Lady, Morgan Horse Lucy's Quest

Karen Gross

Illustrated and Designed by Dianne Sunda and Debbi Wraga



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Lady Lucy, Dillon the Dragon, Tapestry the Unicorn and Quincy the Belgian Shepherd were together after one of their most successful quests - finding the skeleton of a fish-eating dinosaur. They had enjoyed the thrill of discovering dinosaur bones, but they liked being together after a long winter.



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Morgan Horse



Dillon the Dragon

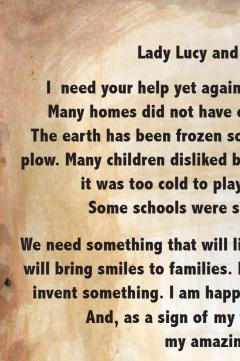


Sir Winston





Suddenly, their quiet time was disrupted by Squire Sanders. He pulled a large scroll from his saddlebag. Squire Sanders was a quiet type of person but on this day, he was dancing. He could barely keep himself from doing twirls around Lady Lucy's yard.







Lady Lucy and your team members,

I need your help yet again. We have had a long hard winter. Many homes did not have enough heat for the cold weather. The earth has been frozen solid that making it hard to plant and plow. Many children disliked being by stuck in their homes because it was too cold to play outdoors with their friends. Some schools were shut down for weeks on end.

We need something that will lift everyone's spirits, something that will bring smiles to families. I am sure that you and your team can invent something. I am happy to provide the supplies you need. And, as a sign of my trust in you, I am giving you my amazing horse, Morgan.

Faithfully yours,

After reading these words from Sir Winston, the oldest and wisest Knight, Squire Sanders kicked his heels together, leaving Lady Lucy and her friends to ponder what he had just read.

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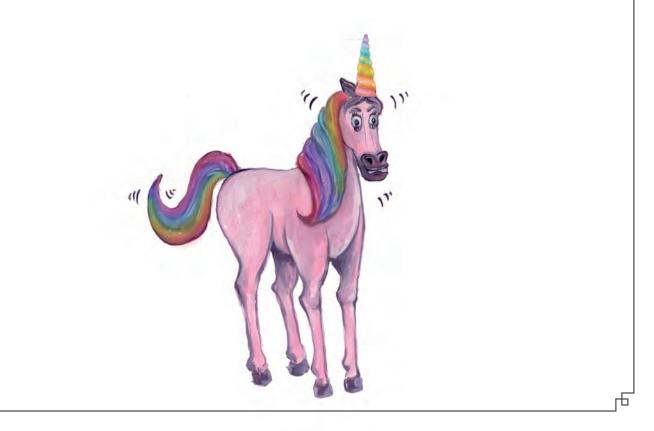
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Dillon the Dragon was worried. "Did I hear right?" Dillon said. "A horse is arriving here tomorrow? Where will he live? What will he do all day? Is he bigger than me? I bet he will eat my food."

Tapestry the Unicorn was worried too. "A horse is arriving here tomorrow?" she repeated. Then she added, "He will dislike my bright colors and my single horn and he will tease me." Quincy, the Belgium Sheepdog, suddenly ran around the lawn in repeated circles and then dug a huge hole in the lawn. He thought the horse would take his bones.

Lady Lucy looked at her team. She wasn't worried about the horse; she was worried about creating an event to make the whole town happy. "Let's not judge so quickly," she said calmly. "Let's welcome Morgan and not worry about where he will eat and sleep and what he will do all day."

That night, no one slept well. Dillon was pacing around the yard. Tapestry was pulling at her mane and swishing her colorful tail. Quincy was digging holes in the ground. Lady Lucy was wide awake, trying to figure out how to welcome Sir Winston's special horse, Morgan.



Finally, Lady Lucy gathered her team and said: "I understand your concerns. But, we can't return Morgan to Sir Winston, the oldest and wisest Knight in the Kingdom. This is a gift we must learn to accept." The following morning, when the team arose from their difficult night, they saw that a beautiful red barn had been installed on the side lawn and special food for Morgan had been left in colorful bins.

Lady Lucy and her team inspected the outside and inside of the new barn. Even Dillon fit inside of it! Then, they all noticed the golden skeleton keys on both the outside and inside of the barn. "Strange," they all muttered.



Off in the distance, they heard the sound of galloping hooves. As they looked out into the fields, they saw a gorgeous chestnut colored horse racing towards them. He was fit and muscular.

Minutes later, a beautiful horse was standing in Lady Lucy's yard. He wasn't as tall as many horses but he looked strong. He seemed kind. In fact, he looked ready to meet new friends. A small wooden box hung from his neck.



Lady Lucy gently walked up to the newly arrived horse and petted him. "Hello Morgan," she said quietly.Dillon, Tapestry and Quincy just stood there and waved.Morgan swished his tail to acknowledge their greetings.



Lady Lucy noticed that Morgan had a box around his neck and she motioned to him that she was willing to recover the box. Morgan lowered himself close to the ground so Lady Lucy could reach the box easily. She sat on the ground to open it.

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There were two things inside the box: a bright gold key that matched the key images on the barn and a message that said:

l'm Morgan. I am yours. All yours. Forever. The key was provided by Sir Winston. He said we needed to figure out what this golden key opens.

Lucy read the message to her team. She showed them the golden key.



Dillon was the first to respond to what was in the box, "Strange indeed. What does that key open?"

Tapestry said, "I agree. I don't get what the key opens or why the key is so important."

Quincy just kept staring at the chestnut colored horse standing in the yard, wondering what would happen if he ducked underneath him.

Lady Lucy told the team that they needed to visit Sir Winston's library to see if there was some book that could give them some clues about the special golden key and what it opened.



Off they all went to Sir Winston's library in the castle – Lady Lucy, Dillon, Tapestry, Quincy and Morgan. Morgan was too large to fit inside the library. So he peeked inside through a window.

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Lady Lucy searched the shelves of the library for books on keys. She found nothing.

"Maybe," she said to herself, "I am looking for the wrong thing. Maybe I should be searching for books on unsolved mysteries."



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Just then, Lady Lucy's eyes fell upon a small book titled, "Lost in a Daze." It told the story of wild horses that had been

put into a dream like state many, many years ago and could not move. No one knows who put these horses into the daze or how to get rid of the daze. It was a mystery that has remained unsolved. Lady Lucy could not stop reading the story; she felt so sad for the horses that could not break free. She wondered if the golden key could unlock the daze. She had more questions than answers.

She left the library in silence and, together with her team, returned home.

During the night, each team member had a dream that they shared the next morning. Dillon dreamed that a huge key landed on him and steered him to delicious food. Tapestry dreamed that a golden key brought her to other unicorns so she would not feel so alone. Quincy dreamed that the key was buried in the ground and he had to dig holes to find it. Morgan dreamed the key unlocked a magical barn that freed trapped horses. Lady Lucy dreamed that she was wondering the countryside looking for doors to unlock with the golden key.



After listening to all the dreams, Lady Lucy shared the sad story she had read in the library. Then she asked everyone: "Could this golden key free the stuck horses?" Then she added, "Where are all the horses stuck in the daze? How do we find them?"

No one had any answers.

Then, Lady Lucy suggested: "Let's sit together and we each share some of our solutions to the questions I asked. We can think about everyone's ideas and decide together what to do next."



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Dillion was the first to speak, "Well," he said, "Perhaps Morgan can figure out where the stuck horses are located."

"I'd be good at that too," said Tapestry, "I am part-horse you know."

Quincy started digging to suggest that perhaps the key opened something deep in the woods.

Throughout this conversation, Morgan remained silent. Lady Lucy turned to him and asked, "Do you have any suggestions that can help us? I have the golden key in my pocket."



Morgan motioned for everyone to follow him, and the team did. They trusted that Morgan was taking them some place that would help solve the mystery of the golden key.

They were walking in the direction of the sun for miles and miles.

"I need a rest," said Tapestry. "We are walking too fast."

"Me too," said Dillon, "We are moving at too quick a pace."

Quincy nodded that he, too, was tired.

Everyone in the group plopped down. Thankfully, Lady Lucy had managed to bring some water and snacks, which pleased the team, most especially Dillon. While their rest seemed too short, Morgan urged them onward.

To ease the journey, Lady Lucy and Quincy sat on Morgan's back and Dillon and Tapestry followed, one on each side of Morgan. They walked until dusk and found a shady grove where they all settled in for the night.



The next day was foggy. Nothing was visible – not the pathway, not the dangers in the woods, and not a gate a golden key would open.

They inched forward, not sure where they were going. Morgan seemed to be following some scent and he just kept walking with the other teammates following along.

In a short while, they came upon a huge metal gate. Morgan stopped and whinnied. He lowered Lady Lucy to the ground.

With the golden key in her hand, she approached the gate. As her team watched, Lady Lucy put the golden key into the enormous lock at the gate. With one small twist, the gate opened.



As the gate opened, the fog lifted and before them were hundreds of horses. As soon as Morgan went through the gate, the horses started moving for the first time in decades. Dillon, Tapestry, Quincy and Lady Lucy looked around in amazement.

They had never seen so many horses in one place.



What happened next was a sight to behold: Morgan, with Lady Lucy and Quincy on his back and Dillon and Tapestry on either side, led the hundreds of horses back to the County of Surrey.

The sound of the approaching hooves brought all the villagers outside. A small child put his ear to the ground and said "Listen everyone. You can hear the approaching horses through the earth."

Soon, all the villagers had their ears to the ground and they could hear that the horses were fast approaching. From the tower in his castle, Sir Winston saw the horses coming into the village.



Within minutes, the villagers saw an amazing parade of horses. They looked exactly like Morgan – strong and muscular – but they were in an array of colors.

Morgan led the horses right into the village, and Lady Lucy matched each horse with a family. After all the horses were located at the villagers' homes, the team returned home to eat and rest.

As the day progressed, the villagers spent time getting to know their horses. Everyone was smiling. Some were riding their new horses. Some were using the horses to help carry heavy loads of food from the fields. Some were using the horses to help plow the soil for new crops. Some children were playing with their horses.



The next day, the town was alive again, enjoying the newest members of their community. As evening approached, all the villagers and their newest horse friends gathered in the Village Square. There was joy and laughter, and Morgan led the newly arrived horses in a wide circle where they all danced to music and watched a spectacular display of fireworks.

> In the tower of the castle in the distance, Sir Winston tipped his cap to show his appreciation.

And so it was that the villagers' spirits were restored. and families were able to move forward with excitement and joy. Once again, they could celebrate holidays. They were thankful for the newest additions to their families: Morgan horses.



Morgan settled into his new home with Lady Lucy, Dillon, Tapestry and Quincy. He was beloved by all creatures, large and small. At night, Quincy kept Morgan company in the barn.

At various times, Dillon, Tapestry and Lady Lucy swore they heard Morgan whispering in his sleep when no one was around to hear: "I'm yours forever."

And, Lady Lucy, Dillon, Tapestry and Quincy smiled when they heard this and happily agreed that he surely was theirs forever.



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Dianne Sunda



Dianne Sunda grew up in Nyack, NY, Royalston, MA and Old Bennington, VT. She studied Art and World Literature at the University of Louvain (Leuven, Belgium) and at Williams College.

As a believer in life long learning, she earned an additional degree at Skidmore College (Saratoga, NY) and she also completed Master Programs at St. Lawrence University and Graduate Research at the London School of Economics. Her professional experiences have included working in the design department at Schumacher (NY and Paris) and in Educational Television. In addition, she has served colleges and universities as a liberal arts faculty member and as provost in America and in England. Dianne's research and writings for the Development of Liberal Arts Curriculum (World Literature, Art, Music and Dance) has served many teacher training programs and ongoing publications, including *Letters From The Animals.* In addition, she is the founder of The International Children's Museum Foundation (a unique in-kind sponsorship foundation). She, along with retired teachers, teach Saturday classes for families and they mentor aspiring writers and artists.

Dianne has written Christmas Snowy Owl stories for village children for many tidings in Britain.

www.internationalchildrensmuseumfoundation.com

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Karen Gross is an author, educator and storyteller. Previously, she was president of Southern Vermont College in Bennington, VT and served as a Senior Policy Advisor to the US Department of Education. Prior to that, she was a law professor for 2 decades focusing on asset building in low income communities. Currently, she is Senior Counsel to Finn Partners where she specializes in crisis management. An expert in trauma and disaster planning and relief, she is certified as a PFA (Psychological First Aid) provider and teaches in a clinical certification program in trauma at the Rutgers Graduate School of Social Work. She is the author of a recent adult book on trauma released by Teachers College Press titled *Trauma Doesn't Stop at the School Door* and a series of auxiliary activities to promote student success, all available at www.karengrosseducation.com. Karen resides in Washington, DC, home to some fish and lots of swamps. Other Books by Karen Gross:



Karen Gross







In a new book in the Lady Lucy series, Lady Lucy and her team are introduced to a magnificent Morgan horse given to them by Sir Winston, the oldest and wisest knight. Lady Lucy, her team and Morgan go on a journey to try to restore joy and happiness to the village which has experienced a terrible winter, social isolation and food shortages. In the process of unlocking the decades old mystery, the team develops a deep sense of friendship with Morgan, and they are able to renew the villagers happiness and sense of hope. This is a story that can be read by and read to children of all ages with stunning illustrations. Lady Lucy's Morgan Horse Quest allows our imaginations to be ignited and inspires us all to believe in each other and the power of the possible.

