

The Legend of Greywinds Parent Guide

Part 3 – *Fires of Edana*

Which character did you create first?

The Legend of Greywinds began with one name; that name was Fiera. Influenced by characters created by [Terry Goodkind](#) and [David Eddings](#), she began to take shape.

What went into creating your clans?

It took Keira Moon (book contributor) and I two days to choose Gelsey as the name for the first clan. Where would they live on Tana? What would their environment look like? Who were their leaders? How did they live? What was their purpose? How did they dress? What characteristics were this clan known for? Why were they important to the other clans on the island? Questions kept coming to mind, and I realized I needed something more.

Why do the girls have different “badges”?

One of the most important factors for me in the series, was giving each girl a badge--something her clan was known for and others admired as a special gift. This was to be a major player in the storyline. I chose to use the word Protector for Fiera instead of warrior. It was imperative that readers understood that Gelsey fought only when provoked or in defense of those who were unable to defend themselves. Creating this badge was a great foundation. But there was still something missing. I needed another way to bind these young women together--elements.

Why did you use elements to bind the girls?

Elements are part of life. At times they are beautiful, and at other times, they are destructive. As people, we have similar characteristics. Our strengths are also often our weaknesses. I found this the perfect way to expose individual traits, that when used for good, enhance each other.

May the grey winds guide you and keep you safe.

--Annie M

Where Do We Go From Here?

Isle of Tana and *Land of Meena* introduce you to the main characters of this adventure and the strange world in which they live. In *Fires of Edana*, Carena and her friends make some terribly difficult decisions as their quest draws them to this relatively unknown land of lavalava. This time, they have little to no information to assist them in their search. Now comes the time where they truly must work together, or they will surely die. They struggle to overcome their fears as they begin to realize that things are not always what they seem. And just when they think this land has revealed all that's hidden, they behold an event that none of them could have imagined. It forever changes the life of one of these young women.

What Can I Do with This Guide?

Part 1 – Tana and Part 2 – Meena created foundation topics to help you teach and connect with your child. Part 3 – Edana, continues to add to the experience of self-discovery and pushing through fear. An additional topic or two have been added, but the focus now is on teamwork, overcoming fear, and putting yourself out there for others. Again, 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 want to help you help them, so your input is critical to providing you with what you want and need.

All books from this point on are just under 300 pages. If your child is still daunted by the size of the book, please consider reading with them. This is a terrific way to show your child how to push past their fear.

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 experience, change, or relationships, 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 Edana, the land of fire and lavalava!

Part 3 – *Fires of Edana*

Land of Fire

This northernmost land of Yerg is one of great contrast. From the fire mountains to lush vegetation, one never knows what is around the next corner. Beauty can be deadly here. Then again, hideous terrain can be a welcome sight. There are many secrets waiting to be uncovered. Not everything is what it seems. And life here is definitely challenging.

Leha

The northernmost village in Gelsey Hamlet on the Isle of Tana. This is a port for ships headed southwest to the gentle shores of Tana and Meena. For those seeking adventure, the deadly Sea of Citri, which lies north/northeast of Leha, is the only route to Edana other than the Assiral Plains. A journey such as this is considered suicidal by most Tanans.

Sea of Citri

A most unusual body of water, The Sea of Citri brings a level of excitement to any voyager willing to brave her waters. Opposing forces work together to wreak havoc on Tanan ships and their passengers. But there is a beauty about this sea that you will not forget.

Sentinels

One of Edana's fiercest groups of Protectors, Sentinels are relatively unknown to the rest of the inhabitants of Yerg. This clan is skilled in illusion and has multiple camps along the western border of Edana. They are responsible for patrolling the Breena Hills, Edana's barrier from the Assiral Plains and its evil magic.

Firehorses

As far as creatures go, Edana has its share of unusual and intriguing inhabitants. Its firehorses are breathtaking, yet deadly, as you will soon discover. Their habitat is unconventional; however, you will get the chance to see not only where they live, but what their role is in the world of Edana.

Serafina

Better known as the Witch of The Blaze, this young woman is feared by most of the inhabitants of Edana. Serafina lives atop a mountain that is protected by magic. Locals tell stories about this witch that may or may not be true. No one is willing to confront her to find out.

Members Only

This section of Ann Jagger's website gives you access to word searches and puzzle pages, coloring pages, and other free items for your kids. [Click here](#) to email Ann and ask for an invitation to the Members Only area. Once you accept the invitation, you will need to create a password to access this part of the website.

Subscribers

Subscribing to Ann Jagger's website gives you info on upcoming events and programs for children and adults. Join her and let Ann inspire you and your child to go from Dreamer to Doer. [Click here](#), scroll down to the Subscriber section, and join the fun!

NOTE: Members and Subscribers are two separate things. You can be part of one without the other, or you are welcome to join both.

Part 3 – *Fires of Edana*

Chapter 1 – The *Leky*

The *Leky* heads back to Tana in rough seas. Startled out of their deep sleep, everyone on the ship scrambles to prepare for another encounter with storm swirls. The vessel is tossed about so much that those under cover are hanging on for dear life. If not for Lexa's quick reflexes, Jada would be exposed to the deadly swirls. This is the worst storm yet and everyone realizes that. When it finally abates, and people gather on deck, they discover some of their friends are missing.

Chapter 2 – The Search

One is dead. Two, including Captain Leky, are missing. Debris from a nearby ship floats around them. Survivors continue to search. Believing she sees the captain, Vee paddles through debris only to realize it is another crew member. They return to the ship where Carena works to heal his wounds. The captain is gone. Word has been sent of their impending arrival at the Sands of Aludat. Unaware of their situation, a large crowd has gathered to welcome them home and celebrate their return.

Chapter 3 – Reunions

After preparing the body, a short ceremony is held for the female crewmember who passed. Before her family arrives to take her back home for burial, Carena has a heart-to-heart conversation with the surviving crewmember.

Family and friends are anxious to see the girls. There is a constant stream of people arriving. They know nothing about this ordeal. It is a bittersweet reunion for these brave young women.

Carena is approached to assist with a secret custom here in Echo hamlet. Before she has time to discuss it, her family arrives. The girls spend as much time as they can with their families. They know it will be a long time before they get to do this again.

Chapter 4 – Sands of Aludat

Before the evening celebration, Carena wants some time to think. She decides to take a walk along the beach. Something shiny changes her mood from somber to joyful. While the others are resting, she plans a surprise. Jada is the one to discover Carena's secret after the loss of the captain is announced.

Meetings take place with all the members of the Council of Prophecy. Here, the girls learn what little is known of the other three lands of Yerg. The discussions then move to Fiera describing all the images she saw in the abyss. Strangely enough, the second key is discovered in a most unusual way. Something bizarre happens to Fiera and they take this as a sign of their next step. Carena hears children laughing again. This time she is not the only one, however there are no children to be found. A last walk on the beach is Carena's farewell to her parents and to Tana.

Chapter 5 – Gifts of Love

Two councilors and three Chosen Ones work feverishly to assemble hundreds of packs that will be delivered during the night while the Echo clan sleeps. Carena promised Jada the time, but only a day, and without their help, this secret custom could not be completed in time. They learn something new about these anonymous donors. They return to find only a few hours of rest before they leave for Leha, the most northern city in Gelsey, the hamlet of the Protectors.

Chapter 6 – Northern Tana

The second sun is just cresting the horizon as the *Leky* leaves Echo hamlet. Horns and loud noises awaken the passengers as they pull into the port at Leha the next morning. The air is cold, and everyone scrambles to get their things from this ship to the much larger *Najo*. One again, they wave goodbye to their homeland. The Chosen Ones are now on their way to Edana, a land of intrigue. The frightening part of this leg of the trip is the need to traverse the Sea of Citri.

Chapter 7 – Sea of Citri

This trip is especially difficult for Jada. Her parents perished while travelling on this sea. Carena is there to help her face her fears. Everyone on board is pushed to the limits as they try to survive the destructive ice mountains and the hull-eating fire water. Top that off with storm swirls, and you have a mix that would wipe out 95% of Tana's seafaring vessels. Strategic planning by Leky and Najo, along with tremendous teamwork, is the reason that Jada is running around the ship shouting that Edana is less than a day away.

Chapter 8 – Sentinels

The girls, bundled up and observing their breaths as they exhale, are on deck watching the *Najo* close in on Edana. The captain informs them they must leave their winter clothes on the ship. They soon find out why. After dropping off Garam and the girls, the *Najo* makes repairs before attempting its return trip to Leha.

Volcanic mountains spewing red liquid can be seen in the distance, yet where they stand is lush and most pleasant. Here they meet Keara, a Sentinel of Edana. After a brief skirmish with Fiera, Keara takes them to shelter away from the night poison of the shore. At dinner, hundreds of Edanans stare and whisper when they see Fiera. Keara is insistent that Fiera's amulet suggests she has a beast of fire. Jada pokes fun at an already irritated Fiera by saying, "Will you free the beast first or find the key that the rest of us seek?"

Chapter 9 – The Blaze

On foot, Keara and a few other Sentinels lead the group, heading for the place Fiera described from one of her images in the abyss. The trip barely starts when storm swirls arrive, and they take cover in a cave. Keara is badly injured, and the Chosen Ones must travel alone to the home of the Witch of the Blaze. Thick vegetation impedes their progress. Carena hears laughing children, as does Jada this time. They climb up the mountain, past the vegetation. An ominous voice begins its interrogation. After what seems to be an eternity, the girls are invited up to the cave entrance. Everyone is in shock when the witch makes herself known.

Chapter 10 – Serafina

Serafina, Witch of the Blaze, singles out some of the girls and begins questioning them. Garam takes a liking to her and she asks what they are doing in Edana. Carena recites the prophecy, and after looking into her basin of water, she tells the girls what needs to happen for them to succeed in their quest. She talks about the perception others have of her. She then tells them of a riddle that came to her in a dream and how it ties in with an Edanan legend. Serafina explains to them the molten river and the firehorses that protect its shores. They have a choice to make. Before their departure, the witch gives them one of the most precious things in her possession. They leave Serafina and head down the mountain to rest in the cave before continuing their quest the next morning.

Chapter 11 – River of Asar

The side of the river they must travel is treacherous, so Keira insists that she and four other Sentinels accompany the Chosen Ones. The firehorse's description given by Fiera poses a problem in locating the one they seek. Travelling for days without an event, they are startled when one of the Sentinels forces them away from exploding bulbs on local faes (trees). Then the firehorses attack one of the Sentinels, killing him. Later, salamanders attack and nearly kill Lexa.

Fiera and Carena are tasked with finding leaves, from an invisible fae. Fiera finds out she is somehow connected to the firehorses and she discovers something about herself that at first petrifies her. Once they solve Serafina's riddle, these two young women risk their lives to save a long-lost family member. They are found out by the salamanders and a battle ensues that kills more of their friends. The Chosen Ones return to the Blaze and the family is reunited once again. Because of their willingness to help another, a remarkable event takes place that changes their plans and Fiera's life forever.

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