



**INSIDE
DRAGONS AND VISIONS**

Jim Murdoch

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Introduction

This little book presents background information to help you better enjoy the Dragons and Visions series. Much of what you will read here is taken from the novels and much of it is not. The aim of this collection of facts and whatnots is to enhance the reader's understanding of the world in which the main characters live and to understand the pursuit of his own treasure.

Read about the world in general at the time of the characters. Learn about the artefacts which take a central role in the stories. Learn about the places and their significance and those missed "little connections." Although the stories are fiction, not everything mentioned is unreal. Read about the uncanny connections to real life.

Spoiler alert: Please be warned that some of what you will read here may be regarded as spoilers.

Patrick Ferguson

The first character we meet in volume 1, Pursuit, is Patrick Ferguson, known to most as Pat, although his Aunt Gaby calls him Patrick.

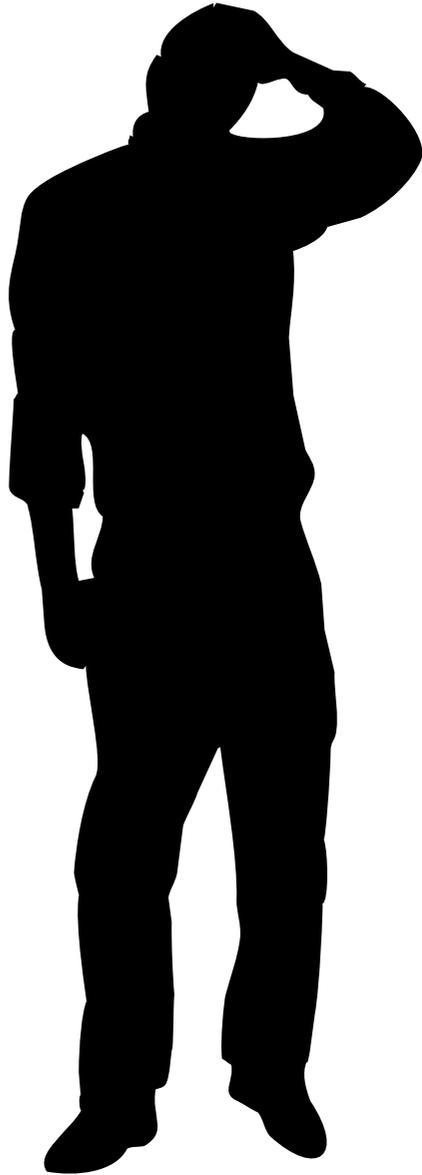
Pat is thirty years old, married and, in Pursuit, his wife, Jenny, expects their first child. Pat works in Zurich, Switzerland, in an asset management company started by himself and a friend, Jonathan, whom he met while working in London. His wife, Jenny, is Swiss; they live a short train commute from Zurich in a mountain town called Zug.

Zug has a lake which has a view of the Alps, where the two most dominant mountains are Rigi, with its foot in Lake Zug, and Pilatus, at the edge of Lake Luzern and the famous city of Luzern at its foot. The mountain Pilatus features a dominant role in Pursuit. Indeed, the first chapter opens with Pat sweating his way up this mountain to solve a few riddles which are driving him crazy.

In Pursuit Pat is faced with financial ruin, treachery, a sick, pregnant wife, and an irritating, yet loving, aunt who insists he reads an old book which she found as a child at the local market. He learns to meditate using the Dragon Sleep and experiences the realm of the Inside, the sub-conscious realm of human existence. Here he also makes contact with dragons who have their existence at a higher vibrational plane than humans, making them invisible to the human eye.

Pat reads of similar occurrences in his aunty's old book, but he can't get his rational mind to grasp mystical things. Then he is given a ring which apparently has magical powers and helps him get quicker and deeper into the Inside. We then follow his pursuit for truth and reality while at the same time juggling his findings with his perceived reality.

The setting of the series is circa 2013. The political and economical worlds are in turmoil, major wars are threatening



to erupt and religions are used to incite hatred. At the centre of the conflict in Pat's world are the secretive Serpent people, a mutant species of half-human and half-serpent-humanoids who have sought to control the world for thousands of years.

Those of you who are familiar with conspiracy theories may see a resemblance here to the group known as the Illuminati and to the rumours that our rulers are really shape-shifting reptilian aliens.

Pat's role in this, being guided by the Dragons and their human guardians, the Nimikin family and their allies, is to understand the deeper meaning of life and to counter-act Serpent rule by spreading his knowledge worldwide. To assist him he receives the dragon ring, matching his aunt Gaby's pendant, ancient artefacts wielding certain magical powers.

Pat grew up in England with his younger sister Ann. At the age of twelve both of his parents were killed in a car accident and his Aunt Gaby took them in and raised them. Gaby had continually tried to get Pat to read her old dragon book, but he wasn't interested in it at a young age. Only after losing his business and seeing his wife suffer in her pregnancy did Gaby manage to persuade him to read it. What he read and experienced drove him ultimately up Mt. Pilatus to prove for himself that what he had read in the old book actually had happened.

Legal representatives of the Swiss Finance Ministry, FINMA, having been alerted to Pat's partner's misdeeds, showed up at his office one morning, took his keys and closed his business. The author actually witnessed a similar event in his company office where he was working at the time. Pat's partner, Jonathan, had disappeared with the funds they both had gathered from clients. This left Pat destitute and sets the mood for his entry into the story.

Pat is typically laid back, sceptical, yet smart. He isn't very sporty and needs a push for social activities. His expert knowledge of the financial markets are used to make the lives of the Serpents difficult.

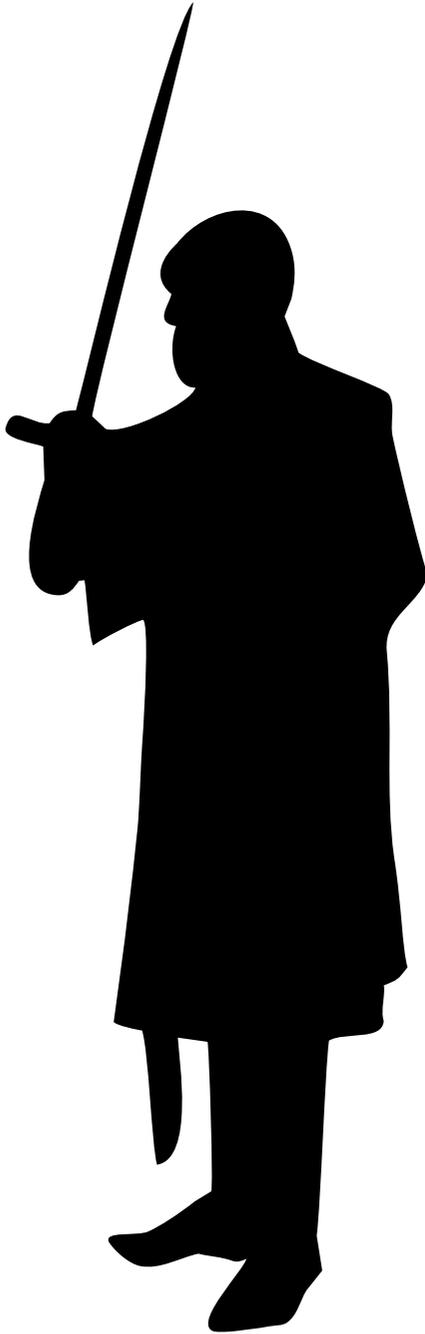
Einarr

Einarr is a young man who was living in Ireland in the thirteenth century. His name means “lone warrior”. He is the son of Fergil, a watcher of the stars, learned in ancient wisdom and counsellor to kings, a man who has travelled the world and explored the books, learning wisdom from great teachers and humble hermits. It was Fergil who had taught Einarr about a treasure which he must find in order to be strong and to conquer. Setting out firstly as a pilgrim, Einarr learned to fight with the sword and became a warrior in his own right when he first saves a village from thieves and later had to fight off way-side robbers when he travelled through Europe en route to China.

He is the author of the book which young Gaby later finds in the marketplace. He is also the first owner of the magic dragon ring. From his father he learned to be still and to listen to his inner being. Later he would use the ring to enhance his meditation. Einarr accompanies a Swiss priest up Mount Pilatus and helps protect the corpse which the Priest wants to dispose of up the mountain.

As Einarr sets out on his journey he meets the first Nimakin of the story, an old hermit healer on a mountain. It would have been unusual for anyone at that time to meet a Native American and to meet one on a lonely mountainside gathering herbs would have been very strange indeed. It was on this mountain where Einarr first met his dragon companion.

Europe in the thirteenth century was in and out of war and the beginnings of a war fought on Irish soil was gaining momentum when Einarr leaves for Europe. He travels with his cousin, Susanne, who has her own dragon-vision experiences. As they travel into the heart of Europe they are guided further by a priest in Paris, meet a priest transporting a corpse in Italy, travel with him to Switzerland and meet German Monks who take an ancient sword to make the artefacts and empower them



with a special ritual.

Much of Einarr and Susanne's journey are skipped or lost, and we next find Einarr in the mountains of China. Here he meets an old priest who introduces him to an Ancient One who is in fact a dragon stuck in the form of a human. He leaves one of the artefacts in the care of these mountain priests. This same object resurfaces again in *Dragon Song*, book two of the series.

In his travels Einarr becomes the true warrior, defending against thieves, fighting many battles and escorting precious cargo. Perhaps someday more stories of Einarr's travels will be rediscovered.

Susanne

Susanne deserves a chapter of her own. She first shows up in the village where Einarr first proves his newly learned skills as master of the sword. Being sorely wounded, he is nursed back to health by Susanne. She insists on accompanying the still recovering Einarr when he is expelled from her village. Later when they both enter the Inside and meet dragons, they discover that they are in fact first-cousins.

Susanne accompanies Einarr in his travels east; but it is a vision which keeps her in Constantinople while Einarr continues further east. Here is where we see the strength of this girl we see too little of. Her own sword skills come into play and she becomes the prophesied “fiery one of gold” with her golden hair, sword skills and knowledge of visioning. She spends time on a farm outside the city which is run entirely by women and their children. This always made them vulnerable to thieves and soldiers passing by. This all changed after Susanne’s encounter with sabre wielding visitors when Susanne began to teach her fighting skills to the other women.

It is Susanne’s own writing which gives Pat some further clues regarding a third artefact.



Gaby

We first meet Gaby (Gabriela) as an eight year old girl in the 1950s. She is browsing the market stalls with her parents on a Saturday afternoon and, being an avid book reader, she scans the books on a book stall. What she finds changes not only her own life, but also that of her father and nephew Pat and his family as well. The book she finds is of course a near-to-original copy of what Einarr wrote hundreds of years before. As she reads of Einarr's exploits and experiences with mystical dragons, she begins to have her own experiences and visions.

Uncannily, since possessing the book, Gaby finds her life introducing her to contemporary members of the Nimakin family, the protectors of the book and the artefacts of Einarr. They guide her in her own meditative visioning and she receives the ring from them which matches the pendant she found in the book. This all began while Gaby was in hospital with breathing difficulty. There she also met Sandra, then only six years old and undergoing severe cancer treatment. Gaby helps little Sandra to see her situation more hopeful and teaches her to visualise her happier life. We meet Sandra later as a travelling metaphysics lecturer.

Soon after Gaby's hospital stay, her mother leaves never to be seen again on her search for adventure. Her father, Tom, is offered the job of being caretaker of the Nimakin estate in Greater London which becomes Gaby's new home. Later, after her father's passing, Gaby takes over as custodian. This is the house where Pat and his sister Ann were raised after their parents were killed in an automobile accident; and it is the house where Pat returns when his adult life turns upside down.

Gaby is the younger sister of Pat's father, a character we don't get to meet as he had already left home when the story of Gaby begins. As an adult Gaby studied philosophy and history and taught in universities throughout the UK. Through her many



visions and unceasing study, Gaby acquires much wisdom and insight. There isn't much which escapes her attention.

She did get married to a Mr. Moore who died of illness years before we meet the adult Gaby. She has two children, a boy and girl, whom Pat refers to as his cousins. We don't meet them and neither do they appear at the Christmas scene in Gaby's house. The reason, they live and work abroad and have drifted away from their mother at the death of their father. They see her constant talk about magic books, visions and dragons as peculiar in the least.

When Pat has his crisis Gaby steps in to help. She has a strange way of knowing about things and through her own visions she can anticipate future events. Her house, owned by the Nimakins, is an English country mansion with many undiscovered secrets. It has been used by the Nimakin family for generations to store and protect the artefacts and other secrets including the writings by Einarr and Susanne.

The Nimakins

We first meet an ancestor of the Nimakins in the second leg of Einarr's journey. When he leaves the town where he learns to wield a sword and works to own one of his own, he travels over mountains and meets a strange looking man. He is a healer and lives alone gathering herbs and healing villagers. He is an early Native American traveller, yes indeed, some travelled East before the Europeans travelled West.



Next young Gaby sees the drawings in the linings of the old book and sees a remarkable similarity with Nimakin, the grandfather of a young boy who was in the same hospital ward as Gaby. Not only did he look the same but he also spoke in riddles like the man in the book, and he seemed to know what Gaby was reading. Later they meet outside the hospital and Nimakin shows Gaby how to mediate better.

During one of Gaby's practice sessions she feels herself flying across the city and sees a beautiful white yacht. Soon after she visits a yacht show with her parents and sees the same boat on show, manned by none other than Nimakin himself. On the boat is painted the same Dragon Flame emblem as is on the pendant she finds in the book. It is on this boat where Gaby first sees the matching ring. Soon after, when Gaby's mother runs away, Nimakin brings Gaby and her father into his country house and makes her father caretaker. This is how Gaby inherits the house as its guardian.

We later see the descendants of Nimakin, led by Don, Gaby's driver and groundsman. Don is also a trained soldier and is very cautious and protective of Gaby and her family and property. Don can call on a number of loyal Nimakin family members as their network of family and friends spreads wide across the world.

The Nimakin family are among the first to make contact with the ascended dragons and have become protectors and guardians of all things related to the dragons.

Hoang Dai

Hoang Dai is the young Vietnamese priest sent on a mission to find the bearers of the artefacts. Sent to Zürich via Paris, Dai must follow his intuition as he has been given no other instruction or what it is he is supposed to find or do. As such he dresses in a suit and not the typical orange Oriental priestly garb. Although he is a priest he is from a very wealthy family known as The White Dragon Family. Being thus guided to continue his journey onto London he finds himself sitting in the plane opposite Bobbie and is awakened by her screams, as he perceives them, over her excitement in seeing a dragon ring.

Dai recognises the design on the ring, a symbol known to him as the Dragon's Flame, a sacred symbol known only to a few in his family. Finding the reason for his journey he manages to rescue Jenny from his cousin's hands (unknown to him at that time that his cousin was involved). He eventually meets up with Pat and the others. He brings with him the third artefact, a disc, with the same Dragon's Flame symbol, made from the same sword metal as the ring and pendant.

As a White Dragon Family member Dai becomes an important liaison between the White Dragon Family and the Nimakins. The White Dragon Family are guardians of the Dragon Flame Disc which has a prophecy connected with it: When the Dragon Flame Ring would re-emerge a time of restoration would begin.

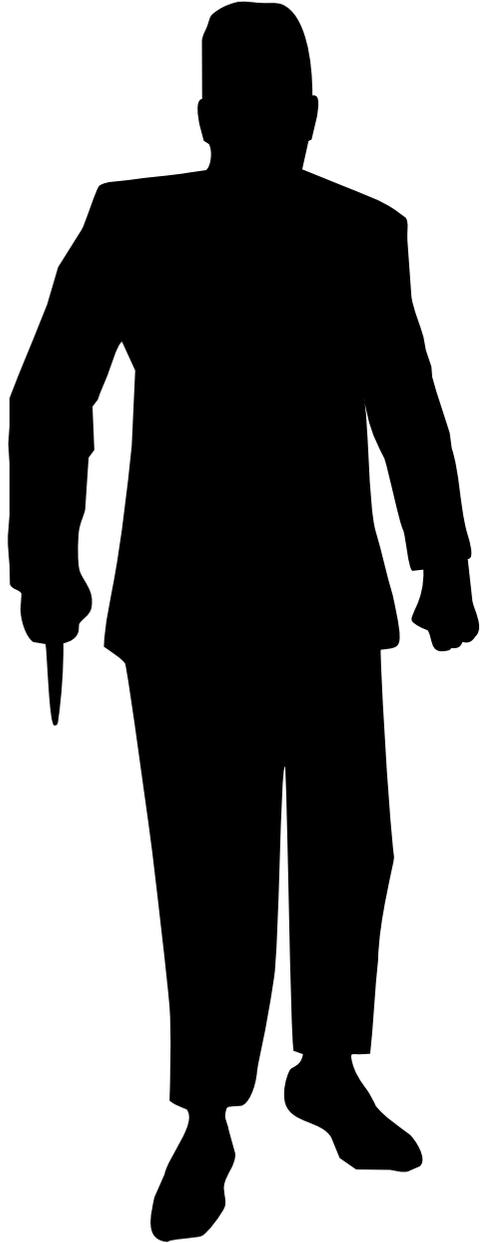
Dai is his personal name and means "great". His family name is Hoang which means yellow, a royal colour inferring royal links.



The Assassin

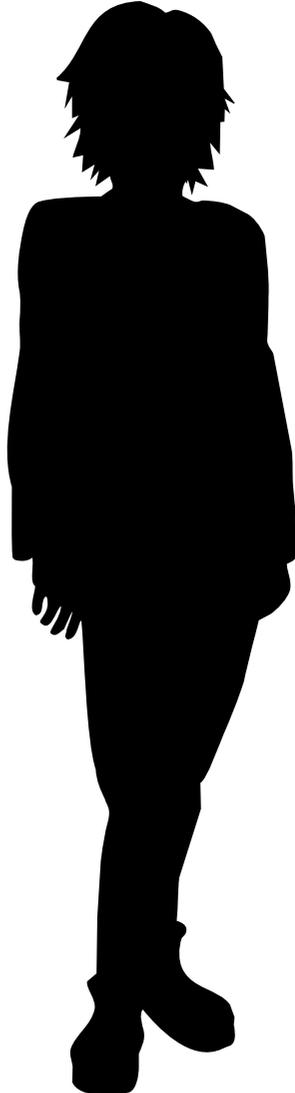
The Serpents were responsible for hiring the famous assassin, Mei Hien, to search for the artefacts of Einarr. It turns out that Hien and Dai are cousins who have trained together, only that Hien took a different route than Dai who decided to train further in the priesthood. Hien is a small man, somewhat grumpy and hateful but has a soft heart. Hien means kind and gentle. Mei is a long line of descendants from Mei Bo who was beheaded for insisting that King Zhou repent from his cruel and corrupt ways. So in a sense, Hien lives up to his name, as an assassin he rids the world of the unwanted, except that his lust for money has led him to ignore who his clients are and why they want their victim killed. He has a strictly ask no questions policy.

Having difficulty locating the artefacts he remembers his training and tries the Dragon Sleep. In this way he is able to rendezvous with Jenny and her baby's arrival in London. Although Hien is brought into Gaby's circle for a while, Hien disappears from the story line as he returns to his work.



Bobbie

Bobbie's first appearance is on a plane travelling from Zurich to London where she sits in the same three seat row as Pat. Even at twenty-one she dresses rather like a teenager with leather jacket, wide t-shirt, straggly hair and piercings.



Although not mentioned immediately in the story she had been on a language course in Switzerland and was returning home.

Home for Bobbie is a London Apartment with nearly no parents. Her parents are mostly out of the house either working, socialising or holidaying, leaving Bobbie mostly to her own devices. As an escape she has adapted a semi-gothic lifestyle and spends time with her friends playing computer games. Some of these games have dragons which explains her love for dragons and her attraction to Pat's dragon ring. She also has a dragon tattoo which Pat gets to see later on.

On that same plane was a Vietnamese young man called Dai. He was on a mission to find the artefacts and is led by his own dragon sleep visions to protect Pat's wife and child as they arrive in Heathrow airport. To protect her until he can contact Pat he brings Jenny to Bobbie's place. Thus Bobbie eventually enters Aunty's family and learns more about the dragons.

After the disaster which cost Pat's wife, Jenny, her life, Bobbie is free to let her attraction to Pat run free. However Pat takes a long time to realise that his own feelings are mutual. On a shopping trip with Pat's sister Ann Bobbie transforms her appearance to a smart young style with new hairstyle and minus the piercings. The transformation is breathtaking for Pat. However as he is in mourning it takes a while before Pat is ready to allow his feelings for Bobbie to emerge.

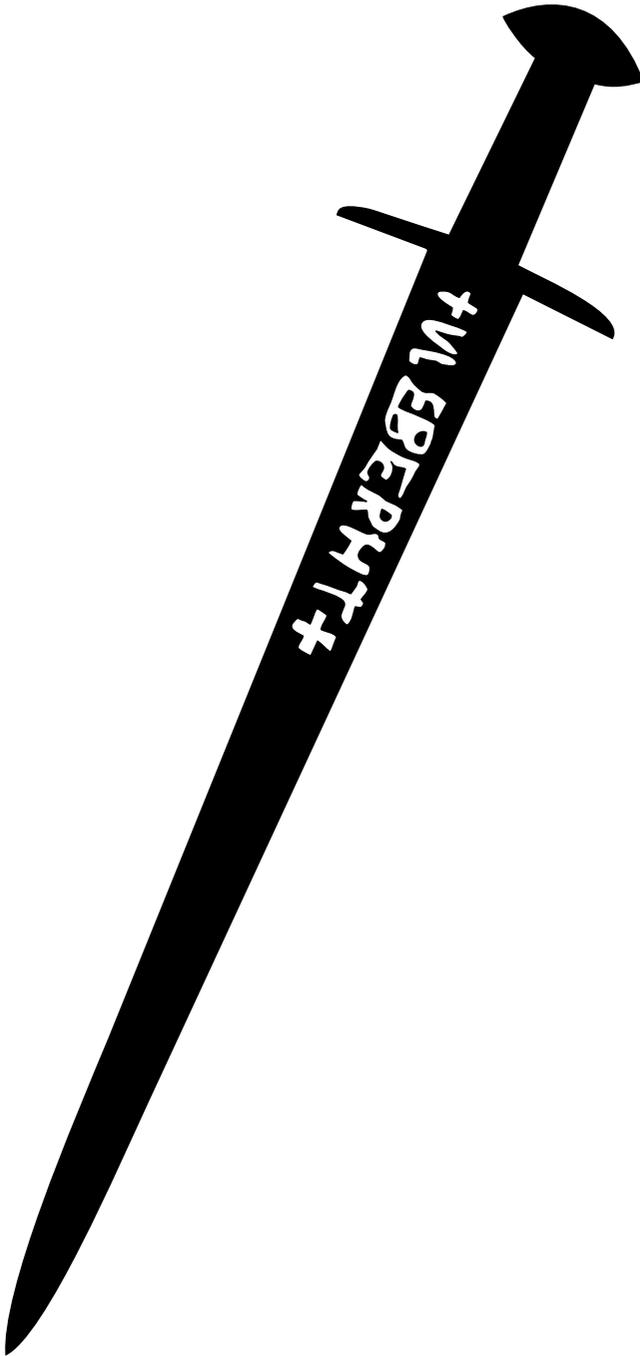
As it turns out Bobbie herself is the subject of a prophecy and she is recognised as a bringer of peace. Thus her place in the Dragons and Visions series is cemented in place. Her linguistic skills come in very useful in a difficult situation amongst a strange people with a strange language.

The ULFBERHT Sword

Before we can talk about the artefacts we must first look at the material from which they were made. The ULFBERHT sword is mentioned in volume 2, *Dragon Song*. Remains of very few genuine ULFBERHT swords have been found buried and corroded. It isn't known who or what ULFBERHT was. These swords were a luxury item made from a crucible steel, that is a steel which had been heated and mixed with carbon to about 3000°C to make it devoid of impurities. This made swords made from this steel very strong and flexible, a clear advantage to the vikings who owned them. See how an ULFBERHT sword is made <https://www.youtube.com/watch?v=hw5xLXyR7sk&feature=youtu.be> and at minute 36 it is mentioned that the name is unknown.

In *Dragon Song* a broken ULFBERHT sword is presented to Einarr and Susanne in Germany. It is not mentioned what has happened to the other half, but the hilt and half the blade have survived. From this metal the three artefacts, a ring, a pendant and a larger disc are made, all with an intriguing Celtic dragon design. It is rumoured from Viking times that these special ULFBERHT swords were sometimes mixed with dragon's blood which gave them extra strength or even magical qualities.

Dragon Song claims the name of ULFBERHT as belonging to an ancient dragon who was friendly with the Vikings. This very old dragon, shortly before he died, gave of his blood to the Viking king, who made the ULFBERHT sword. It is argued that the Vikings would not have had the knowledge to make such steel, but with the fiery breath of a dragon at hand reaching such necessary temperatures would have been dragon's play.



The Artefacts

In Pursuit, volume 1, little Gaby finds a pendant hidden in the back of the book she finds on a market stall. The dragon design has been worked into it. Later on she sees a Native American man wearing a ring with the exact same design, and what's more the two objects attract each other magnetically and fit together. The design is sometimes referred to as The Dragon's Flame and it is known to assist its bearer with entering the Dragon Sleep, a meditative state where the meditator sees dragons.

These artefacts have other magical qualities which are still to be discovered. One such quality was the ability to transport its bearer to another world. Their power along with the mysterious qualities surrounding certain stone circles and stone objects were used by Bobbie and Pat to enter a mysterious land. Of course with Bobbie it was an accident as no one knew what would happen. But some did know and the story of the dragons takes a strange twist in volume three.

The ring and pendant were preserved by the Nimakin family for centuries. How the pendant ended up inside the old book with Einarr's story isn't revealed. The disc, however, had been left by Einarr in the hands of the Oriental priests who have handed it down through the ages until it was in the hands of mountain priests living in Vietnam. The disc turning up when it did through Dai proved to be very helpful as it helped to awaken Rich to his true identity after being transformed into a human man and forgetting he was really a dragon.



Dragons

The Dragons and Visions book series has of course dragons as a central theme. The story is not majored on dragons but they do play an important role. They are an ancient species which have long interacted with Humans, sometimes in not so friendly circumstances. Generally the dragons have been known to be friendly to humans, in spite of a period of a few hundred years in more recent centuries where humans were incited against the dragons and almost wiped them out in a global dragon hunt.

Faced with extinction the dragons made an evolutionary leap and were transformed into a higher vibration. This made them invisible to humans but also made communication with them impossible. It was discovered, however, that humans who meditated and had mystical experiences could see dragons who also relaxed in a similar fashion. The dragons already having a higher vibration of reality could enter a similar state to human meditation with little effort.

Thus began the mystical communication between select humans and the dragons. It soon became clear to the dragons that most humans wouldn't believe in invisible dragons so a family was found who practiced meditation, later called the Dragon Sleep, through which they could communicate. The dragons have since guided humans and hope someday to help the general population see beyond their physical boundaries.

Opposing the dragons are the Serpents whose sole objective is to enslave humans for their own benefit. There is also a very ancient conflict between dragons and a lost peoples of the Earth, the Giants, whom we meet in volume 3. This conflict resides deep in the dragon consciousness and raises its ugly head when the portal to the land of the Giants is discovered and unlocked.

Dragons can shape shift, that is they can take on the form of other creatures, generally the human form. They sometimes reveal themselves to humans in a mystical human form in

the Inside, the place where humans and dragons meet on the meditative plane. But some have attempted the physical transformation into human form, entering the human physical plane of existence. This requires some magic of their own. The ordeal of transformation as well as slowing down their vibration to live as humans does have its side-effects - they lose their memory. To overcome this they are sometimes induced during the transformation process with a temporary human memory. This gives them a human identity but it is important to get help in waking up otherwise they get stuck in human form, forgetting that they are dragons.

Einarr met one such transformed dragon in China, a very old priest known as Jolo, short for Joloberin, which is a shortened form of his real name. Jolo had been in the form of a human for a few hundred years and had regained his memory with the help of a human priest. The magic to get back to being a dragon was however lost to them. The arrival of the disc via Einarr gave him hope and Einarr was instructed what to do to help Jolo return to the land of the dragons.

Another dragon took on human form in Dragon Song. It was Rich, the dragon who had befriended Pat on the Inside. It was Rich who was helped by the disc to remember who he was. Rich becomes a valuable companion for the humans especially when the rebellion against the giants arises and threatens war.

Dragons have very long names which are often unpronounceable by humans. So we get to know them also by a more human friendly short name. Their names are short stories about who their parents were and what skills and traits their family has.



Serpents

A long, long time ago, dragons and serpents roamed the Earth. The serpents, a reptilian humanoid, tried to suppress the dragons out of fear that they would consume everything and leave nothing for them. So serpents and dragons warred against each other for thousands of years. Then as humans became more populace the dragons befriended men and helped them in suppressing the serpents who continually tried to control the human population. The serpents then went against all cosmic laws and interbred with the humans. The result was a race of grey-skinned serpent people. Because of this the dragons banned the serpents deep under the Earth where they would remain for ever.

The Serpent offspring however became known as The Serpents. They soon exercised the same greedy control over the human population. Then in the middle-ages they devised a plan to rid the planet of their arch enemy the Dragons. The Serpents went around dressed as monks or priests and preached against the evil dragons. Raids were made on villages killing all and burning everything to the ground then the blame put squarely on the Dragons. Thus began the renowned dragon hunt which all but wiped out the dragon population, driving the few survivors to a higher plane of existence.

Since the disappearance of the Dragons the Serpents have ruled the world. They control the governments, the banks and major global corporations and of course religions. They thus have humans in a constant state of fear and keep them in check by instigating wars amongst them.

The Dragons, however, have been working against the Serpents without pause, using a secret human family or two to keep secrets and prepare for the day when they would aid the humans to shake off the Serpent rule.

In our Story the reach of Serpent influence is wide and

strong. They control human organisations who move at their bidding and they have Serpent families in the most important cities of the world. They are recognisable with their grey skin, narrow eyes and mouths and tall, thin statures. Thus they are also known as the Thin Ones. They are responsible for hiring the famous assassin, Mei Hien, to search for the artefacts of Einarr. After they betrayed Hien by going after the Artefacts themselves Hien takes his revenge by blowing up their London offices. Along with Pat and Ann's financial and computer skills the Serpents suffer a major setback. With their London connection temporarily out of action and the markets playing havoc on their holdings, and some mysterious disappearing assets due to Ann's hacking abilities, the Serpents have enough to occupy them while the Dragons and their human allies work on their next strategies.



Giants

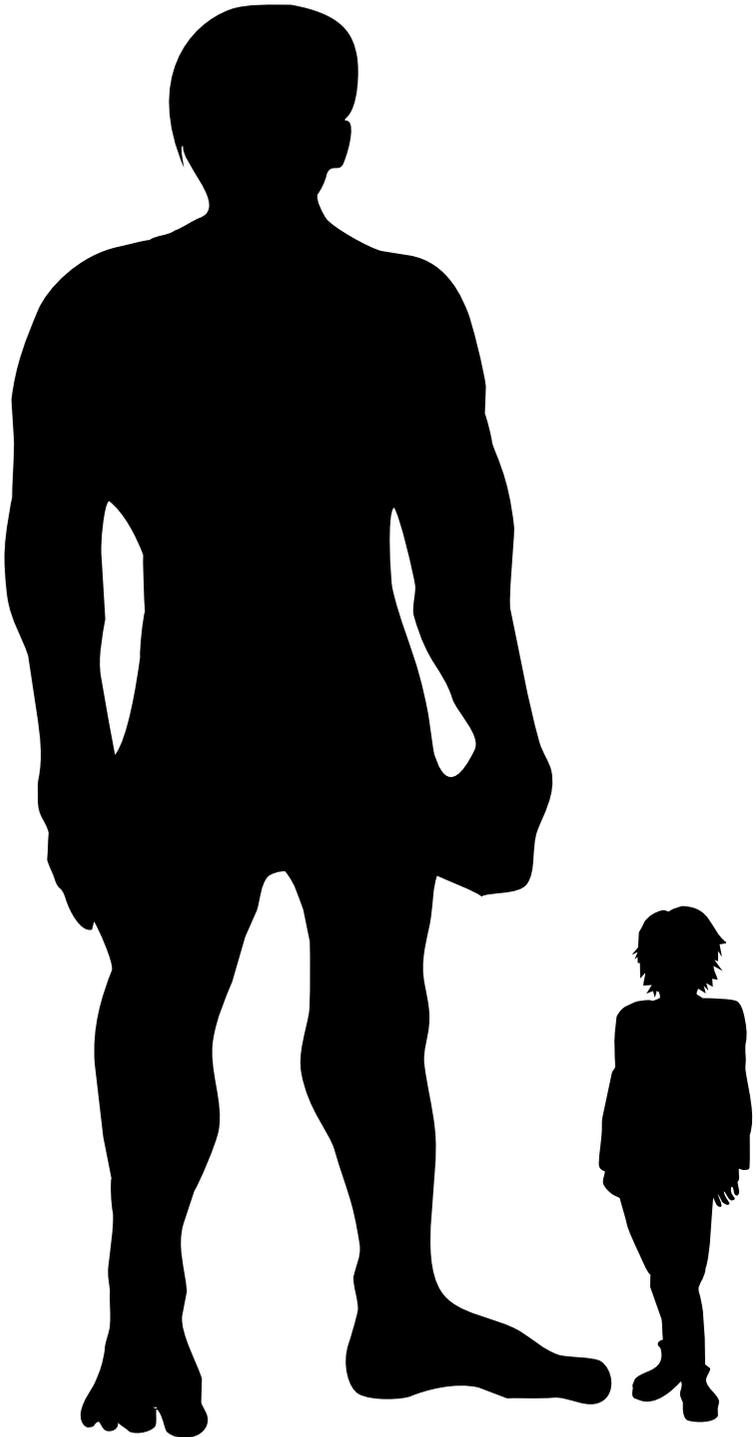
There is a long history of giants on Earth, but where are they today? *Dragons & Visions* makes an interesting suggestion. The giants of ancient times, in order to escape the constant wars with dragons, serpents and men, found a way using a little magic and utilising Earth's energies to transport their entire population to another world. It is another planet or another dimension. The giants aren't sure and don't care.

Yes, a long time ago, the Dragons were somehow at war with the Giants. A big surprise for all considering the Dragons peaceful intentions with humans.

We first meet giants in volume three. The Dragons encourage Pat and friends to check out an anomalous stone circle in South Africa, suspecting that it may be a portal into the land of giants. Their intentions are not peaceful and when Bobbie stumbles through the portal into their land the Giants fear the Dragons are planning retribution. The stone circles are real and numerous, not only in South Africa, but all over the World. See the chapter on Adam's Circle.

The Giants have lived for thousands of years in relative peace. They love to farm and build with stone. Some of their work may be the monolithic constructions we see around the Globe today. The great hall Bobbie and Pat find themselves in is so large they find it difficult at first to adjust their eyes to see the walls and ceiling. It is the Portal Hall. The Giants built this massive building around the spot where they first arrived, partly as a memorial and partly as a means of defence. The giant wooden doors are engraved with scenes from their Earth past and their transport to the new world. There are also images of a human girl who seems to befriend the Giants. They have a story which tells that she comes to bring peace.

The Giants are also a playful people. Read about their game in the chapter *Flying Planets*.



Flying Planets

Flying Planets is the favourite pastime for The Giants. They throw hand sized rocks towards each other into the air and catch the oncoming rocks. It is played with a minimum of three giants throwing two or more rocks. These rocks are about watermelon size to us. The aim is to have the rocks pass as close to each other as possible without touching. The crowds that gather watch keenly waiting for the splintering crash of rocks which do collide.

The Flying Planets was devised hundreds of years ago by a great teacher of the stars. He wanted to demonstrate how the planets circle the sun with such precision that only a very great mind could have placed them into such accurate paths. The flying stones are thrown with precision and timing so as get as close as possible without crashing.

They refer to the Great Mind. Unlike the humans of the Old World, they do not believe in a person who made all things, but in a Great Mind which consists of all minds. The same Great Mind has built the great palaces and temples. It is our mind and the mind of all creation. It is that oneness of mind which helps the planet throwers synchronise their game. The game is thus a lesson in astronomy, physics and consciousness, requiring skill, precision and courage.

The throwing giants throw their rocks almost simultaneously while looking into one another's eyes. They time their throws so accurately so as to have the two rocks pass each other within a hair's breadth. The throwers move constantly in a circle, throwing and catching. Then a third rock is introduced and the whole game continues at a much faster pace. More rocks and players are added until the excitement can no longer be contained by the audience who scream and shout at every throw and catch. When a crash occurs the crowds erupt in joyous applause as the rocks splinter into pieces.

Each team of throwers are playing with each other and each team competes against other teams in competitions. The winners are those teams which keep the largest number of rocks in the air for the longest amount of time. Other than competitions the game is played by young and old, male and female just for fun and to increase their skill.

Flying Planets was inspired by the non-competitive ball game very popular in Myanmar called Chinlone. The game is played by a team of players in a circle whose sole purpose is to keep a cane ball in the air by using their feet only. As they perform acrobatic kicks and expert setups for each other they constantly move in a circle or even swap places. Google it, you'll find it fun. Flying Planets takes Chinlone a step further by replacing the cane-balls with rocks and adding multiple rocks. It is also much fun but the author doesn't recommend it for humans.



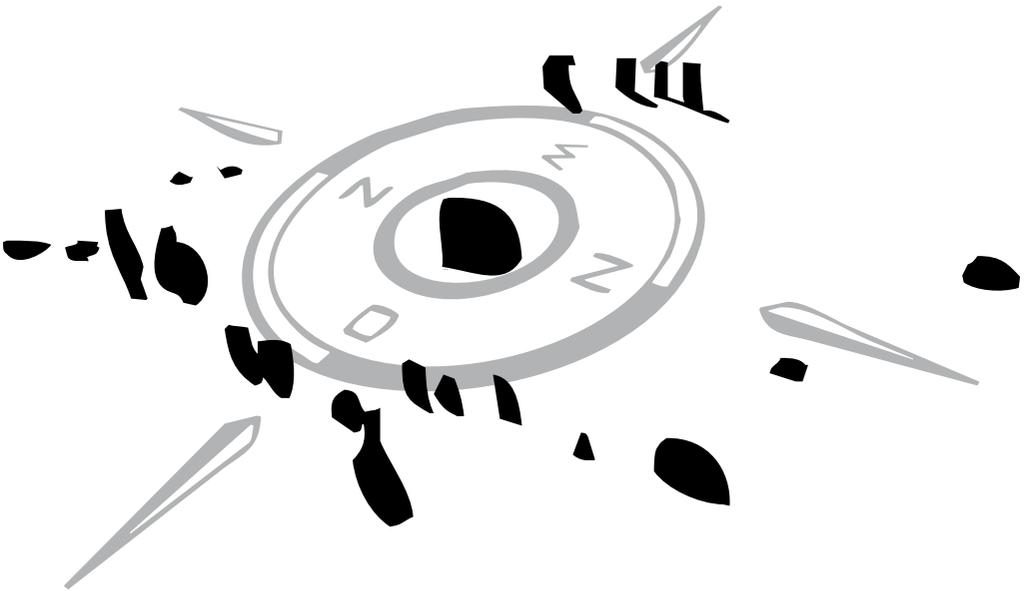
Adam's Calendar

The first chapter of volume three opens with a visit to a stone circle which has been given the name Adam's Calendar. The fictitious guide, Mike, is an expert and researcher-explorer of ancient sites and artefacts. Adam's Calendar is a real place and the character Mike is inspired by Michael Tillinger, author, scientist and explorer. Michael is making groundbreaking discoveries about ancient vanished civilisations at the southern tip of Africa. His continued efforts and analytical scientific approach have produced stunning new evidence that will force us to rethink our origins and rewrite our history books. Mike of volume three has a similar background and acts as the guide to the mysterious stone circle known as Adam's Calendar.

The stone circle has been the subject of scientific tests. It has been discovered that its heat signature, not the same as the temperature, is rather unusual. At its centre, between the two upright centre stones, the heat signature is as high as would be expected for a volcano. Unexplainable as it may be it is thought that this stone circle may be some kind of energy source. Indeed in the story its energy is discovered to have a very special function, something which the Dragons secretly suspect and hope to use to their advantage.

In volume three Pat and Bobbie experiment with the odd looking stone rings and cones they see lying around. Here you can see what the real Michael Tillinger has to say about them: <http://youtu.be/gcD1h9DYitg?t=49m>

You can read more about Michael Tillinger's discoveries on his website: <http://michaeltillinger.com/adams-calendar/>



Mount Pilatus

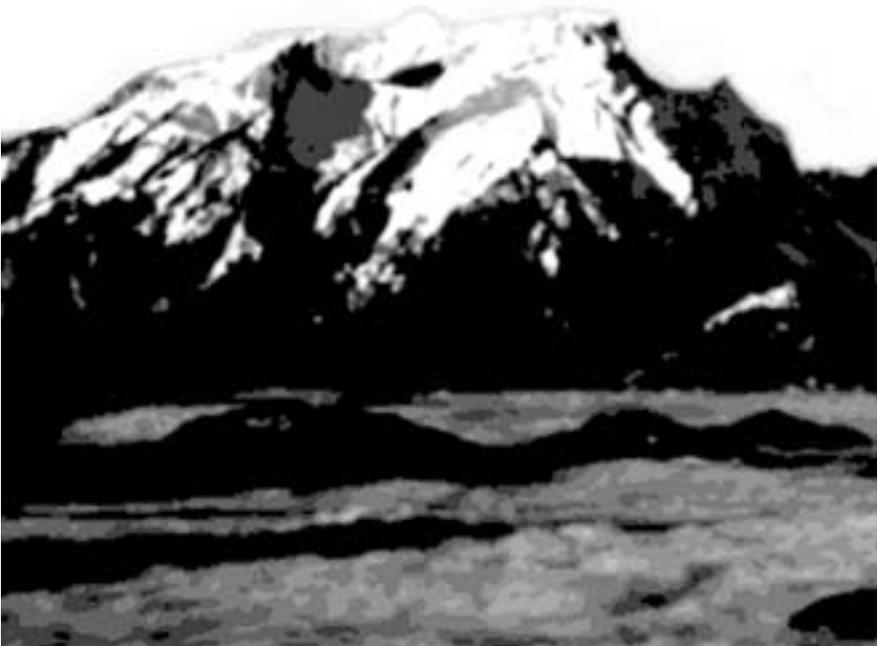
Volume one, Pursuit, opens with a scene on Mount Pilatus. This mountain is the huge massive mountain overlooking the city of Lucerne and the Lake Lucerne in Switzerland. Part's of the story were inspired by the legends told about this mountain. We find Pat Ferguson climbing the mountain in chapter one, the reason for which becomes clear later in the story. Einarr and Susanne also visited this mountain. At that time the mountain was known as "Broken Mountain", probably because of the broken looking peaks.

The name change comes with the delivery of a corpse, that of Pontius Pilate, the governor who ruled in Jerusalem and ordered the crucifixion of Jesus. The legend says that his remains were later unwanted in Rome and a Swiss priest offered to bring the corpse up Mount Pilatus and throw it into a lake there. In more recent recorded history it was feared that the corpse was the reason for severe storms on the mountain and the lake was drained in order to find and remove the bones. However nothing was found. Some may say that this is proof the legends are not true. The story in Pursuit suggests a possible reason why the body of Pilate wasn't found in the lake.

Other legends tell of dragons. So this makes Mount Pilatus the perfect place for the dragon stories. Dragons are said to have rescued a young man who had fallen into a crevice one winter. The dragons kept him warm and fed him until the snows thawed, then they lifted him out and he returned to his village to tell the tale. Many sightings have been reported and drawings made of the Pilatus dragons. If you go there you will see a red dragon drawn on signs and on the ceilings of the cable-car stations. There is even a dragon drawn in stone on the open space on top of the mountain. And there are caves. Unfortunately most caves are now used by the Swiss military but a few remain. The cave which Pat finds is of course a hidden cave, so don't expect

anyone up there to know where it is.

You can read more about the legends of Mount Pilatus on their website: <http://www.pilatus.ch>



The Inside

One persistent theme running throughout the Dragons and Visions is the ability to be able to communicate with the Inside. This is a place which seems to exist in the mind but is really the non-physical part of our reality. This physical world in which we live is more than it seems. The great spiritual teachers throughout history have repeatedly told us that there is another plane of existence, the spiritual plane. Some describe this place as Heaven, others as the abode for the soul and others refer to it simply as the plane of the non-physical. Whatever you call it you must know that there is a part of life which is beyond this physical experience. In Dragons and Visions this non-physical place is called the Inside.

The Inside is where the dragons were first encountered. Because of their higher vibrational plane of existence, although invisible to the human physical eye, the dragons could be seen and communicated with in the Inside. The dragons and humans would both enter a state of stillness, also known as meditation, and then they could meet and talk with one another. As Pat also discovered one could take on any form or wish themselves into any place because everything in the Inside was pure imagination.

An interesting development in Pat's Inside experience was when he met with himself, his own higher self. This higher self has access to knowledge and sees a much bigger picture of Earthly events. However these Inside entities rarely come forth with direct information unless they are asked a very specific question. This may be compared with the intuition. Although fictionalised the reader may relate to the Inside experiences and compare them to his or her own intuitive and vision experiences. Others may have similar things happen in their dreams. It is the author's conviction that such a non-physical reality of our human existence is very real and that we each are able to make contact with our higher beings.

The In Between

The In Between is very similar to the Inside. In fact some may say they are the same. The author introduced the In Between to distinguish communication with the higher self from communication with those who have passed on. Perhaps this is a higher realm of existence than that of the super-conscious mind, the place where the self returns to when the physical body expires.

The distinction may or may not be what is, but it serves the story. The deceased souls may be close to the realm of the higher consciousness but they do not have direct communication. Thus it is in the world created by the author. Pat is seen talking with his higher consciousness and with a deceased loved one, but never with both at the same time.

Is such a thing possible? The author believes that it is. Our world is one of energy vibrating at various frequencies. Every atom consists of its component parts all of which are various forms of energy speeding around each other in energetic movement. The closer one looks at these particles the less one sees as they consist entirely of energy. It is thus concluded that the physical world does not actually exist as it does not have any real substance. The stuff we perceive as physical and which interact with other physical stuffs are simply our perception. We perceive our world as physical, but behind all of this what we can see, hear, smell, touch and feel is our mind and feelings. The quantum scientists and many alternative health therapists believe that we can change the physical through our thoughts and feelings. This is commonly known as mind over matter. The reader will find these ideas filtering throughout the series.

The Riddles and Verse

Riddles and verse appear in the stories. Here they are for your convenience. Their meanings are revealed in the novels.

Not with charts or stars
nor the wisdom of Mars
but by a heart that is still,
and a mind with no will

The voice within listen to,
the other voice is not for you,
your own heart keeps you strong,
the other will say you're wrong

(The quote found on the hospital wall. This quote is actually painted in the wall of the hospital in Baar, Switerland)
“Wenn es einen Glauben gibt, der Berge versetzen kann, so ist es der Glaube an die eigene Kraft. - Marie von Ebner-Eschenbach.”
“If there is a faith which can move mountains then it is the faith in one's own power.”

The Dragon Song

Dragon Nation old and long
Deep blood strength doth sing this song.
From depths of deep and heights of high
We come from source forgotten nigh.
Ancestral claim be all forlorn
Dragon hearts have been all torn.

Battle fought, won and lost
All of life doth pay the cost.

Dragons rise, Dragons roar
It is peace which dragons bore.
The Earth is calling to hear its plea
Save my children lest they flee.

We hear, we rise, we go forth
Every dragon give its worth.

Serpent pain
Threats of gain
Took away the mirth of day.

Serpents rise
Took the prize
Earth and man made to pay.

Dragon Nation we live on
Deep blood song doth keep strong.

Rise up as one
Until it is done.
Bring back the free
Sing with the tree.

All dragon born blood birth, man, and earth
We'll dance with you at your rebirth.
Dragon Nation young and bold
Serpent fall has been foretold.

When two are near, three or more,
The medallion opens a single door.

Eyes will see, paths be shown,
What is asked will be known.

The winged one came forth,
As man he did walk,
Remaining he did,
Yearning to leave.
One will then come,
With power of a wing,
Makes stirring and song
And again he is born.

Bobbie's poem

My name is Bobbie, short for Barbara, I have made new friends,
I have a new life.
And this I want to say to each and every stray,

Gaby, of course, is the queen,
She opens her house and kitchen,
Feeds us with food and fun,
But also with much wisdom.
She chased the girl and found the woman hidden in me.
That has filled me so full of glee.

Sandra my friend, first showed me the sketch of the ring I had
seen
On the finger of him.
She took me in her firm embrace, never had I known before.

Ann, of course, my sister heart, you looked and saw inside my
heart.

May I call you sister, the one I longed to have?
And Don the strong, our angel guard. You kept us from harm,
And your friends at your arm.

Alas, my dear Jen, your smile was a gem.
Somehow it must be, no longer to see.

Susy, my baby, always a laugh, a giggle and wriggle,
You lift my soul, to where I don't know,
It is a magic you have, and many you will bless.

Dai, the stalker,
With power to hurt and heal,
A heart of gold, so I won't scold.
And Hien, the shadow mysterious, yet I know
He, too, has a light deep within.
And then there's Rich, dragon man,
Magical fire, mysterious sire,
From another world, yet a friend indeed.

And Pat, the last, but not the least, man of dreams, dragon pals,
Dad of Sue, man of Jen. Sorrow comes to the best of men.
He leads us on, his ring has shone, makes his life a special one.
One more thing I must say,
You are my family,
And I...

(You'll have to read volume two for the end of this poem)

About the Author

From Belfast, Northern Ireland, Jim Murdoch faced a paradigm shift which gave him a new world view. He views everything and everyone as being connected. A path of self development studies followed where he delved into many subjects including metaphysics and, yes, dragons. With his wife, Katharina, he co-authored their self-help story Wings of Change. This led to Pursuit, book one in the Dragons and Visions series. Jim lives with his wife in Switzerland.

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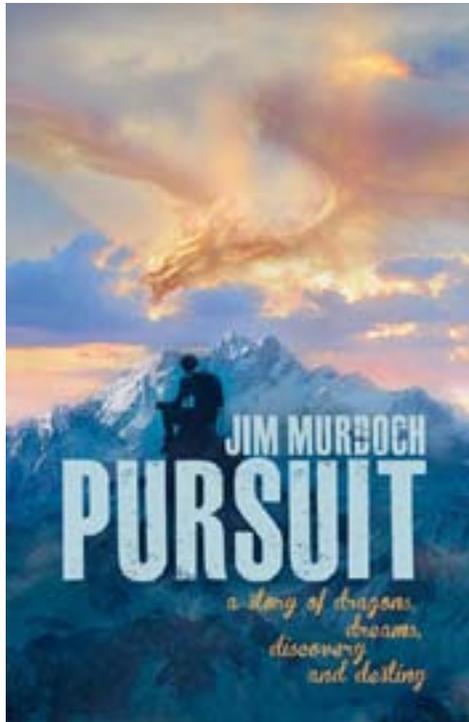
Blog: <http://jmurdoch.com>

Also by this author

Pursuit: A story of dragons, dreams, discovery and destiny

Jim Murdoch

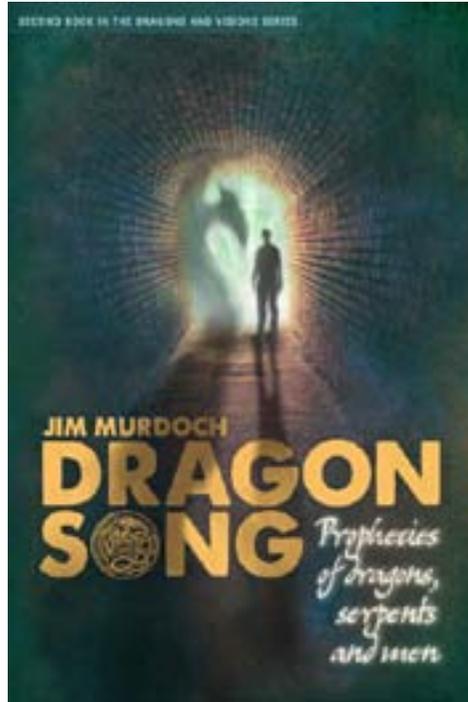
Book one in the Dragons and Visions series.



Dragon Song: Prophecies of dragons, serpents and men

Jim Murdoch

Book two in the Dragons and Visions series.



The Giants of Glorborin: Ancient conflict in a new world

Jim Murdoch

Book three in the Dragons and Visions series.

(Coming late 2015)



Wings of Change, discover a new formation to success

By Jim and Katharina Murdoch

