

The Legend of Greywinds Parent Guide

There are many ways to bring messages to children. Some are direct. Some are subtle. Some are through example. Some are through words. But whatever methods we use throughout our books, we take basic values and basic characteristics and try to help you, as a parent, to reinforce those values. You want your children to grow up with the best possible well-rounded life. You want them to have tools to deal with whatever comes their way. The Legend of Greywinds (TLG) series is filled with words and actions that reflect gratitude, trust, communication, respect, teamwork, cultural differences, moving past fear, responsibility, anger, leadership, frustration. But there is also a little touch of magic and faeries and healing stones and imagination, because that's important too.

Life has many, many facets and as a parent you work very hard to help your children through them. One of the things this series may help you achieve, that may be difficult on your own, is showing your child just how unique they are. TLG story is about five young women, each with an extraordinary talent, but each struggling in a different way. The story shows similarities and differences in how they react and who they are, and how they get along with each other. What is very apparent is their unique gifts and how they learn from one another. So, for those of you who have children who are very stable and grounded, this book series may simply be a form of escapism and a fun fantasy adventure. For those of you with tweens who struggle with their identities, who struggle with parts of their lives, this may not only be a story for them, it may be a way to start their journey of self-discovery. It may be a way for them to begin accepting who they are, who that special, unique person who came into this world really is. And if they can get a bit of that at this age, they will be way ahead of others as they enter their teen years.

So hopefully this parent guide will give you some key areas in the story that you may want to impress upon your child. It may be a lesson you are trying to teach them or open them up to something new. Don't forget, your child is still not too old to have a parent sit down and read with them or to them, if they like that. Doing something as simple as that together is a great way to deepen the bond between the two of you.

May the grey winds guide you and keep you safe.

—Annie M

Inspiration & Impact

David Eddings and Terry Goodkind are my two favorite fantasy authors. What these two writers did for me as an adult was to expand my imagination and fall in love with their characters. I wanted to do the same thing for younger girls. Being a tween is living the life of a two-sided coin. These young women have a 50/50 shot at how they emerge from this period. My words seek to inspire each reader to look at the wonder that lies within. Through the eyes of the five teens traveling together on this quest, a girl builds confidence through these young women and their challenges. I hope you will allow me the honor of paying it forward through you. – Annie M

What Can I Do with This Guide?

This guide is fluid in the sense that we are constantly adding to it based on suggestions from parents. We began highlighting areas we thought would be beneficial in helping you reinforce values or behaviors that you thought important for your child. What we didn't expect was the many suggestions to list what we considered to be areas Annie only briefly touched upon in the story. Apparently, even these small snippets have tremendous impact value to you, as parents, so we keep adding to the guide. What started out as simply a synopsis of the chapters has blossomed into a mini handbook of sorts.

Isle of Tana was purposely designed as a smaller book, 116 pages, so as not to intimidate a new reader of chapter books. *Land of Meena* (Book 2) is a bit larger at 167 pages, and the last three books in the series are all slightly under the 300-page mark.

You will find an overview of each chapter giving you highlights of the content. Following the synopses, you will see a quick reference index where you will find terms, such as friendship, fear, or teamwork, with page references for you to use as teaching moments or points of discussion.

Should you find a passage in this or one of the other books that you would like added to the index, email us the heading (existing or new), the page or pages of the particular passage, and your reason for wanting it added to the index. We will review your suggestion and may add it to the next revision.

Now, welcome to the world of Yerg!

Part 1 – *Isle of Tana*

The Clans of Tana

The world of Yerg consists of five lands. Tana, the island of waters, sits to the west of the Assiral Plains, southwest of Edana, and northwest of Meena. It is inhabited by five clans: Gelsey, Shaylee, Echo, Celie, and Blossom. Each hamlet has its own unique characteristics, as do its clan members. This is a brief overview of the clans on Tana and some key characters you will encounter as the story unfolds.

Gelsey Clan

Element: Fire

Badge: Protector

Clansmen include:

Maru – clan leader

Vee – metalsmith extraordinaire

Fiera - a teenage warrior dressed in red and black leather with a single braid resting on her shoulder. This 19-year-old Gelsey is strong, confident, and very sure of herself. She is well-trained in both offensive and defensive techniques. This Protector is an exceptional horsewoman.

Shaylee Clan

Element: Storm

Badge: Healer

Clansmen include:

Vayda – clan leader

Nalan & Rima – Carena's parents

Saro

Carena - a simple robe with a sash and a pouch filled with healing stones are Carena's normal attire. An herbal wreath with flowers finishes off this Healer's look. This 16-year-old Shaylee is the voice of reason and leads without knowing she is leading. She is level-headed and appreciates all she has.

Echo Clan

Element: Air

Badge: Listener

Clansmen include:

Laree – clan leader

Jaqua – young friend of Jada

Jada – a teen with long dark hair who wears a blue robe as do all Echo. She carries a long scarf, so she is always prepared in the event there is a dance. This Listener is happy-go-lucky and is the ultimate example of curiosity. Although only 14, she is a good listener and puts others ahead of herself.

Celie Clan

Element: Water

Badge: Whisperer

Clansmen include:

Clar – clan leader

Sardi – caretaker at the Falls of Nika

Lexa – a hooded robe of white and gold earrings, necklace and matching wristbands are the attire worn by all Celie. This 15-year-old Celie is calm and soft-spoken. She believes in deep meditation and being in touch with her inner self. This clan of Whisperers spreads peace, love, and hope through example and music.

Blossom Clan

Element: Earth

Badge: Creator

Clansmen include:

Stafa – clan leader

Captains Mica – captain of the *Mica*

Captain Redik – captain of the *Redik*

Captain Leky – captain of the *Leky*

Brokk & Reka – Arial's parents & gardeners

Arial – wearer of simple attire—comfortable pants and a blouson top—very appropriate for fishing or gardening. She is service-driven as are all Blossoms. For a young Creator of 17, she is adept at growing plants and shows tremendous promise as a ship's captain.

Part 1 – *Isle of Tana*

Chapter 1 – The Isle

Carena, a 14-year-old Healer, is tasked to ring the warning bell announcing the arrival of the deadly magic that has plagued the world of Yerg for thousands of years. After the event, she and her parents are called on to heal horses in another hamlet. This is Carena's first trip outside her own hamlet. She begged to be taken along and she is determined to prove she is not a child anymore. What she sees brings her to vomit and she must overcome her fear if she is to save the horse assigned to her.

This young Healer is also given the opportunity to meet the leaders of two of the clans on her island. This is an honor and she is excited. She wants to look grown up and works to show it.

By the end of the chapter, Carena is 16-years-old and makes this statement: "...Life on Tana changed very little these last two years except for the Assiral storm swirls. The swirls continued to grow in intensity, and we Shaylee were called on more and more to help with the wounded. At times I longed to be a child Healer again, but there was no going back. That day, nearly two years ago, was my rite of passage. I have witnessed many atrocities since that day, but none prepared me for what was to come."

Chapter 2 – The House of Prophecy

The five clan leaders, known as the Council of Prophecy on Tana, have dreams, giving each of them a piece to a prophecy. When they finally figure out how the pieces fit together, they realize they need to find two specific individuals to begin this quest, and fast. The prophecy foretells of Yerg's destruction if the keys that call the wind are not found within seven moon cycles.

Vayda and Maru, two of the leaders, go in search of their charges while the others stay behind to devise a plan of action. The prophecy is cryptic, so they begin with the only piece of the prophecy they understand. Enlisting the help of others is next on their agenda. The extraordinary powers of each clan become clearer as the story develops. And so, the journey begins.

Chapter 3 – One of Fire

Maru, the Great Protector and leader of the Gelsey clan, knows exactly who the prophecy chose for one of the two young women for this quest. She knows exactly where to find her charge. The two of them, along with another enlistee, are first to return to the House of Prophecy. They are greeted by Laree, the Beneficent Listener. She carefully observes Fiera, the first of the Chosen Ones. There is no doubt in her mind that Maru has chosen wisely.

Fiera is introduced to the other clan leaders upon their return to the House. After a few moments of joking, discussions about the impending journey begin. Jada, one of the young women enlisted to help, arrives and joins the group. They await Vayda's return with the second Chosen One.

Chapter 4 – Sapphire

Vayda, the Venerable Healer, returns the next morning with Carena in tow. After introductions, Fiera describes the power of Carena's clan of Healers. She also brings up the fact that Carena has a visible aura at night and something needs to be done about that.

Ships await them at the mouth of the river. Stafa, the Noble Creator, sees to it that the best captains have been recruited and their ships are loaded with provisions and horses for their trek down the River of Light.

Carena recalls stories told by her mother about Tana Bay and Palu, two places she has never seen before. She is excited right now about this new adventure. She is jarred from the journey in her mind when Maru yells, "Get on board. We leave within the hour."

Chapter 5 – River of Light

As the ships begin their trek down the river, Fiera tells Carena that she needs to find a way to hide her aura at night as they would be easy targets. That scares Carena. She hadn't thought about danger until her travelling companion brought it up. And now she has to conceal a part of her she never thought to be a problem. Fiera and Carena rub each other the wrong way and they will need to work that out.

Jada asks Carena about the prophecy and why she was chosen among all the Healers of her clan. When Carena responds, it sets Jada to laughing. She feels foolish and alone. She

watches the others on the ship talking and working together. Jada then assures Carena that although it may not be clear at this time, Vayda was guided to Carena for a reason.

On their way to Echo Harbor, the ships enter Celie, the hamlet of Clar, the Renowned Whisperer. Music constantly fills the air here. Physically challenged, these peacemakers are telepathic and meditate for inner peace.

Again, Carena is astonished with everything she is experiencing in Echo Harbor. She and Fiera spend a couple of hours getting to know each other more. She learns about Fiera's culture and customs. And she gives thanks for her new colleagues and the time she is spending on this journey.

Chapter 6 – The Breach

Everyone is jarred awake. Something is wrong; a barrier protecting Celie hamlet from the Assiral Plains has been breached. Ghost-like intruders are killing Celie. Fiera and Carena want to help and refuse to continue their quest until the situation is under control. This is their home and they will fight to protect it.

While others are knee-deep in the fray of this battle, Fiera and Carena are relegated to duties that keep them from harm. Fiera is frustrated and Carena has a pity party. Then she realizes just how lucky she really is. This Healer stumbles on a discovery that eventually leads to a solution, but not before these two teens face possible harm or death. It is now time to leave Celie and continue the quest.

Chapter 7 – Tana Bay

The feeling of wonder when you arrive in a strange new place is how this chapter starts. Exploration, meeting new people, respect for another culture, and the beauty of nature find their way throughout this part of the story. Carena is given a tour of Blossom hamlet, the home of Stafa. The inhabitants here grow plants in a matter of days instead of weeks and they find fish wherever they cast their nets.

Inhabitants along the bay live in caves dug out from the surrounding cliffs. Life atop the cliffs is more traditional because this is where farmers and growers live. Blossom is a colorful environment from all angles and Carena appreciates the experience.

A cave is the setting for the last meeting before the girls leave the island. Many discussions take place over dinner. Everyone wants to be sure these young women have as much as can be offered them before they depart.

Brokk, a Blossom grower, is compelled to give Carena a gift before she leaves. They visit his home where he presents her with Adularia, a moonstone belonging to his wife who passed years ago. As Carena accepts the gift, another astounding discovery is made. Adularia now becomes a very important addition to this quest. Later that night, the entourage boards the two ships leaving Tana Bay for Meena.

Chapter 8 – Storm Swirls

Carena awakens to the sound of Fiera and Vee working to fabricate various weapons. The Healer is told some of these weapons are for her. Her protests fall on deaf ears. Watching them work gives Carena an idea that she presents to Fiera. The teen Protector agrees to do as her Healer counterpart asks. At this point Fiera learns more about Carena and is amazed with Carena's knowledge.

Ships pass throughout the day and night. Three other girls have joined the group; Lexa, a Whisperer, begins to hum a tune; Jada, a Listener, begins to sing and dance; and Arial, a Creator, sits with the others watching her new friends. Fiera decides to row to the other ship to spend time with Jase, her horse. Eventually they all retire for the evening, sleeping on the deck of the ship.

Loud sounds from the ships' horns wake everyone. All work feverishly to batten down loose cargo, roll down and tightly fasten canopies and awnings at every opening, and take cover. The deadly storm swirls are here. The darkness makes it impossible to see what is happening. Once the storm passes, the tiny rays of light from the dawn expose the damage. There is a sadness felt by all on both ships. Some are affected more deeply than others. The final passage in this book sums up this mood for the rest of the trip: "The next two days were somber and uneventful. We arrived in Palu as the tide was coming in and the moons were rising."

Part 1 – *Isle of Tana*

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