

The Legend of Greywinds Parent Guide

Part 4 – *Winds of Zaria*

How It All Started – The 50 Chosen Ones

Before the Beginning

It started two years prior to the time I began writing the first line of *Isle of Tana*. Sitting in my living room, searching the web, I ran across a Scottish poem. Reading along, the word "greywinds" struck a chord—so much so that I immediately left that site and logged onto Go Daddy to obtain the domain name. For what? I had no idea at the time. I simply knew I needed to have that domain in my possession. What is even stranger than that is that I have never been able to locate that poem again.

50 Chosen Ones

As we age, we reflect on people, places, and things that meant and continue to mean a lot to us. I was no different. Upon turning 50 years of age, I began thinking back to people who had touched my life, impacting the person that I had become. It was time for me to find a way to say thank you to them for being intertwined in my life's journey. My thought was to pick fifty individuals—the 50 Chosen Ones. In fact, I chose one person for each year of my existence. I still needed to come up with a unique way to show my gratitude. Ideas were plentiful, but none captured the essence of what I wanted.

Do what?

An idea crossed my mind when my elder daughter and I were chatting about faerie names for another project. I stopped speaking, eyes moving everywhere, but seeing nothing except what was developing in my mind. *A book? I was going to write a book?* My attempts to push that idea out of my head were unsuccessful. That vision simply refused to leave. It became quite clear. A book was appropriate for all 50 people.

The thought of ever writing a book was never a serious notion. This idea of writing pestered me until I gave in. But what would I write about? It started with one name: Fiera.

May the grey winds guide you and keep you safe.

--Annie M

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Faeries? Really?

Absolutely! What better way to spark a child's imagination than allowing them to create freely and without judgement? I spent a great portion of my life doing adult things. The idea of creating an entire land of creatures from my imagination was magical for me. Although not quite as complicated as creating the Chosen Ones, I needed solid visuals in my head, while leaving enough to the imagination of my readers. Although they reside in a very delicate environment, they are strong, resourceful, and quite capable of defending their way of life. No wimpy faeries here!

What Can I Do with This Guide?

If you hadn't noticed, Edana provided a host of new topics and added gobs of additional material to existing headings. Part 4 – Zaria reveals very little of itself to outsiders. The only information the girls have about Zaria is vague and was told through the eyes of a child. A new threat is introduced to the story that forces them to take unexpected action. This unseen terror threatens to eliminate their ability to save their world. This part of the journey holds pain and suffering for some. For others, the emotional scars are deep.

New topics are fewer, and this time, the focus is on personal growth. As always, we encourage you to suggest teaching moments you and your child discover within these books that are not listed in our indices. Helping you build strong teens and well-adjusted adults is our goal. We want to provide you with what you need, so your input is valuable.

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 gifts, learning, or strange new places and things, 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 Zaria, the land of peculiar faeries!

Part 4 – Winds of Zaria

Zaria and its Faeries

Jinx

Jinx, and many others like her, protects those living in Zaria from the evil magic that threatens all the lands of Yerg. Discover how she and her kind came to be and how their sacrifice guarantees the safety of Zaria.

Naia

A water sprite whose home is the Forbidden Pool of Roku in the southern part of Zaria. Naia and the eastern sprites sing to the Night Queen Arianrhod.

Teru

The Valley of the Moons is home to the Festival of Peace, Teru, the Wise Oak, and many faeries that can only be found in Zaria. Look around and you are sure to find babbling brooks and smiling faces just about everywhere.

Circle of Serenity

Intricate carvings of two stone unicorns grace the entrance to the Circle of Serenity. A lush expanse of nature surrounded by peculiar faes and waterfalls awaits visitors to this sacred place.

Goodings

An oak-leaf-laden water faerie with a deep connection to Zaria and its inhabitants. Although playful, Goodings, daughter of Teru, takes her role in the safety of Zarians very seriously. She is known and loved by all.

Faerie Nursery

Where do baby faeries live? In the Faerie Nursery of course. This magical fae is made of billowy clouds and young faeries are nursed and schooled here in various capacities. All types of faeries learn to work and play together, appreciating each of their abilities.

Repi

Spectacular orbs, known in Zaria as Wil-o-wisps, dot the airspace around the Faerie Nursery and throughout Nerissa. They are mesmerizing, especially when light reflects off their orbs, creating ever-changing colors within. Repi is their leader.

Nabbit

This dwarf is from the Steelmiter Clan. They live deep under the Mountains of Nerissa. This clan of dwarves provided the metal used to forge the Sword of Dryn thousands of years ago. They never heard from their recipient ever again. Nabbit discovers that their gift did make a difference.

Eini

Telepathic little birds of all sorts belong to this faerie family. All have wings and tails that light up and many are paired with faerie warriors. Lipa, their chickadee leader, helps train young faeries at the Nursery.

Part 4 – *Winds of Zaria*

Chapter 1 – The Mists

The trek to Zaria is much shorter thanks to Fiera's new ability. As the Chosen Ones enter this land, they are immediately imprisoned by the Mists. Garam interacts with the flashing lights as the others try to communicate their needs. Frustrated after days of attempting to free themselves from their captors, something is said that releases them. Jinx, one of the Mist faeries, reveals herself and immediately Jada's questioning begins. She is asked about the unusual image they came here to find. The creature on the amulet given Fiera by Serafina's friend is a unicorn, and not at all unusual in Zaria.

Chapter 2 – The Land

Although Zaria is unknown to the girls, there is a peacefulness like that in Celie hamlet. Brooks that literally babble, smiling and frowning flowers, water sprites, and so many new discoveries overwhelm them. The girls realize they must move cautiously, or they risk killing these delicate inhabitants of Zaria. It's not long before they are told of an unseen intruder killing the eastern water sprites, and are asked for their help in eradicating this threat. They decide to split up into two groups. One group is to continue with the search for the keys, and the other is tasked with helping the Zarians find a solution to eliminate their nemesis.

Chapter 3 – Jada's Grand Plan

Before they part ways, Jada shares her special pages of journal entries with Carena. She looks forward to learning a few healing skills, watching the Lights of Auras from a ship off the coast of Tana, and returning to Edana to visit with a new friend. Most of all, she wants to attend the next Festival of Riga where Fiera will receive her designation as Master in her field of expertise. Jada admits she really wants to see Fiera fiddling with the bodice of her long dress. And she makes a point to state the Protector must wear her hair down. She mimics what that might look like, and of course, giggles about it. This is the juncture where Fiera, Carena, and Lexa go one way, and Jada, Arial, Garam, and Naia, their water sprite guide, go another. What lies ahead is unknown to all.

Chapter 4 – The Forbidden Pool

Naia leads the way. This water sprite informs her travelling companions that she performs a nightly ritual to Arianrhod, her Night Queen. She lets them know they will witness her performance once before they reach the Pool of Roku. Jada launches question after question and is taken aback by some of the answers.

Chapter 5 – Teru

Fiera and her charges follow the path told to her. She is excited that she sees Teru in the distance, confirming her estimated time of arrival. All Carena sees is tufts of something and she and Lexa are now confused about what Teru is. Lexa asks for a little time to meditate. When they resume their trek, the three of them are once again surrounded by the Mists. The storm swirls are nearby, and the Mists are protecting them from harm. Again, some of Jinx's compatriots give their lives to ensure the safety of the Chosen Ones.

Chapter 6 – Naia

Far to the southeast, the Mists are protecting Naia's group from the storm swirls too. When released, Garam is told to take Jada to visit little friends near a large boulder. This is where she encounters Nabbit Steelmiter. His clan lives within the recesses of the Zarian mountains. He tells of a man who visited thousands of years ago and was given magical metal that he believed would destroy the evil wizard's magic. He goes on to say that they never heard from the man again and the storm swirls are deadlier than they have ever been. Later, Naia performs her nightly ritual as the others hide and watch in silence.

Chapter 7 – The Wise Oak

A forced march is Fiera's plan to make up time lost during the last storm. The distant tufts now resemble a rather large forest. They still have another day to go and Carena wonders how they are going to find whatever Teru is in this place. They agree their first order of business is locating their unicorn. They resume their forced march and finally find themselves staring at the gargantuan fae (tree) before them—Teru. The Wise Oak tests their

sincerity and reveals personal information about each of them. Questions are asked; answers are given. They learn about dwarves, the Circle of Serenity, the Castle in the Clouds, and Stargazers.

Children are laughing; Carena and Teru hear them. The three head to the Circle of Serenity, a day away. The look in Fiera's eyes tell Lexa and Carena they will endure another day of a forced march.

Chapter 8 – Jeti

Naia and Garam disappear on Jada's watch. Arial is furious. Jada's new friend, Jeti, is here to warn them of the deadly intruders. It takes a few minutes for Arial to calm down before noticing Jeti is a unicorn. They lose the cover of night. Silence and a thicket are their only protection from their enemies. Arial's inability to act gives way to an intense focus—focus on a plan of attack.

Chapter 9 – Circle of Serenity

Carena attempts to mimic Lexa as she meditates. She succeeds to the point that she intuitively knows the unicorn has been found and they no longer need to focus on that key. It takes some convincing for Fiera to desist. Something strange happens to the Protector, and this determines the next key to be located. Carena inadvertently suggests another forced march, so off they go.

The Circle of Serenity is breathtaking. So many unusual happenings are taking place here. A white peacock's plumage displays images to Lexa, including how to get to the Castle in the Clouds, better known to Zarians as the Faerie Nursery.

Chapter 10 – Shapeshifting

Arial gestures briefly to Jada, trying not to attract the attention of the intruders. Jada's mind is reeling as Arial reveals her shapeshifting ability. Without thinking, she shapeshifts again, trying to save Garam from attack. Both land in the pool. Arial must choose either keeping the attackers away or saving a drowning Garam. A tornadic wind is above them. Jada, wanting to help, distracts the assailants long enough for Jeti to destroy them and Goodings, a soon-to-be new friend, saves Arial and Garam. Jada soon realizes there is more

to these ghouls than meets the eye. Their goal is to sabotage the quest. Their friends need to know this right away. Arial asks for information about the unicorn on the amulet. Goodings tells them there are seven special unicorns that call the Circle of Serenity, home. The girls decide to split up once they reach the Valley of the Moons.

Chapter 11 – Castles in the Clouds

Even in the distance, the Faerie Nursery is immense. Fiera knows they are being watched. Flower faeries, orbs, tiny mist faeries, and other unfamiliar groups of Zarians look like they are playing outside as the girls near this cloud-like fae. Suddenly, the three of them are on the ground; two of them unconscious. Lexa's exposure to the suns causes her skin to blister and burn in a matter of minutes. Carena finally convinces Siden and her protectors to move Lexa under the shade of the Nursery. Faeries surround her as she works feverishly to save her friend. A new ability is brought to light for this young Healer as she is challenged on a new level.

Chapter 12 – Valley of the Moons

Arriving at the Valley of the Moons as preparations are underway for the Festival of Peace, Arial secures Jada a spot to perform the Tari for festival-goers. This makes Arial's departure more palatable for Jada. The two girls and the galuu are astounded by the variety of faeries that are pouring in from all over this land. Naia takes them to Teru to answer questions she can't. Teru provides details about the Cheveyo and their priestess. Arial tells him they found a way to eliminate the threat of the intruders. Then she asks Teru how to find her friends. Arial learns a new language from the Wise Oak. Naia is told to accompany Arial to the Mountains of Nerissa, in search of Nabbit. Jada remains at the Festival of Peace in case their friends return without encountering Arial on their way.

Chapter 13 – Mountains of Nerissa

Arial rides hard. Naia, in her little red bubble, flits back and forth in the air yet manages to stay ahead of this Creator. They stop for Naia's nightly ritual. With the sprite leading the way, the hard ride continues in the dark of the night. Suddenly, storm swirls overtake them. Crash! Naia is gone and Arial is badly injured. Dwarves assist when the storm passes. Arial is taken underground; they call for the seamstress to repair her wounds.

Chapter 14 – Stargazer

Siden informs Carena that there are only a few western sprites left. Carena figures out what Jada already knows: If the sprites disappear, they cannot fulfill the prophecy. Fiera and Lexa are waking from the effects of the darts that greeted them when they arrived. They learn about Siden and her Stargazer faeries. Lexa discovers she can communicate telepathically with them. Repi, leader of the orb faeries, arrives with news that six of the seven Cheveyo are on their way. Something big is on the horizon.

The Cheveyo tell of a method to eradicate the ghouls that have recently killed so many western sprites. They also single out Lexa as the one who is to learn the ways of the Stargazers and Einini. Fiera's attempt to keep Lexa with her fail. Siden tells Carena and Fiera, "In order for you to be together, you must all part ways."

Chapter 15 – Dwarf Clans

Arial is delirious, and her words reinforce her state of mind. She is taken to a location deep in the mountains. The Creator is losing blood and needs immediate attention. The dwarf seamstress is appalled that she is being asked to sew Arial's skin. At Nabbit's insistence, she reluctantly agrees. Nabbit then informs one of his clansmen to stay with Arial until she is well enough to be transported through the underground tunnels to the Festival of Peace. Nabbit leaves ahead of the others.

Chapter 16 – A Day of Change

Fiera hasn't uttered one word for over a day. Carena is concerned. All her attempts to engage her friend are met with sheer silence. They arrive at the Festival of Peace and immediately head for the Wise Oak. He makes his opening remarks to the throngs of faeries in attendance. They approach Teru with information to share, and a favor to ask.

When Fiera finally breaks her silence, she shares that she fears she will not be able to do what is being asked of her. Carena listens as the Protector discloses what is causing her anxiety. They decide to go in search of the others. They now have only one key left to find. What do they do after they find it? Has Fiera even thought of that? They know when everything will happen. But that is all they know.

Chapter 17 – Sylphs, Einini, Wil-o-wisps

Spiral staircases around mountains, acorn houses, and telepathic birds are just the tip of what Lexa is exposed to here. She is assigned a Cheveyo who stays with her and protects her while in transcendental states or studying the scrolls of star thoughts. Wisps, elves and their horned beetles, and aviator faeries with their illuminated chickadees keep Lexa intrigued. Through the help of Siden, Lexa uncovers another gift within her.

Chapter 18 – The Festival of Peace

Jada entertains the festival crowds with her eloquent rendition of the Tari. Fiera and Carena catch glimpses of a flying scarf as they make their way to where this Listener is performing. They question her about Arial and her answers stupefy them. Fiera sets up a lean-to while Carena, Jada, and Garam find food. Carena tells Jada she is in possession of the fifth key. Repi arrives with news of Lexa's progress. Their meal and festival entertainment are interrupted when Nabbit gives them news of Arial and Naia while Jada tries to explain the nightly ritual of the water sprites about to begin.

Chapter 19 – The Quest Continues

The sprites' performance is bittersweet for Jada. As the ritual continues, Nabbit returns, this time with a band of dwarves carrying Arial on a stretcher. Carena compliments the work of the seamstress, then uses her skills to further heal her friend. Distracted by screams, Jada spots the dead water sprite. She springs into action; Jeti is right behind her. They eliminate the threat. At this moment, Fiera develops a new-found respect for Jada.

All but Lexa are gathered to discuss their next move. Fiera's plan meets with immediate resistance. Fiera also lets them know that the last key is hidden under rubble on the deadly Assiral Plains. Jada volunteers to gather supplies while the others firm up their plans. Lexa suddenly appears in holographic form. They discuss a change in plans due to Arial's injuries. As Jada returns, she overhears Fiera tell her friends that the Cheveyo are insisting that Jeti remains with their priestess. Jada is mortified. She decides to take this matter into her own hands. She writes a note, then with most of the supplies, Carena's walking stick, and Jeti by her side, she leaves her companions for the barren wasteland, known as the Assiral Plains, in search of the Sword of Dryn.

Part 4 – *Winds of Zaria*

INDEX

- Acceptance
49, 109, 163
- Acknowledgement
82, 84-85, 195, 245
- Adaptability
30, 49
- Anger
71, 98, 130, 150, 194
- Apologizing
98-99, 109, 122, 141, 195, 208, 230
- Appearances
75, 245
- Appreciation
94
- Balance
49
- Behavior
230
- Breaking Point
71, 113
- Carelessness
98
- Change
206-207, 221, 284-285
- Comic Relief
38-39, 112, 222
- Communication
8, 41, 100
- Concern
11, 97-98, 198-199
- Confidence
79-80, 186
- Curiosity
14, 17, 18, 29, 41, 43, 58, 67, 132, 164

Death & Destruction

19, 29, 52, 128-129, 178-180, 183, 184, 268, 270

Defense

19, 52, 55, 102-103, 125, 128, 129, 150-151, 192, 221, 270, 284-286

Determination

177, 187

Disappointment

202

Fear (and working through it)

4, 42-43, 56, 84, 97-99, 115-116, 127-129, 130, 150, 181, 230

Feelings

3, 52

Frustration

39, 57, 76, 102-103, 183-184, 248

Generosity

59

Gifts (inherent)

78-79, 82, 110, 118, 125, 128, 155, 164, 191, 244, 245, 267, 281

Gratitude

2, 63, 141, 165, 168, 267

Healing Stones

4, 5, 154, 196

Malachite – repels negativity

Black Onyx – repels negativity

Black Tourmaline – repels negativity

Helping Others

29, 61, 62, 87-89, 129-131, 154, 215-216, 226-227

Impossible Things

74, 230, 286

Injuries

153-156, 179-180, 181-182, 184, 214, 215-216

Innocence

284-285

Joy

9, 99, 143, 160

Leadership

11-12, 30, 186, 187

Learning

81, 82, 84-85, 89-90, 91-92, 204-205, 236-238, 241

Magic

1, 78-79

- Music & Dance
65-66, 174-175, 243-245
- Outside Your Comfort Zone
128
- Passion
245-246
- Perseverance
71, 95
- Perspectives
38
- Problem Solving
9, 31, 50, 126-127, 226-227, 230, 272-273, 274-277
- Promises
6, 35, 168, 207
- Psychic Abilities
76, 91, 106-107, 111-112, 120-121
- Reasoning
133-134, 137
- Respect
27, 167, 210, 270
- Responsibility
183-184
- Self-care
105
- Self-doubt
84, 230
- Sense of Accomplishment
61, 64, 267
- Setbacks
29, 230
- Sharing
36-37, 59
- Skepticism
63
- Strange New Places and Things
1, 7, 17, 25, 27, 28, 58, 65-66, 74, 79-80, 115-116, 119, 143, 147-150, 161, 163, 197,
200, 201, 206, 221, 244-245, 281
- Teamwork
31-32, 109
- Teasing
173-174

Trust
35, 64

Truth
119

Uniqueness
47, 78, 108-109, 118

Wisdom
274, 278

Wonder
120, 161