Chapter 28

In August of 1683 I finished the 3rd dormitory for the Magi Academy and started on the foundation of the 4th. The two sub basements for the museum were also finished and fitted with light stones. The upper galleries plans were being redesigned so I hadn’t built them. My curator had taken about a third of the artifacts from my underhill warehouse to the new museum expansion. I was glad to get rid of it. I had a brief meeting with the Olympic committee. We ironed out a bunch of rules and the events. It was decided that we needed to send a group to present the sports and concept to each major city and announce the first games were to be in September of 1700. The delegation would be 22 people and I gave them a large budget for the trip. They would be leaving in December for a two year tour.

At the end of August my coffee brewer said he found a bean he thought was good. We had talked about it long ago. He would take sacks of beans and roast them and make coffee. This was his 15th attempt of finding a coffee I liked. It was very good. Full body, high caffeine, no bitterness, smooth taste and very light aftertaste. The best coffee I had ever had. He had a whole sack of the beans and when I approved brought them to me. I was to go plant orchards. I decided I would leave in December for Panama to plant the plantation. I decided I would use the 5 mages at the academy and had them grow the trees to a year old in pots. They were to prep 3000 trees from the beans we had.

I spent my time on the 4th dorm tower and working on the ever changing museum. On December 3rd I flew to Camelot and my steamship. I had 236 people on board to found the plantation. The pots with saplings were all loaded. We steamed directly to Panama dropping off 27 colonists not part of the coffee expedition. I had 8 golems with me. We were 20 miles north of the cocoa plantation. I spent a month setting up 3 different plantations in the hills. Each group got shelters and some fruit trees. I only had enough magic to grow 300 trees to fruiting on each plantation. I knew the soil would play a role on the final bean so hoped we got a good product. On January 3rd I made best speed to the city of Merlin. The steam boat had coal to return to Camelot and I had the golems run to Merlin.

I flew halfway to Merlin and was resting in a tree when I felt magic below. Curious I descended as a naked man. I was expecting a native indian or a Spanish colonist. It was a gray wolf. I figured it must be someone in wolf form. Maybe one of my children from the Indians. I dropped down in front of the wolf surprising it. it growled at me and I just waited for the wolf to change. When it didn’t I changed to my largest wolf form maxing at 430 lbs, and the wolf was shocked. My heightened senses told me this wolf was female and in heat. The magic of the wolf was very small. I guessed maybe a 2 magic pool, maybe a 3. There was also intelligence in the eyes as we were 10 feet apart. But after staring for a few minutes I was certain this wolf was an actual wolf. It was the first animal I had found with magic. The wolf was confused and eventually lowered her head to the ground submitting to me. I was at a loss what to do. Where was her pack? Were there any other wolves with magic? I waited and the wolf just stayed down. It knew I was larger, stronger and a danger to her. My golems were a day away and I didn’t want this wolf to get away. So I just stood there. My animal instincts were taking over as well and her musk from being in heat were clouding my mind. I transformed to my human form. The shewolf was confused again but maintained her submissive pose. Should I make a cage and have the golems carry it? No, I needed to earn the wolf’s trust. I transformed back to a wolf. Damn instinct. Could I actually mate with a wolf in wolf form? I decided to try to hunt with the wolf. After a few minutes I got her to follow me. It took 30 minutes to find a deer. I cast my stone bullet spell killing it from 40 yards away and then led the female to the kill. After a few minutes she ate. I cast cure disease on her…it worked and she had a few minor infections cured. Where was her pack? After she finished eating I created a cave in a rock face. The wolf moved inside and I lay down at the narrow mouth to wait for the golems and prevent her from escaping. Sleeping was difficult with her in heat and my wolf body responding. At sunrise the female rose and she went to eat more of the deer. Then she started to brush against me and nip me. She was in heat and trying to get me to take her. She was encouraging me. I started to think it would be a good experiment to see if I could successfully mate with a wolf. Soon I could no longer resist and mounted the she wolf. I couldn’t believe I did that. Then I did it twice more before the golems showed up. She was scared but my lack of fear helped her. I tried to get her to move with us north and she complied. Two days later and I was certain the coupling was a success. Four wolves were developing in the she-wolf. Their magic potential was hazy. But it was much stronger than the mother. Crap did I just start a werewolves? I have to keep it in my fur next time. Over the next 4 days I switched back and forth from human form getting her comfortable with the change and both forms. We approached the town of Merlin and I was happy to see the Hawaii colonists had made it. The she-wolf stayed close to me even though I could tell she was afraid. I built a house to stay in while I built the steam ship. The wolf I started calling Nemora. It was 3 weeks to build the massive steam ship, enlarge a pier in the bay for it, and make a few upgrades to the town for the mayor. Nemora stayed close and was fed well while the pups grew. I could tell now they were around a 20 magic power each. They were also wolves, not werewolves. The steam ship complete we loaded everyone and Nemora confidently came aboard as well. The trip to Hawaii was 4 days long. We landed on the largest island finding the locals. The university types started the interaction. We waited four days to be shown to a spot where we could build a town. i spent the next 5 weeks building a settlement and some fishing boats. The last two weeks were spent making light stones and growing tropical crops. The colonists were under direction to have as little ecological impact as possible. The soldiers were to have duties escorting the botanists and zoologists around the island. If they ran into trouble they could trade the light stones for food with locals. I was able to add pineapple and papaya seeds which I was excited about.

I boarded the steam ship and headed back. It was weird with only 9 people, 8 golems and Nemora on board. Four days later we docked in Merlin. The ship was to be shuttered and anchored to the pier. Maybe if they found a coal deposit we could get it rolling. The sailors were added to Merlin’s fishing fleet for now. So now, did I leave Nemora or travel cross country with the wolf. My golems could make 250 miles a day so I made a platform and got her to stay on it with me while we were carried. I killed an animal every day for her. It was an 8 day journey. At the tower I introduced Nemora who seemed to be ok with the people she met. But two days later the medicine woman came to me. The very old woman said the wolf was to come with her. It was fated…the spirit wolf was rejoining the spirit children. Nemora went with her without hesitation. I then had a thought…did the children that I had with the indian women manipulate me to encounter Nemora and breed with her? It made me uneasy.

I felt slightly used the next few days before cheering up, the plans for the museum exhibit and galleries had been finalized. I went and expanded my greenhouse first and grew pineapple and papaya trees. Then I spent 4 hours making coins and getting caught up on everything while working. It was April 14th 1684. Carina had a daughter on January 23rd, her name was Gwendolyn. They updated me on the new magi students, 4 more of my children had been admitted. Damien was upset he didn’t get in and Renee wanted me to talk to him. Europe was settling down and the raid freed 680 slaves in Virginia. The Spanish colonies were rebelling. Collette had a sly smile on her face. She had been using the Spanish settlements in Florida to spread how good Avalon policies were. She was devious. She expected since Spain had withdrawn 60% of their military force from South America in the last 5 years the governor would declare independence or seek to eschew to the Avalon Kingdom. I wanted to add all the Caribbean islands. I would leave South America alone for now. But this was a great chance to start the Panama canal. I called in two architects and four surveyors. We spent 8 hours going over maps and talking about locks. I knew the oceans had two different sea levels but I was not sure how much. We had a plan to the build up the town of Panama to 5,000 over 5 years with half the population digging the canal. I wanted 1,000 troops on each coast in a fort as well. I knew this project was going to take 20 or more years but it was time to get started.

The rest of 1684 plans proceeded. The 4th dorm was completed, the museum expansion was completed and even though I hadn’t travelled to the Olympic village progress was happening. Amelia said we had passed 650,000 people in kingdom, not including some 1 million estimated native americans inside the boundries. The largest city was Camelot with 90,000 followed by Savannah with 22,000 and then Avalon with 21,000. We were controlling the growth of Avalon so that wasn’t surprising. The metalsmiths had reliable methods for the 5 shot rifle production. They were assembled in the ammo factory and we could make 100 a month. I had spent a lot of time with Damien, helping him with his magic. He should have no trouble being accepted this year. The status of the children was impressive, they were becoming a force.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Mother | Born | Ability Pool | Magic Pool | Affinities |
|  | Me |  |  | 130 | 223 | Stone, Nature |
|  | Riona |  | 6/27/1654 | 18 | 21 | Fire |
|  | Carina |  | 9/1/1646 | 10 | 18 | Gravity |
|  | Noelle |  | 4/6/1653 | 7 | 19 | Darkness |
| 1 | Daphne | Olivia | 12/23/1666 | 15/20 | 40 | Nature, Water |
| 2 | Caleb | Carina | 3/28/1667 | 39/68 | 72 | Darkness, Space |
| 3 | Dana | Carina | 3/28/1667 | 40/74 | 61 | Light, Fire |
| 4 | Liam | Ella | 7/17/1667 | 20/36 | 30 | Necromancy |
| 5 | Ava | Renee | 8/5/1667 | 4/4 | 27 | Prismic |
| 6 | Dahlia | Carina | 10/16/1668 | 63/124 | 55 | Metal, Ice |
| 7 | Orion | Ella | 11/11/1668 | 8/14 | 30 | Air |
| 8 | Violet | Renee | 11/23/1668 | 13/18 | 31 | Space |
| 9 | Able | Carina | 7/27/1670 | 60/112 | 34 | Healing, Nature, Water |
| 10 | Summer | Ella | 8/20/1670 | 15/28 | 32 | Lightning |
| 11 | Leo | Carina | 8/7/1671 | 40/64 | 75 | Gravity, Stone |
| 12 | Luke | Carina | 8/7/1671 | 37/64 | 72 | Gravity, Stone |
| 13 | Damien | Renee | 8/16/1671 | 2/2 | 5 | Earth |
| 14 | Gilli | Collette | 10/7/1671 | 26/54 | 8 | Divination |
| 15 | Erick | Carina | 12/1/1672 | 15/26 | 94 | Earth, Gravity, Time |
| 16 | Olivia | Ella | 12/3/1672 | 21/40 | 33 | Nature |
| 17 | Tyree | Arisa | 8/11/1673 | 9 | 27 | Earth |
| 18 | Lyon | Lyon | 8/11/1673 | 11 | 24 | Healing |
| 19 | Fryia | Liana | 8/19/1673 | 13 | 19 | Sound |
| 20 | Iona | Mina | 8/25/1673 | 7 | 36 | Fire |
| 21 | Cecelia | Mina | 8/25/1673 | 9 | 34 | Fire |
| 22 | Ella | Carina | 5/7/1676 | 70 | 60 | Lightning, Sound |
| 23 | Camilla | Carina | 5/7/1676 | 62 | 72 | Water, Ice |
| 24 | Grace | Riona | 4/12/1676 | 8 | 28 | Fire |
| 25 | Haley | Noelle | 4/14/1676 | 9 | 22 | Mental |
| 25 | Quin | Carina | 12/3/1678 | 14 | 88 | Water, Fire, Earth, Air |
| 26 | Heart | Carina | 12/3/1678 | 18 | 90 | Darkness, Light |
| 27 | James | Carina | 12/3/1678 | 12 | 79 | Necromancy, Healing |
| 28 | Apollo | Carina | 3/5/1680 | 50 | 62 | Healing, Air |
| 29 | Celeste | Carina | 3/7/1682 | 89 | 24 | Mental, Space |
| 30 | Gwendolyn | Carina | 1/23/1684 | 33 | 48 | Illusion, Darkness |

What Carina had learned is shell of the magic core could only be doubled with effort before it had to be recast which was a dangerous process. Failure would cause someone to lose all their magic so she tracked who was getting close. We had 4 such women on the compound. One of them could reform her core but it was fragile and usually popped when she accessed her magic accumulated within. The 4 women were being worked with to solve the problem but without a core shell the magic they accumulated just dissipated. We also had 3 women successfully recast their core, Riona was one of them. The core shell, as Riona explained it, was a solid magic container. Magic abilities could be forged from this solid magic but she hadn’t quite made progress on how to successfully form abilities outside of magic sense. Damien had passed the exam to be admitted as well as 6 of my other children but I was surprised when Damien choose to join the magi knights instead. He had been teased by his siblings for his lack of magic and decided for a different path. We had spent time together in the last few months together working on his magic and I supported his choice. He wasn’t the first person with magic to join the knights. We had 7 others who failed getting in to the magi academy and joined the knights the last 3 years, all of them women.

The magi knights themselves were growing into a force. It was still an 8 year program but the knights started getting assignments in their 4th year because they were needed. We now accepted 48 recruits each year and the quality of the students was extremely high. They were very loyal as well. Daphne was 18 and dating one of the knights as well. He even came and asked me if he could ask to marry her. His sister was in the magi tower so Daphne’s daughters should have magic and sons would carry the gene. I gave my permission. The wedding was set for Dec 25th, 1685. Caleb was a bit of a playboy and already had gotten three teens pregnant in the city. I began to think my sex education book was backfiring but Carina assured me the knowledge had led to mostly good.

For the new year my goal was to extend the rail line. Ugh. Making rails to connect Savannah and getting the tunnel through the Appalachians done. It was less than a mile complete and had been abandoned mostly because if it was done they would want enough rails to reach the Rockies. I had requests to revisit the Olympic village but still had bad memories so put it off. I also wanted to make a trip to go treasure hunting in the Mediterranean sea. I set the trip for March 20th and Summer and seven other kids would be coming. I also got 25 people from the college. So I spent 3 days digging with golems and making the tunnel walls, 3 days making rails and one day working on the 5th dormitory tower. I didn’t expect to finish the 5th tower this year but if I could make progress I would be happy. I also made coins. The curator had found a crate of 21,000 coins of Avalon coins from the Vatican loot which helped me but the expansion of the Avalon kingdom was too vast. Small towns were popping up on their own out west and along the coast. I couldn’t keep this up. Fortunately Leo and Luke had the soften stone spell now. They could slowly help make coins and then I could harden them in batches. They got paid for making 20,000 coins a week then I just had to harden two batches. For tunneling we ran the rail line into the mountain and had 5 large cargo cars they could fill up. We had the rail run north and were filling a valley with debris. This method allowed us to extend 400 yards a week. We had a lot of collapses but the golems just dug each other out. On march 19th we took the train to Camelot for our expedition. The scholars wanted to search around Athens, the mouth of the Nile, off of Rome’s shore and some deeper water looking for battle and storm wrecks. The 8 day trip was more of a party. We anchored near the Nile and 15 golems I brought with me got to work. I was relaxing in my stateroom and looked at my progress.

Magic Pool: 224, Magic Regen: 15.0 per hour

Spell Design Points: 8

* Ageless, Level 5 (Stone Magic Ability) – like all stone you are ageless, your body ages 1/14th as fast greatly increasing your life expectancy, each level increase slightly slows aging even further, Evolution: hibernate for up to 1000 years
* Shapeshift, Level 6 (Nature Magic Ability) – you can shape change into one beast form healing injuries, each level increase adds another beast form, forms: Black Panther, White Wolf, Bottlenose Dolphin, Eagle; Evolution: Can half or double mass
* Stalwart Immunity, Level 7 (Stone Magic Ability) – you have resistance to disease and infections, each level improves the speed at which you heal from injuries and poisons , Evolution: Rebirth, 7 day cooldown
* Magic Sense, Level 9 (Divination Magic Ability) – you can sense magic and estimate its power, each level improves the range, Evolution: greatly increases range
* Meditation, Level 7 (Mental Magic Ability) – increase magic recovery by 100%, each level increase slightly increases recovery rate, Evolution: 25% increase in recovery
* Stone Affinity Mastery, Level 12 (Stone Magic Ability) – reduces the cost of stone spells by 20%, each level slightly reduces the cost further, Evolution: casting speed increased by 25% for stone spells, stone spells easier to learn
* Stone Golem, Level 18 (71/100) (Stone Spell – tier 9) – create a golem from 1 cubic yard of stone, each level increase adds density, strength and durability, COST: 5.0 Magic Pool, Evolutions: Reduced Golem Cost, Improved Intelligence, 20% faster movement
* Soften Stone, Level 13 (92/100) (Stone Spell – tier 3) – turns 2 cubic yard of stone to clay, each level increases affected volume by 1%, COST: .8 Magic per minute, Evolution: Purify Stone, TBD
* Strengthen Stone, Level 19 (5/100) (Stone Spell – tier 3) – improves 1 cubic yard stones resistance to damage, each level improves the volume and the stones strength, COST: 1.1 Magic, Evolution: lighten stone by 20%, selective hardening
* Stone Bullet, Level 10 (8/100) (Stone Spell – tier 0) – temporarily creates a small stone and fires it at a target, each level improves the density and speed of the stone, COST: 0.1 Magic, Evolutions: Control the shape of bullet, bullet accelerates for 3 seconds
* Nature’s Growth, Level 16 (39/100) (Nature Spell – tier 5) – complete 1 year of growth on a single plant in 60 minutes, each level increases the plant’s growth, COST: 1 Magic, Evolutions: Rejuvenate the soil around the roots of the plant, infuse magic to supply the plant for 1 year adds 12 magic cast, infuse magic (adds 50 magic to casting cost)
* Plant Snare, Level 2 (89/100) (Nature Spell – tier 0) – activate a square yard of plants to entangle an animal within 50 yards, each level increases the area and range, COST: 0.3
* Thermal Stone, Level 16 (7/100) (Stone Spell – tier 3) – raises the temperature of 1 cubic yard of stone 100 degrees for 138 minutes, each level increases the temperature and volume, COST: 0.5 per 109 degrees, Evolutions: Can stack the spell to extend the time of the enchantment, double the effective time, reduces casting cost
* Light Stone, Level 14 (94/100) (Stone Spell – tier 2) – creates a bright light source (2000 lumens) on 8.1 ounces of stone burning the stone over time 52 years, each level increases affected mass and time, COST: 10, Evolutions: the light can be white, red, orange, yellow, green, blue, indigo or violet, brightness can be 50 lumens to 4000 lumens
* Cure Disease, Level 12 (81/100) (Healing Spell – tier 3) – cures one person of disease, each level reduces the casting time, COST: 3 Magic, Evolutions: Area of Effect 5 x 5 yards, Cured people have 60 immunity to disease
* Perfect Recall, Level 11 (13/100) (Mental Spell – tier 1) – recall an image in perfect clarity, COST: 0.2 Magic per image, Evolution: can recall 10 seconds of audio, can recall 10 seconds video with audio
* Manipulate Stone, Level 21 (9/100) (Stone Spell – tier 7) – control 4 cubic yards of stone, each level increases affected volume by 1%, COST: 1 Magic per minute, Evolution: double affected volume, increases stone flow rate, finer control, can stack the spell
* Minor Illusion, Level 6 (20/100) (Stone Spell – tier 0) – creates a one cubic yard illusion that has no animation, COST: 1 Magic per hour at casting, leveling this spell improves the detail of the image, Evolution: animate on 5 second loop

Eight spell points, just 2 more for the Rejuvenate spell. I had made great progress. I had been using the manipulate stone spell almost nonstop. I think my only regrets in the last few years were that I didn’t transcribe more books and knowledge with perfect recall and minor illusion spells. I think I wanted to level my stone golem spell to level 20 to get another evolution. It was not making fast progress and I couldn’t figure out why. I was devoting 120 of my magic pool to maintain 24 golems. Well I hoped Carina and her growing cadre of mages would figure things out. I held off on adding a new spell even though it would greatly alleviate my boredom. I walked out on deck and waited with everyone as the golems returned and the scholars and Summer swarmed the haul like piranhas. We spent two weeks and then pulled anchor and went to Cairo. We spent a week shopping in the city and my kids enjoyed the experience. I bought a handful of expensive artifacts from a magistrate. I got everything documented. We then went and docked a short distance from Athens. This allowed the golems to search while we had forays into the city. We spent 3 weeks anchored and pulled up some fantastic statues and treasure. We had a lot of ships spying on us so I passed on getting close to Rome. We went to Istanbul instead and docked down the coast and the golems worked during the day treasure hunting and then loading in in the dark. We dined with the Emperor and shopped in the city. A group of slavers tried to grab Olivia but her personal golem and the two knights with her stopped it easily. After two weeks our hull was full of goodies so we sailed to Sicily. The golems searched some deep water and came back with a few fantastic artifacts according to the scholars. They just made two trips then headed home.

We docked in Camelot on June 2nd, 1685. I looked at the two other steamships anchored. One made short patrols but the other was more of a floating cannon battery. I had it transferred to the mayor of Camelot. it was a slow moving steam ship but was essentially unsinkable. I spent two days in Camelot with my kids in the warehouse apartment. I reconstructed the building, adding a 3rd story and 11 large bedrooms so we could be comfortable. The magi knights were bunked in the warehouse but after the salvage was offloaded I created a wall sectioning off a quarter of the warehouse and made better accommodations for them. The statues and salvage just smelled bad. The kids explored Camelot which was a fast growing city. I delivered all the light stones I had made during the trip to the store in the city I owned.

We left the city on the train. My children had loved the trip. They had been treated like royalty every city they had been in. I wrote a letter to Carina to instill humility and humanity in the magi students. As the train was passing the turnoff for the Olympic village I decided it was time to check on it. I had 8 giants join me…they just jumped off the train. I decided to try jumping off too, the train was going maybe 45 mph. Yeah not a good idea. Two of my kids, Summer and Violet, saw me and I rolled a bit, bounced in the air and landed hard. Summer ran and jumped out as well but she conjured a lightning field around herself that allowed her to fly, albeit slowly. She landed, dismissed the field, and ran to me. I was bloody and bruised and decided this pain was a good reminder to not do stupid things. Summer and me walked the half mile back to the turnoff.

We talked as we walked. Summer questioned why I jumped and I said I was trying to be cool. She asked where we were going and I explained the Olympic village. She didn’t understand the point so I explained the world come out of conflict in a few decades and the Olympics would unite the world every years. We walked the road, which was 6 miles long to the village. The six golems and Summer’s minotaur behind us. I paved section of the road when raw rock was nearby.

The village was the odd looking at this point, it looked like disorganized construction. I found the construction chief in the admin building and he was ecstatic to see me. Quickly the construction heads were meeting with me over a model of the village. Every time it rained it created a mess and slowed construction. We didn’t have concrete so they had just prepared sites and stockpiled rock. So what did they need me to work on. They had the tunnels for water drains, sewage, water and future electricity and fiber optic cable marked out. Sewage, water and electric were tubes that were 8’x8’ above ground tunnels running to all the buildings. The water drainage was the same but ran just under the streets and would only carry water away to a valley to the south that joined a river to the ocean. So they wanted me to finish the train station and do as many of the tunnels as possible. I could make the tunnels thin and just harden the stone. I walked with a foreman a few hours later and started the work. I could make 20 yards on tunnel on one cast of manipulate stone over three minutes, then 16 casts of harden stone to finish the tunnel segment. Overall it took about 17 magic from my pool. Summer wanted to help but could figure out anything to do other than have her golem move stone where needed. After I exhausted my magic I meditated, recovering 33 magic per hour for two hours, then I added 80 yards of tunnels and repeated. I added some 400 lumen light stones every 10 yards in the tunnel. They were fused into the tunnel and would last over 200 years. The rain water tunnels quickly had plum lines set up. These lines were to set the height of the future street. So I added a shaft with stone ladder to the string every 10 yards. The drainage tunnels had a 1.5 degree grade to them to direct the flow of water and I messed that every once in a while and had to fix it. We were working in the athlete village which was housing most of the workers. I had made some of the utility tunnels before but this was the first time for the water drainage. It took a month to finish the area. I made some stone boxed basements for all the buildings not done. This would allow the workers to fill in and level the earth. It was a lot of earth, between 12’ and 15’ for this area. I looked at the plans one night with Summer who hadn’t left. She asked how many athletes could be housed. I looked in the pile and found the buildings, did some math, 10,400. She was shocked. I had set that number based on the modern games and figured it wasn’t necessary..but if you added coaches and doctors…it was a good number. The plans called for 12 five story buildings with 42 suites on each floor and each suite had a common room, bathroom and 3 bedrooms. These buildings formed an arc around the athlete plaza. Behind these buildings were 127 duplexes. Each duplex was essentially two houses, each with 12 bedrooms. The advantage of the duplex was they had full kitchens and each house had some privacy being surrounded by trees. There was going to be a massive cafeteria for all the athletes on the other side of the plaza but feeding 10,000 hungry athletes with different dietary needs was going to be difficult. Wow. Then I looked at the hotels for the spectators. There were 24 hotels with 12 stories that restaurants and lobbies on the first floor. Each hotel had 700 rooms and 22 suites with 3 to 5 bedrooms, an estimated 42,000 possible spectators. The road from the main road was to be lined with regular houses for people working the games. They were simply massive structures for the time. Even though we were 15 years away from the games I was getting nervous. Pressurized water, elevators, electric heat, air conditioning… Then there was the stadiums… Could I actually do this? I needed a lot of help. I thought of Leo and Luke…but it was not fair to ask them to devout 15 years of their life to this project…building their stone magic up. I stopped what I was doing and got Summer and to the golems to head back. I flew back myself. I landed near the magi tower and between to main tower and a future dorm tower called all the golems to me. I had the golems did a massive hole and bring me rock. Over the next three weeks I built an underground amphitheater. There was a center stage and a circle of tiered seats. The theater held 2000 seats. I built a dome over it and had the golems cover it in earth. The theater had one entrance and bathrooms along the stairs descending. In the dome ceiling I embedded light stones. I spent a few hours burning a spell point to formulate a loudness spell. Then I pulled in everyone who had magic in the city of Avalon come to the theater.

When everyone was seated I used the loudness spell to speak even though the few hundred people there probably didn’t need it. My speech used illusions with pictures from my time and the invasion of the Xitit. I was focused on way I created the academy, why I was here, and if we were to face the end the human race we needed to get stronger and build a power base. I thought I did a good job showing the gravity of the situation and then asked them all if they were willing to commit to do what was necessary. Then I showed them the United States and the areas we controlled and how I wanted to add the Carribbean and that was it for expansion. To bring the world together we needed to complete projects and I told of the importance of the unifying the world. The mages were slack jawed. I then explained this chamber. Every year there would be a meeting here to reaffirm our commitment to preparing for the invasion. So yeah…we had 300 years to prepare to save the human race. Then I talked about magic and how I was infused with it in my genes by the benevolent race who resisted the Xitit. I explained genetics and how they could help propagate the magic gene. They were the foundation. Now if I died at least they all had the reason why.

I left them to discuss. I felt a weight off my shoulder. I went and slept well for the first time since I had been here. I woke with Carina next to me. She said thing went well after I left. Everyone was on board and they made some decisions. The magic school would be divided into four specializations; unification, combat, research and construction.

Daphne came to visit me. She asked if it was ok to marry her lover. I said she should focus on being happy. I just wanted to make sure everyone knew we needed to build a foundation. Summer visited me later that day and she asked me who she should marry. I was confused. Summer explained that after I left there was a lot of talk about preserving human magic. Summer was a very good kid but she looked up to me too much. I had to call in Carina and Riona in to fix the message that was spreading.