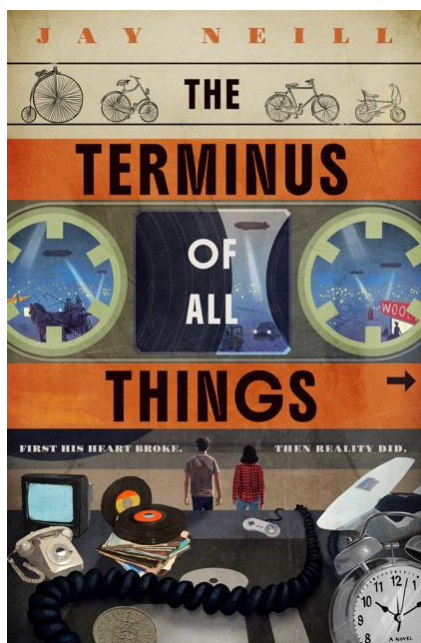


The Terminus Of All Things – Jay Neill

Synopsis



First his heart broke. Then reality did.

Imagine a place where nothing truly dies, where the discarded remnants of human progress find a new existence. This is Endland: a vibrant, chaotic realm built from the cast-offs of our world, a dizzying collision of forgotten fashion, outdated technology, and lost ideologies.

When Jack Gardener stumbles into Endland, reeling from being dumped in a London railway station, he learns that this world, and the one he has left behind, are teetering on the edge of chaos.

With the help of Piper, a seasoned traveller between realities, Jack must risk everything to stop a plot that could either save or destroy not just Endland, but also his home, and the final resting place for all human existence, at the terminus of all things

Author Bio – Jay Neill



Jay Neill is a British author of high-concept Urban Fantasy, specialising in the collision of the mundane and the magical. After 25 years in the corporate sector, he switched to writing fiction to build worlds hidden just beneath our reality.

His published novel, *The Terminus Of All Things*, is a standalone urban portal fantasy that explores the concept of Endland, a chaotic, mirror-dystopia built from the obsolete remnants of our own world.

Jay's upcoming series is *The LineFolk of London*, a separate venture into British mythology where all UK mythological creatures are forced to live within the restricted boundaries of the London Underground's Circle Line, surviving only by harnessing a unique magical energy source: Linether.

Jay's witty, structured approach to modern fantasy has seen him compared to authors like Ben Aaronovitch (*Rivers of London*) for his use of real-world infrastructure and Robert Rankin for his eccentric, inventive British comedy and urban mythologising.

Book Data

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Reviews

Excerpts from reader reviews on GoodReads.

- "It was gripping, emotional, and deeply satisfying."
- "It's one of those books that leaves you with something. I kept thinking about it afterwards."
- "Jay Neill's debut novel was original and thought-provoking."
- "Every time I thought I had the story figured out, another turn came along and proved me wrong."
- "Brimming with ideas and a thoughtful dilemma at the heart of the book."
- "Jay Neill has written a work of art."

For more reader reviews see - <https://www.goodreads.com/book/show/240709078-the-terminus-of-all-things>

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Additional Assets

More assets available at www.jayneill.com/media/

An excerpt from Chapter 3 of *The Terminus Of All Things*

She flicked on the overhead projector, illuminating one wall with a trapezium of light that suggested someone hadn't angled the lens correctly. A slide was already on the screen.

SO, YOU HAVE JUST ARRIVED IN ENDLAND!

"What's Endland?" I asked.

"This is, or at least this room is, in Endland...and so are you, now. It's a place. Not a country or a city, or even a town or a village. Just somewhere." She paused thoughtfully. "This is where a guide would know the right things to say. I remember some of the official language, although I was only ten when I arrived. The rest, I'll see what comes to mind."

Piper took a deep breath.

"Have you ever wondered where ideas come from? What makes creativity? How people keep inventing better and better stuff?"

"Not especially. It's a fact of life. Progress."

"Yeah, maybe, but there's a limit to how creative humans can be. To make space for new ideas, new things, new attitudes, you have to clear out the old ones." She swept the floor with an imaginary broom. "They have to go somewhere. If they didn't, then there wouldn't be any space."

"Philosophy isn't my thing," I interjected. "Not at one in the morning, for sure."

"It's not philosophy, Jack. It just is. Ideas want to hang around, not to die. Things crave use. They don't want to move to a dusty cupboard and be forgotten. People hold attitudes and beliefs deeply. They can't be disregarded and ignored. They all need to live on, somewhere. Have you ever tried to change someone's mind? You remember how hard it was? Beliefs fight to not be altered. And to change them, the old thinking needs a place to go. That's here. In Endland.

"Inventing new things is hard as well. Because creativity needs room to breathe. Without that space, there's no new stuff. And how do you create that room? Things go out of fashion, they get forgotten, people stop wanting them, so they come here. They come here and then there is that space in the other world and new things take their spot until *they* fall out of favour, and wind up here.

"Endland is the beginning and the end. It's the ultimate resting place, but it also creates the environment for the birth of new things back in the other world."

My head hurt, and not just because of an incoming hangover. "OK, where is Endland? Somewhere on the coast?"

"Jack, I can't say it any more clearly, but you are not in England. You aren't in the UK and frankly I don't think you are even on Earth, at least not as you know it."