

Colin Rose: At Magic's Dawn

by

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Colin never feels at home on Amereth, where magic isn't very magical because of the government's overbearing control of everything. He longs for the freedom of the untamed wild – the kind he's learned exists on Earth, where long dormant forces are awakening to bring rise to a new era of magic in that world.

Unknown to the people of Earth, every dream and bit of imagination they have ever passed down through fairy tales, mythologies and folklore occurred to them through the force of magic held deep in Earth's core as a way to foreshadow to humans the magical creatures that would one day join them in their world. What the world of future wizards also doesn't know is that they will soon be able to harness the powers of magic for themselves and that Amereth is watching and waiting for just the right moment to send a small envoy to help Earth ease into its new reality.

The eyes and thoughts of 12-year-old wizard Colin Rose are the vehicle of *Colin Rose: At Magic's Dawn*, from longing daydreams about one day traveling to Earth to a

tense standoff against the Brotherhood of Civilization to his discovery that he was from Earth all along. The desire to help the people of Earth ease into this new magical era sets Colin's path and drives his actions, but the effort brings new friends, a new perspective on life and the strength to finally grow into his great promise.

When Amereth became the first of the five magical worlds in the universe to manifest magical powers eons ago, its wizards were given the great task of aiding the four other magical worlds when their transformations finally occurred. After magic emerged on three other planets, only Earth is left to finally meet its magical fate.

The thought of one day going to Earth to help teach new wizards and tame dangerous magical beasts isn't just a dream for Colin, it's an obsession. Against all hope, Colin gets his wish when he is suspiciously selected to join the talented team of young wizards to undertake the mission to help Earth cope with the birth of magic there. Amereth's ubiquitous government has decided it must send its brightest young wizards, with the help of their guide, Honorus Ableworth, because only they are suited to help the boys and girls who will be chosen on Earth to create the foundation of a new wizarding society there.

Despite the watchful eye of Amereth's skilled wizards, fully mature magical creatures seem to appear on Earth out of nowhere, making it imperative Colin and the small envoy of wizards hurry there to prevent the unpredictable creatures from leading the newly magical world into utter chaos.

Led by revered Professor Honorus Ableworth, Colin and six other young wizards chosen for the mission skip across the globe on an ambitious adventure where they learn the hazards of adjusting to a harsh new world, begin to train Earth's first young wizards,

and confront the most daunting magical creatures that emerge straight from the pages of fairytales. Of course, thousands of years of human storytelling resulted in different interpretations of many magical creatures, from gnomes to dragons, and the mysteries of each new creature present dangerous challenges to Colin and his friends as they try to help create order. The group confronts gnomes and fairies in Ireland, trolls in Norway and dragons in Indonesia, picking up the boy and girl tabbed to be Earth's first two native wizards as Colin begins to learn he has a special connection to Earth's magic and its people.

But the true trial comes when Gov. Irvine Nadiaan's treacherous Brotherhood of Civilization, a radical and disgraced political group, follows Ableworth's team to Earth to impose their dark plans on the planet and make it their own.

Colin never realizes he is at the center of Nadiaan's plans, until the very end. Years earlier, Ableworth, on a secret mission to Earth on Nadiaan's orders, returned with the first sign of magic on Earth: a baby, Colin himself, Earth's true first wizard. As the Brotherhood has Ableworth's vulnerable young charges scared and on the run, Colin learns Nadiaan has orchestrated his return to Earth and their face-off in order to prevent a prophecy that the first wizard from the final magical world (Earth) will bring an end to the era of magic on the first world (Amereth).

But Colin's hidden roots are also the secret of the small boy's seemingly limitless powers to control magic, which only grow stronger in his home world. Initially meek and unsure among his older peers from Amereth, Colin's fast friendships with Jayne and Elijah, the two young wizards-to-be from Earth, help him quickly develop the confidence he needs to confront Nadiaan, the Brotherhood and all of his fears.

For their part, Jayne's illuminating presence helps glue together the initially fractured and cliquish group from Amereth and Elijah brings a fiery and free attitude almost unheard of on Amereth. However, Jayne's struggles to cope with the difficulties of magic and being away from her disabled mother and Elijah's demons from a rough childhood present the team with challenges much more complex than they expected to confront with dragons or trolls. Every one of the nine young wizards, not just Elijah and Jayne, ultimately reveals their own personal strengths and weaknesses along the journey, altering the group's fate for better or worse each time. Ableworth carries the burden of helping all of his young team members, from Earth and Amereth alike, survive each new danger and actually grow as a team before they have to face off against the Brotherhood and ultimately introduce magic to the entire world.

As Colin develops the strength he needs to one day help Earth find peace through magic, Ableworth also helps the young group learn that Earth's magical creatures are not the wild raging beasts they were led to believe. The relationships Colin and his friends forge with trolls, elves and the volatile dragons of Earth are every bit as important to the future of the planet as the outcome of the impending confrontation with the Brotherhood.

When the tense conflict with the Brotherhood erupts into a great wizard battle on the volcano Kelut in Java, it takes the combined power of the magical creatures of Earth to help the outmatched young wizards overcome the dark brutes and cast Nadiaan into captivity deep in the fiery belly of the volcano.