

The Legend of Greywinds Parent Guide

Part 2 – *Land of Meena*

Why am I so passionate about The Legend of Greywinds?

The answer is simple. First, I'm a grandmother with a lifetime of experiences and life lessons to share. Next, I have more years behind me than ahead of me and I want to leave a positive mark on this world. Lastly, I have been fulfilling my dreams all my life and I want to inspire others to do the same for themselves.

Why read the series?

1. To initiate thought and promote self-discovery.
2. To present values and characteristics that are well-known, yet oftentimes forgotten in our daily lives.
3. To remind us all that each of us carries great gifts and talents within ourselves.
4. To awaken the belief that we must allow our gifts and talents to flow freely.
5. To dispel the idea that women are not good enough to achieve their dreams.
6. To show how accepting someone else's help and expertise can and will enhance our own abilities.
7. To light a fire within that drives each of us to create a vision for ourselves.
8. To generate a desire to forge ahead with that vision, crushing any roadblocks that stand in the way.
9. To believe in ourselves and our personal power.
10. To thoughtfully remember to "lift up" another person every day—with a smile, a kind word, or a gentle nudge in the right direction.
11. To allow others to be who they are.
12. To learn to work together and to work alone.

If you love who you are, travel through this life with conviction, spread joy to others, embrace changes as they happen, then you will find inner peace and balance in your life.

May the grey winds guide you and keep you safe.

--Annie M

Creating the Clans of Yerg

My love of Scotland (<https://www.visitscotland.com>) played a crucial role in the creation of the world of Yerg. Captivated by the clans of Scotland, I first created five clans of my own, forming the Isle of Tana. Excited with the idea of creating my own clans and developing their ways of living, I dove even deeper. Their garb and distinct clan features were the next things to establish. Although extremely time consuming, the entire process was such fun. As soon as that was done, I focused on creating the five girls. In fact, this element took the longest to complete. They needed family backgrounds, characteristics of their very own, and each needed to be given an age. This was more difficult to accomplish than you might think. I now understand why God rested on the seventh day! ☺—Annie M

What Can I Do with This Guide?

The guide for Part 1 – Tana touched on some important topics. This guide expands in these areas and continues to add to the experience of self-discovery. New topics include being on your own, caring for the land, confidence, communication, and more. As stated in this section of the first guide, we encourage you to suggest teaching moments you and your child discover within these books that are not listed in our indices. This is a guide for parents to help their children blossom into well-adjusted adults. We are in this together, so please share and together we can help each other.

Land of Meena (Book 2) is a bit larger than the first book, at 167 pages, and should be an easy transition for a younger reader of chapter books.

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 confidence, communication, or trust, 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 an index, email us the heading (existing or new), the page or pages of the 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 Meena, the land of curiosities!

Part 2 – *Land of Meena*

The Forest of Oracles

Orion calls the Forest of Oracles his home. He is the keeper of many secrets that hide within the borders of this place. He travels the Land of Meena regularly, spending time with its people, helping them to care for the land.

Crystal

Crystal too, lives in The Forest of Oracles. This firecrest is rather special and although she may appear to be nothing more than a cute little bird, she has talents that you will discover as you journey through Meena.

Tinen Heartleaf

Tinen Heartleaf is a forest gnome whose home lies within the Forest of Oracles. He is a funny little man who can be a bit cantankerous at times. He is well known for often saying, “awe twiddles” when he is dissatisfied.

Paly

This seaside village is a very lively place with very friendly inhabitants and visitors alike. Night and day, people are out and about having fun or attending to business. It’s a very popular vacation spot for Tanans and Meenans alike.

Valana

This part of Meena is known as the Prime Village as it’s the seat of Meena. It’s very quaint, with cobblestone streets filled with cottages and flower gardens. Graki-paria is a native fruit used to make their ever-famous grapa.

Neroli

This is a peculiar little town. Dark orange-colored dirt mounds of different sizes are scattered about. Each one of these homes has entry doors shaped like orange slices. The smell of neroli oranges is all over.

The Tari

The Tari is a most popular dance in Meena, especially in the village of Palu. Our travelers get the opportunity to learn the dance. Unlike the others, Jada is exceptionally gifted when it comes to the Tari or any type of dancing for that matter. The footwork is simple, however great skill is needed to control the long scarf that is used with the hands.

Cheal

This lovely young woman is a member of a band of gypsies who encounter Fiera and Carena as they journey to Neroli. The Chosen Ones spend time dancing and dining with their gypsy friends. Surprises abound with this group of travelers. They are a lively bunch.

QR Codes

If you haven't noticed, each of the five books have QR codes. In *Isle of Tana*, the codes are of the five Chosen Ones and provide specific details about each teen. In *Land of Meena*, you'll find five different recipes taken from the *Greywinds Recipes* book. These give you other ways to bond with your child while giving them responsibilities through learning some basic cooking skills. The codes in *Fires of Edana* introduce creatures of Yerg. *Winds of Zaria* codes expose never-before-seen faeries of this land of air. *Storms of Assiral* codes capture the five lands through specially created posters that will certainly inspire creativity. These are additional tools and fun ways to learn about others and yourself.

Part 2 – *Land of Meena*

Chapter 1 – Palu

The Chosen Ones arrive in Meena, a land foreign to all the teens except one. Life here, at least in the seaside resort village of Palu, is an eye-opening experience on many levels. Carena is immensely uncomfortable and awkward as she trains in self-defense with Fiera and Vee. Palu is also where Carena unveils her solution to Fiera's concern about the light of the Healer's aura. Here, the group also learns the Tari, a scarf dance. The next day, Fiera and Carena leave their friends behind, beginning their journey together into the unknown. The others decide to stay behind to help the great builder of Palu with a community project.

Chapter 2 – Hymot Way

Travel on this road takes Fiera and Carena too close to the border with the Assiral Plains. Strange birds follow them. Inexplicable occurrences begin. The girls stop at a farmhouse where Carena's skills as a Healer are tested, and Fiera must learn how to engage a five-year-old. Strange things happen here and at their next stop. Fiera foils the evil magic's attempt to draw Carena to certain death. They decide to travel at night now that Carena's aura is no longer a beacon. After nearly 16 hours on horseback, Valana, visible in the distance, is now merely hours away.

Chapter 3 – The Healing Center

Jada, Lexa, Arial, and Vee volunteer to help build a healing center in Palu. The captains of the ships that brought them here are making repairs to the damage created by the storm swirls. Arial makes it her responsibility to feed the workers. Later one evening, the group meets at the Haw Tavern to enjoy themselves. They are introduced to a man no one expected to meet. It starts with the whisper of a single word to Arial. She now has his undivided attention and agrees to leave Palu with him under the cover of darkness, while the others are fast asleep.

Chapter 4 – Valana

Fiera and Carena barely make it to Valana, Meena's prime village, in time to find shelter before the storm swirls are upon them again. The Lavender Inn is nestled between the thatched cottages and cobblestone streets of this village. Here they stumble upon an innkeeper who provides them with knowledge and a possible clue, leading them away from Valana into other unknown parts of Meena.

Chapter 5 – The Road to Neroli

Travelling on horseback, Carena recollects the story of how she was chosen for this quest. She doubts her abilities. Then she hears children laughing, but they are nowhere to be found. They meet Crystal, the firecrest. Fiera chases what she believes to be a threat, but to no avail. Fiera discovers a large stone tablet near the side of the road, with carvings of an ancient language. Separately, each girl touches the stone and receives a vision. They continue down the road and hear music and laughter. A band of gypsies beckons to them to stop and join their merry group. Another unexpected discovery is made, and gifts are exchanged. Moving on, the girls pass the town of Neroli and finally find themselves standing before a giant mound of dirt.

Chapter 6 – The Green Man

While Carena and Fiera are in Neroli, and the others are in Palu, Ariel is taken into the Forest of Oracles by the man accompanying her. His name is Orion, but he is best known in Meena as the Green Man. As they travel deep into the forest to Orion's home, he helps Ariel uncover latent talents unknown to her. This is also where she meets Garam, a joyful galuu, and develops a friendship that continues throughout the story.

Chapter 7 – Neroli Abyss

After discovering the words to open the gateway to the abyss, and with her weapons and Carena's few minutes of healing training, she descends the abyss alone, as instructed. She dislikes leaving Carena on her own and unprotected. Fiera finds what she is looking for, but it comes with a price. With Carena's help, Fiera uses what she just learned to save

her own life. Before the Protector surfaces, Carena meets Tinen Heartleaf, the forest gnome who earlier eluded Fiera in the woods. As soon as Fiera sees him, she is ready to attack, protecting her charge, of course. At Carena's insistence, Fiera delays her response. When introduced to Tinen, Fiera realizes he is the connection with one of the keys she discovered in the abyss. Under Fiera's watchful eye, Tinen leads them to Verifae (the tree of truth) at the entrance to the Forest of Oracles. They must pass Verifae's test or be forever lost in the Forest. Fiera and Tinen butt heads—they are more alike than they realize.

Chapter 8 – The Last Rula

Arial is in awe of Orion's home and remarks about the tremendous beauty surrounding this place. She questions his seclusion. He explains that he is the last of his ancestral tribe and how his ancestors were the caretakers of all the lands of Yerg. He spends his days taking care of the land of Meena and its inhabitants. He shares his 400-year story with her, and then explains what happened to all the lands in the Great War, thousands of years ago. Arial's relationships with Orion and Garam deepen.

Chapter 9 – Earthlight

Bickering continues between Fiera and Tinen as he announces they will not reach Earthlight by Fiera's deadline. Carena, attempting to keep Tinen focused, flashes a bright, shiny object, promising to turn it over to him when the task is completed. Unknowingly, Carena has the solution. With Tinen's help, she finds her way to Earthlight, leaving the two combatants behind. She is utterly surprised to find Arial with Orion. Carena believes that Orion knows what the keys that call the wind are. Disappointingly, he does not. When Carena describes the image of the first key Fiera saw in the abyss, Arial realizes she must share her newly-found talent with Carena.

Chapter 10 – Fae of Wisdom

Carena is utterly stupefied by what she is witnessing, a transformation never seen by her or anyone she knows. Before her stands her friend, transformed into the Fae (tree) of Wisdom. Once everything settles down, she understands what the first key represents. Her intuition tells her there is a physical representation of that key and it must accompany her

on her quest. Orion tells Carena of a vision that she needs to understand; a vision that changes everything. Before all is said and done, Carena leaves Earthlight, accompanied by Arial and Garam, heading back to where she left Fiera and Tinen. Once reunited, they travel for nearly a day, working their way out of the Forest of Oracles.

Chapter 11 – Five of Five

After a good night's rest, they spend the morning making their way to the southern road where they mount their horses. What starts out as a dotted countryside, turns to a suburb, and finally they find themselves at the Healing Center. They are told the work on the center was completed ahead of schedule and their friends have left for Tana. In a panic, they race to the harbor. Their friends have just set sail. Fiera dashes down to the coastline attempting to get the attention of someone aboard one of the ships. She finally does, and the *Leky* returns to port. The troop meets, and plans are made. They decide their next destination is back to Tana, in search of the second key.

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Aquamarine – protection for travelers and seamen

Aventurine – draws out fever & reduces inflammation

Blue Apatite – higher knowledge

Boji Stone – alleviates pain

Citrine – repairs tissue damage & removes toxins

Emerald – love and compassion

Green Apatite – heightened ability to communicate

Jasper – healing for warriors & protectors

Lapis Lazuli – mends bones

Moonstone – internal self-awareness

Peacock Rock – heals wounds

Phantom Quartz – dreams

Topaz – heals wounds

Tourmaline – relieves burns

Turquoise – healing infections

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