

The Thousand Names Shadow Campaigns 1 Django Wexler

When people should go to the books stores, search creation by shop, shelf by shelf, it is essentially problematic. This is why we present the ebook compilations in this website. It will agreed ease you to look guide The Thousand Names Shadow Campaigns 1 Django Wexler as you such as.

By searching the title, publisher, or authors of guide you really want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be all best place within net connections. If you direct to download and install the The Thousand Names Shadow Campaigns 1 Django Wexler, it is entirely simple then, previously currently we extend the associate to buy and create bargains to download and install The Thousand Names Shadow Campaigns 1 Django Wexler for that reason simple!



[Zero World Orbit](#)

NEW YORK TIMES BESTSELLER With a New Afterword by the Author "By turns hilarious and heartbreaking, Hannah Hart's new book is a roaring, beautiful, and profoundly human account of an extraordinary life."—John Green "Hannah shares her truth with an honesty that is inspiring—one that makes me believe her when she says that it's going to get better or that laughter is just around the corner or that you aren't alone."—Jenny Lawson, #1 New York Times bestselling author of *Let's Pretend This Never Happened* and *Furiously Happy* The wildly popular YouTube personality, star of Food Network's *I Hart Food*, and author of the New York Times bestseller *My Drunk Kitchen* is back! This time, she's stirring up memories and tales from her past. By combing through the journals that Hannah has kept for much of her life, this collection of narrative essays deliver a fuller picture of her life, her experiences, and the things she's figured out about family, faith, love, sexuality, self-worth, friendship and fame. Revealing what makes Hannah tick, this sometimes cringe-worthy, poignant collection of stories is sure to deliver plenty of Hannah's wit and wisdom, and hopefully encourage you to try your hand at her patented brand of reckless optimism. Personal note: Hello, my darlings! I am incredibly pleased to present **BUFFERING: Unshared Tales of a Life Fully Loaded!** As a big fan of memoirs, I wanted to try my hand at writing about the events of my life that deserve a little more consideration than can be accomplished in 140-characters or a 6-minute vlog. Now on the cusp of turning 30, I'm ready to expose some parts of my life that I haven't shared before. Before, it was all about privacy, process and time. And now the time has come! I'm ready to put myself out there, for you. I'm a little nervous about all these vulnerable words going into the world, these tales about my love life, the wrestling I've done with faith, how I feel about sex and my family and myself. I've had a lot of trials, a lot of errors, but also a lot of passion. Here's the thing—I've always found comfort in the stories shared by others, so I hope my stories, now that I feel ready to tell them, will bring you some comfort too. And when you read this book please remember: Buffering is just the time it takes to process. Enjoy! Love, Hannah
Fly By Night Penguin

Guns of the Dawn is a pacey, gripping fantasy of war and magic, from Arthur C. Clarke Award-winning author, Adrian Tchaikovsky. 'One of the best books I've ever read' — Peter Newman, author of *The Vagrant* The first casualty of war is truth... First, Denland's revolutionaries assassinated their king, launching a wave of bloodshed after generations of peace. Next they clashed with Lascanne, their royalist neighbour, pitching war-machines against warlocks in a fiercely fought conflict. Genteel Emily Marshwic watched as the hostilities stole her family's young men. But then came the call for yet more Lascanne soldiers in a ravaged kingdom with none left to give. Emily must join the ranks of conscripted women and march toward the front lines. With barely enough training to hold a musket, Emily braves the savage reality of warfare. But she begins to doubt her country's cause, and those doubts become critical. For her choices will determine her own future and that of two nations locked in battle. 'An engrossing story, beautifully told' — SFX 'Moving, gripping and wonderfully paced' — The Bookbag

The Penitent Damned Random House

Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first "spectacular epic" (Fantasy Book Critic) in Django Wexler's Shadow Campaigns series. Captain Marcus d'Ivoire, commander of one of the Vordanai empire's colonial garrisons, was serving out his days in a sleepy, remote outpost—until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and Winter feel the tide turning and their allegiance being tested. For Janus's ambitions extend beyond the battlefield and into the realm of the supernatural—a realm with the power to reshape the known world and change the lives of everyone in its path.

A Darkness Forged in Fire Penguin

Django Wexler's *Hard Reboot* features giant mech arena battles and intergalactic diplomacy. When did academia get to be so complicated? Kas is a junior researcher on a fact-finding mission to old Earth. But when a con-artist tricks her into wagering a large sum of money belonging to her university on the outcome of a manned robot arena battle she becomes drawn into the seedy underworld of old Earth politics and state-sponsored battle-droid prizefights. Is it time to get back to the books, yet? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Buffering Penguin

In the second book of Django Wexler's epic fantasy trilogy about two siblings divided by magic and revolution, Gyre must travel across the Splinter Kingdoms to rally the rebels to his side, while his sister Maya uncovers the secrets of a powerful artifact that could change everything. Gyre finally sees a way to overthrow the all-powerful Twilight Order. But he'll have to gain the alliance of both the ghouls and the human rebels to the south in order to even stand have a chance. And uniting them won't be so simple. His sister Maya is still a soldier of the Order. But after clashing with her brother, she isn't so certain where her loyalties lie. Chasing the origins of a mysterious artifact to a long-lost library, she just might find the answers she's looking for. *Burning Blade & Silver Eye* Ashes of the Sun *Blood of the Chosen* "Fantasy at its finest." —Nicholas Eames, on *Ashes of the Sun*

The Guns of Empire Penguin

NEW YORK TIMES BESTSELLER • The unapologetic, laugh-your-ass-off military memoir both vets and

civilians have been waiting for, from a five-tour Army Ranger turned YouTube phenomenon and zealous advocate for veterans Members of the military's special operations branches share a closely guarded secret: They love their jobs. They relish the opportunity to fight. They are thankful for it, even, and hopeful that maybe, possibly, they'll also get to kill a bunch of bad guys while they're at it. You don't necessarily need to thank them for their service—the pleasure is all theirs. In this hilarious and personal memoir, readers ride shotgun alongside former Army Ranger and private military contractor and current social media phenomenon Mat Best, into the action and its aftermath, both abroad and at home. From surviving a skin infection in the swampy armpit of America (aka Columbus, Georgia) to kicking down doors on the outskirts of Ramadi, from blowing up a truck full of enemy combatants to witnessing the effects of a suicide bombing right in front of your face, *Thank You for My Service* gives readers who love America and love the good guys fresh insight into what it's really like inside the minds of the men and women on the front lines. It's also a sobering yet steadying glimpse at life for veterans after the fighting stops, when the enemy becomes self-doubt or despair and you begin to wonder why anyone should be thanking you for anything, least of all your service. How do you keep going when something you love turns you into somebody you hate? For veterans and their friends and families, *Thank You for My Service* will offer comfort, in the form of a million laughs, and counsel, as a blueprint for what to do after the war ends and the real fight begins. And for civilians, this is the insider account of military life you won't find anywhere else, told with equal amounts of heart and balls. It's *Deadpool* meets *Captain America*, except one went to business school and one went to therapy, and it's anyone's guess which is which.

Thank You for My Service Random House

Siege of Rage and Ruin is the explosive final adventure in Django Wexler's *The Wells of Sorcery* trilogy, an action-packed epic fantasy saga. Isoka has done the impossible—she's captured the ghost ship *Soliton*. With her crew of mage-bloods, including the love of her life Princess Meroe, Isoka returns to the empire that sent her on her deadly mission. She's ready to hand over the ghost ship as ransom for her sister *Tori's* life, but arrives to find her home city under siege. And *Tori* at the helm of a rebellion. Neither Isoka's mastery of combat magic, nor *Tori's* proficiency with mind control, could have prepared them for the feelings their reunion surfaces. But they're soon drawn back into the rebels' fight to free the city that almost killed them. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Blood of the Chosen Watkins Media Limited

"Love *The Wheel of Time*? This is about to become your new favorite series." --B&N SF & Fantasy Blog A young man with forbidden magic finds himself drawn into an ancient war against a dangerous enemy in book one of the *Licanus Trilogy*, the series that fans are heralding as the next *Wheel of Time*. As destiny calls, a journey begins. It has been twenty years since the godlike *Augurs* were overthrown and killed. Now, those who once served them -- the *Gifted* -- are spared only because they have accepted the rebellion's *Four Tenets*, vastly limiting their powers. As a *Gifted*, *Davian* suffers the consequences of a war lost before he was even born. He and others like him are despised. But when *Davian* discovers he wields the forbidden power of the *Augurs*, he and his friends *Wirr* and *Asha* set into motion a chain of events that will change everything. To the west, a young man whose fate is intertwined with *Davian's* wakes up in the forest, covered in blood and with no memory of who he is... And in the far north, an ancient enemy long thought defeated begins to stir. The *Licanus Trilogy* is a series readers will have a hard time putting down--a relentless coming-of-age epic from the very first page. "Storytelling assurance rare for a debut... Fans of Robert Jordan and Brandon Sanderson will find much to admire." -- Guardian The *Licanus Trilogy* *The Shadow of What Was Lost* *An Echo of Things to Come* *The Light of All That Falls*

The Thousand Names Orbit

Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first "spectacular epic" (Fantasy Book Critic) in Django Wexler's Shadow Campaigns series. Captain Marcus d'Ivoire, commander of one of the Vordanai empire's colonial garrisons, was serving out his days in a sleepy, remote outpost—until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and Winter feel the tide turning and their allegiance being tested. For Janus's ambitions extend beyond the battlefield and into the realm of the supernatural—a realm with the power to reshape the known world and change the lives of everyone in its path.

Guns of the Dawn Pan Macmillan

Django Wexler's *City of Stone and Silence* is the second book in the cinematic fantasy *Wells of Sorcery* Trilogy featuring a fierce young woman skilled in the art of combat magic on an epic mission to steal a ghost ship. After surviving the *Vile Rot*, *Isoka*, *Meroe*, and the rest of *Soliton's* crew finally arrive at *Soliton's* mysterious destination, the *Harbor*—a city of great stone ziggurats, enshrouded in a ghostly veil of *Eddica* magic. And they're not alone. Royalty, monks, and madmen live in a precarious balance, and by night take shelter from monstrous living corpses. None know how to leave the *Harbor*, but if *Isoka* can't find a way to capture *Soliton* and return it to the Emperor's spymaster before a year is up, her sister's *Tori's* life will be forfeit. But there's more to *Tori's* life back in *Kahnzoka* than the comfortable luxury *Isoka* intended for her. By night, she visits the lower wards, risking danger to help run a sanctuary for mage-bloods fleeing the Emperor's iron fist. When she discovers that *Isoka* is missing, her search takes her deep in the mires of intrigue and revolution. And she has her own secret—the power of *Kindre*, the *Well of Mind*, which can bend others to its will. Though she's spent her life denying this brutal magic, *Tori* will use whatever means she has to with *Isoka's* fate on the line... At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Fall of the Readers Penguin

The award-winning author of *The Lie Tree* "has created a distinctly imaginative world full of engaging characters, robust humor, and true suspense" (School Library Journal, starred review). Everybody knew that books were dangerous. Read the wrong book, it was said, and the words crawled around your brain on black legs and drove you mad, wicked mad. *Mosca Mye's* father insisted on teaching her to read—even in a world where books are dangerous, regulated things. Eight years later, *Quillam Mye* died, leaving behind an orphaned daughter with an inauspicious name and an all-consuming hunger for words. Trapped for years in the care of her cruel uncle and aunt, *Mosca* leaps at the opportunity for escape, though it comes in the form of sneaky swindler *Eponymous Clent*. As she travels the land with *Clent* and her pet goose, *Mosca* begins to discover complicated truths about the world she inhabits and the power of words. "Intricate plotting, well-developed and fascinating characters, delicious humor, and exquisite wordcraft envelop readers fully into this richly imagined world." ?The Bulletin of the Center for Children's Books (starred review) "Hardinge's stylish way with prose gives her sprawling debut fantasy a literate yet often silly tone that calls to mind *Monty Python*." —Publishers Weekly (starred review) "Mosca's ferocity and authentic inner turmoil [are] both reminiscent of Philip Pullman's *Lyra Belacqua*." ?Booklist "Incredibly well written." ?The Seattle Times

The Infernal Battalion Ember

In this thrilling conclusion to *Alice's* adventures in *The Forbidden Library* she must lead her band of friends, magical beings, and creatures against the collected might of the *Old Readers*—perfect for fans of *Story Thieves*, *Inkheart*, *Coraline*, and *Harry Potter*. When *Alice* defeated her uncle *Geryon* and declared war on the totalitarian ways of the *Old Readers*, she knew she would have a hard fight ahead. What she

didn't anticipate was the ruthlessness of the Old Reader—who can control magic and enter worlds through books. All the creatures she promised to liberate and protect are being threatened, and slowly all of Alice's defenses are being worn away. So when Ending (the giant cat-like creature who guards the magical labyrinth in Geryon's library) hints at a dangerous final solution, Alice jumps at the chance, no matter the cost to her life. She and her friends—a fire sprite, Ashes the cat, and the other apprentice Readers she met during her previous adventures—go on a quest to free the one creature possibly strong enough to overturn the Old Readers once and for all. But before it's all over, Alice will be betrayed, her true identity will be revealed, and she'll have to be willing to give up the person she loves the most. This is beautifully written, classic, bold historical fantasy—brave, bloody, action-packed and adventurous—with a girl at the center.

The Forbidden Library Penguin

NEW YORK TIMES BESTSELLER Jason M. Hough's pulse-pounding debut combines the drama, swagger, and vivid characters of Joss Whedon's *Firefly* with the talent of sci-fi author John Scalzi. In the mid-23rd century, Darwin, Australia, stands as the last human city on Earth. The world has succumbed to an alien plague, with most of the population transformed into mindless, savage creatures. The planet's refugees flock to Darwin, where a space elevator—created by the architects of this apocalypse, the Builders—emits a plague-suppressing aura. Skyler Luiken has a rare immunity to the plague. Backed by an international crew of fellow "immunes," he leads missions into the dangerous wasteland beyond the aura's edge to find the resources Darwin needs to stave off collapse. But when the Elevator starts to malfunction, Skyler is tapped—along with the brilliant scientist, Dr. Tania Sharma—to solve the mystery of the failing alien technology and save the ragged remnants of humanity. Praise for *The Darwin Elevator* "A hell of a fun book."—James S. A. Corey, New York Times bestselling author of *Abaddon's Gate* "[Jason M.] Hough's first novel combines the rapid-fire action and memorable characters associated with Joss Whedon's short-lived *Firefly* TV series with the accessibility and scientific acumen of [James S. A.] Corey's 'Expanse' series."—*Library Journal* (starred review) "The best part about alien stories is their mystery, and Jason Hough understands that like no other. Full of compelling characters and thick with tension, *The Darwin Elevator* delivers both despair and hope along with a gigantic dose of wonder. It's a brilliant debut, and Hough can take my money whenever he writes anything from now on."—Kevin Hearne, New York Times bestselling author of *The Iron Druid Chronicles* "Newcomer Hough displays a talent for imaginative plotting and realistic dialogue, and the brisk pacing and cliffhanger ending will keep readers enthralled and eagerly awaiting the next installment."—*Publishers Weekly* "Jason M. Hough does a great job with this huge story. The world of Darwin and the Elevator is deliciously complex and satisfying. Skyler, Tania, and all the other characters are delightfully drawn and fun to spend time with. . . . The story unfolds with just the right balance of high adventure, espionage, humor, and emotional truth. . . . As soon as you finish, you'll want more."—*Analog* "A debut novel unlike any other . . . This is something special. Something iconic. The Darwin Elevator is full of majesty and wonder, mystery and mayhem, colorful characters and insidious schemes."—*SF Signal* "Fun, action-packed and entertaining . . . a sure contender for science fiction debut of the year!"—*Pat's Fantasy Hotlist* "Claustrophobic, intense, and satisfying . . . I couldn't put this book down. The Darwin Elevator depicts a terrifying world, suspends it from a delicate thread, and forces you to read with held breath as you anticipate the inevitable fall."—Hugh Howey, New York Times bestselling author of *Wool*

Sam Gunn Jr. Simon and Schuster

Military might and arcane power clash in Django Wexler's thrilling new *Shadow Campaigns* novel. The Beast, the ancient demon imprisoned beneath the fortress-city of Elysium for a thousand years, has been loosed on the world. It absorbs mind after mind, spreading like a plague through the north. The fell army it has raised threatens the heart of Vordan, and it is under the command of the Beast's greatest prize: legendary general Janus bet Vhalnich. As Queen Raesinia Orboan and soldiers Marcus D'Ivoire and Winter Ihernglass grapple with the aftermath of a hard-fought military campaign, they soon discover a betrayal they never could have foreseen. The news arrives like a thunderbolt: Janus has declared himself the rightful Emperor of Vordan. Chaos grips the city as officers and regiments are forced to declare for queen or emperor. Raesinia must struggle to keep her country under control and risks becoming everything she fought against. Marcus must take the field against his old commander, a man who has seemed an unbeatable strategist. And as Winter recovers from her injuries and mourns her losses, she knows the demon she carries inside her might be the only thing standing between the Beast and the destruction of everything in its path....

The Shadow Throne TorDotCom

"Ashes of the Sun is fantasy at its finest"—Nicholas Eames, author of *Kings of the Wyld* Long ago, a magical war destroyed an empire, and a new one was built in its ashes. But still the old grudges simmer, and two siblings will fight on opposite sides to save their world in the start of Django Wexler's new epic fantasy trilogy. Gyre hasn't seen his beloved sister since their parents sold her to the mysterious Twilight Order. Now, twelve years after her disappearance, Gyre's sole focus is revenge, and he's willing to risk anything and anyone to claim enough power to destroy the Order. Chasing rumors of a fabled city protecting a powerful artifact, Gyre comes face-to-face with his lost sister. But she isn't who she once was. Trained to be a warrior, Maya wields magic for the Twilight Order's cause. Standing on opposite sides of a looming civil war, the two siblings will learn that not even the ties of blood will keep them from splitting the world in two.

Call of the Bone Ships Orbit

Ship of Smoke and Steel is the launch of Django Wexler's cinematic, action-packed epic fantasy *Wells of Sorcery* trilogy. In the lower wards of Kahnzoka, the great port city of the Blessed Empire, eighteen-year-old ward boss Isoka enforces the will of her criminal masters with the power of Melos, the Well of Combat. The money she collects goes to keep her little sister living in comfort, far from the bloody streets they grew up on. When Isoka's magic is discovered by the government, she's arrested and brought to the Emperor's spymaster, who sends her on an impossible mission: steal Soliton, a legendary ghost ship—a ship from which no one has ever returned. If she fails, her sister's life is forfeit. On board Soliton, nothing is as simple as it seems. Isoka tries to get close to the ship's mysterious captain, but to do it she must become part of the brutal crew and join their endless battles against twisted creatures. She doesn't expect to have to contend with feelings for a charismatic fighter who shares her combat magic, or for a fearless princess who wields an even darker power. "Truly epic, fierce, and exhilarating, *Ship of Smoke and Steel* will capture you and lock you away. With magical combat sequences fit for the big screen, the action is almost as breathtaking as the intrigue." —Morgan Rhodes, New York Times bestselling author of the *Falling Kingdoms* series At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Promise of Blood Tor Teen

As war rages, both sides are in a race to find the one thing that could turn the tides to their favor—a stone with the power to turn humans into gods—in this epic fantasy tale of magic and gunpowder by acclaimed author Brian McClellan. The country is in turmoil. With the capital city occupied, half a million refugees are on the march, looking for safety on the frontier, accompanied by Lady Flint's soldiers. But escaping war is never easy, and soon the battle may find them, whether they are prepared or not. Back in the capital, Michel Bravis smuggles even more refugees out of the city. But internal forces are working against him. With enemies on all sides, Michel may be forced to find help with the very occupiers he's trying to undermine. Meanwhile, Ben Styke is building his own army. He and his mad lancers are gathering every able body they can find and searching for an ancient artifact that may have the power to turn the tides of war in their favor. But what they find may not be what they're looking for. Continue the pistol-packing fantasy series by the author whose debut novel Brandon Sanderson called "just plain awesome!" *Gods of Blood and Powder* *Sins of Empire* *Wrath of Empire* For more from Brian McClellan, check out: *Powder Mage* *Promise of Blood* *The Crimson Campaign* *The Autumn Republic*

The Warrior Del Rey

"Just plain awesome" -- Brandon Sanderson Civil unrest cripples the citizens of Adro in the aftermath of the revolution that obliterated the monarchy. Now, Field Marshal Tamas and his lieutenants must confront the true cost of freedom in book one of the *Powder Mage* Trilogy. It's a bloody business overthrowing a king. . . . Field Marshal Tamas' coup against his king sent corrupt aristocrats to the guillotine and brought bread to the starving. But it also provoked war with the Nine Nations, internal attacks by royalist fanatics, and the greedy to scramble for money and power by Tamas's supposed allies: the Church, workers unions, and mercenary forces. It's up to a few. . . . Stretched to his limit, Tamas is relying heavily on his few remaining powder mages, including the embittered Taniel, a brilliant marksman who also happens to be his estranged son, and Adamat, a retired police inspector whose loyalty is being tested by blackmail. But when gods are involved. . . . Now, as attacks batter them from within and without, the credulous are whispering about omens of death and destruction. Just old peasant legends about the gods waking to walk the earth. No modern educated man believes that sort of thing. But they should. . . . Winner of the David Gemmell Morningstar Award for Best Debut Fantasy.

Broken Blade Random House

When Maude Pichon runs away from provincial Brittany to Paris, her romantic dreams vanish as quickly as her savings. Desperate for work, she answers an unusual ad. The Durandeu Agency provides its clients with a unique service—the beauty foil. Hire a plain friend and become instantly more attractive. Monsieur Durandeu has made a fortune from wealthy socialites, and when the Countess Dubern needs a companion for her headstrong daughter, Isabelle, Maude is deemed the perfect adornment of plainness. Isabelle has no idea her new "friend" is the hired help, and Maude's very existence among the aristocracy hinges on her keeping the truth a secret. Yet the more she learns about Isabelle, the more her loyalty is tested. And the longer her deception continues, the more she has to lose. The paperback of *Belle Epoque* has brand new content that includes a translation and extended author's note about the short story by Emile Zola that inspired the book. A William C. Morris YA Debut Award Finalist A Junior Library Guild Selection "Both touching and fun, this is a story about many things—true friendship, real beauty, being caught between two worlds—and it will delight fans of historical fiction."—*Publisher's Weekly* "A refreshingly relevant and inspiring historical venture."—*Kirkus Reviews* "A compelling story about friendship, the complexity of beauty, and self-discovery...full of strong female characters."—*School Library Journal* "With resonant period detail, elegant narration, and a layered exploration of class and friendship, this provocative novel is rife with satisfaction."—*Booklist* "Much to offer a contemporary YA audience...flirtation and match-making to tantalize romance fans...prime book-club fare."—*The Bulletin* "This delectable Parisian tale left me sighting with sweet satisfaction. J'adore Belle Epoque!"—Sonya Sones, author of *What My Mother Doesn't Know* and *To Be Perfectly Honest*

The Thousand Names Tor Teen

Published in rapid succession, Jason M. Hough's first three novels, *The Darwin Elevator*, *The Exodus Towers*, and *The Plague Forge*, earned mountains of praise and comparisons to such authors as James S. A. Corey and John Scalzi. Now Hough returns with a riveting near-future spy thriller that combines the adrenaline of a high-octane James Bond adventure with mind-blowing sci-fi speculations worthy of Christopher Nolan's *Inception*. Technologically enhanced superspy Peter Caswell has been dispatched on a top-secret assignment unlike any he's ever faced. A spaceship that vanished years ago has been found, along with the bodies of its murdered crew—save one. Peter's mission is to find the missing crew member, who fled through what appears to be a tear in the fabric of space. Beyond this mysterious doorway lies an even more confounding reality: a world that seems to be Earth's twin. Peter discovers that this mirrored world is indeed different from his home, and far more dangerous. Cut off from all support, and with only days to complete his operation, Peter must track his quarry alone on an alien world. But he's unprepared for what awaits on the planet's surface, where his skills will be put to the ultimate test—and everything he knows about the universe will be challenged in ways he never could have imagined. Includes the complete bonus novella *The Dire Earth*, a prequel to the bestselling sci-fi adventure *The Darwin Elevator*. Praise for *Zero World* "This is sci-fi writing at its best. I couldn't put the book down."—Felicia Day, author of *You're Never Weird on the Internet (Almost)* "An enjoyable read . . . Expect minor whiplash from the frenetic pace."—*Entertainment Weekly* "[A] science fiction [novel that] smashes *The Bourne Identity* together with *The End of Eternity* to create a thrilling action rampage that confirms Hough as an important new voice in genre fiction."—*Publishers Weekly* (starred review) "No one has created a multiverse like Jason Hough does in *Zero World*. Imagine *Eternal Sunshine of the Spotless Mind* meets James Bond."—*New York Journal of Books* "A fast-paced cinematic novel full of action . . . Story, character, world building, action—all points are firing on all cylinders here."—*Bookreporter* "Hough has combined all the ingredients of a first-rate sci-fi thriller."—*Kirkus Reviews* "One hell of an entertaining read. Hough continues to deliver white-knuckle books anchored by unusual and fascinating characters. *Zero World* is a giant cup of pure badassery that secures his place among the finest sci-fi action writers today."—Kevin Hearne, New York Times bestselling author of the *Iron Druid Chronicles* "A high-octane blend of science fiction and mystery, *Zero World* is a thrill ride that shoots you out of a cannon and doesn't let up until the very last page."—Wesley Chu, author of *Time Salvager* "Warning: Do not pick up this book if there is anything else you need to do."—Brian Staveley, author of the *Emperor's Blades* series "I just finished *Zero World* and there's only one thing I need to know: How long must I wait for the sequel!?"—Raymond Benson, former James Bond novelist and author of the *Black Stiletto* series