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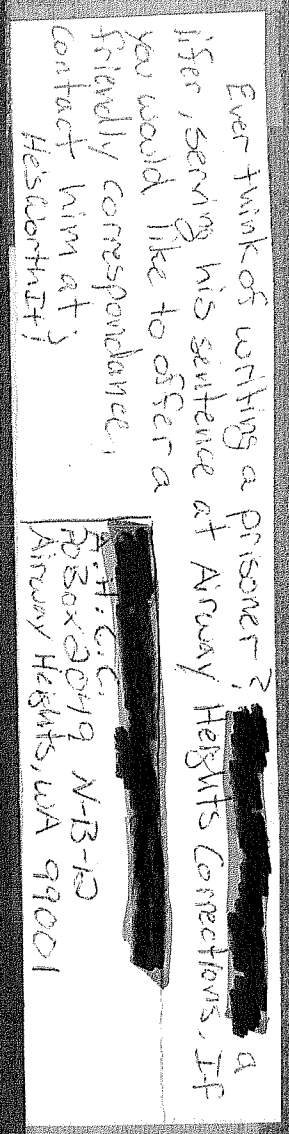
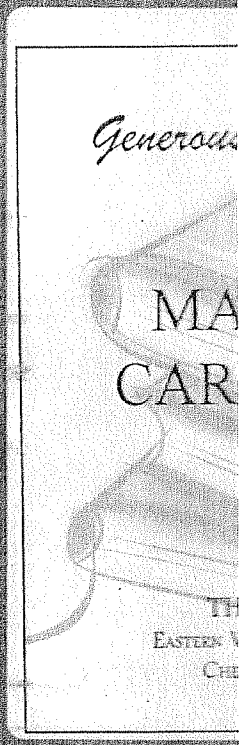
BEFORE HE KNEW ABOUT THE ROSES, sixteen-year-old Jack lived an unremarkable life in the small Ohio town of Trinity. Only the medicine he has to take daily and the thick scar above his heart set him apart from the other high schoolers. Then one day Jack skips his medicine. Suddenly, he is stronger, fiercer, and more confident than ever before. And it feels great—until he loses control of his own strength and nearly kills another player during soccer tryouts.

Soon, Jack learns the startling truth about himself: he is Weirlind, part of an underground society of magical people who live among us. At the head of this society sit the feuding houses of the Red Rose and the White Rose, whose power is determined by playing the Game—a tournament in which each house sponsors a warrior to fight to the death. The winning house rules the Weir.

As if his bizarre heritage weren't enough, Jack finds out that he's not just another member of Weirlind—he's one of the last of the warriors, at a time when both houses are scouting for a player.