

## Read Book Low Midnight Kitty Norville 13 Carrie Vaughn

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### KEY=CARRIE - TATE LARSEN

**Low Midnight Macmillan** Ex-convict Cormac Bennett and Amelia Parker, the Victorian magician living in his head, investigate an old murder in a Colorado mining town as they struggle to translate a book of magic whose secrets could prove very destructive. **Kitty's House of Horrors Grand Central Publishing** REALITY BITES Talk radio host and werewolf Kitty Norville has agreed to appear on TV's first all-supernatural reality show. She's expecting cheesy competitions and manufactured drama starring shapeshifters, vampires, and psychics. But what begins as a publicity stunt will turn into a fight for her life. The cast members, including Kitty, arrive at the remote mountain lodge where the show is set. As soon as filming starts, violence erupts and Kitty suspects that the show is a cover for a nefarious plot. Then the cameras stop rolling, cast members start dying, and Kitty realizes she and her monster housemates are ironically the ultimate prize in a very different game. Stranded with no power, no phones, and no way to know who can be trusted, she must find a way to defeat the evil closing in . . . before it kills them all. **Kitty Rocks the House Macmillan** As Kitty tries to assemble an army of allies to defeat the ancient vampire Roman, a new werewolf continually challenges her authority, while bounty hunter Cormac and Rick, the master vampire of Denver, face their own challenges. **Kitty in the Underworld Macmillan** While investigating an intruder in the territory of Denver's werewolf pack, Kitty is taken captive by a mysterious cult that wants to use her to defeat Dux Bellorum, a cause she has difficulty resisting. **Kitty Saves the World A Kitty Norville Novel Macmillan** The final novel in the Kitty Norville series. Kitty is running out of time, after her failed attempt to take down the ancient vampire Roman. The elusive vampire lord has begun his apocalyptic endgame, and Kitty does not know where he will strike next. Meanwhile, pressure mounts as Kitty and her pack realize that not even Denver is safe as they experience the true reach of Roman's cult. **Kitty and The Midnight Hour Grand Central Publishing** In this action-packed story of supernaturals, a werewolf talk show host for the supernaturally disadvantaged has bitten off way more than she can chew. Kitty Norville is a midnight-shift DJ for a Denver radio station. She's also a closeted werewolf. Her new late-night advice show for the supernaturally disadvantaged is a raging success, but it's Kitty who can use some help. With a sexy werewolf-hunter on her tail -- and a few homicidal undead following her every move -- Kitty's about to face the fight of her life. **Dreams of the Golden Age Macmillan** Like every teen, Anna has secrets. Unlike every teen, Anna has a telepath for a father and Commerce City's most powerful businessperson for a mother. She's also the granddaughter of the city's two most famous superheroes, the former leaders of the legendary Olympiad, and the company car drops her off at the gate of her exclusive high school every morning. Privacy is one luxury she doesn't have. Hiding her burgeoning superpowers from her parents is hard enough; how's she supposed to keep them from finding out that her friends have powers, too? Or that she and the others are meeting late at night, honing their skills and dreaming of becoming Commerce City's next great team of masked vigilantes? Like every mother, Celia worries about her daughter. Unlike every mother, Celia has the means to send Anna to the best schools and keep a close watch on her, every second of every day. At least Celia doesn't have to worry about Anna becoming a target for every gang with masks and an agenda, like Celia was at Anna's age. As far as Celia knows, Anna isn't anything other than a normal teen. Still, just in case, Celia has secretly awarded scholarships at Anna's private high school to the descendants of the city's other superpowered humans. Maybe, just maybe, these teens could one day fill the gap left by the dissolution of The Olympiad....in Carrie Vaughn's Dreams of the Golden Age. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Kitty and the Silver Bullet Grand Central Publishing** Kitty's radio show is as popular as ever and she has a boyfriend who actually seems to understand her. Can she finally settle down to a normal life? Not if this is just the calm before the storm. When her mother falls ill, Kitty rushes back to Denver--and right back to the abusive pack of werewolves she escaped a year ago. To make matters worse, a war is brewing between the city's two oldest vampires, threatening the whole supernatural community. Though she wants to stay neutral, Kitty is again drawn into a world of politics and violence. To protect her family, her lover, and herself, she'll have to choose sides. And maybe become what she hates--a killer. **Kitty Steals the Show Tor Books** Kitty has been tapped as the keynote speaker for the First International Conference on Paranatural Studies, taking place in London. The conference brings together scientists, activists, protestors, and supernatural beings from all over the world—and Kitty, Ben, and Cormac are right in the middle of it. Master vampires from dozens of cities have also gathered in London for a conference of their own. With the help of the Master of London, Kitty gets more of a glimpse into the Long Game—a power struggle among vampires that has been going on for centuries—than she ever has before. In her search for answers, Kitty has the help of some old allies, and meets some new ones, such as Caleb, the alpha werewolf of the British Isles. The conference has also attracted some old enemies, who've set their sights on her and her friends. All the world's a stage, and Kitty's just stepped into the spotlight. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Kitty and the Dead Man's Hand Grand Central Publishing** Werewolf Kitty Norville and her mate Ben face off against werewolf-hating bounty hunters -- on their honeymoon, no less --in this suspenseful follow-up to Kitty and the Silver Bullet. Already the alpha pair of Denver's werewolf pack, Kitty and Ben are planning to tie the knot human-style by eloping to Vegas. Kitty is looking forward to sipping fru-fru drinks by the pool and doing her popular radio show on live TV -- but her hotel is stocked with werewolf-hating bounty hunters. Elsewhere on the Strip, an old-school magician might be wielding the real thing; the vampire community is harboring a dark secret; and the irresistible star of a suspicious animal act is determined to seduce Kitty. Sin City has never been so wild, and this werewolf has never had to fight harder to save not only her wedding, but her very life. **Down These Strange Streets Ace** A collection of urban fantasy stories features tales by Patricia Briggs, Diana Gabaldon, Simon R. Green, S.M. Stirling, and Charlene Harris with a new story set in the world of her beloved heroine, Sookie Stackhouse. **The Heirs of Locksley Tordotcom** Carrie Vaughn follows up The Ghosts of Sherwood with the charming, fast-paced The Heirs of Locksley, continuing the story of Robin Hood's children. "We will hold an archery contest. A simple affair, all in fun, on the tournament grounds. Tomorrow. We will see you there." The latest civil war in England has come and gone, King John is dead, and the nobility of England gathers to see the coronation of his son, thirteen year old King Henry III. The new king is at the center of political rivalries and power struggles, but John of Locksley—son of the legendary Robin Hood and Lady Marian—only sees a lonely boy in need of friends. John and his sisters succeed in befriending Henry, while also inadvertently uncovering a political plot, saving a man's life, and carrying out daring escapes. All in a day's work for the Locksley children... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Cast in Shadow MIRA** Book 1 in the Chronicles of Elantra fantasy series by New York Times bestselling author Michelle Sagara Seven years ago Kaylin fled the crime-riddled streets of Nightshade, knowing that something was after her. Children were being murdered—and all had the same odd markings that mysteriously appeared on her own skin.... Since then, she's learned to read, she's learned to fight and she's become one of the vaunted Hawks who patrol and police the City of Elantra. Alongside the winged Aerians and the immortal Barrani, she's made a place for herself, far from the mean streets of her birth. But children are once again dying, and a dark and familiar pattern is emerging. Kaylin is ordered back into Nightshade with a partner she knows she can't trust, a Dragon lord for a companion and a device to contain her powers—powers that no other human has. Her task is simple—find the killer, stop the murders...and survive the attentions of those who claim to be her allies! Originally published in 2005 **Straying from the Path** Best known for her New York Times bestselling urban fantasy novels, Carrie Vaughn has also written dozens of short stories for Talebones, Realms of Fantasy, and many other magazines and anthologies. Collected here for the first time are ten of her favorite hard-to-classify stories covering the full range of speculative fiction - science fiction, fantasy, horror - sometimes all in the same story. Read about Emily Dickinson's dog, women pilots in WWII, future Hollywood, a haunted Europa, and more! Acclaimed author and editor Jay Lake contributes an introduction to this unique collection. Straying from the Path was published by WSFA Press in 2011, and released at WSFA's annual Capclave convention (October 14-16, 2011 in Gaithersburg Maryland) as a special 500-copy limited and signed hardcover edition. Initially this volume was only available to members of Capclave 2011, but is now available to the general public. **Kitty's Big Trouble Tor Books** Kitty Norville is back and in more trouble than ever. Her recent run-in with werewolves traumatized by the horrors of war has made her start wondering how long the US government might have been covertly using werewolves in combat. Have any famous names in our own history might have actually been supernatural? She's got suspicions about William Tecumseh Sherman. Then an interview with the right vampire puts her on the trail of Wyatt Earp, vampire hunter. But her investigations lead her to a clue about enigmatic vampire Roman and the mysterious Long Game played by vampires through the millennia. That, plus a call for help from a powerful vampire ally in San Francisco, suddenly puts Kitty and her friends on the supernatural chessboard, pieces in dangerously active play. And Kitty Norville is never content to be a pawn. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Kitty's Mix-Tape** "Kitty Norville still can't stay away from trouble --of the supernatural kind. Everyone's favorite werewolf DJ is here to mix it up just one last time. Here you will find, or will be lucky to newly discover, the irrepressible Kitty Norville with friends and enemies alike: Rick the vampire; Jessi Hardin, paranormal detective; Kitty's werewolf husband Ben; Cormac, the bounty hunter; and the ever-villainous Dux Bellorum. These irresistible tales are full of unpredictable twists and turns: lupines experimenting with astronomy, a cheating boxer with preternatural strength, vampires arriving from the Philippines."--Provided by publisher. **Steel HarperTeen** When Jill, a competitive high school fencer, goes with her family on vacation to the Bahamas, she is magically transported to an early-eighteenth-century pirate ship in the middle of the ocean. **Kitty Takes a Holiday Grand Central Publishing** After getting caught turning wolf on national television, Kitty retreats to a mountain cabin to recover and write her memoirs. But this is Kitty, so trouble is never far behind, and instead of Walden Pond, she gets Evil Dead. When werewolf hunter Cormac shows up with an injured Ben O'Farrell, Kitty's lawyer, slung over his shoulder, and a wolf-like creature with glowing red eyes starts sniffing around the cabin, Kitty wonders if any of them will get out of these woods alive... **Running with the Pack Prime Books** Features a collection of short stories that show werewolves struggling with their existence, daily lives, and relationships in the modern world. **Un Lun Dun Del Rey** NEW YORK TIMES BESTSELLER • "Endlessly inventive . . . [a] hybrid of Alice in Wonderland, The Wizard of Oz, and The Phantom Tollbooth."—Salon What is Un Lun Dun? It is London through the looking glass, an urban Wonderland of strange delights where all the lost and broken things of London end up . . . and some of its lost and broken people, too—including Brokkenbroll, boss of the broken umbrellas; Obaday Fing, a tailor whose head is an enormous pin-cushion, and an empty milk carton called Curdle. Un Lun Dun is a place where words are alive, a jungle lurks behind the door of an ordinary house, carnivorous giraffes stalk the streets, and a dark cloud dreams of burning the world. It is a city awaiting its hero, whose coming was prophesied long ago, set down for all time in the pages of a talking book. When twelve-year-old Zanna and her friend Deeba find a secret entrance leading out of London and into this strange city, it seems that the ancient prophecy is coming true at last. But then things begin to go shockingly wrong. BONUS: This edition contains an excerpt from China Mieville's Embassytown. Praise for Un Lun Dun "Miéville fills his enthralling fantasy with enough plot twists and wordplay for an entire trilogy, and that is a good thing. A."—Entertainment Weekly "For style and inventiveness, turn to Un Lun Dun, by China Miéville, who throws off more imaginative sparks per chapter than most authors can manufacture in a whole book. Miéville sits at the table with Lewis Carroll, and Deeba cavorts with another young explorer of topsy-turvy worlds."—The Washington Post Book World "Delicious, twisty, ferocious fun . . . so crammed with inventions, delights, and unexpected turns that you will want to start reading it over again as soon as you've reached the end."—Kelly Link, author of Magic for Beginners "[A] wondrous thrill ride . . . Like the best fantasy authors, [Miéville] fully realizes his imaginary city." —The A.V. Club "Miéville's compelling heroine and her fantastical journey through the labyrinth of a strange London forms that rare book that feels instantly like a classic and yet is thoroughly modern."—Holly Black, bestselling author of The Spiderwick Chronicles **Dangerous Games Dell** Dhampire Riley Jenson, a hybrid of vampire and werewolf, journeys to Melbourne and into the heart of the city's seductive and dangerous urban underworld to find an enigmatic killer who has been using a nightclub that caters to its denizens' every fantasy as his stalking grounds. Original. **Amaryllis and Other Stories** For more than fifteen years Carrie Vaughn has published short fiction across all genres, through time and space, earning praise from critics and readers for twists and turns, shocks and delights, and emotional heart. This collection brings together alien encounters, classic fantasy creatures, strange magic, historical milieus; stories with heart, of people making their ways in the world the best they can, however strange and hostile those worlds might be; rare, hard-to-find stories that haven't been available in years. All this, now brought together in the first widely-available retrospective collection of Vaughn's work, including her Hugo-nominated, WSFA Small Press Award winning story "Amaryllis," about a post-catastrophe future in which a community struggles to live in balance with the environment and each other. **The Immortal Conquistador** From the author of the beloved Kitty Norville werewolf talk-show host series, the last full tale in the series: the vampire origins of Kitty's famed ally, Rick--and his sudden turn to darkness in the seventeenth century. More than 500 years before his friendship with Kitty, noble Ricardo de Avila met a fate-changing twist, where his

morally-complex, blood-soaked existence as an immortal began. "A must have for Kitty Norville fans, but also an excellent standalone for readers new to Vaughn's worlds." --Kelley Armstrong, author of *Bitten* and *Wherever She Goes* Ricardo de Avila would have followed Coronado to the ends of the earth. Instead Ricardo met with the end of his mortal life--and a new one, as the renegade vampire, Rick. For over five hundred years, Rick has infuriated the demon world. He has ferociously protected his found-family from marauding vampires, joined forces with a legendary gunslinger, appointed himself the Master of Denver, and called upon a church buried under the Vatican. Of late, Rick has even made a famous friend: everyone's favorite werewolf talk-show host, Kitty Norville. Now, whether you are new to Vaughn's fan-favorite novels, or a longtime reader, you'll be riveted by the final full-length tale of the series. About the Kitty Norville series: Carrie Vaughn's series, about a werewolf who hosts a talk radio advice show for the supernaturally disadvantaged, began with *Kitty and the Midnight Hour*. The series will end with *The Immortal Conquistador*, and the forthcoming collection *Kitty's Mix-Tape*. For more about the Kitty Norville books, go to <https://carrievaughn.com/kittybooks.html>. **Blood Bound Penguin** "Kick-ass were-coyote auto mechanic Mercedes Thompson" (Publishers Weekly) has leapt to the forefront of today's urban fantasy heroes, thanks to bestselling author Patricia Briggs. Now, Mercy finds herself in the middle of a bloodbath—with only one way out... Mercy has friends in low places—and in dark ones. And now she owes one of them a favor. Since she can shapeshift at will, she agrees to act as some extra muscle when her vampire friend Stefan goes to deliver a message to another of his kind. But this new vampire is hardly ordinary—and neither is the demon inside of him. When the undead and the werewolves sent to find him don't return, the local vampire queen turns to Mercy for help. A coyote is no match for a demon, but Mercy is determined to get her friends back—including the two werewolves circling around her heart. **Destiny Kills Piatkus Books** When Destiny McCree wakes up beside a dead man on an Oregon beach, she knows only this: she has to keep moving, keep searching and keep one step ahead of the forces that have been pursuing her from the heart of Scotland to this isolated spot. Why? The death of her lover has left her alone, with little memory of her past. A glimmering serpent-shaped ring is the one clue she has - and a bargaining chip in a most dangerous game. Enter Trae Wilson, a master thief with a sexy, knowing grin and a secret agenda of his own. Destiny and Trae both have powers far beyond human - and both are running for their lives. Together they're riding a tide of danger, magic and lust . . . but with killers stalking their every move, they must use any means necessary, even each other, to survive - until the shocking secret of one woman's destiny finally unravels. **This Case Is Gonna Kill Me St. Martin's Press** In a world where humans endure the laws and politics of vampires, werewolves, and elves in order to avoid becoming prey, Linnet Ellery embarks on a career with a "white fang" firm and is targeted by random attacks. **The Golden Age of Death Penguin** Blindsided by mysterious enemies and sent to a dark place, Calliope Reaper-Jones, Death's Daughter and the head of her father's company, Death Inc., must find her way back to save humanity from the zombie apocalypse. Original. **Kitty Goes to Washington Grand Central Publishing** Celebrity werewolf and late-night radio host Kitty Norville prefers to be heard and not seen. So when she's invited to testify at a Senate hearing on behalf of supernaturals, and her face gets plastered on national TV, she inherits a new set of friends, and enemies, including the vampire mistress of the city; an über-hot Brazilian were-jaguar; and a Bible-thumping senator who wants to expose Kitty as a monster. Kitty quickly learns that in this city of dirty politicians and backstabbing pundits, everyone's itching for a fight. **Bannerless HarperCollins** A mysterious murder in a dystopian future leads a novice investigator to question what she's learned about the foundation of her population-controlled society. Decades after economic and environmental collapse destroys much of civilization in the United States, the Coast Road region isn't just surviving but thriving by some accounts, building something new on the ruins of what came before. A culture of population control has developed in which people, organized into households, must earn the children they bear by proving they can take care of them and are awarded symbolic banners to demonstrate this privilege. In the meantime, birth control is mandatory. Enid of Haven is an Investigator, called on to mediate disputes and examine transgressions against the community. She's young for the job and hasn't yet handled a serious case. Now, though, a suspicious death requires her attention. The victim was an outcast, but might someone have taken dislike a step further and murdered him? In a world defined by the disasters that happened a century before, the past is always present. But this investigation may reveal the cracks in Enid's world and make her question what she really stands for. **Iron Crowned Kensington Publishing Corp.** In this sexy paranormal thriller, a powerful shaman queen takes the ultimate risk to stop a war that threatens to destroy her Otherworldly kingdom. Back in the mortal realm, shaman-for-hire Eugenie Markham was skilled at banishing beings that didn't belong. But as the Thorn Land's new queen, she's desperately searching for a way to end the war devastating her kingdom. Her only hope is the Iron Crown, a legendary object even the most powerful gentry fear . . . Knowing who to trust is the hardest part. Fairy king Dorian has his own agenda for aiding her search. And Kiyo, her shape-shifter ex-boyfriend, has every reason to betray her along the way. To control the Crown's ever-consuming powers, Eugenie will have to confront an unimaginable temptation—one that will put her soul and the fate of two worlds in mortal peril . . . **Hex Appeal Macmillan** Chock full of paranormal hijinx, this fantastic collection will hold readers spellbound and enchant with its irresistible hex appeal in a magical world where witches and conjurers exact sweet revenge on those who cross them-- **Night Broken Penguin** When her mate's ex-wife shows up on the run from her new boyfriend, who turns out to be less than human, shapeshifter Mercy Thompson must stop the bodies from piling up. **Kitty's Greatest Hits Macmillan** A story collection inspired by the Kitty Norville series features new adventures and original tales for such favorite characters as Denver's Master vampire Rick, werewolf T.J., and reluctant vampire Emma. **Kiki Strike: Inside the Shadow City Bloomsbury Publishing USA** Twelve-year-old Ananka Fishbein discovers an underground room in the park across from her New York City apartment and meets a mysterious girl called Kiki Strike, who claims that she, too, wants to explore the subterranean world. **Carniepunk Simon and Schuster** A collection of urban fantasy stories that take place at carnivals. From vampires and creepy clowns to mermaids, Druids, and wisecracking Irish wolfhounds, you'll find out that carnivals aren't the healthiest types of places to hang out at.... **Kitty Raises Hell Grand Central Publishing** Sometimes what happens in Vegas doesn't stay in Vegas. Kitty and Ben flee The City That Never Sleeps, thinking they were finished with the dangers there, but the sadistic cult of lycanthropes and their vampire priestess have laid a curse on Kitty in revenge for her disrupting their rituals. Starting at the next full moon, danger and destruction the form of fire strikes Kitty and the pack of werewolves she's sworn to protect. She enlists the help of a group of TV paranormal investigators - one of whom has real psychic abilities - to help her get to the bottom of the curse that's been laid on her. Rick, the Master vampire of Denver, believes a deeper plot lies behind the curse, and he and Kitty argue about whether or not to accept the help of a professional demon hunter - and vampire - named Roman, who arrives a little too conveniently in the nick of time. Unable to rely on Rick, and unwilling to accept Roman's offer of help for a price, Kitty and her band of allies, including Vegas magician Odysseus Grant and Kitty's own radio audience, mount a trap for the supernatural being behind the curse, a destructive force summoned by the vengeful cult, a supernatural being that none of them ever thought to face. **Questland John Joseph Adams** It's said that sufficiently advanced technology is indistinguishable from magic, and an eccentric billionaire has set out to prove it by building an island retreat that brings the fantastic to life. In an action-packed novel for fans of *Ready Player One*, Carrie Vaughn asks what happens when a bunch of tech geeks and fantasy nerds don't realize the game they are now playing is for real? **Iron Kissed Penguin** "Expect to be spellbound"\* by Patricia Briggs's #1 New York Times bestselling series starring Mercy Thompson. Being a lowly "walker" in a world of vampires, werewolves, and fae once kept her safe. But Mercy's bark—and bite—are not so harmless any more... Though Mercy can shift her shape into that of a coyote, her loyalty never wavers. So when her former boss and mentor, Zee, asks for her help, she's there for him. A series of murders has rocked a fae reservation, and Zee needs her unique gifts, namely her coyote sense of smell, to sniff out the killer. But when Zee is accused of murdering the suspect Mercy outed, he's left to rot behind bars by his own kind. Now it's up to Mercy to clear his name, whether he wants her to or not. Mercy's loyalty is under pressure from other directions, too. Werewolves are not known for their patience, and if Mercy can't decide between the two she cares for, Sam and Adam may make the choice for her... \*Lynn Viehl, New York Times bestselling author **Urban Enemies Simon and Schuster** Villains have all the fun—everyone knows that—and this anthology takes you on a wild ride through the dark side! The top villains from seventeen urban fantasy series get their own stories—including the baddies of New York Times bestselling authors Jim Butcher, Kevin Hearne, Kelley Armstrong, Seanan McGuire, and Jonathan Maberry. For every hero trying to save the world, there's a villain trying to tear it all down. In this can't-miss anthology edited by Joseph Nassise (*The Templar Chronicles*), you get to plot world domination with the best of the evildoers we love to hate! This outstanding collection brings you stories told from the villains' point of view, imparting a fresh and unique take on the evil masterminds, wicked witches, and infernal personalities that skulk in the pages of today's most popular series. The full anthology features stories by Jim Butcher (*the Dresden Files*), Kelley Armstrong (*Cainsville*), Seanan McGuire (*October Daye*), Kevin Hearne (*The Iron Druid Chronicles*), Jonathan Maberry (*Joe Ledger*), Lilith Saintcrow (*Jill Kismet*), Carrie Vaughn (*Kitty Norville*), Joseph Nassise (*Templar Chronicles*), Domino Finn (*Black Magic Outlaw*), Steven Savile (*Glasstown*), Caitlin Kittredge (*Hellhound Chronicles*), Jeffrey Somers (*The Ustari Cycle*), Sam Witt (*Pitchfork County*), Craig Schaefer (*Daniel Faust*), Jon F. Merz (*Lawson Vampire*), Faith Hunter (*Jane Yellowrock*), and Diana Pharaoh Francis (*Horgate Witches*). **Kitty Goes to War Hachette UK** Three soldiers recently returned from the war in Afghanistan are in custody at Ft Carson in Colorado Springs. They're werewolves, suffering from post traumatic stress, which has left them unable to control their shapeshifting, unable to interact with people. Kitty agrees to see them; after her own battles in *KITTY'S HOUSE OF HORRORS* (*Kitty #7*), she feels a great deal of sympathy for them. The soldiers were part of a unit fighting Taliban insurgents in the remote mountains of Afghanistan. Their captain, the original werewolf, transformed the others; their new-found strengths including the ability to survive untold violence while infiltrating remote enemy positions, made them the perfect soldiers for this mission. But it was the captain who kept the group together and kept them sane; when a particularly potent mortar attack killed the captain, the remaining lycanthrope soldiers grew more and more wild, until the final three survivors were captured and delivered to Dr Shumacher at the Center for the Study of Paranatural Biology for treatment. Kitty tries to bring the men into her own pack, to socialise them back into some kind of normal existence, but the group's sergeant has other plans: he's intent on driving out Kitty and Ben and becoming the leader of a new squad of killers.