

His Unexpected Mate

The Lore

Were World.

There are many kinds of were. Their origins vary from one place to another.

Some can only change by the light of the moon, which happens once a month. It doesn't matter if the clouds hide the light of the moon. The body knows. When the moon reaches its highest point, their power grows and the Alpha leads the pack to hunt.

Others were gifted by a god. These are the human who did something for the gods and goddesses they worship. In order to get their power, they have to do the gods bidding. May it be bad or good. Displeasing the gods, results to an abomination that has been locked for centuries.

There are also what they call skinwalkers, those who need pelts to change. They hunt the greatest predator that roamed their lands, clean its pelt, and perform a ritual that would grant them the power to change their form.

You see, skinwalkers are the most dangerous kind of were. Why? They use blood to perform a ritual. A blood of a were.

For whatever reason behind each change, there is a commonality between each of the lore.

All of them are once human...and all of them are bitten.

Weres are created. And each bitten individual whether a male or female that has undergone the change will carry the gene, hence continuing the were line.

In the olden days, weres had a hard time controlling the hunger. They hunt, they kill, and in the morning, the guilt they feel would prompt them to live in places where few people live in.

This is why the woods have always been forbidden.

However, as the world grows so does the were. And soon enough were scientists discovered the cause of the change.

A virus.

Modern science finally found the reason for the change. A virus which they call the Lupine Virus, for wolves, the Ursa Virus for the bears, and Pantera for cats. This virus mutates a certain part of the blood cells causing the change. And under the guidance of the full moon, it activates. Turning the infected ones into monsters that humans fear. On normal days they have super strength, unnatural speed, and a keen sense of smell. Once bitten, it will be carried over to the next generation. So each offspring carries the virus. But only the strongest ones is able to be the alpha.

Of course, Fate always has something that will stir the norm.

They were called Altered Beings. Their change was not caused by being bitten, their change was natural. They were born. Their lifespan? It's the same as the humans around them.

Were scientists have actually mapped the chromosome of the Altered as they are called by society. A glitch in one of the DNA strands causes an individual to be a were.

They can change at will. No need for the light of the moon, or any ritual. They have the strength, speed, and all the heightened ability of all full-grown were could have. Another plus side to it? They still retain their humanity after changing. From thoughts to action. They are aware of each of their actions and whatever decision they make...making them the ultimate predator.

So nature made sure they can't overpower the world.

Since DNA is another fickle thing, not everyone can carry the gene, in each generation, only two people can carry it. Regardless of the number of children, a couple can have, only two of them can carry the gene to the next generation. Thus, making them royalty to the were world.

Society had feared the weres. In return, it caused them to blend in. To build their own lives alongside the humans. Forever a secret that no one should know, only to the selected lineage that has know weres since the birth of its species.

Each were faction is governed by an alpha. And the power of the Alpha can only be transferred to the were who was worthy of the title. It can be passed down from father to son, father to daughter, mother to son, mother to daughter. But the offspring has to prove their right to be called an Alpha.

Gender is not the basis, but the skills, as a fighter, a leader, and a citizen has to be taken inconsideration for each person. At the end of the evaluation, a ritual is performed to ensure the choice was right. If not, the aspiring Alpha will have another year to make the moon see his or her worth.

Each Were Nation can live in the same country, but they have to establish their territory to ensure war will not happen. Each were citizens are asked to state the business they are conducting before entering the said place. In return, they are given permits so they will not be harmed.

Then again, not everything is peaceful, and there are some who break the laws. And that is the work of the enforcers.

They are the police of the nation. They are tasked is to investigate and know the root of the problem. Then report back to their respective Alphas what happened. Once all sides are heard, the Alpha will then make a decision as to what to do.

Death is a rare punishment. But it does happen. And when it does, the crime is something that no one can forget.

Rules are established and leaders are chosen. Most of the time, they are the oldest of each clan. Their wisdom had help each were to succeed in keeping their world a secret to the world they live in. However, things are about to change.

Hatred, malice, and a hunger for power have taken root in some of the hearts of the leaders and they are considering to reveal themselves to the world. The uprising has always been avoided. And peace continues.

But for how long?

With every nation, there is a bad core that will spread its rot in the others inside the basket. It would only be a matter of time before the core is rotted beyond salvation...

Once a pure sacred race will slowly fall because of greed and power.

The only person to stop them...is an abomination.