

# Lancaster James

A  
RELIC WORLDS  
NOVEL

AND THE SEARCH FOR THE  
PROMISED WORLD



Media  
Kit

 **BANDWAGON**  
Books

## PRESS RELEASE

### ARE WE ALL THAT'S LEFT IN THE UNIVERSE?

#### Book Explores Concept That Alien Life Disappeared Before Humanity was Born

Stargazers have debated the possibility of intelligent life existing in the cosmos for centuries. Now in his new book, *Relic Worlds: Lancaster James and the Search for the Promised World*, author Jeff McArthur explores the possibility that alien life existed, even thrived, centuries before humanity evolved.

In the novel, Lancaster James, a xeno-anthropologist, is following clues left behind by a single race that could lead him back to the world in which they settled. Along the way, he sees the ruins of their cities, and the remains of their civilization. He also has to face the difficult question, that if he finds what he's looking for, will it spell doom for the human race, or will it help it avoid the same fate that every other race met before it.

The *Promised World* is part of the series *Relic Worlds*, which follows Lancaster through many adventures in short stories, novels, games, and pick your path books where readers can choose what Lancaster and his partner Little Jack do. Each story comes closer to solving the mysteries and the philosophical questions brought up by the overall concept: Are we all that is left in the galaxy, and would we be better off if we were?

The series also explores a possible path humanity has already begun to follow where countries have been replaced by corporations, who were the first ones to settle on alien worlds. With companies like Space X and Virgin leading the way in space travel while nations vacillate in their Earthbound borders, this concept will likely be a reality, even as soon as when we settle on Mars.

Readers can follow the story, play the games, and get more details at the website: [www.relicworlds.com](http://www.relicworlds.com). Some of these elements include further information about the alien races and their artifacts, blogs, character profiles, and an interactive map which bases many of the stars and other celestial bodies on actual discoveries in our neighborhood of the galaxy.

## RELIC WORLDS DESCRIPTION

Join Lancaster James on his exciting adventures to explore ancient ruins on distant planets in search of powerful relics that could unlock the greatest mysteries of the universe.

In *The Search for the Promised World*, Lancaster is hot on the trail of an alien race who believed their god had called them to a specific planet. Along the way, he will have to contend with pirates, gangsters, corporate armies, and traps left behind by the aliens to guard their most valuable artifacts. He will also have to wrestle with the question of whether it is better to know what happened to other races so the same thing doesn't happen to humans, or if such a search will open a Pandora's box that will doom us all.

Relic Worlds appeals to readers of all ages who are interested in space travel and adventure. Pick Your Path books, too, are from a style of book read by people of all ages, but are especially enjoyed by pre-teens and teens who want some control over how their stories will be told.

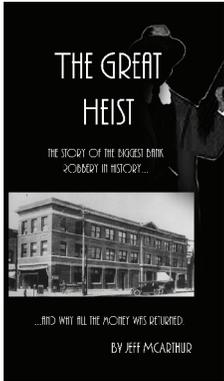
## BIOGRAPHY



Jeff McArthur grew up in Lincoln, Nebraska where he began writing at a very young age. He became fascinated with movies as a teenager and began making them at 15, going on to New York University for college where he studied film, TV, and radio. In New York he worked with the comedy group *The State*, with PBS, and several others, before moving out to Los Angeles in 1995.

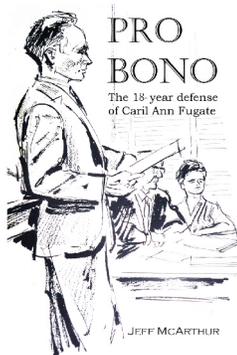
Jeff continued to work in the film industry for 15 years, working on various films and making a few of his own, including the documentary *The Forgotten Grave* and the horror film *Stolen Souls*. More recently, he has written the books *Pro Bono - The 18-Year Defense of Caril Ann Fugate* and *The Great Heist*, and is currently writing the *Relic Worlds* series of short stories and novels.

# Other Books by Jeff McArthur



**The Great Heist:** On a sunny September morning in 1930, six men entered the Lincoln National Bank in Nebraska's capital city armed with revolvers and Thompson submachine guns. In eight minutes, they emerged with more than 2.7 million dollars, the largest take of any bank heist in history. A nationwide search for the bandits would lead Nebraska authorities through the rough gangland streets of Chicago and East St. Louis, and deep into the heart of the Capone organization.

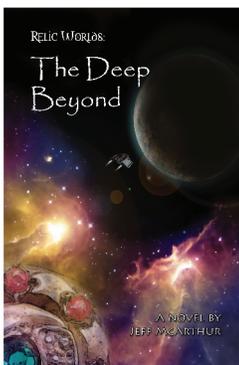
The Great Heist not only chronicles the search for the bandits and the trials that followed, but the incredible story of how they got the money back.



**Pro Bono - The 18-year defense of Caril Ann Fugate:** In 1958, 19-year-old Charlie Starkweather went on a murder spree that paralyzed Nebraska, shocked the nation, and left 11 people dead. With him when he was captured was his 14-year-old ex-girlfriend Caril Fugate. The question soon arose, was Caril a kidnapped victim, or a heartless accomplice?

Appointed to her case, Attorney John McArthur initially accepted the assignment out of a sense of constitutional duty. But as he delved deeper, he found that the truth was far more complicated than anyone was letting on. Up against incredible odds, and with a strong conviction of her innocence, McArthur remained with Caril and fought for her freedom for 18 years. For this service, he took no pay, accepting the case pro bono.

Pro Bono explores aspects of this incredible story that have never been revealed before, and sheds new light on these terrifying and complex events.



**Relic Worlds - The Deep Beyond:** Something strange is happening on the mining planet of Gamma Sardia. A mysterious reading of enormous power is being detected below the surface. Men will kill for it, go to war over it, anything they must to make this powerful relic their own.

But a small group of scientists are willing to sacrifice everything to get to it first so they can discover its hidden secrets. Who created it? Why did their civilization disappear? And can the same thing that happened to them happen to us?

From the universe of Relic Worlds comes this exciting backstory of Lancaster James' early adventures, and the history behind the mysteries that beg the question, are we alone in the universe?

# CHAPTER ONE

## KAVKASOS

The blinding flurry of sand swirled and shifted in the chaotic air. Visibility was little more than a yellowish-brown veil with a faded background of contour lines that outlined the endless sea of dunes. A tall wave of haze shimmered off the top of the hill as Lancaster James approached the crest. He ducked his head down just as he reached it, and felt a gush of wind knock into his hat, the tiny pebbles tapping like raindrops along the rim. His secondary sark, a long-flowing shirt often worn like a jacked, tied around his waist caught and fluttered up behind him while Lancaster paused to catch his balance.

At last he rose his head slowly and peered into the ripples of sand to see what was ahead. He could find nothing through the beige mass, and so he adjusted the settings on his goggles to get a better glimpse through the storm. The distance cleared enough for him to spy where the next couple rises were, and some of the details of the hills, but there were no signs of walls peeking through them. He adjusted the goggles to spot the structural integrity of a barrier made of something other than a natural substance, or any sort of smooth surface. Nothing, not even buried in the sand. Lancaster sighed with disappointment. It shouldn't be much further.

He switched on another reading in his goggles, this time on the side. Information he had recorded earlier rolled into position; coordinates along with pictures of a rocky floor and wall. Specific, tiny bumps in the surfaces were highlighted into various colors based on their importance. This had been the view at the bottom of a well Lancaster had climbed into a month earlier.

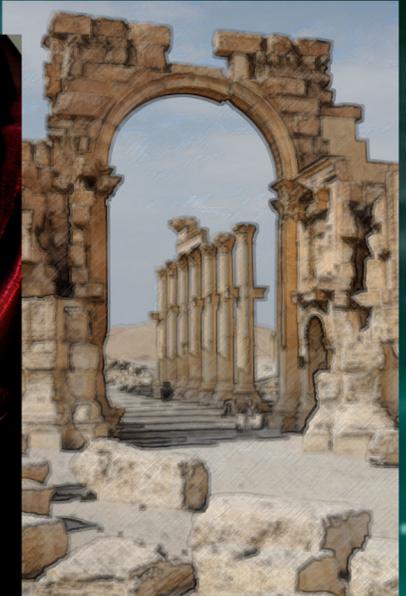
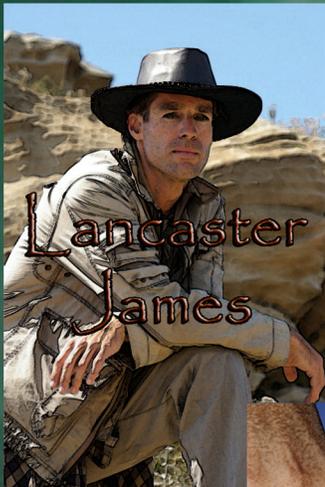
It had been an underground well beneath the surface of the planet Vallouris. Above ground, the remains of an ancient Sigueran city sat mostly consumed by the wild weeds of the jungle. A secret passage had led him to an underground labyrinth where he had found little of value except for a series of hidden arrows. The arrows were hidden in that they looked like normal bumps on the wall until he felt around and discovered definitively sized bulges which were smoother than others, and were placed in exacting patterns. Following the arrows, he had discovered that they pointed into the well, wherein they stopped.

Having been in a hurry because the area was about to be demolished to make room for a Supramall, Lancaster had gotten the scans of the wall and floor so he could study them later. He found the same bumps and dots here as had been in the arrows, only this time they were in the shape of a map. The ones on the wall were star patterns, as seen from the surface of Vallouris. One prominent bulge had been larger than the others. Lancaster was certain that was the system to which he needed to go.

The other clue, the one that made up the floor, appeared to be a planetary map with two lines intersecting at a specific point. This would be the spot on the planet where he needed to go. For what, he did not know, but the Siguerans were the most elusive, violent, and fascinating race of all, and he had to find out what they were hiding. They had appeared and disappeared throughout the history of the cosmos, each time conquering the other races that existed in the galaxy before vanishing, then reappearing again when another epoch of alien races evolved and became space faring.

The Siguerans themselves seemed to have separate over-ground and underground races. Those on the surface built upon the ruins of their vanquished foes, while those below created vast networks of chambers, carving out some of the most elaborate structures in the galaxy. They had vanished once and for all only a few hundred thousand years before humanity appeared on the galactic scene, having abandoned their subterranean dwellings a million years or so before their final disappearance.

# RELIC WORLDS



# Q & A

## **Tell us a little about yourself:**

My name is Jeff McArthur. I grew up in Lincoln, Nebraska where I began writing at a very early age. I went to New York to go to film school, then moved to Los Angeles to pursue a movie career. After 15 years working in this industry, I have returned to books, writing the books Pro Bono, The Great Heist, and the Relic Worlds series.

## **What is Relic Worlds?:**

Relic Worlds is the ongoing story of Lancaster James, an anthropologist who explores ancient ruins on distant planets in search of powerful artifacts that could answer some of the greatest mysteries of the universe. There are short stories, novels, games, Pick Your Path books, and much more on the website at: [www.relicworlds.com](http://www.relicworlds.com).

## **What inspired you to write Relic Worlds?:**

I grew up with Star Wars and Indiana Jones. I love science fiction and adventure stories. Relic Worlds is the natural progression of all of those interests, along with the sort of character development that I now love as an adult.

## **What's happening in the overall story during this novel?:**

When the novel begins, Lancaster is following a lead he learned about during the short stories. A subterranean race has left a path to their "Promised World" which they believe was given to them by their god. Lancaster wants to know where the trail leads, but so does a ship full of pirates, a powerful and dangerous corporate baron, and others who are willing to kill him.

## **What are your thoughts about whether or not there is life in the universe?:**

Like many people, I'm fascinated by the subject of whether we are alone in the universe. I believe what Lancaster says in the book, that it is a statistical impossibility that we are alone in the universe. There are just too many planets for life not to exist somewhere. This is both good and bad news. It would be wonderful to meet an alien species whom we can speak with, but if they are not benevolent and they evolved before us, they could easily wipe us out. In Relic Worlds, all the alien races are dead because something wiped them out. If Lancaster can learn enough about them, he may be able to save humankind from the same fate. Then again, he may just be causing its doom.

## **Does this series resemble any other sci fi or adventure stories?:**

The obvious similarities would be the Star Wars and Indiana Jones franchises. These were huge influences on my childhood, and I even began creating stories by making them up using action figures. The serialized stories that inspired those two series is what I try to reflect with the ongoing story of Relic Worlds. Also, Firefly has a sense of humor that I try to live up to, and I'm also very fond of the massive universe building found in the Dune book prequels.