Chapter 3

For number 1 I had growing food and precious gems. The ability of my golems to identify gem stones was a massive unforeseen benefit. The second one of establishing a college was a hurdle. Wait…women. Women were not allowed into colleges…I could start the first women’s college. Women were an untapped source of intellect in the 1600s. For 3 and 4 I would have to establish myself as a military might to oppose the Europeans. The last required me to pass on my genetics. That was what the being who sent me here had said. I had a purified and altered genome that gave me access to magic. Magic was the best offense and defense against Earth’s invaders. Then there was the question of the other 11 who had been sent with me. Were they all here? Was I accidently sent earlier by accident as we were all suppose to be sent to 1700 around the globe and it was December of 1663.

I spent a few weeks on my tower, setting up gutters and a large water reservoir over the fire pits in the center. This gave warm water for showering. I was currently living on the second floor and everyone else was on the first floor that was partitioned. I needed glass so I could make windows. So the road east to the ocean’s sand was needed after all.

I was overwhelmed and the medicine women gave me a halogenic tea to relax me. It worked even better than I thought. I was able to mentally create a character sheet to see my magic like in a video game from my youth, allowing me to quantify my magic.

Magic Pool: 114, Magic Regen: 11.2 per hour

Spell Design Points: 3

* Ageless II (Stone Magic Ability) – like all stone you are ageless, your body ages 1/11th as fast greatly increasing your life expectancy, each level increase slightly slows aging even further
* Shapeshift I (Nature Magic Ability) – you can shape change into one beast form healing injuries, each level increase adds another beast form, forms: Panther
* Stalwart Immunity I (Stone Magic Ability) – you have resistance to disease and infections, each level improves the speed at which you heal from injuries and poisons
* Stone Golem V (Stone Spell – tier 9) – create a golem from 1 cubic yard of stone, each level increase adds density, strength and durability, COST: 11.1 Magic Pool, Evolutions: Reduced Golem Cost
* Soften Stone IV (Stone Spell – tier 3) – turns 1 cubic yard of stone to clay, each level increases affected volume, COST: .8 Magic per minute
* Strengthen Stone IV (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
* Stone Bullet I (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
* Nature’s Growth IV (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
* Plant Snare II (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

This was great and made me work on bringing up the screen the next few days without the meds assistance, just a deep meditation. I needed to meditate but eventually I could do it. I worked to raise my spells after that. I was reculsive, other than spending my magic in the morning to help the golems cut stone for Tom. The rest of my day was spent expanding the olive orchard, spamming stone bullet, and tormenting squirrels with plant snare. Soften stone advanced to level 5 first. I had three choices I liked to to evolve the spell, purify, jello and cut. Purify made a stone become uniform and would be powerful if it worked on gems. Jello made rock to jello consistency, softer than clay. And cut created a shear break line in the rock. I choose purify. I tried it on an emerald. The rock softened and the impurities were pushed to the surface. I wiped them off and compressed the remaining stone…damn it worked. I had a nice dark green emerald the size of my fist. I recast and I was able to roll out twenty good sized emeralds the size of marbles. I had ruby, sapphire, citrines and half a dozen other stones. Creating a stockpile of purified stones became something I did in the evening.

I finally leveled stone bullet. The speed and power increased slightly. This spell could become very deadly so I made a point to cast it when I was bored, setting up targets.

It took me four weeks after I made my screen appear in my mind to use of my spell points. I had developed a spell called thermal stone. It heated a stone that remained heated for an hour and then cooled naturally.

* Thermal Stone I (Stone Spell – tier 3) – raises the temperature of 1 cubic yard of stone 100 degrees, each level increases the temperature and volume, COST: 0.9 per 100 degrees

This was a great spell and I immediately made an oven for cooking. It took me two weeks to find sand melted at around 3300 degrees. I had some deposits of silica and started making crude glass. I just heated it and had golems pour it in molds. I made 1” thick windows that were mostly clear. The rest of the winter I made it my goal to add 16 windows to each floor. It wasn’t difficult, soften stone, remove stone, and then weld in the glass with softened stone. I would have to make the glass housing wooden in the future so I could open the windows. The tower was pretty stuffy even with Tom and Ophelia moving out to their completed house. Tom had been working on paving the road.

The spring brought an attack. The golem Coal took a sniper round to the head. My link allowed me to send him in the direction of the attack. Coal killed two British scouts or colonists. I wasn’t sure. I had two other golems search the area for more attackers but they came up empty. I was worried and decided to add two more golems for defense. I named them Aegis and Knight. They brought rocks and crushed them to the road and patrolled to the east.

I learned my golems had a mapping function! I had them create a relief table map on the third floor of the tower. It was 10’ x 10’ and covered 225 square miles. The tower was in the bottom center. The map had the gem stone deposits the golem had mined on it, the olive, apple and orange orchards. I began to formulate a large vision. A valley was two miles to the north and if I built a dam at the southern end I could create a lake that was about three miles long and half a mile wide. Then I could get some hydroelectric power. I added the dam area painted in red so no building in the valley. Then I invited Tom to the map and we laid out a town. It was small just 23 buildings. Next we started on the college buildings. The college was divided into four regions; the college of arts, college of sciences, the college of agriculture and the college of education. Next to the college we set up five buildings for an all women orphanage that contained a women’s finishing school.

I needed to set up a few businesses to focus on. I decided on whisky, beer, olive oil, copper, cotton textiles, and glassworks. I needed experts as I knew next to nothing about the industries. I needed to make a trip to Europe and recruit. I set up Tom to command the golems to start on “Jane Austen School for Girls” with the exception of Ruby who would come with me in secret. I figured that was the best starting point. After some talk it was decided that Amelia would accompany me as she spoke four languages. Amelia was 15 and looked 12. I told her during the journey she would go as my daughter. I made sure the Indians and Tom had enough food before we left. I had a backpack with food, seeds and lots of gems. We headed northeast.

Ruby trailed behind us by about 100 yards and would come into camp at night. We came upon the family of two brothers and their kids. Unfortunately just one of the wives and two children made it through the winter. We turned around and brought them to the tower to join Tom and the Indians. We then set out again, aiming for Jamestown, VA. It took two weeks to get there and I got to know Amelia at night by the fire while I was making knives, daggers and pairing knives. She was exceptionally intelligent. She constantly asked questions about human physiology, diseases and magic. I did my best to explain what I could. She was also direct, she said her father hoped I would take interest in her during the trip and marry her. She was maybe 5’2” and rail thin with light blue eyes and blonde hair. She would turn 16 when spring came, too young.

We passed a half dozen settlers and talked to them all for news. The new governor was due this summer along with 500 soldiers and two warships. Jamestown consisted of a fort and a triangle walled town. There were maybe 500 soldiers, 1200 settlers and 100 slaves. Two ships were anchored. In town we got a fair amount of looks but I was able to sell my collection of knives for a fair amount of coins. The two ships belonged to trading companies owned by nobility. They were waiting for a warship coming up the coast before heading back to England. I talked with both captains and was able to get a cabin on one for half of my coin. It cost a lot because the food and water associated with the trip. We rowed out to the ship and looked at the cabin. It was the first mates cabin who was selling it for the journey back. It was 4’ by 7’ with a chest under the bunk. The bed was a hammock. It had a window to the sea that was big enough to jump out of but was mostly used for emptying the chamber pot. There was no lock on the door. The first thing I did was get a lock installed using my own coin and I would further the security using a solid rock lock. I bought a nice bed and seven small crates to go under the bed that were transferred to the ship. The linens for the bed were very expensive and I had them all boiled to sterilize them. I added apples, oranges and soil to the crates. I got six twenty gallon casks of water for me and Amelia that were stored in the hold. I got a crate of 30 lbs of jerky as well as some oats. Even though I paid for it I didn’t trust the fair on the ship and kept our food in our cabin. We made seven trips back and forth to the ship over the two weeks while we waited to sail. When the warship came and anchored I had Ruby climb into the room through the rooms window at night. She squatted, serving as a chair.

The journey was boring except for one brief encounter with a Spanish warship, no shots were fired. We slept at night and I used thermal stone to keep the room warm and cook. During the day we walked the deck in the morning after breakfast and lunch. Amelia was the only woman on board and I was a bit leery of the forty sailors. For spell work I cast my stone bullet out the window non-stop at night, and used soften stone to make some sabres. It was my first attempt at swords and I had to cast harden stone 5 times to get the stone hard enough to withstand combat. When we needed fresh vegetables I grew them.

I taught Amelia yoga and how to do body weight exercises. I think my explanation that working out made a woman more attractive and added to her lifespan motivated her.

My stone bullet spell made it to level 5. I selected a shape bullet evolution to the spell. I was able to get a conical bullet with tiny helix grooves and launch the stone with a spin. I had been accurate from about 10 yards before on a 1 foot target. Now I hoped to have that increased to 50 or 60 yards. My rate of fire was around one bullet every 0.6 seconds. Increasing the level to 5 with the shape change had increased the speed by about 40%, and mass by 20%...enough speed with the new shape to do real damage.

My plant growth also finally made it to level 5 and I had a choice that was very difficult. I could affect a four square yard area instead of one plant…or I could rejuvenate the soil around the roots at the end of the spell. I decided to choose the second as I had found my magic didn’t drain the soil a lot but enough that after six or seven growths in the cabin on the ship it became very difficult to get good growth…so we buried our poop in the soil…making sure it wasn’t an issue. Also some of the olive trees might be in trouble at the tower as I had aged them 9 years. Thermal stone increased to level 3. No other spells leveled on the trip.

The trip took 41 days. We tossed a lot of crap out the window at night as we got close. I changed the sabers into regular knives. We had two rucksacks and one backpack when we got there. Ruby went into the water as we got close. I was excited to see London but was disappointed. It had a lot of old buildings that were not impressive. When we entered the dock I was stopped by the dockmaster trying to enter the city. He wanted to search my packs. I bribed him with some coins to write that I had just personal items, no goods to declare.

Housing was hard to find but eventually we got a room above a bakery. It was only twice the size of the cabin we had on the ship. The next few days I sold 19 knives and got used to the city. I bought new clothes for both of us to dress us as middle upper class. Then I approached a jeweler and presented some stones. He was flabbergasted at the stones quality…twenty eight raw pea sized gems and two walnut sized rubies…all perfect. They were worth a fortune. I would get a large sum of gold. I bartered for a bit and Amelia would spend the next 3 weeks learning to cut and polish gems.

My treasure was enough to probably buy a ship but the shop owner would have to sell the rubies to the crown as he didn’t have funds on hand for them. I got a receipt for him and two days later we were woken with a loud knock on our door and taken to see a wealthy Duke. I brought my pack with the remainder of the gems.

The Duke was an asshole of course. I said the gems came from an Indian tribe in the Gulf. I was here in England to liquidate them and get 100 settlers to start a town in the bay and find the mining sites the Indians were using. The Duke wanted to invest in me but then I showed him the contents of my backpack. He was drooling as it was probably five or six times his entire wealth. I was briefly worried I would have to kill him but we came to an agreement. I would get two 450 ton galleons that he would secure with a third of the gems, and they would be crewed and armed merchant ships. The remaining two thirds of the gems he would convert and I would get 70% of their value in coins to find my settlers. It might seem like a crap deal but the gems cost me nothing. I hoped the Duke wouldn’t try and kill me.

The two galleons were new and I went with the excited Duke to the dry docks. Both ships were being outfitted. A merchant company had sold them as they were in desperate need of funds as two of their ships had been pirated by the Dutch and they had a massive debt. The king was going to buy them for the navy but the Duke stepped in and paid slightly over their build cost. The Duke was going to get a crew, 40 sailors and 16 marines each ship. Each ship would have 12 cannons, just enough to deter the average pirate. I would have room for 50 passengers on each ship and 100 tons of cargo after provisions. The Duke guessed maybe two months to get everything ready for departure. So I had 8 weeks to find my settlers.

It actually wasn’t too hard since there was poverty everywhere. I divided the live stock between the ships in case of disease.

Livestock Manifest:

* 36 chickens
* 6 cows
* 2 bulls
* 12 goats
* 12 sheep
* 12 pigs
* 10 mares
* 2 stallions

Settlers Manifest

* 2 Master Brewers, plus 5 family members
* 3 Masons, unmarried
* 2 framers, 3 family members
* 1 architect, 3 family members
* 4 farmers, plus 8 family members
* 2 coopers, plus 2 family members
* 2 glassmakers, plus 3 family members
* 1 baker, plus 7 family members
* 1 cobbler, no family
* 2 wine makers, 5 family members (make olive oil)
* 1 distiller, 2 family members
* 2 blacksmiths, 5 family members
* 1 priest
* 3 cabinet makers, 7 family members
* 1 wheelwright, 3 family members
* 1 papermaker apprentice

I stocked the ship for a 70 day trip just in case. I was hoping for a quick safe voyage. The ships would be making trips together back and forth to the colonies bringing settlers who could pay after I was dropped off. The captain would keep 15% of the profit, the crew would get to divide up 15%, 20% would go to ship maintenance and the remaining 50% would be deposited in my account in the bank of London. I expected the ships to be sunk on a voyage so I wasn’t thinking about profits.

I also got six chests of 20,000 English coins in small denominations and one small chest in large denominations. I thought my town would probably relay on barter anyway. I had nine carts to take everyone’s things to my tower. I didn’t know how my recruits would respond and react to the golems. Ruby was placed on board one of the ships as a statue in my quarters. I managed to get quite a bit of luxury goods, mostly bedlinens and dozens of seeds.