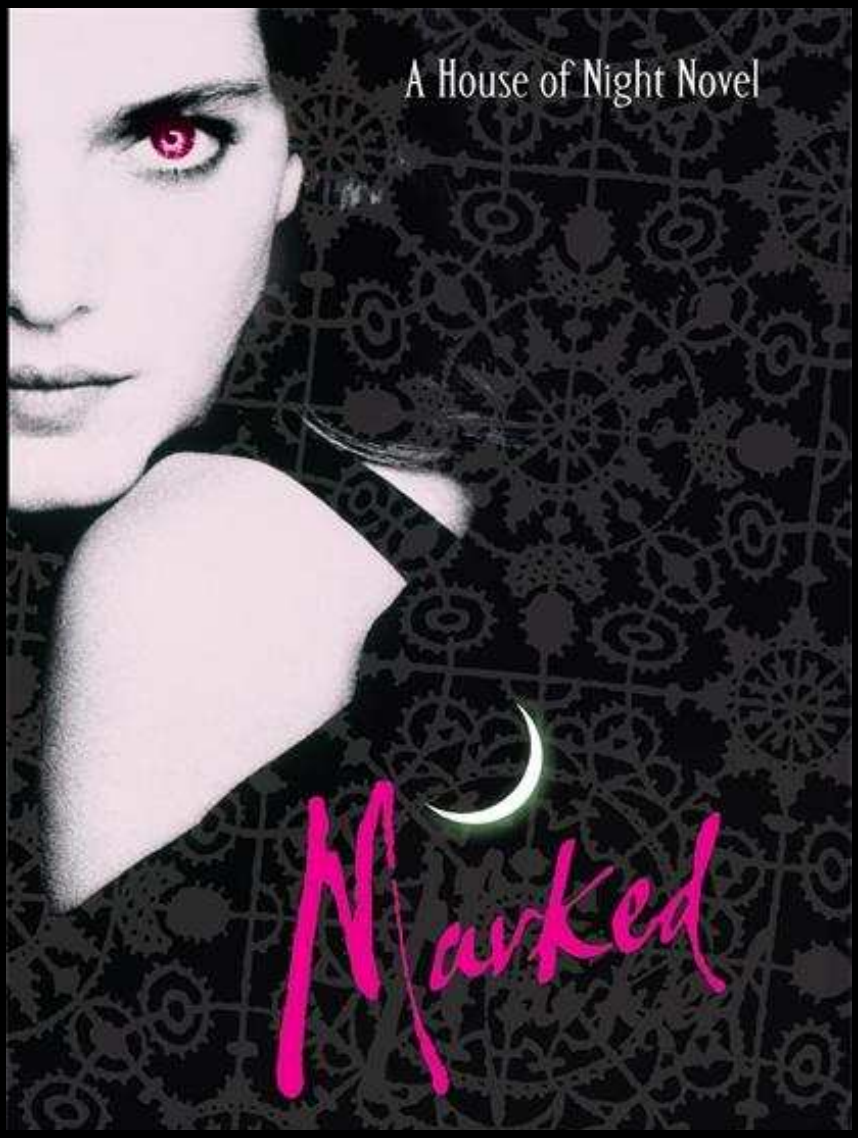


Novels by PC & Kristin Cast, Jump by Aehriman.

One minute, 16-year-old Zoey ~~Heffer~~ Redbird is an ordinary highschooler with ordinary problems; her difficult relationship with her religious stepfather, her cute quarterback not-boyfriend Heath's growing interest in partying over playing football, her nosy friend Kayla alternating between trying to hook her and Heath up and eying the yummy athlete for herself, and a geometry test she hasn't studied for. Then the Tracker finds her and she is Marked, a fledgling vampyre who must leave her life behind and go to the House of Night (aka, vampire high) lest her body reject the Change and kill her. But if she lives, the crescent moon tattoo on her forehead will fill out and

expand and she can enjoy great fame and wealth as one of the chosen people of the one true Goddess, Nyx.

But even among the chosen people, Zoey is one special snowflake, precious and unique. Even when all she wants to do is fit in, make friends, maybe find a hunky boyfriend (or five) her special powers of specialness mark her out as a future High Priestess, and set her on a collision course with a mean girl who is maybe 20% as catty and cruel as Zoey's inner monologue. And after that, it seems some of the kids who die of the Change are crawling from the grave to drink the blood of the living! Ugh, how cliche can you dweebs get? And somehow her sexy and totally human and man-hating mentor Neferet is involved! Can even her special specialness, exceptional powers, oblivious harem of studs, the power of friendship and extensive handholding by a literal Goddess get Zoey through the trials ahead? Well, maybe, as long as they don't involve empathy for other people or object permanence.

You will stay for one year. Have **1,000 Change Points** (cp) to get you through the coming nights. Goddess have mercy upon you.

ORIGINS

Vampyre - The chosen people of the one true goddess, Nyx. Vampyres are naturally graceful and beautiful and just flat-out superior to humanity in every way. Despite this, Vampyres come from humble origins, each of them having once been… a human! A Tracker finds wild fledglings and Marks them, making the signature crescent moon forehead tattoo appear, then directs them to the nearest House of Night, because fledglings almost always die from the Change unless they spend all their time marinating in the pheromones of mature vamps. They often die anyways. Vampyres are simultaneously a persecuted minority, and an elite group of every actor, singer and celebrity of note, all with long flowing hair and elaborate facial tattoos.

Mortal - You are like a vampyre, but you don't drink blood, you aren't pretty and talented and sophisticated or beloved of the goddess, and by inference are stupid and ugly. Shame on you, shame on your family, shame on your goat. Get out of my sight, kine, before I get peckish.

Red Vampyre - One of the great twists of the early books is that this story of 'vampyres' actually features… corpses that rise from the grave to consume the blood of the living. Shocking, I know. You are something a lot closer to a Real Effing Vampire, but can still choose to be Good (here defined as 'fawning over Zoey') or Evil.

Raven Mocker - In Cherokee myth, Raven Mockers are powerful witches who can turn into ravens, and invisible, so powerful that other witches flee before them in terror. They are most famous for invisibly tormenting the elderly, sick and dying to an early grave and eating their hearts to gain all the years they would have lived.
Well, Raven Mockers in these books have almost nothing to do with this. They're the demonic spawn of Kalona and serial killers who were restricted to attacking the very old while their father was bound.

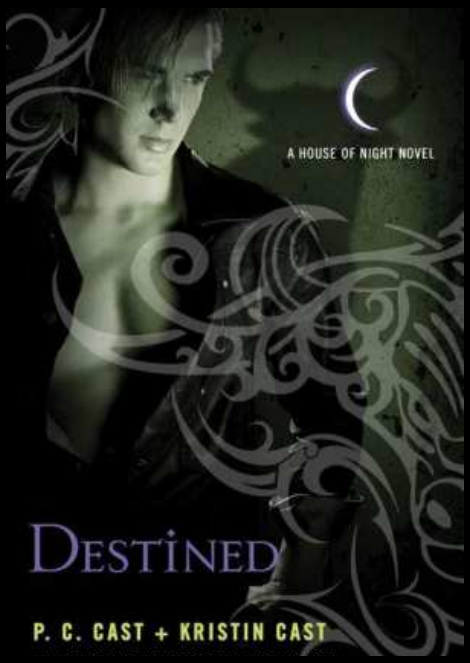
Fallen (-200 cp) You are some kind of angelic being or fallen god. It's pretty unclear. You have massive divine powers that would trivialize 90+% of physical threats in this setting, but can even an immortal master… their own heart? (Yes. The answer is yes)

LOCATION

Start in Tulsa, Oklahoma, the holiest site in North America, the day Zoey is Marked.

AGE, RACE, SEX, ETC.

Should probably be at least high school age.
Otherwise, anyone who cares how dark your skin is or what's in your pants isn't worth listening to.
Do whatever is comfortable for you.



PERKS

"Vampyre" (-100 cp, free Vampyre)
You have the benefits of being a full vampyre, whether or not you've completed the Change. You can bench-press half a ton, with a similar level of enhancement to your speed, stamina and durability. You heal fast, recovering from most injuries in three days or less. Your image is automatically blurred out in photographs and security footage, though you can suppress this effect with an act of will. If shaded, you can will the shadows to conceal you and become invisible.

Gifts of the Goddess (-200 cp, discount & first free Vampyre)
The Goddess is generous to her beloved. Most vampyres have an affinity for one elemental magick, including spirit. Some have more esoteric gifts, visions of the future, the True Sight to read peoples' auras, healing, mind reading, communication with a family of animals, or some enhanced talent or skill. Your strength, particularly if male, can be something crudely physical like greater speed or strength than other vamps, or perfect aim. Ain't you special, just like everyone else?

Intuition (-400 cp, discount Vampyre)
The major thing separating vampyres from humans, according to Neferet, is being in tune with their instincts. Human society has largely trained people against trusting their intuition, but you know your feelings are basically indistinguishable from facts and your hunches are never wrong. Being wrong is for fugly people who weren't chosen by the Goddess, after all.
You can also always tell when people are lying to you, or feeling distracted or guilty.

Old Magick (-600 cp, discount Vampyre)
The powers that predate and do not contain the Light and Darkness, wielded by High Priestesses, and few of those. You can invoke the primal forces of creation, transformation and destruction. This requires a clear mind and specific purpose, and generally that the Priestess involved be neither aggressor nor victim, but for a Jumper we can fudge the fine details some. Be careful that the Old Magick always exacts a fair price one way or another, it is better to offer up a sacrifice of your choosing than to hand a blank check to the cosmic billing department.
All who wield the Old Magick become something more than mere vampyres, in one case a literal divine ascension. Assume your magickal and/or vampiric powers are supercharged ten times or greater.

Nosferatu (-100 cp, free Red Vampyre)
You are a predator of the night, with greatly enhanced senses, and the skill to stalk and kill your prey in any environment. You can be extremely stealthy, and if you wish, incredibly intimidating.

Ch-ch-ch-changes (-200 cp, discount Red Vampyre)
The Change can't hurt you anymore, you're dead. From now on, your body rejects any transformation that isn't beneficial, without killing you in the process. If you are changed into something else, you will only benefit, not gaining any weaknesses.
And no matter how much certain parties want to push you to good or evil, nothing can take away your ability to freely Choose your path. For some reason randomly killing people doesn't count as choosing. I guess mortals don't really count?

Memento Mori (-400 cp, discount Red Vampyre)
Altering memories may be ethically dubious, but it's so terribly handy for ducking consequences, whether legal or social. And it's not like the beloved heroes aren't getting up to worse all the time.

Tsi Sgili (-600 cp, discount Red Vampyre)
You are a Tsi Sgili, a super-powerful outcast Cherokee witch that is definitely not something the Casts just made up. You can kill with your mind, harvest lifeforce from killing, less from fear and pain, and burn it as a sacrifice to achieve all kinds of magical feats (unused lifeforce mostly increases your vitality, longevity and/or healing). Invisibility, forcefields, control the emotions of others and such.

Bit Player (-100 cp, free **Mortal**)
Sometimes it's good to be picked last, like when blood-sucking monsters stalk the night. You tend to be the last person targeted and really good at vanishing into a crowd.

No Bull (-200 cp, discount **Mortal**)
Everyone who isn't an utterly irredeemable skank-ho loves Zoey. Everyone, it seems, but you. You are immune to the reality-warping charisma of the Mary Sue. In fact, you are remarkably clear-eyed when it comes to people, realizing when they're lying with a good instinct as to why and what they want from you. Whether they're a scheming mastermind, or just a patsy.

Have Faith (-400 cp, discount **Mortal**)
When Zoey comes home with vampirism, the reaction of her stepdad is to call a prayer meeting to exorcise her of the demon. It seems pretty likely from the narrative that this wouldn't have worked, but what if..? You have the power of genuine Faith, and it can repel, weaken and even save vampyres, and all accursed. The protection of a higher power lets you pierce the incredible luck or 'plot armor' of those beloved by Nyx and/or the author.

Aurox (-600 cp, discount **Mortal**)
In this world, it's simply not enough to be a mere human. But would you really want to trade away humanity for the power to actually matter? You are a perfect host for the gods, the white and black bulls, or any other cosmic forces, and highly desirable to the same. At the same time, you remain

firmly in control while freely wielding the powers of whatever would dare try to possess and control you.

Flight (-100 cp, free Raven Mocker)
You have a pair of retractable wings and can fly freely through the air, the dream of all men. Also, you can speak and read all mortal languages fluently.

Invisible (-200 cp, discount Raven Mocker)
For all the long years Kalona was locked away, only the dying or the mystically inclined could see the Raven Mockers. They're becoming more substantial, but you can still slip enough into the spirit world to walk unseen and unhindered by barriers.

Warrior (-400 cp, discount Raven Mocker)
Rephaim is skilled enough in combat to make sport of vampiric warriors who have been refining their craft for five centuries. You are at least his equal, and mortal fighters are no contest.

Redeemed (-600 cp, discount Raven Mocker)
Okay look, maybe you used mind control to force yourself on someone, and yes, you probably killed, like, a whole bunch of people, but mortals die every day, you feel me? Surely nobody as hawt as you can be all bad? Like Stark, Rephaim, Kalona, and Zoey herself, people find it really easy to overlook all the bad you've done. Really, improbably, even insanely easy. Like fathering a whole species of monsters to bring you more people to rape is barely a blip, as long as you didn't hurt anyone in their immediate friend group. Certainly nothing you'd need to actually apologize for. Cheating and secretly juggling like five lovers? Well, clearly the normal rules just don't apply to you, really can't imagine why anyone would be upset!

Looker (-100 cp, free Fallen)
Vampyres are so much more graceful, and beautiful, than mere humans. The women are elegance personified and so are the men, who all have long-flowing hair and elaborate tattoos but still have the unmistakable air of danger you see in experienced warriors. Some people may not go for that sort of thing, but some people are clearly wrong. Angels are even more so and you embody this, if male you have a jaw so straight it makes men question if they are.

And if looking so good happens to make you a lot more persuasive, well, that's just the way of the world. People are *nice* to the hot ones.

Immortality (-200 cp, discount Fallen)
You are beyond time, and truly incapable of death. Even should you be vaporized, you would return with the full moon. You can still be trapped or bound, but what is time to one such as you?

Dreamwalker (-400 cp, discount Fallen)
You can shape the dreams of others, or astral project to spy around the world. In doing so, you can sift through the Layers of reality to see much that is normally hidden.

Demigod (-600 cp, discount Fallen)
You were wrought with exquisite care by a divine being. You can see perfectly well in the darkness, move faster than the mortal eye can track, lift car-sized boulders without strain. You can tap divine energy for a huge variety of magickal feats
Unlike the other capstone, you can share out your powers to others, and your tears become a miraculous healing elixir that can revive even the freshly deceased.

CIRCLE

Import - Bring any number of friends from previous Jumps with 800 cp of their own to spend. Companions cannot take drawbacks for more points.

Recruit - In this world, especially, a true friend can be hard to find. If anyone here strikes you as worth the trouble, of course you can recruit them as Companions.

POSSESSIONS

Maui Jims (free!)
Surprise, surprise, it turns out most vampyres are awful sunglasses snobs, a natural result of being both light-sensitive and unwilling to be caught dead out in public in anything not designer. Here are your fancy-ass sunglasses, never break, never get lost, always provide perfect visibility while

shielding your eyes, and you never get sunburnt while wearing them, even the Reds who normally get crispy after a few minutes.

Wardrobe (-100 cp)
A fabulous wardrobe of the finest designer clothes, all tailor-fitted to you (or whomever you share them out with).

Weapon (-100 cp)
Vampyre men are warriors and guardians, even the ones who pursue poetry or cooking, and for all the magic, there's almost always glorious melee combat in these books. Have a finely crafted ancient weapon that never breaks or needs care, no matter how hard you swing it or how powerful you become.

Money (-100/200 cp)
How foolish humans get things. You have the equivalent of an upper-middle class income without having to lift a finger. Enough to buy a house and go on a vacation every year or two, and be broadly secure. No worries about taxes or anything, and in future Jumps you get an equivalent amount in local currency.
For an extra hundred cp, your income places you solidly in the upper half of the top 1% in wealth. This might look very different in other settings, but in 2007 means you can definitely have a private jet and an infinity pool.

Seerstone (-200 cp)
A small piece of marble from Skye, about the size and shape of a Lifesaver candy. A Seer Stone warms in the presence of Old Magick, and peering through it can grant visions, even identifying people by their previous lives.

House of Night (-400 cp)
Your own copy of Casca Hall, magically warded against intruders and people noticing you're siphoning the utilities. The real benefit, though, is the NPC staff includes Trackers, and by importing this to a setting, people will start to Change into Vampyres, and your Trackers will bring them to the House for training.

CURSES

Get Me Outta Here! (+0 cp)
You can leave when the plot of the books ends, which takes a little over a year.

House of Night University (+0 cp)
These books are full of drugs (used by uncool people) and S-E-X (between hawt and therefore cool people). This might throw some of you when you remember the main cast are all ages 15-17 and the books take place over the course of like a year. No worries, we'll age everyone up a nudge so you can have fun times without legal problems, just our weighty stare of judgement.

Past is Prologue (+0 cp)
The main series may take place in 2007, about a century (or sometimes more, continuity isn't a strong suit) after vampyres went public. There are, however, four prequel novels and a whole history, including a company of vampyre mercenaries in the Napoleonic Wars that sounds entirely too metal for this story. With that in mind, feel free to set your starting date at any point after Lilith organized the Vampiric High Council in the Ninth Century BC.

Dragon's Oath (+100 cp)
You speak in rhyme/all of the time. There is no great reason/for your tongue's treason. But as it happens more and more/any friends will think you a dreadful bore. Soon enough, alone you'll sup/unless you learn to **shut the hell up!**

Embarrassing Mark (+100 cp)
All Marks start from a crescent moon in the forehead before expanding to cover the face. Some have elaborate henna-like designs, others like flame or waves or wind. Then there's people like the equestrian teacher Lenobia, whose Mark looks like whips and rearing horses framing her face. You have a very distinctive, embarrassing facial tattoo.

Longer Stay (+100 cp)

Add ten years to your stay, overriding any means of leaving early. Keep in mind that even vampyres tend to expire in at most a thousand years.

Okie (+100 cp) Tulsa may be inexplicably the spiritual and cultural heart of North America but it's still, y'know, in *Oklahoma*. You find, like Stevie Rae, a compulsion to dress, speak, and act like the most stereotypical country bumpkin imaginable. Have fun with that.

Profanity Filter (+100 cp) One of the "charming" "quirks" about Zoey is that she doesn't really swear. Even mentioning hell makes her deeply uncomfortable, and if that helps her sound like she was written by a middle-aged English teacher who never left Oklahoma, so much the better. You are also unable to swear for the duration, it may not sound like much of a drawback, but it will be hard for others to take you seriously after they hear you call someone a doo-doo head who's full of bull-poopie. Oddly calling young women slut, skank or ho is fine. Must be all that internalized misogyny.

Despised By The Sun (+100/300 cp, first level obligatory Vampyre, second for Red Vampyre) Vampyres don't burn up in sunlight, nor lose their unholy powers, that's pure propaganda. What is true is they're about as light sensitive as a college freshman experiencing their first major hangover. But this only seems to bother them during daylight and honestly, a good pair of sunglasses removes 95% of the problem.
Now *Red* Vampyres, those who die of the Change but rise anyways, those are a different story. Stick your hand into the light, immediate sunburn. A couple hours exposure is death. And while baseline Vampyres only choose to be less active during the day, Reds go into a deep torpor during the daylight hours that can only maybe be staved off for an hour or so, by supreme willpower to reach a safe spot to sleep. With the upgraded drawback, these issues will be yours.

Intrusive Thoughts (+200 cp)
You have a really judgey internal monologue, and keep finding yourself thinking how the kids these days dress like skanks or how much more pleasant the world would be if *certain people* couldn't reproduce. Even your best friend or true love will not be spared a constant stream of abuse from the voice inside your head.

Invitation Only (+200 cp, obligatory Red Vampyre)
You can only enter a human home if it's uninhabited or you get invited in. It's like an invisible forcefield keeps you out. Should your host revoke the invitation at any time, a powerful telekinetic force will violently eject you out the nearest convenient opening. That said, unless specified otherwise, all invitations are assumed to be standing affairs.

My Word is My Bond (+200 cp)
Immortals like Kalona and Erebus physically cannot break a promise. If they swore not to hurt someone, their blade would stop just short. They can weasel around exact wording to a considerable degree, but never violate the plain text. So is it now with you, be careful what promises you make, and who they're to.

Shoulda Said Something (+200 cp)
You compulsively keep secrets, even when it would really, really, help if you told your friends what was going on, it just feels so wrong.

One Shape By Day (+300 cp)
You turn into a small animal during the day or night, whichever would be most inconvenient for you.

Thirst (+300 cp, obligatory for Red Vampyres)
Generally, vampyres in these books thirst for blood less than a Canadian preschool teacher, maybe an occasional squirt in their evening wine. The exceptions are the Red Vampyres and Zoey herself, who is transfixed whenever she sees or smells blood, then worries it makes her a freak like she wasn't aware she was becoming a vampire! Well, you now match her bloodlust, it's something you can control, mostly, but it takes constant effort.

Empty Pockets (+400 cp)
Ugh, they're letting just anyone into the House of Night these nights, huh? Well, you're one of the poors, lacking any money, land or items from previous Jumps.

Imprint (+400 cp)

You let a vampyre feed on you, and Imprinted on them. This is more than a mere blood-bond, it is addictive and creates obsession. The day after Heath was first drained, he texted Zoey over six hundred times before seeking her out in person the very next night. And it only gets stronger the more times you let them do it.

Powerless (+600 cp)
You lose any perks or powers from previous Jumps, though you retain knowledge and skills and your Body Mod. Are you sure you want to do this here?

Tempted (+600 cp)
Oh dear, it seems you're as enraptured with Zoey Redbird as everyone else (who isn't evil). You think she's the most beautiful, most intelligent, most special person in the universe. Obviously, whatever she wants is correct, and she deserves it.

Theogony (+600 cp)
Something you've done has really brassed off Nyx. At first she'll use omens and visions to set her favored children, the vampyres, against you. Then she'll send Erebus, offer Kalona redemption for your head and ultimately, in the last month, manifest to attack you directly.

END

What now? Back where you came from, settle here, move on..?

Notes:

1) **Marked** - Zoey is marked and the Tracker who found her kinda just ditches her. She goes to her family, who are no help, passes out seeking her grandma at her farm and is taken to the Tulsa House of Night where she meets her friends (Stevie Rae, Shauneen & Erin, and Damian) her second love interest Erik Night, and her rival Aphrodite.
   Her second night she begins classes, & a fledgling (Elizabeth) dies. She attends the Full Moon Ceremony put on by the adult vampyres, then the one led by Aphrodite and the Dark Daughters for fledglings. Disgusted and horrified by her own bloodlust, she flees into the night, sees

Elizabeth and her old friends, Heath and Kayla breaking in to visit/rescue her. Despite being very clear that she either broke up with Heath or he was never her boyfriend, she loses it at seeing Kayla snuggle up close and put the moves on her man and drinks Heath's blood (unknowingly Imprinting him on her) and threatening to drink Kayla up like a Capri Sun. Erik then shows up to walk her back to her dorm where she stays up late gossiping with her roomie, Stevie, and resolves to seize command of the Dark Daughters and set them on the right path.
Next night, Zoey pours her heart out to Neferet, the headmistress, and calls her grandma for the same before deciding on a ritual to seek the guidance of Nyx. At lunch, Erik asks her out and she refuses, and then Aphrodite crashes one of her classes to be catty about it. The ritual goes well, and Zoey agrees to catch a movie with Erik the second time he asks.
On the fourth day of our story, preparations are made for a grand Samhain (read: Halloween) ritual, with the Dark Daughters breaking into a museum to invoke their ancestral spirits. A kid who was rude to Damian, Eliot, dies horribly in English Lit, possibly because he was a 'refrigerator' or blood source for the Dark Daughters, and Zoey hardly cares. She does care when she sees Aphrodite having a vision, her friend-group are convinced that she withholds these, so drags the girl to Neferet. Zoey refuses the help of her friends, who infiltrate the Samhain ritual anyways with Stevie as the refrigerator, and the ritual goes wrong when the wrong herb is burned to cleanse the space, causing the ghosts to manifest as vengeful and hungry. Also Heath crashes the ritual, having sent her hundreds of texts and frantic to have his blood quaffed down again. Zoey and her friends are able to banish the spirits, her Mark expands as they generally only do for fully matured vamps, and Neferet shows up to crown Zoey the new leader of the Dark Daughters and queen of vampire high school.

2) **Betrayed** - After an awkward parents' night (almost like the point is to isolate fledglings from their families while putting the onus on the parents) Zoey has a moment of empathy for Aphrodite seeing her interact with her social-climber folks.
Zoey attempts to reform the Dark Daughters, first by putting all her friends in positions of authority and ending the draining of fellow fledglings, but she also comes up with a silly alliterative oath and wants to start a charity/community outreach program to build ties with the community… by taking in stray cats.

She is also being ~~romanced~~ groomed by a teacher, Loren Blake, a world-famous vampire poet who… mostly quotes other romantic poets at her.
Football players from Zoey's old school, Heath's friends, have been disappearing. One-by-one, their bodies start turning up outside the House of Night, throats slashed, drained of blood. Nothing to see here!
Aphrodite is on the outs with Neferet, who says the Goddess no longer favors her. She still has a vision of a ship colliding with a bridge and killing Zoey's grandma, so Zoey gets the bridge closed with a bomb threat.
Stevie dies as her body rejects the Change, but the next night, Zoey sees her skulking around the campus.
Heath disappears, and Zoey has a vision that leads her to save him from the underground grotto where the Red Fledglings are hiding. She confirms that Nefert is somehow involved in creating these… these undead bloodsuckers! Woe is her, she has been Betrayed by her mentor.

3) **Chosen** - For now, Zoey keeps everything relating to the Red Fledglings a secret. This does mean, though, that she has to appoint a replacement for Stevie's important job of standing in their circle and shouting "Earth!" Aphrodite suddenly manifests an elemental affinity, so she's in, over the fervent objection of most of the friends.
The night Erik completes his change, Zoey is having her first time with Loren, Imprinting on him and breaking her blood-bond with Heath. Erik finds her cheating on him with Loren and angrily breaks up with her.
Zoey starts reaching out to Stevie, and plans to invite her to a meeting of their friends who will invoke Nyx with their circle ritual to heal her. She decides that their dead friend being running around hungering for blood is a surprise she should spring on them at the last moment.
On her way there, she overhears Loren reporting in to Neferet on the progress of their evil plan to spy on, seduce and generally isolate Zoey from her friends.
The healing circle doesn't go great, Stevie shows up early before Zoey can go "Yeah guys, Stevie's alive. Well, undead." Erik also reveals that she's sleeping with a teacher. Stevie is also outraged that her friends replaced her with her bully and attacks and drinks the blood of Aphrodite, stripping her of fledgling powers and completing her own transformation into a Red Vampyre.

Oh, and Neferet murders Loren, then acting as if in grief, declares war on humanity in a council of the vampyres present in Tulsa. Zoey confronts her, privately, after and Neferet demolishes all Zoey's positions with logic, making her even question her own commitment until her mark tingles and she senses the love of her goddess and the strength of the elements to believe in herself and offer a milquetoast protest that humanity has redeeming qualities and killing a bunch of unrelated people is wrong. Our hero!

4) **Untamed** - After all her secrets and lies, Zoey is a social outcast whose friends ignore her… for most of one night. She senses a great darkness, but not the source, just as her *fourth* love interest arrives, James Stark, a vampire archer who physically cannot miss with some fuzzy ideas about consent.
   After an awkward lunch, she finds Aphrodite and Stevie Rae both in her room. Stevie is mostly back to normal, less the restrictions of an actual vampire, but Aphrodite has turned full human and is faking her mark with henna. Filled with the urge to demand to speak to the manager, Zoey summons the primordial mother of night Nyx to ask what the hell? The goddess says that Aphrodite's humanity is too strong, and she just lent Aphrodite Stevie's earth affinity to safekeep for a bit.
   In the B plot that would normally be the main plot, the supreme spiritual and political leader of all vampires in the world, Shekinah, has come to Oklahoma to sort out this "war on humankind" nonsense. She disavows the 'war' and on Zoey's advice turns over the investigation into Loren's murder to Lt. Marx, who was investigating the missing kids and was nice to Zoey and sympathetic to the vampire religion two books ago.
   Zoey has a bunch more personal drama bonding with Stark over his tragic backstory (accidentally murdered his mentor) who dies in her arms shortly after, and with her bitter ex Erik being made her drama teacher and acting opposite her in Othello. She starts working with a Street Cat charity and comes to the shocking realization that some humans can, in fact, be good.
   Aphrodite has another vision about Zoey's grandma, and writes out a cryptic poem full of Cherokee words, a prophecy that with blood the Queen of Darkness will free an ancient evil, Kalona. Grandma warns them to beware Kalona's (a fallen angel who raped countless women before being sealed underground) invisible, half-raven kids, the Raven Mockers and one of them attacks Zoey not long after. Grandma also moves into the dorm to be safe.

Zoey eavesdrops on Neferet talking to Shekinah and pinning the blame for all the strange happenings on her. This cannot stand! Shekinah reasonably asks, since Zoey is in so good with Nyx and all, if she'd mind leading a ritual cleansing the dark energies that swirl around this campus. Which would require Stevie to be in the circle. Everyone gathers and Zoey starts to try and explain about Stevie and the Red Fledglings, when Neferet storms in with now Red Stark, blaming Zoey for everything again. Stark shoots Stevie, whose blood awakens Kalona. Neferet declares herself Queen Tsi Sigli and kills Shekinah by wishing it so. All around the meeting hall, Raven Mockers burst into sight and solidity and attack, and our heroes end the book evacuating whoever they can into the tunnels.

5) **Hunted** - In the tunnels under the school, Aphrodite gives up her blood to heal Stevie, who reconciles with the group and introduces them around the good Red Fledglings, like their own oracle Kramisha, who writes vague prophetic poems. Kramisha says that Kalona & Neferet will not be driven from the House of Night until night, blood, humanity, spirit and earth come together as one.
   Kalona also starts dreamwalking to seduce Zoey, calling her A-ya after her previous incarnation, the simulacrum Cherokee wise women created to honey trap and bind him. Zoey is almost irresistibly drawn to him and convinced there must be some good to him, he's too hawt to be all evil.
   Heath shows up again, and is conveniently available as an emergency blood-bag when Zoey is wounded in a Raven Mocker push. He's also kinda pushing the friendly Reds towards a feeding frenzy.
   Ultimately, they can't stay in hiding, all the fledglings need mature vampire pheromones to not die, so they surrender and go surface-side where a distressing number of vampires are worshipping Neferet and Kalona, and resume going to classes. Zoey is able to seduce Stark back to her side, after barely stopping him from raping a girl.
   Eventually, Zoey realizes they need to do the exact same ritual circle they end every book with, just with new elements and people. Herself for night, her gram for earth, Aphrodite represents humanity, Stevie is blood and for a spirit they need the nun from the cat charity, whom they collect by stealing several horses and setting a diversionary fire.

Neferet, Kalona and Stark all show to stop the ritual, mostly by threatening/cajoling Zoey but when that fails, Neferet orders Stark to kill her and he attempts suicide instead but Zoey catches the arrow with magic. When the ritual is finished, the villains are physically expelled from the House of Night.

6) **Tempted** - Big fight scene over, Zoey moves onto what's really important, dumping Erik again for being controlling and jealous and trying to demand a little of her time. This time her friends are fully on board. Gram explains the reincarnation thing and that in a previous life Zoey was quite literally born to love Kalona.
   Neferet and Kalona smoothly pivot to going after the high council of vampires in Venice, where Neferet claims to be Nyx herself, incarnate in the world, and Kalona is obviously her consort Erebus. We get a new prophecy: if Zoey gets together with Kalona the world is doomed, but if she chooses love and Nyx and kills Kalona, the world will be saved.
   The gang (minus Stevie who wants to tend to the Reds and has her own story arc) troop to Venice where they can be dismissed for being mere fledglings with a collective what, five years? Of being vampires. Heath at one point is running an errand for Zoey and happens to overhear Kalona and Neferet plotting, sends an SOS over their psychic link and Zoey shows up just in time to see Kalona impale her "for the last time NOT my boyfriend." In rage she lashes out at Kalona with pure spirit, and her mind and soul shatter.
   Back on the ranch, Stevie finds a wounded Raven Mocker: Rephaim, Kalona's favorite son and chief lieutenant who murdered the wife of the school's swordmaster Dragon, and hides him from the others and tends to his wounds. A group of hostile Red Fledglings find him, and learning of their connection use Rephaim as bait to capture Stevie, whom they expose in a cage for a last sunrise. Rephaim saves her (barely) and gives her some blood to heal her up, and Stevie conceals him from her friends.

7) **Burned** - Mostly, the book where Stark goes on a spirit journey to piece Zoey's broken soul back together and free her from a dream of the perfect life she could have had with Heath. This involves dream gladiatorial combat with Kalona, who kills Stark but Zoey twists his arm into bringing the guy back.

By contrast, Stevie's storyline is full of drama as she's expected to take up the mantle of leadership and drive the evil Reds from the school. She strikes a truce with Rephaim while both their leaders are out of commission, and he saves her when she foolishly summons the White Bull, personification of darkness, to help and offers himself as a sacrifice to save her life. Then Stevie summons the Black Bull to save Rephaim, who does but as payment sticks them with a soul-bond.

After this, Stevie leads her Reds to easy victory over the others, but Rephaim comes in on the post-victory canoodling with a Red fledgling named Dallas, who realizes Stevies has been aiding and abetting the enemy. He flees to snitch on them, but dies en route (Nyx ships them). Rephaim still goes when daddy returns.

8) **Awakened** - It turns out Zoey is more special than even she knew, steeped in the Old Magick previously wielded only by the Queen of the Isle of Skye, who wants Zoey to be her student and successor. But Neferet murders Damian's boyfriend Jack to lure Zoey back to Oklahoma.

   At Jack's funeral, Neferet offers an insincere apology for her many crimes, winning over most of the crowd, before hauling Rephaim out to be executed since he's clearly evil and Stevie his secret collaborator. Kalona leaps to Rephaim's defense, while Stevie begs her friends to intervene because you don't understand, he's one of the *good* ones! Zoey and friends make the magic circle and stop the fighting by freezing everyone in place, and Kalona agrees to free his most beloved son from any service or obligation.

   Dragon still tries to kill Rephaim, but Zoey shields the Raven Mocker with her body. Nyx appears and urges everyone with dead loved ones to move on already, yeesh, before 'cursing' Rephaim to turn into a raven every day, a man at night. Since Dragon (and Neferet, who is nominally still in charge?) won't accept Rephaim or the Reds, Zoey and her crew storm off to start their own House of Night in the tunnels, with blackjack!

   In the epilogue, Neferet murders Zoey's mom, who just broke it off with her cheating husband, as the final stage of a ritual to create an avatar for the White Bull, Aurox.

9) **Destined** - It turns out you need the council's permission to form a House of Night. Zoey ambushes Neferet with a skype meeting with the council in Venice in which she lays out everything that's happened in the last couple of books. The Council forces Neferet to accept

Rephaim and names Stevie the High Priestess of all Red Vampyres, but holds off on giving an answer about a second school for vampires.

Three Raven Mockers come to Rephaim, offering him his old place back if he spies for Kalona, but all four are attacked by Aurox, the vessel for the White Bull with Heath's soul, because the villains are working at somewhat cross-purposes now. Stevie and Zoey get involved, but as Aurox starts to transform into his final form, Neferet shows up and calls him off, taunting the others with her divinely-gifted unstoppable trump card.

Erik Night has become a Tracker, but his first time out he meets a blind girl and is so off-put he stumbles over his line and *somehow* she gets a red crescent mark like the undead kind of vampires, not the standard blue. She also regains her vision and gets ~~aura vision~~ True Sight. In confusion, Erik turns the girl, Shaylin, over to Stevie.

Zoey learns of her mother's death, and Aurox shows up to help her grieve, reminding her of Heath.

Next day, Rephaim senses a summons from his father and asks Zoey to chaperone their meeting. Kalona swore to serve Neferet in gratitude for her freeing him, but since he shared out his immortality to revive Stark, he is himself no longer entirely immortal and thus not supernaturally bound to his word. Zoey reluctantly accepts a truce, not really trusting him, or herself around him.

The vampire council sends a second investigator, a priestess with a rare affinity for death magic calling herself Thanatos, to figure out *what the hell* with all the murders, the war, the new kind of vampires, Kalona and the Raven Mockers, and a woman who claims to be their beloved goddess. Zoey is the only person to not find Thanatos creepy, and confides her heartbreak. Thanatos agrees to lead a reveal-cause-of-death ritual, summoning the ghost to ask what put them in the ground, but it must be done on the fifth day of mourning.

Both their oracles say Rephaim will die at the reveal ritual. Aurox, in full bull mode crashes the ritual, but Dragon dies and Rephaim is mortally wounded holding him off. In the end Linda Heffer's ghost (Zoey's mom) manifests and explains how Neferet killed her, which is good enough for Thanatos to formally strip her of her position and herself become the High Priestess of the Tulsa House of Night. Kalona buys Rephaim's life back by pleading with Nyx for forgiveness.

10) **Hidden** - Down but not out, five minutes after the last book ends, Neferet burns down the stables to make her escape, then goes on the evening news to air as much of the vampires' dirty laundry as possible - including blaming them for the Reds and all her previous murders and evil deeds.
Zoey has to sort out her feelings about Kalona, and Aurox whom she alone saw as Heath. One of the friends, Erin, is sorta drifting apart over the twin issues of Rephaim and Kalona.
I think Neferet kidnaps Zoey's grandma at the end?

11) **Revealed** - To try and salvage the House of Night's rep in their city, an open house is held. Neferet astral projects to do some evil taunting but invoking the same old circle sends her packing. PR damage is kinda done, though.
Erin dies, right after. Her lover Dallas then blames Stevie and tries to murder her (again via sunlight exposure, there are faster and surerer ways) before fleeing, pursued by Kalona and Rephaim.
For her next trick, Neferet murders Charles LaFont, Aphrodite's dad and the mayor of Tulsa, and arranges the corpse into a gruesome display on the school gate. This adds fire to her growing anti-vampire movement, and leads Aprhodite's mom to disown her. The school goes on lockdown, both for the safety of the fledglings, and so the police can investigate. There is a media feeding frenzy in which Zoey does her best to try and put the best face on things.
Aphrodite has a vision of Zoey drinking Aurox's blood, then losing control of her powers and destroying Tulsa. She confides in Shaylin and exactly nobody else, being afraid of making the vision come true. Then, after Zoey does accidentally drink a drop of his blood, she overhears them whispering conspiratorially and freaks out, lashing out at them and fleeing the school. She accidentally kills two homeless men before calming down and returning to talk things out.
When the police show up asking about the two dead dudes, Zoey immediately confesses and lets herself be cuffed and perp-walked out for the cliffhanger.

12) **Redeemed** - Zoey is in prison, a bit of a problem since she'll die without those mature vamp pheromones, but for now there are volunteers willing to sit outside her cell for a few hours at a time. I guess lawyers, bail, etc. don't exist in this series.

Neferet leads her army of Reds to conquer a hotel, where she proclaims she will raise the first temple to herself! The gang kinda bind her in place for most of the book though. She does make every human but one cringing sycophant her mindless thrall, but mostly just tries to make them act like flappers while reflecting how much she *deeply* misses the Roaring Twenties, and much monologuing about how perfect and beautiful and evil she is. Eventually she just straight up admits to framing Zoey for killing the bums in the last book so the cops will let her go and they can invoke the. Exact. Same. Circle. To bind her in the ground like Kalona was, the terrible sealed evil to be unleashed on another time.