

BOOK CLUB DISCUSSION SUPPLEMENTAL GUIDE

DEFINITIONS TO KNOW

AGC

The Agency of Ghost Control; the United States government organization responsible for studying and controlling kálos in the Human Realm.

Amínyte

Kálos with the ability to shift between a ghost form and an animal form. When in animal form, an Amínyte will lose all of its other powers, making it undetectable to other kálos.

Avilésor

The Ghost Realm, theorized to be a plane of existence between the Human and Spirit Realms where mortals and spirits can coexist.

Cröendor

The Human Realm, where we reside.

ECANI

An acronym for “Experimental Computer And Neural Interface.” This super-computer was invented by Finn and Reese and is controlled either by voice commands or holographs that can be touched only by a special set of gloves with sensors in the fingertips.

Ectoplasm

A natural energy source that kálos can produce and use in the form of shields and energy blasts. Ectoplasm is rated by number for potency and letter for grade. Neutral is Grade D. Toward the Grade A end of the spectrum, ectoplasm becomes denser, behaving more like a solid. Toward the Grade G end of the spectrum, ectoplasm behaves more like electricity.

Entoplasm

A nearly solid, condensed energy substance developed by ghost hunter Madison Tarrow. It emulates properties of Grade A ectoplasm and is the primary component in the dome that surrounds City Hall.

Kálos

Although commonly referred to (incorrectly) as ghosts, these creatures are actually mortal beings that came from Avilésor, the Ghost Realm. All kálos have a set of basic powers—intangibility, invisibility, and ectoplasm (hence the misnomer). Most kálos also have one divine power, called a Divinity. Think: pyrokinesis, telekinesis, shape-shifting, etc.

Lunos

The kálos term for a werewolf.

Moorlins

Real ghosts; spirits of the dead.

Neutralizer

A metal band fixed around a ghost's biceps on one arm. The device prevents the ghost from using his/her powers.

NMS

Neural Monitoring System; an experiment conducted on the Alpha ghosts that is responsible for their damaged memories.

Scout

An acronym for "Sacrificial Creature Originating Under Theta", used to describe the beasts sent into the Arena to fight the Alpha ghosts.

FACTIONS TO KNOW

The novel provides a broad overview of the plot by switching character points of view periodically. The characters can all be grouped into four different factions:

The Alpha Ghosts

The primary cast of characters consisting of eight fugitives ranging between the ages of 7 and 19. These kids and teenagers are all either pureblood or half-blood kálos and were being held in Project Alpha in the AGC prior to their escape.

The Agents

The human government officials who operate the AGC and are responsible for conducting the cruel and inhumane experiments on beings from the Ghost Realm.

The Shadow Guard

The Ghost Realm's kálos military, which is under the rule of a single tyrant named Azar.

Phantom Heights

The humans trapped in a small town in the United States where the Rip between Realms is located. The survivors have been forced to take shelter inside City Hall, which is protected by a great dome of glowing green energy.

THE ALPHA GHOSTS

FINN (A1) & REESE (A2)

10-year-old twins born and raised inside the AGC. They have brown hair, blue eyes, and possess the Divinity of mind-reading. The only way to tell the brothers apart is due to the hat Finn wears backwards.

JAY (A3)

The oldest of the group, about two years older than Cato. Jay assumes the role of leader. He has silver eyes, pale skin, and, despite his youth, ashen gray hair.

RC (A4)

Likely close to Cato in age, RC is a Telekinetic with the ability to control objects with his mind. RC is noted to have tan skin, “a mop of messy brown hair,” and a scar across his blind eye, which is milky in coloration. His functioning left eye glows violet. He uses bladed metal disks as his primary weapons.

ASH (A5)

Her age and Divinity are unknown in Book 1, although she’s likely around the same age as Cato and RC. Ash has long, dark-red hair and wields a metal staff as a weapon.

AXEL (A6)

A genetically engineered hybrid with red eyes, black hair, paper-white skin, and four pairs of venomous fangs. Although Axel has no true Divinity like most kálos do, he’s the ultimate hunter and possesses superior strength, speed, and senses. Axel’s age is estimated to be 13 or 14.

CATO (A7)

The primary narrator and the only character experienced through a first-person point of view. Cato is half-human, half-ghost. His left is green, and his right eye is blue, although both eyes glow green when he’s angry. We can deduce that Cato is about 17 years old now based on his age in the prologue.

KIT (A8)

An Amínyte ghost able to shift between two forms—a black-and-white kitten, or a girl with long black hair, porcelain skin, golden eyes, fangs, and silky black cat ears. Also known affectionately as Kit-Kat, approximately 7 years old, she wears a sacred pendant with her name carved on it.

THE AGENTS

AGENT KOVAK

The Head Agent of the AGC. He's described to be tall and clean-shaven with a square jaw and dark eyes. Characters in his presence often note that he gives off a dangerous aura.

AGENT BYRN

Noted to be Kovak's business partner with presumably a similarly high rank at the AGC, he's short and stocky with hunched shoulders and straw-colored hair slicked back with too much hair gel.

DR. ANDERS

As the leading physician at the AGC, Dr. Anders is responsible for overseeing many of the various medical experiments conducted across multiple Projects, including Alpha. He's tall and skinny with a sandy beard trimmed close and wire-rimmed glasses perched on his nose. He's always chewing on peppermint gum and usually wears a white lab coat.

THE SHADOW GUARD

AZAR

The ruler of the Ghost Realm. Azar has glowing red eyes, and his skin tone is so dark it's almost a true black. His short black hair has swirling patterns shaved away, and he has a closely-manicured beard tracing his jawline.

RAYVEN

An Amínyte ghost like Kit, Rayven is able to assume the form of a raven with a white-tipped wing. In his kálos form, he has tan skin and long, straight black hair with a griffin feather tied in his locks. Rayven is Azar's slave.

CAPTAIN HASSING

The Captain of the Guard and Azar's second-in-command. Hassing wears a high-collared cloak and has green eyes. His black hair tied back into a short ponytail.

PHANTOM HEIGHTS

MADISON TARROW

The lead ghost hunter, also the scientist responsible for the invention of the dome that protects City Hall from ghosts. Madison is the current authority figure in Phantom Heights and leads the raid teams into the conquered town on supply runs. She has dark hair usually tied back into a ponytail.

VIVIAN TARROW

Madison's daughter, likely high-school age. Vivian has green eyes and dark hair and is a seasoned raider.

WESLY (WES) COOPER

A werewolf (also known as a *lunos*) who is usually able to shift at will between his wolf form and his human form, depending on the moon's cycles. Wes is rumored to be incredibly wealthy.

DR. ALEXANDRIA CRAWFORD

Better known as Doc, she is the only physician left in Phantom Heights. Her nurses, Lily and Shay, assist her with treating wounded raiders and caring for the survivors locked in City Hall. Doc is described as "a thin woman with dark cocoa skin and graying hair pulled back into a bun."

TREY SELMAN

Madison's apprentice and Cato's former best friend. Without access to contacts for his poor vision, Trey relies on prescription goggles when he's on raids, although he sometimes wears glasses in City Hall. He has blond hair, gray eyes, and a patchy beard that has sprouted under the survival conditions.

HOLLY JENNINGS

A high-ranking member of the Phantom Heights city council before the town was conquered and the council was essentially disbanded. Holly is described as "slim and raven-haired."

SHANNON JENNINGS

Holly's daughter, likely high-school age. Shannon has black hair that reaches her waist. Unlike Trey and Vivian, she is not a trained or experienced raider.