be present to enforce this right and have active, uncontested field certification.

Creature Files: Spectral Fiends

Wild, unpredictable, and dangerous as a rule, Fiends are a concern to all things. Spectral Fiends are a oft mislabeled and confusing class of creature.

Characteristics and Abilities

Spectral Fiends are the classification of non-corporeal fiends, thus they have no body in the normal sense. What they have is a location, such as a room, object, or building that serves as their vessel. This Vessel is able to relocate if the object could normally be reasonably moved. It can self repair if damaged and generally protect itself from minor attempts at destruction. This direct possession of an object or location combined with their reality warping properties are the main difference between spectral fiends and ghosts.

The actual intent or ability of a Spectral Fiend is always unknown until it has been observed, making them a severe hazard and difficult entity to deal with.

Feeding

Spectral fiends are problematic in that they have been found to not only feed on physical matter but concepts as well, such as an individuals fear or generalized suffering. This makes them even more unpredictable as the one trait held by all Fiends, spectral or otherwise, is that their hunger can never be sated and they will do whatever it takes to feed.

Life cycle and Reproduction

Nothing concrete is known about the life cycle or reproductive properties of fiends. It is speculated that powerful human emotions may play a part in their creation, but as of this report, there has been no successful research into the process. The makes predicting their occurrence woefully unpredictable.

Weaknesses

Spectral Fiends are universally weak to the complete psionic suite of powers found in Espers as well as Nature, Infernal, and Divine magics. Humans with especially powerful wills can suppress Spectral Fiends, however this is temporary and often demands some time of emotional resolution that is commiserate to whatever caused the Spectral Fiend to come about in the first place. In this they are similar to ghosts.

Choir Rules of Engagement

If a fiend is found to be spectral in nature and no Esper or Singer is on site, all engagement is to cease without exception, even if this means the sacrifice of non-choir assets. Access is to be restricted, the items or location is to be acquired, and information about the item or location submitted to informational suppression support. As the destruction of items and locations without Esper or Singer assistance can lead to dubious results, this is only to be attempted to protect choir assets in emergency situations.

Creature Files: Empusa/'cubi

The Empusa tribe, more commonly known as Succubi and Incubi, are one of the oldest recognized worldborn tribes, known for their sexual appetites and the act of devouring human souls. They are also one of the most beleaguered of the worldborn, hunted by demi-humans for their rich supplies of internal energy.

Characteristics and Abilities

Empusa look indistinguishable from common humans and have no distinctive traits that might betray their true nature to even the sharpest human eye. This is enough to even fool most non-humans unless they possess the ability to see spiritual energies or, like demi-humans, literally smell them.

Empusa have minor shape altering abilities. They can alter their weight, hair, eyes, and skin to limited degrees, but their general bones structure cannot be changed, a fact that separates them from demi-humans like werewolves or doppelgangers. These alterations cannot move beyond that humans are generally able to obtain, though it is theorized this limit is directly connected to human understanding as unnatural hair colors such as pastels were observed only after humans gained the ability to dye their hair such colors. Some suspect as humanity grows more adept at altering themselves, the empusa may follow suit.

Empusa do not inherently possess extra human physical abilities as a default but do have extra human potential based on their age and access to food. Thus, young empusa are normal only as powerful as their form would suggest. As they age this increases on a steady grade though the upper limit is currently unknown. Exercise has no effect on this increase in power. If an Empusa wishes to further augment their power, they have to feed on humans. This act can radically alter the power of an individual Empusa to superhuman levels. Some elder Empusa have been observed to be able to lift over a ton without difficulty and run at speeds of 50 MPH. These examples are uncommon, though it may be that the Empusa purposefully hide their true potential. It's unsure if a lack of food would weaken them to any degree, however.

Empusa react to physical harm much like humans, but they lack functioning organs that make these reactions normal. Thus perceived damage to one's kidneys would result in an appropriate pain response, but no other physical symptoms of that injury would manifest. They bleed, but cannot die from blood loss. They can be stunned by cranial damage if their opponent is strong enough, but not knocked out without some magical means. They cannot be critically harmed with, say, a bullet to the heart or brain. Extensive physical activity will even make them breathe harder, but they can't be

winded. These responses are thought to be autonomous and not a purposeful act on the Empusa's part, though they can, much like a human, fake injuries and harm for the purpose of deception. All of this is to hide the fact that Empusa are made of pure spiritual energy rendered from their feeding and living experiences. It wouldn't be inaccurate to state that they are literally made of memories.

The Empusa's greatest weapon in hunting is their glamour, an aura that allows them to forcibly direct the attention to any human that observes them. This ability is normally used to make themselves so physically attractive to a victim that they cannot resist the urge to touch the empusa being looked at in one way or another. This glamour is nearly impossible for a person without profound mental fortitude to resist. This power can also cause nearby observers to ignore the Empusa and their desired targets, thus allow a person to be victimized even in a crowded public place, though it is rare for one to be so bold.

Feeding

Feeding requires both physical contact and consent. The part of this combination that is deceptive is the idea of consent. In human circles, consent means positive agreement free of coercion. For Empusa, it just means an agreement to the act of physical contact by almost any definition. That includes hand to hand combat, as the desire of both parties is to touch each other via strikes. Even though an attacker doesn't want an empusa to touch them, if they want to touch an Empusa, it's still consent and thus feeding can occur.

The act of feeding is painless to the victim and in some cases, deeply pleasurable. This is believed to prevent the victim from resisting if they are not already hostile or weakening their resolve if they are. It can also hide critical injuries that might cause an attacker to become more cautious and difficult to defeat. Some recent reports have found Empusa purposefully using their feeding ability as a pain killer.

The act itself consists of drawing out the vital energies that keep a creature alive. It can be either slow or rapid depending on the situation and the Empusa's intent. The faster or longer this draining effect is allowed to happen, the weaker the victim will become with death being the end result if the drain is not halted somehow. The Empusa themselves state that it is the act of feeding on the soul, but agents with unbreakable wills or even humans in certain states of insanity can fully resist the effects, though it doesn't actually stop the Empusa from receiving sustenance. The soul claim holds a great deal of credence as humans killed in this way do not pass on to the afterlife. Their souls simply vanish.

Life cycle and Reproduction

Empusa are effectively immortal. There has never been a documented case of one dying from old age nor do the Empusa themselves claim to know of any of their number dying for that reason. Their cause of death is always at the hands of some other being, with demi-humans being the most common. Matron Nemesis, who claims to be the first of the Empusa, states she taught human women the proper way to use sex to control men. The implication is concerning.

Empusa are generally born via a form of parthenogenesis that leads to full corporeal mitosis. The child born from this is physically fully developed based on the mothers wants and or needs. The details are a closely guarded secret and even the details of the births themselves are in short supply. What is known is that it's possible to make mistakes. A child can be weaker or notably less intelligent than desired. They can even lack certain levels of autonomy. The mother imbues the child with starting knowledge which can vary, so it's postulated that a mother could create a child equal to themselves in skill and knowledge, but they never do, choosing instead to give the minimum information needed and manually teaching them the rest.

Despite this unusual form of procreation, the act itself is exclusive to female empusa, or Succubi. Male Empusa, commonly called Incubi, lack the ability to procreate via any means. Why this is, is unknown. What is known is that it isn't the only case of noted disparity in the abilities of males and females of the tribe.

Another glaring case of sexual disparity among Empusa are the number of stage of life to be found in females versus males. Males have a single stage of life. They are born to serve their mothers in some way and are emancipated once this task is accomplished. These goals can be complex or insultingly simple, with some mothers even going so far as to make males as experimental offspring as to hone their reproductive skills before creating a daughter. This disdain for male offspring is common among Empusa, though it seems more cultural than biological.

Female Empusa have two stages of life. Their first stage, in which they are called Lesser Lillim, is the same as Incubi, but during their second stage, or Greater Lillim stage, they gain the ability to create offspring as well as 'shed' their physical vessel. This last-ditch survival skill makes the females remarkably difficult to kill without direct magical or extrasensory means. However, the cost of this 'shed' is quite high. The physical body is abandoned totally and all the memories with it. They retain rudimentary will and desires but lose much of what made them who they were. Friends, lovers, even offspring can be forgotten during a shed. Even skills and abilities can and usually are lost. This, as one could imagine, is a devastating setback, though it can be avoided in unique circumstances. First, the original body must be mostly intact. The more of it that is damaged, the less a Greater Lillith can restore. Next, another female Empusa must be willing to absorb the vessel into themselves to 'store' the memories of the slain. This is a

large ask, as the memories are difficult to partition and thus can lead to schizophrenia in the storing Empusa. Then, the storing Empusa must allow the slain to ‘possess’ them, allowing for something like a birth to occur. The amount of trust and special circumstances surrounding this technique are so difficult to arrange as to make using it a rarity.

Weaknesses

Empusa are known for having few major weaknesses. Their physical construction makes them highly resistant to magic. Nature magic in particular. They are also highly resistant to trauma, again owing to their unique bodies. They are very weak to extrasensory powers, thus Espers are the choirs greatest weapon in dealing with them as well as Corpus agents with the unbreakable will and inhuman strength traits.

Their greatest weakness comes at the hands of demi-humans, which falls mostly to werewolves at this point. Something about the body of a demi-human allows them to damage Empusa with little difficulty, though an intelligent or powerful Greater Lillith is still not to be taken lightly.

Choir Rules of Engagement

Most Empusa are so concerned with their own survival that they are simple to manipulate. While greed is their driving vice, they are not stupid and the threat of being hunted or worse, sold out to werewolves is all it takes to keep most in line. This said, they must be tightly monitored to avoid overfeeding. They do not have to kill humans to survive and thus they receive no ‘death allowance.’ Kills from a remorseful Empusa or one registered with the organization are to be met with reconditioning, which is exceptionally painful for this creature. If they are resistant, remorseless, or simply so powerful and to make control difficult, they are to be purged with prejudice.

Empusa make for excellent field contacts as they can gather great deals of information from humans and generally do without needing too. This command over their territories allows them to keep safe from demi-humans as well as other invading Empusa. They typically have their fingers in as many pies as possible and will share this information in exchange for food and protection. After the war, it was discovered that agents with unbreakable wills could fully sate even a Greater Lillith without harm and thus are all allowed to recruit Empusa without first seeking permission from command as long as they are field op certified.

Any Empusa found to have a knowing relationship with a werewolf is to be purged with extreme prejudice. Mercy is to be granted only with permission from high command and is only to be considered in the case of exceptionally extenuating circumstances.

Should an Empusa gain control of a werewolf, it is possible for them to force the werewolf to evolve in such an unnatural manner as to create a living weapon with the destructive potential of a champion. Failure to report such a relationship is punishable by censure, loss of field op certification, and reconditioning.

Creature Files: Vampires

Save for Fiends and humanity itself, there is no greater threat to the world than the vampire tribe and its disparate clans. They have the distinction of being not only able to trace their creation to its source, but that their creation story is actually corroborated by their creator race as well as other beings.

Characteristics and Abilities

Vampires all trace back to one of six vampiric houses, each of which is headed by a child of a being commonly called The Abomination. These children are called the scions of the abomination, who actually are seven in number. These houses tend to have similar philosophical leanings and some minor physical differences that are difficult to determine the reason for. These differences are subtle enough that they should not be used to guess house differences and it would be best to simply ask should such information matter.

The Abomination itself, referred to in vampiric circles as “The First Father,” can be traced back to an Incubus, a male member of the Empusa tribe. For reasons that are unclear, as the Abomination has never been directly interviewed, this Incubus launched into a feeding spree in an attempt to reach the unattainable level of a Greater Lilith that females of his tribe are able to reach. This spree went on long enough that divine beings more frequently observed in that period sought to stop his rampage to no avail until the recorded destruction of an angelic being at his hands. It is noted that never since this even has the permanent destruction of an angelic being been recorded. It was at this point and unknown entity intervened and the Incubus was said to have been granted its wish. Werewolves insist this entity was the global spirit Gaia who was also responsible for the elevation of the Grim Fang. Angels insist it was the Abrahamic God. These reports cannot be corroborated as neither the global spirit Gaia nor the Abrahamic God can be confirmed to exist. Either way, the granting of this wish was found to be a bone of contention as vampires are universally despised for a myriad of reasons.

Vampires appear human in all ways but are loosely classified as undead, though this classification is contested and such arguments show no sign of slowing anytime soon.

Vampires tend to boast superhuman traits and senses that grow in strength as they feed and age. They couple this with a type of dark energy manipulation that can be used to augment their physical traits, protect them from sunlight, or even blot out all light spectrums in a certain distance.

Vampires are extremely resistant to physical damage, rivaling the damage resistance of Choir agents with the durability blessing. They are capable of functioning fully while

suffering from wounds that would debilitate normal humans or even other supernatural creatures. Without exploiting their weaknesses, they are difficult to kill without them escaping.

Vampires boast an impressive healing ability as well, allowing them to recover from any wound provided they feed on a human. This combined with their ability to function despite grievous wounds means that failure to kill a vampire means humans in the area are immediately placed in danger. Severely wounded vampires can go mad from hunger which can result in a number of feeding based fatalities.

And additional ability they have is the “Voice of Authority” (VoA). This is thought to be a similar power to the Empusa Glamour in that it gives humans who hear their voice difficult to resist feelings, such as the desire to accept orders or surrender themselves as food. This ability can not override a human’s will, however, thus the vampire must still properly manipulate a victim into the correct frame of mind if more extreme orders are to be suggested.

Feeding

Vampires feed by biting their target and breaking the skin with their canines and in some cases the incisors. These ‘bleeder’ teeth have a series of pores on the back that act like needle tips, drawing blood through the palet and loosing it into the throat. This allows a vampires bite to be a problem wherever the might bite their victim. Some vampires, most common those from the first house, will go so far at to eat human flesh from living victims citing that such actions cause their victims to die from trauma rather than blood loss, preventing the birth of a ghoul. Most other houses find this behaviour abhorrent.

Vampires feed, in most cases, exclusively on human blood and in some cases, human flesh. Vampires who do the work to sutably manipulate thier prey can use the VoA to make the experience pleasant, almost sexual, to their victims. However this only allows for small amounts of blood to be taken, roughly one pint, before there is an issue. Even taking this much at once can be problematic as the removal of blood starts to weaken the hold that VoA grants, causing confusion, fear, and panic in the victim. Such an amount is not enough to sustain a vampire, whose hunger is known to be similar to that of their progenitor race, the Empusa. Thus, vampires must feed either small amounts with regular frequency or large amounts intermittenly. Waiting for long periods between feeding had risks which include the creation of ghouls as the vampires hunger becomes more extreme and their self control weakens.

There is an alternate to feeding that is often called the chain. The chain makes it so that vampires receive a portion of the energy their offspring receive though feeding. This

creates a pyramid effect within the vampire community driving them to create children as to supplement their own feeding.

Life cycle and Reproduction

Vampires are sterile, thus they must make more vampires by converting humans. This process is not straightforward however as vampirism is always consensual. No person who is opposed to becoming a vampire can become one. Though like the concept of consent means something less obvious to their progenitor tribe, the same is true for vampires.

The idea is that no person who would find the demands of being a vampire abhorrent can be turned into a vampire. Thus, if a person was opposed to harming others, they could not be turned. If they were opposed to greed or avarice, they could not be turned. If one was internally opposed to the concept of being a vampire, they could not be turned. How this is gleaned by the vampire is, for all intents and purposes, with an informal interview. The caveat being the subject has little to no idea it is happening.

Vampires, as has been noted, can receive sustenance by proxy through their children. This leads many vampires to seek out suitable subjects to turn, provided they meet the criteria for vampirism, without warning. Once turned, the parent has dominion over the child in such a way that they keep their personality but lose the will to resist orders. As such, it's not uncommon for vampires to have naked resentment towards their parents. This turns vampire society into a press-ganged pyramid scheme that only catches the correct prey. Even with that being true, there is a second chance to escape.

The process of turning starts when a vampire bites a target with the intent to turn them. During this bite, the vampire injects blood instead of extracts it. This, should the victim meet the criteria, will immediately send them into a stupor and incapacitate them. After a few hours, the victim will awaken with a slowly growing blood-lust. This feeling will grow to a maddening intensity. If the victim can maintain their self control for forty-eight hours, the feeling will pass and the victim will not turn. Should they succumb, they will turn. This effect is irreversible.

Weaknesses

Vampires are weak to sunlight. It burns their flesh as though exposed to an open flame. Prolonged exposure can be fatal. Mature vampires can use their dark energy manipulation to protect themselves from sunlight, but this seems to take a great deal of focus, preventing them from engaging in any type of combat or overly strenuous activity.

Their greatest weakness is the manifestation of their curse. Their curse works in such

a way as to assail their psyche with the culmination of all the suffering they have inflicted upon their victims over the course of their entire life. This curse can place a vampire into a “locked in” state, wherein they can not defend themselves. This curse can be directly triggered by one’s parent, a child of contrition, or server over exertion. The existence of this curse helps to drive vampires to produce children so as to feed by proxy, lessening the power and duration of the curse should it activate.

Choir Rules of Engagement

Vampires are generally dealt with by werewolves and the children of contrition. They become Choir targets when their existence becomes overt. If they are obvious and destructive, then they are to be culled if there are no wolves in the area to alert. If vampires are not behaving in an obviously disruptive manner, they are to be ignored.

While such things are unlikely, it is not impossible for an agent to be turned. Should this occur, and immediate K.O.S. order can be activated by any agent of any rank. All purifiers in the region are to be notified and all non-critical operations suspended until said rogue asset is destroyed. If wolves are to be found, they are to be notified and coordinated with. Turned Agents retain their blessings upon conversion and such should be handled with extreme caution.

Creature Files: Children of Contrition

The guiding hand of the Abomination. The Children of Contrition, or simply “The Children,” act to enforce the will of the Abomination, serving as judge, jury, and executioner for any vampire who steps out of line.

Characteristics and Abilities

Children of Contrition are, despite their powers, human. They possess no traits that make them any more or less human than a blessed choir agent, a detail that had led to much discussion about the nature of Blessings.

The Children possess superhuman strength, speed, dexterity, and durability. They are known to go long periods without sleep without suffering any detrimental side effects. They are immune to all known illness, diseases, maladies, and abnormal conditions whether they be of natural or unnatural origin.

They can communicate telepathically as well as use a suite of psychic abilities to track vampires specifically. These abilities also allow them to activate the curse all vampires bear. It is supposed that these powers are similar to a combination of empathy and telepathy, but the specifics are not well known.

Feeding

The Children are humans and seem only to consume what would be standard human fare. It had been observed that they will consume unsafe foods, such as fetted water or raw meat should they need it for survival due in part to their unnatural resistance to sickness, but much like any other human, they would prefer the common diet of humanity and the benefits of culinary technology.

Life cycle and Reproduction

The exact process of creating a Child of Contrition is a closely guarded secret known only to the Abomination. It is suspected that Evandrus, the seventh scion, also knows this secret, but this has not been confirmed.

What is known is that each Child is taken from a village that offers up a young person as tribute to the Abomination who lives near by and provides them with protection. The village's location is said to be in eastern Europe, but the exact location is hidden, much like the Homes of the Choir. The majority of these tributes are female, but it is more a matter of boys being seen as more valuable to the village than any preference by the

Abomination himself. Male Children, while rare, do exist.

A Child will spend roughly two years with the Abomination before emerging as a full Child of Contrition. After they are released, they leave to wander the world and enforce the will of the Abomination until they die or grow too old to continue effectively, at which point they return to train and educate children of the village to prepare the next tributes.

Weaknesses

The Children have to distinct weaknesses. They are not immune to injury and a high enough caliber bullet could kill them outright. They lack a supernatural healing speed, thus severe injury can place one out of commission for an extended period, thus they are known to be very touchy.

Choir Rules of Engagement

The Children are not to be interfered with in their work if possible. They are not to be treated as allies, however, as all Children submit reports of their works and travels to the Scions and the Abomination. This fact means that information critical to the success of the Choir is never to be shared with them without approval from high command.

Creature Files: Ghouls

Ghouls skirt the line between fiend and worldborn. Their rarity and power make them difficult to study, however this hasn't made them difficult to understand. They, much like Werewolves, are considered Hunters, albeit specialized ones who only hunt the vampire who made them.

Characteristics and Abilities

Ghouls are undead, much like their creators. Unlike Vampires, however, Ghouls have no ability to regenerate damage. In fact, Ghouls continue to decompose as a normal human corpse would. This decomposition is only slowed by a lack of interaction with pestilence, vermin, or other opportunistic fauna. They smell like they look and thus it is difficult for them to hide. This is unfortunate as interfering with a hunting ghoul is a potentially fatal mistake.

Ghouls possess limitless stamina, and levels of strength and speed commiserate with the vampire that created them. They seem to only be restricted by their flesh. Their fleshy corpus behaves at first like a prison. It limits the power they can output in any actions they take. This makes them, despite their superhuman abilities, able to be stunned, disrupted, and in many ways slowed by even unblessed humans. This fleshy corpus is delicate, and easily damaged or destroyed by even the feeblest of attacks. This is actually to the Ghouls benefit as the less flesh on their bones, the more of their power they are able to leverage. A Ghoul free of its fleshy corpus is an equal to its creator.

Ghoul bones are invulnerable to any and all actions. Nothing the Choir has observed or in any other way discovered has even been found capable to breaking, damaging, or even separating the bones of a Ghoul. This fact makes skeletonized Ghouls such a threat as they are no longer able to be disabled without great personal risk.

Ghoul senses are restricted by the fleshy corpus as well, becoming sharper as their rot progresses. The one exception is their ability to detect their vampiric creator. They seem to feel their maker with a sense that is unique to them, but is suspected to be similar to what it is believed Children of Contrition use to track vampires. The level of accuracy is pinpoint, even through walls of varying thickness and material. The distance is without limit as there have been reports of ghouls having tracked their makers around the world. The Choir has not yet discovered any method of intercepting or interfering with this ability. Attempts are recognized by the Ghoul. These attempts are often poorly received.

Ghouls have human level intelligence and are capable of speech, even after becoming fully skeletonized. They are normally non-hostile to any and all beings who are not their

maker. Even other vampires mean nothing to them. Attempts to interfere with them in anyway are met with whatever level of force will resolve the interference the fastest. Ghoul recognize the fact that too many people can lead to large amounts of interference and thus will not mindlessly attack a vampire. Some will even issue a warning of their presence to give their maker a chance to send humans and other allies away.

Feeding

Ghoul appear to have no need of sustenance. They have never been observed eating nor drinking. It is speculated that they are akin to golems fueled by pain and hate.

Lifecycle and Reproduction

A Ghoul is born when a vampire gives in fully to its hunger and kills a human by feeding. There is little information about how fast this process happens, but based on rare reports, it is effectively instantaneous. The Ghoul seems to take time to resurrect fully and most makers of ghouls have enough time to flee before this resurrection is completed but not enough to do much else.

Weaknesses

The most common method of dealing with ghouls is to trap them in a physically restrictive space as if they can move at all, their limitless stamina combined with their strength could exploit that to escape.

As was previously noted, their fleshy corpus is restrictive, and affords one some ability to stun or temporarily disable a ghoul, but to see this as a weakness is incorrect. Ghouls have no known weaknesses.

Choir Rules of Engagement

Agents are not to interfere with a hunting ghoul under any circumstances. There is no punishment for attempting to do save for the experience itself. If a Ghoul is hunting a choir target of interest, it is recommended that said operation is handled in an expeditious manner to avoid needless loss of Choir assets.

Creature Files: Faeries/Faries

The Family of Fae is a large and diverse grouping. They vary as much in form as they do function. The most numerous of their kind is the Faerie or Fairy.

Characteristics and Abilities

Faeries resemble small human females wearing clothes made of various natural materials. There are no males that have been recorded to date. Their skin usually falls within expected human hues, while their hair and eyes seem to run the full rainbow. They possess insect-like wings that can also vary wildly. Internally, they resemble humans as well, however, they lack the significant musculature that would be expected from a being that flies with the wing to body ratio they possess.

The Faerie's ability to fly is one of their most curious traits. While it is obvious that they are not flying under the mechanical function of their wings, there is no other detectable system that allows them to stay aloft. They also seem to be able to carry things many times their own weight with little difficulty, save for interference from moving wind. It was suspected that they used a form of telekinesis, much like Espers, but such a skill would be visible to those that can view auras.

Despite their mysterious carrying capacity in flight, Faeries are not particularly robust. They can withstand reasonable handling but are very easily injured. Their ability to heal wounds is disquieting. The application of blood from any creature has a powerful recuperative effect. Swift and liberal application of blood can allow them to heal from even the most egregious of injuries. When coated in blood, Faeries become nigh indestructible.

They are very intelligent, almost as smart as your average adult human. They will make tools and build functional "towns" in their hives where a keen observer could tell what different faeries are doing and what their positions in the hive are.

Faeries can communicate both verbally and telepathically. Their verbal speech, while quiet, is still audible. They will use active telepathy to ensure they are heard, however. This ability works on animals, though they can not control an animal they speak with.

Feeding

The Faerie feed on the fluids of living creatures, be that the blood of creatures or the vital liquids of plants. In whatever case, the whole of a hive will eat the same thing, though in a broad spectrum.

One final trait of note is that regardless of their normal diet, Faeries are opportunistic cannibals towards other Faeries and other Fae. If they think they can kill and consume a smaller hive, they will do so. This behavior isn't clearly understood and seems to be based on the fact that Faeries don't see other Faeries as the same thing they are and have no compunction about eating them.

Lifecycle and Reproduction

Faeries are born pregnant but wait until they find a comfortable location with abundant food to produce their offspring. The amount of available food and the number of Faeries in a hive has a direct effect on the size of their clutches. The eggs they produce as a hive are usually spread out throughout the nest site in order to protect them from predators. To date, there is no known limit to the number of clutches a single faerie can produce.

Once hatched, they mature rapidly and live for a number of years. The oldest found in nature was 27 years old, however, she was as active as any other member of her nest leading some to speculate that they can either reach much older ages and simply don't die due to predation or that they don't age as other beings do.

A hive will usually pick a quiet place near their preferred food source to build their hive. They have been found in trees, attics, and long-abandoned furniture. The place of greatest concern is when Faeries nest inside of a Faerie Tree. Faerie Trees are a type of Fiend that little is known about. They can appear anywhere from deep woods to city streets though they generally only appear near human habitations. Faeries that live in a Faerie Tree will develop a mutualistic relationship with it. The Faeries will tend to any parasites or illnesses that attempt to invade the tree. They will also see to its propagation and the spreading of cuttings. In the case of trees that feed on living creatures, the faeries will actively draw prey under the tree's canopy so that it can be killed and consumed. They can also learn to use the tree's weapons against targets, be that spores, scents, or toxins.

Weaknesses

Faeries are physically very weak. They can be struck from the air, barehanded, by a child and the force of it would likely kill them.

Choir Rules of Engagement

Faeries that are observed to feed on mammals are to be carefully watched. Those in Faerie trees even more so. As they are an important part of the ecosystem, they are not to

be purged unless it can be proven that they have added humans to their prey list. If this is found to be true, KoS orders are granted automatically.