

# INTRODUCING RUIN MIST

Indulge, slip away to Ruin Mist! Ruin Mist is the name of the fictional world in which Robert Stanek's fantasy books take place. Ruin Mist is a world unlike any other. In Ruin Mist, elves and men are ancient enemies, magic is outlawed, and books are banned to all save scholars and nobles.

The name, Ruin Mist, comes from an old elvish adage about the ruin of time and the lost ages. Ruin Mist is the lost ages of men, elves, dwarves, and titans. Ruin Mist is also known as the world of the paths because of its three distinct realms of existence: Over-Earth, Under-Earth, and Middle-Earth. Over-Earth is the home of dragons, titans, and eagle lords—the three great races of Ruin Mist's past. Under-Earth, the home of the Elves of the Greye, the Dwarves of the Samguinne, and the Shapeshifters of Arr, is an otherworldly realm that has blood-red skies and no sun, nor moon, nor stars. Middle-Earth is the home of the Elves of the Reaches and the Men of the Kingdoms.

The realms of Ruin Mist are connected by the Gates of Uver—magical gates that allow the knowing to slip between the realms. While only Uver, the mythical creator of relics of the ancients, truly knows how the gates work, it is said that there is a gate in the kingdoms of men that opens to these words of power: "Eh tera mir dolzh formus tan!"

# **HISTORY OF THE AGES**

The history of Ruin Mist is divided into several ages. The First Age is the age of titans. The Second Age is the age of men, elves, and dwarves. The Third Age is the age of men and elves. The Fourth Age is the age of men. Much of Ruin Mist's history is based on the history of ancient peoples in our own world, including the Three Kingdoms of Korea, Feudal Europe, and Imperial Japan.

# THE AGES OF RUIN MIST

In an age long since lost to myth and memory, a race of supreme giants, known as titans, ruled over all the lands of Ruin Mist from their homes on Over-Earth. Without question, titans were the masters of the gates. They moved freely between realms and across lands.

Darkness came to mark the end of age of the titans as surely as there was ever light at the beginning. During this time of darkness, known as the Great Purge, it was the greatest of all titans, Ky'el, who gave men, elves and dwarves their freedom. By the end of the purge, the only known gate to Over-Earth was sealed for all time ushering in a new beginning. A new age. An age of men, elves, and dwarves.

After countless wars waged against themselves, each other, and the other races, men, elves, and dwarves settled in to an uneasy peace within their divided lands. In time, like titans before them, dwarves became folk of myth and legend, leaving only absence like a darkness where once there had been great presence and a light.

The age of men and elves had arrived, its arrival marked by the coming of the great war. Some would call this war Dnyarr's war after the elven king who started it. Others would call it the War of the Thousand Year Siege. Those that fought and died would call it the War of Ten Million Tears. Victory for men above all others brought little joy though it did usher in a new age. The age of men.

There are some who fear this age to be Ruin Mist's last. For if men succumb to darkness there will be no beginning and darkness will surely rule forever. It is in this time at the twilight of the age of men that those long lost have returned to thwart the darkness. They are the fallen sons of ages past and present. They are the keepers, the watchers, and the guardians. They are those who hold the key to Ruin Mist's future.

# THE FOURTH AGE

After the Great War that divided the peoples, the kingdoms of men plunged into a Dark Age that lasted 500 hundred years. To heal the lands and restore the light, the great kings decreed that magic and all that is magical, be it creature, man or device, shall be cleansed to dust. Creatures born of magic were hunted to extinction. The cleansing raged for so long that no human could recall a time without it and it is in this time that the Dark Lord Sathar returned from the dark beyond.

The one hope of the peoples of Ruin Mist was Queen Mother, the elf queen of old. She saw a way out of everlasting darkness, a path that required the union of the divided peoples. Yet the Elves of the West did not share her vision. They thought her mad and answered her call for help with a call to arms. Now for the first time in recorded history the armies of the West are marching toward the sacred city of the East and an unholy war where elf must fight elf is inevitable.

Though despair abounds and evil seeks to reign, there is hope. Queen Mother sees hope through a union of the divided peoples: an alliance of men and elves to fight against the forces of darkness. But between men and elves there is no love and little trust. Only truth and faith can guide their destinies.

#### THE PEOPLES OF RUIN MIST

Ruin Mist has many lands, many peoples. The peoples of Ruin Mist speak many languages. Common, the language of men, is spoken throughout the kingdoms. Elf Speak, the language of the forest elves, has origins in Romance and Slavic languages. Kith Speak, the language of the eagle lord clans, has origins in Native American Indian languages. D'rak, the language of the dark elves, has origins in far eastern languages (primarily Korean and Japanese). Ancient, the common ancient language, is from the time when the titans ruled over all of Ruin Mist. Other languages spoken include Ice, the language spoken by the peoples of North, and the arcane language of dragons, Dragon Speak, which has been all but lost to the world of the knowing.

The story of the peoples of Ruin Mist is first and foremost the story of a struggle for power through the ages. In the kingdoms, King Jarom and King Andrew fight for control. King Jarom is the patriarch of House Tyr'anth. King Andrew is the patriarch of House Alder.

King Andrew's children have significant parts to play in the books. They include:

Adrina...Youngest daughter of King Andrew. She's becoming a woman and has many concerns for her future.

Midori...Second daughter of King Andrew. She has been exiled. Her given name is Delinna.

Valam...Only son of King Andrew, also known as the Lord and Prince of the South.

**Calyin...**Oldest daughter of King Andrew lives in the far north with her husband the Lord of the North.

King Andrew's children are not the only characters in the books. Others you'll meet in the stories include:

Ærühn...A dragon man of the Stone Shields.

**Ayrian**...A lord of the great eagles.

**Ansh Brodst**...Captain of the Imtal palace guard.

**Dragon King...**The king of the dragons.

**Edward Tallyback**...A troant--half troll and half giant.

**Emel Brodstson**...A young guardsman who is one of Adrina's closest friends.

**Erravane**...Queen of the shapeshifters of Arr.

**Galan**...An elf from East Reach across the great sea.

**Jacob Froen d'Ga**...A priest of the father and friend to House Alder.

Martin Braddabaggon...A keeper of the lore, and guardian of the ancient texts and knowledge.

Myrial...A childhood friend of Adrina.

Sathar...A mysterious dark warrior who has returned from the great beyond.

**Seth**...An elf from East Reach across the great sea.

Vilmos Tabborrath... A young boy from a small village in Sever. Sever is one of the southern kingdoms.

William Riven...A prince who will become a king.

Xith...A mysterious shaman and wizard.

# REAGENT PRESS, RP BOOKS WASHINGTON



Hello,

My name is Jeannie Kim, and I am the publisher of RP Books, a small press located in Washington State in the United States. I'd like to introduce you to William Robert Stanek, the award-winning, international best-selling author of over 100 books.

Stormjammers: The Extraordinary Story of Electronic Warfare Operations in the Gulf War combines a riveting first-person account of the secretive world of Electronic Warfare with the sensitivity and insights of an acclaimed writer steeped in history, tragedy, and inspiration, to deliver a masterful account of airpower's role in the Persian Gulf.

This is the only book about electronic warfare operations in Iraq written by a military flyer who was there. It is as intensely fascinating and detailed as a Clancy novel with vivid descriptions of the intense electronic warfare operations of the Persian Gulf War.

Feel free to contact me if you have any questions about the publicity materials accompanying this letter. I look forward to hearing from you and helping make this book a success.

Sincerely,

Jeannie Kim, VP Publisher RP Books

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# AUTHOR BIO ROBERT STANEK



Robert Stanek was born in January 1965 in Burlington, WI where he attended Public Schools including Janes School Elementary in Racine, WI. In 1985 he enlisted in the US Air Force and entered a 2-year training program in Intelligence and Linguistics at the Defense Language Institute. After graduation he served in various field operations duties in Asia and Europe. In 1990 he won an appointment to Air Combat School and shortly after graduation served in the Persian Gulf War

as a combat crewmember on an electronic warfare aircraft. During the war, he flew numerous combat and combat support missions, logging over two hundred combat flight hours. His distinguished accomplishments during the war earned him nine medals, including the United States of America's highest flying honor, the Air Force Distinguished Flying Cross. His last station while in the Air Force was at the 324th Intelligence Squadron, Wheeler Army Airfield, Hawaii.

His experiences in the Persian Gulf War changed his life and helped drive his successful career as a writer and entrepreneur. To date, he has written and had published over 100 books. His books are sold all over the world and have been translated into over a dozen languages.

# REAGENT PRESS, RP BOOKS WASHINGTON



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# **ELECTRONIC WARFARE OPERATIONS IN THE GULF WAR New Gulf War memoir is as intensely fascinating and detailed as a Clancy novel**

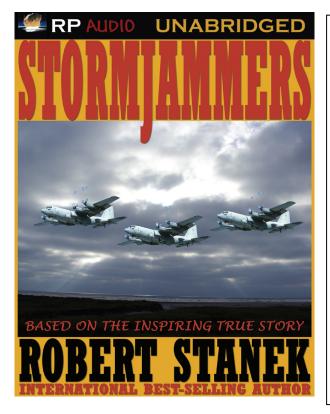
When the U.S. went to war in Iraq during the first Gulf War, Robert Stanek was there. He lived and breathed combat from the opening days of the war to its end and beyond. In *Stormjammers: The Extraordinary Story of Electronic Warfare Operations in the Gulf War*, this bestselling author chronicles the military life, his experiences in the war with vivid accounts of combat training before the war, reflections on life, family, duty, honor, and love, and remembrances of combat missions into the heart of Baghdad.

Candid and fast-paced like the best combat memoirs, Stanek focuses on the men and women he flew with, telling their stories as well as his own and creating what is ultimately an inspiring and uplifting story of the human spirit challenged by the agony and terror of war. Based on the inspiring true story, this is the only book about electronic warfare operations in Iraq written by a military flyer who was there.

Robert Stanek's experiences in the Gulf War changed his life and helped drive his successful career as a writer and entrepreneur. To date, he has written and had published over 100 books. His books are sold all over the world and have been translated into over a dozen languages. His distinguished accomplishments during the Gulf War earned him nine medals, including the United States of America's highest flying honor, the Air Force Distinguished Flying Cross.

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# Stormjammers: The Extraordinary Story of Electronic Warfare Operations in the Gulf War BY ROBERT STANEK

In 1991, the entire world watched as the first President Bush marshaled a global coalition to confront Iraqi dictator Saddam Hussein and gave him an ultimatum: leave Kuwait by Jan. 15, 1991, or we'll force you out. In this landmark book, Robert Stanek, veteran author of many bestselling books, provides an inspiring story of family, honor, and duty in the midst of the Persian Gulf War.

Extraordinary in its scope, beautifully written, *Stormjammers* combines a riveting first-person account of the secretive world of Electronic Warfare with the sensitivity and insights of an acclaimed writer steeped in history, tragedy, and inspiration, to deliver a masterful account of airpower's role in the Persian Gulf.

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