

1
00:00:00,500 --> 00:00:15,449
our next presenter is Jennifer like from

2
00:00:04,528 --> 00:00:17,460
Stockton University in New Jersey I met

3
00:00:15,449 --> 00:00:21,719
Jennifer a couple of years ago at a

4
00:00:17,460 --> 00:00:23,670
conference and Gettysburg the conference

5
00:00:21,719 --> 00:00:26,608
was called exploring the extraordinary

6
00:00:23,670 --> 00:00:29,220
and as a consequence of her talk she

7
00:00:26,609 --> 00:00:31,279
ended up contributing an article to edge

8
00:00:29,219 --> 00:00:34,439
science you may want to check that out

9
00:00:31,278 --> 00:00:36,689
today's talk is not everyone gets

10
00:00:34,439 --> 00:00:38,280
machine elves the nature of dis

11
00:00:36,689 --> 00:00:50,308
incarnate entities and their

12
00:00:38,280 --> 00:00:53,698
interactions with DMT users hello so I'm

13
00:00:50,308 --> 00:00:56,698
talking today about DMT entities and

14
00:00:53,698 --> 00:00:58,079
their interactions with DMT users so it

15
00:00:56,698 --> 00:00:59,640
occurred to me that some people might

16
00:00:58,079 --> 00:01:03,989
need a little background before I get

17
00:00:59,640 --> 00:01:05,368
started with that topic DMT is a short

18
00:01:03,988 --> 00:01:09,170
abbreviation for a dimethyltryptamine

19
00:01:05,368 --> 00:01:12,510
which is a powerful hallucinogen that is

20
00:01:09,170 --> 00:01:14,460
involved in ayahuasca which is a drink

21
00:01:12,510 --> 00:01:17,759
used in South American shamanic

22
00:01:14,459 --> 00:01:19,769
practices it is also able to be

23
00:01:17,759 --> 00:01:24,239
synthesized separately and it can be

24
00:01:19,769 --> 00:01:26,039
injected or smoked and it is notable for

25
00:01:24,239 --> 00:01:30,449
several reasons but one of them is that

26
00:01:26,040 --> 00:01:33,360
it's extremely powerful short acting and

27
00:01:30,450 --> 00:01:37,200
tends to produce hallucinations that are

28
00:01:33,359 --> 00:01:39,269
quite vivid in and unique and at certain

29

00:01:37,200 --> 00:01:42,450
doses people feel like they have broken

30
00:01:39,269 --> 00:01:46,530
through to an alternate reality where

31
00:01:42,450 --> 00:01:48,920
they sometimes encounter entities which

32
00:01:46,530 --> 00:01:51,750
they sometimes experience as

33
00:01:48,920 --> 00:01:54,210
fundamentally separate existences not

34
00:01:51,750 --> 00:01:56,670
projections of their own psychological

35
00:01:54,209 --> 00:02:00,629
experience and sometimes those entities

36
00:01:56,670 --> 00:02:04,890
interact with them so the title of the

37
00:02:00,629 --> 00:02:09,169
talk is refers to Terence Mckenna who

38
00:02:04,890 --> 00:02:12,209
was a famous psychonaut and he sort of

39
00:02:09,169 --> 00:02:13,709
spoke about his own experiences with DMT

40
00:02:12,209 --> 00:02:17,360
and described

41
00:02:13,710 --> 00:02:20,040
his experiences with the entities as

42
00:02:17,360 --> 00:02:22,550
sort of prototypical II sometimes they

43
00:02:20,039 --> 00:02:23,819

appear as machine elves

44

00:02:22,550 --> 00:02:28,280
self-transforming

45

00:02:23,819 --> 00:02:31,650
machine elves that sometimes present as

46

00:02:28,280 --> 00:02:33,659
jeweled self dribbling basketballs so

47

00:02:31,650 --> 00:02:38,039
this just gives you an idea of the kind

48

00:02:33,659 --> 00:02:41,939
of variety of entities that people

49

00:02:38,039 --> 00:02:44,909
experience and and if you haven't used

50

00:02:41,939 --> 00:02:46,889
DMT then DMT users will tell you you

51

00:02:44,909 --> 00:02:48,629
cannot possibly understand so we should

52

00:02:46,889 --> 00:02:51,899
just start with that

53

00:02:48,629 --> 00:02:54,719
so Terence Mckenna suggested that anyone

54

00:02:51,900 --> 00:02:56,700
who uses DMT enough for long enough will

55

00:02:54,719 --> 00:02:59,460
eventually encounter the Machine Elves

56

00:02:56,699 --> 00:03:03,060
and the part of the motivation for this

57

00:02:59,460 --> 00:03:05,250
project was to evaluate actually what do

58
00:03:03,060 --> 00:03:07,259
people encounter what types of entities

59
00:03:05,250 --> 00:03:08,939
and what kinds of interactions do they

60
00:03:07,259 --> 00:03:12,179
have because there's actually very

61
00:03:08,939 --> 00:03:14,099
little research in terms of those

62
00:03:12,180 --> 00:03:16,080
questions there's some popular

63
00:03:14,099 --> 00:03:19,379
literature and there's certainly a lot

64
00:03:16,080 --> 00:03:21,180
online but there's no sort of systematic

65
00:03:19,379 --> 00:03:24,539
way to determine what kinds of entities

66
00:03:21,180 --> 00:03:27,719
people who used am T encounter and what

67
00:03:24,539 --> 00:03:31,229
kind of interactions they have so this

68
00:03:27,719 --> 00:03:34,250
is just a couple of examples to give you

69
00:03:31,229 --> 00:03:36,929
an idea of the variety of DMT entities

70
00:03:34,250 --> 00:03:39,719
so for example people way out of

71
00:03:36,930 --> 00:03:43,469
proportion to the rest of the scene in a

72
00:03:39,719 --> 00:03:45,509
bizarre alien spaceship a woman playing

73
00:03:43,469 --> 00:03:48,180
a wind instrument sitting on a gyroscope

74
00:03:45,509 --> 00:03:49,769
and so on and then the kinds of

75
00:03:48,180 --> 00:03:51,689
interactions there's a variety of

76
00:03:49,770 --> 00:03:53,670
interactions sometimes the entities are

77
00:03:51,689 --> 00:03:56,599
welcoming sometimes they're hostile

78
00:03:53,669 --> 00:03:59,579
sometimes there's sort of no interaction

79
00:03:56,599 --> 00:04:02,069
these are just some actual examples from

80
00:03:59,580 --> 00:04:06,870
the data that I used in my project to

81
00:04:02,069 --> 00:04:10,199
give you to illustrate the variety so in

82
00:04:06,870 --> 00:04:12,300
terms of what I actually did my interest

83
00:04:10,199 --> 00:04:15,750
was in getting a large sample of

84
00:04:12,300 --> 00:04:18,750
descriptions of DMT experiences and so I

85
00:04:15,750 --> 00:04:20,459
went of course to erowid org which if

86

00:04:18,750 --> 00:04:23,269
you don't know about it it's a major

87
00:04:20,459 --> 00:04:25,649
website that disseminates information

88
00:04:23,269 --> 00:04:28,439
regarding psychoactive drugs

89
00:04:25,649 --> 00:04:30,000
and along with lots of other information

90
00:04:28,439 --> 00:04:32,850
there are places for people to report

91
00:04:30,000 --> 00:04:37,199
their own experiences using different

92
00:04:32,850 --> 00:04:40,110
drugs so I sorted and collected this the

93
00:04:37,199 --> 00:04:42,870
stories of reports of people using DMT

94
00:04:40,110 --> 00:04:44,330
only the plenty of people use DMT along

95
00:04:42,870 --> 00:04:46,439
with other drugs but I didn't want to

96
00:04:44,329 --> 00:04:49,620
confuse the issue

97
00:04:46,439 --> 00:04:52,379
so I select adjust the cases that use

98
00:04:49,620 --> 00:04:56,850
DMT only over the last 10 years so from

99
00:04:52,379 --> 00:05:01,439
2006 through 2015 that ended up being

100
00:04:56,850 --> 00:05:04,919

149 trip reports sometimes information

101

00:05:01,439 --> 00:05:07,529

about the person's age or and gender

102

00:05:04,918 --> 00:05:09,599

were included and so of the people for

103

00:05:07,529 --> 00:05:13,069

whom I had that data of 90% of the

104

00:05:09,600 --> 00:05:16,050

sample was male almost 25 years old

105

00:05:13,069 --> 00:05:18,478

75% of the reports that I looked at

106

00:05:16,050 --> 00:05:21,660

included the description of at least one

107

00:05:18,478 --> 00:05:24,990

entity and 37% described more than one

108

00:05:21,660 --> 00:05:28,349

entity so I had a total of 108 and 80

109

00:05:24,990 --> 00:05:30,960

entity encounters to go on one of the

110

00:05:28,348 --> 00:05:34,019

first things that sort of became clear

111

00:05:30,959 --> 00:05:37,109

is that many people mentor mentioned the

112

00:05:34,019 --> 00:05:39,659

gender of the entities which was sort of

113

00:05:37,110 --> 00:05:43,199

a surprise to me that that so many had

114

00:05:39,660 --> 00:05:47,189

genders but 24% of the cases referred to

115
00:05:43,199 --> 00:05:52,400
the gender of the entity and so I looked

116
00:05:47,189 --> 00:05:57,029
at the proportion of male or female DMT

117
00:05:52,399 --> 00:05:59,969
users and the proportion of genders

118
00:05:57,029 --> 00:06:02,279
reported by the in terms of what the

119
00:05:59,970 --> 00:06:04,229
entities were male users were

120
00:06:02,279 --> 00:06:06,929
significantly more likely to report the

121
00:06:04,228 --> 00:06:08,848
gender of entities than females not

122
00:06:06,930 --> 00:06:10,590
quite sure what that means except that

123
00:06:08,848 --> 00:06:13,560
it might be an artifact of the fact an

124
00:06:10,589 --> 00:06:15,509
artifact of the fact that ninety percent

125
00:06:13,560 --> 00:06:18,870
of the users were male and so there was

126
00:06:15,509 --> 00:06:20,459
much higher likelihood but it's still

127
00:06:18,870 --> 00:06:21,990
statistically significant so I would

128
00:06:20,459 --> 00:06:24,839
need a larger sample to check that out

129
00:06:21,990 --> 00:06:27,629
and then the entities whose gender was

130
00:06:24,839 --> 00:06:31,439
specified were significantly more likely

131
00:06:27,629 --> 00:06:34,348
to be female than male so that is also

132
00:06:31,439 --> 00:06:37,379
interesting as at least in the sense

133
00:06:34,348 --> 00:06:38,680
that ayahwasca itself is sometimes

134
00:06:37,379 --> 00:06:41,168
conceived of as feed

135
00:06:38,680 --> 00:06:43,300
so they're my so it's just an open

136
00:06:41,168 --> 00:06:47,049
question what exactly that means but

137
00:06:43,300 --> 00:06:51,460
those were two findings related to

138
00:06:47,050 --> 00:06:53,259
gender in particular so the the main

139
00:06:51,459 --> 00:06:56,500
questions in terms of what are the

140
00:06:53,259 --> 00:06:59,410
categories of entities that emerged in

141
00:06:56,500 --> 00:07:01,829
the content analysis these are the

142
00:06:59,410 --> 00:07:04,810
relative proportions and I you know

143

00:07:01,829 --> 00:07:07,389
tried to condense the categories as

144
00:07:04,810 --> 00:07:09,160
efficiently as possible the largest

145
00:07:07,389 --> 00:07:12,939
category were entities that were

146
00:07:09,160 --> 00:07:15,370
fundamentally poorly defined or unclear

147
00:07:12,939 --> 00:07:16,959
and so that obviously could be for two

148
00:07:15,370 --> 00:07:19,209
reasons either the the person's

149
00:07:16,959 --> 00:07:22,089
experience of the entity was not yet

150
00:07:19,209 --> 00:07:23,948
clearly defined or they just didn't

151
00:07:22,089 --> 00:07:25,989
report it very clearly in their trip

152
00:07:23,949 --> 00:07:29,410
reports so there's two possible reasons

153
00:07:25,990 --> 00:07:31,660
why that might have occurred humanoid

154
00:07:29,410 --> 00:07:33,880
entities and this is in terms of the

155
00:07:31,660 --> 00:07:37,900
adjective or the second most common

156
00:07:33,879 --> 00:07:41,228
group divine beings aliens elves and

157
00:07:37,899 --> 00:07:45,000

fairies was number five animals and

158

00:07:41,228 --> 00:07:47,560

insects geometric entities or machines

159

00:07:45,000 --> 00:07:49,569

entities that were just voices just

160

00:07:47,560 --> 00:07:52,060

faces and then a miscellaneous category

161

00:07:49,569 --> 00:07:55,259

so in terms of frequency the poorly

162

00:07:52,060 --> 00:07:58,060

defined category was most frequent in

163

00:07:55,259 --> 00:08:01,478

terms of interactions there were a wide

164

00:07:58,060 --> 00:08:05,050

variety of interactions the most common

165

00:08:01,478 --> 00:08:08,500

one by far was entities showing teaching

166

00:08:05,050 --> 00:08:10,560

or guiding the users second most

167

00:08:08,500 --> 00:08:14,649

commonly there was no interaction

168

00:08:10,560 --> 00:08:18,240

hostility warmth or love welcomed or

169

00:08:14,649 --> 00:08:22,269

excitement reassurance or encouragement

170

00:08:18,240 --> 00:08:25,449

observation or neutrality play power and

171

00:08:22,269 --> 00:08:28,240

control sexual interactions interactions

172
00:08:25,449 --> 00:08:30,189
that were unclear the entity questioning

173
00:08:28,240 --> 00:08:32,320
the person the entity reminding the

174
00:08:30,189 --> 00:08:34,328
person and then another miscellaneous

175
00:08:32,320 --> 00:08:36,159
category so in terms of what are the

176
00:08:34,328 --> 00:08:38,259
entities doing with people they're

177
00:08:36,158 --> 00:08:41,110
primarily showing them teaching them and

178
00:08:38,259 --> 00:08:46,990
guiding them and in terms of their trip

179
00:08:41,110 --> 00:08:48,940
experience so just finally in terms of

180
00:08:46,990 --> 00:08:51,669
relating the type of entity with the

181
00:08:48,940 --> 00:08:52,540
type of interaction the chi-square

182
00:08:51,669 --> 00:08:55,629
analysis really

183
00:08:52,539 --> 00:08:57,278
the top the most five most frequent

184
00:08:55,629 --> 00:08:59,649
categories of entity in the five most

185
00:08:57,278 --> 00:09:01,389
frequent categories of interaction was

186
00:08:59,649 --> 00:09:03,399
insignificant there is not a pattern

187
00:09:01,389 --> 00:09:04,870
there that you might expect if you're

188
00:09:03,399 --> 00:09:10,690
thinking that the entities are some

189
00:09:04,870 --> 00:09:13,600
symbolic archetypal projection so that

190
00:09:10,690 --> 00:09:15,490
was insignificant perhaps there is an

191
00:09:13,600 --> 00:09:18,329
archetypal component in the sense that

192
00:09:15,490 --> 00:09:21,610
male users are more likely to experience

193
00:09:18,328 --> 00:09:23,979
female entities in the sense of being an

194
00:09:21,610 --> 00:09:26,709
anima representation but that's

195
00:09:23,980 --> 00:09:28,810
speculative as well certainly there was

196
00:09:26,708 --> 00:09:32,500
a wide variety of entities although not

197
00:09:28,809 --> 00:09:34,119
infinite there are a relatively small

198
00:09:32,500 --> 00:09:37,299
number of categories in terms of what

199
00:09:34,120 --> 00:09:39,459
could be experienced in a DMT trip and

200

00:09:37,299 --> 00:09:41,979
the wide variety of interactions weakens

201
00:09:39,458 --> 00:09:44,859
the analysis given the number of cases

202
00:09:41,980 --> 00:09:46,600
that I had to look at but what we can

203
00:09:44,860 --> 00:09:50,110
conclude is that the Machine elves are

204
00:09:46,600 --> 00:09:52,120
not actually the norm undefined entities

205
00:09:50,110 --> 00:09:56,019
are the norm or humanoid entities our

206
00:09:52,120 --> 00:10:02,318
second most common it's possible given

207
00:09:56,019 --> 00:10:04,629
the number of unclear entities that DMT

208
00:10:02,318 --> 00:10:07,028
trip experiences sort of evolved over

209
00:10:04,629 --> 00:10:08,889
the same course as hallucinations either

210
00:10:07,028 --> 00:10:11,230
in psychosis or influenced by other

211
00:10:08,889 --> 00:10:15,068
drugs that the hallucination commonly

212
00:10:11,230 --> 00:10:17,379
develops from a simple less coherent

213
00:10:15,068 --> 00:10:19,448
form into a more complex more coherent

214
00:10:17,379 --> 00:10:21,519

form so it might be that we just caught

215

00:10:19,448 --> 00:10:24,519

these people they described something

216

00:10:21,519 --> 00:10:26,560

that wasn't fully formed and then

217

00:10:24,519 --> 00:10:28,810

finally I think this area deserves more

218

00:10:26,559 --> 00:10:30,698

attention if only because there are

219

00:10:28,809 --> 00:10:32,469

obvious similarities and differences to

220

00:10:30,698 --> 00:10:34,269

the other types of entities that are

221

00:10:32,470 --> 00:10:37,120

experienced in other altered states of

222

00:10:34,269 --> 00:10:39,698

consciousness such as ayahuasca there

223

00:10:37,120 --> 00:10:41,589

are some differences the entity the

224

00:10:39,698 --> 00:10:44,740

discarnates experienced through

225

00:10:41,589 --> 00:10:45,970

mediumship discarnates or entities

226

00:10:44,740 --> 00:10:48,970

experienced during near-death

227

00:10:45,970 --> 00:10:51,519

experiences and also in alien abductions

228

00:10:48,970 --> 00:10:55,240

so I think there's more to find out here

229
00:10:51,519 --> 00:10:57,759
but either way this exploration of the

230
00:10:55,240 --> 00:11:01,889
DMT entities tells us something more

231
00:10:57,759 --> 00:11:01,889
about what the human mind is capable of

232
00:11:03,830 --> 00:11:11,940
thank you you got time for a couple of

233
00:11:07,649 --> 00:11:14,819
quick questions I have a question about

234
00:11:11,940 --> 00:11:16,620
your sample are there any data which

235
00:11:14,820 --> 00:11:18,390
have not relied on people to go

236
00:11:16,620 --> 00:11:21,629
self-report but instead of gone out

237
00:11:18,389 --> 00:11:24,240
trying to gather them not that I know of

238
00:11:21,629 --> 00:11:27,059
there's actually surprisingly little

239
00:11:24,240 --> 00:11:29,430
information and the data that exists is

240
00:11:27,059 --> 00:11:32,809
mostly of people who have used DMT and

241
00:11:29,429 --> 00:11:35,429
are reporting on their own experiences I

242
00:11:32,809 --> 00:11:39,299
have had a number of experience with

243
00:11:35,429 --> 00:11:41,339
ayahuasca and I've had a number of it

244
00:11:39,299 --> 00:11:43,649
you know these kinds of experiences and

245
00:11:41,340 --> 00:11:45,509
the common element or thread a lot of

246
00:11:43,649 --> 00:11:47,370
and what I've experienced is that there

247
00:11:45,509 --> 00:11:50,460
are kinds of like information or

248
00:11:47,370 --> 00:11:52,769
messages you know maybe about life or

249
00:11:50,460 --> 00:11:55,259
about what lessons may be what I need to

250
00:11:52,769 --> 00:11:56,610
know or something like that and I would

251
00:11:55,259 --> 00:11:58,710
I wouldn't say that there's a lot of

252
00:11:56,610 --> 00:12:01,080
correlation between the type of you know

253
00:11:58,710 --> 00:12:03,629
and you know let's say a lot of it just

254
00:12:01,080 --> 00:12:05,430
I think what my my mind is generating

255
00:12:03,629 --> 00:12:08,490
various kinds of like images but then

256
00:12:05,429 --> 00:12:09,689
there's an a deeper current of oh yeah

257

00:12:08,490 --> 00:12:10,250
this is maybe something I need to know

258
00:12:09,690 --> 00:12:14,430
now

259
00:12:10,250 --> 00:12:16,080
does this somehow fit into your to this

260
00:12:14,429 --> 00:12:17,789
exactly but I know what you're talking

261
00:12:16,080 --> 00:12:20,910
about which is that it seems like these

262
00:12:17,789 --> 00:12:22,559
experiences lead to something that sort

263
00:12:20,909 --> 00:12:24,659
of parallels mystical experiences that

264
00:12:22,559 --> 00:12:26,519
are achieved other ways also so that

265
00:12:24,659 --> 00:12:29,069
seems to me to be a separate topic

266
00:12:26,519 --> 00:12:30,840
although it might be related to the

267
00:12:29,070 --> 00:12:33,540
types of interaction in the sense that

268
00:12:30,840 --> 00:12:36,180
the showing guiding and teaching kind of

269
00:12:33,539 --> 00:12:37,860
interaction seems to help people have

270
00:12:36,179 --> 00:12:41,849
those kinds of realizations that I think

271
00:12:37,860 --> 00:12:44,700

you're describing hi excellent

272

00:12:41,850 --> 00:12:46,529

presentation in the lore and in some of

273

00:12:44,700 --> 00:12:49,740

the literature there's an argument that

274

00:12:46,529 --> 00:12:52,980

the kind of threshold dosage is required

275

00:12:49,740 --> 00:12:55,139

for the common common elements of the

276

00:12:52,980 --> 00:12:57,539

trip to converge what's your take on

277

00:12:55,139 --> 00:12:59,549

that well I had no information about

278

00:12:57,539 --> 00:13:01,230

dose you know people would put things

279

00:12:59,549 --> 00:13:04,409

down but it's not reliable but they

280

00:13:01,230 --> 00:13:08,039

certainly seemed to reach a particular

281

00:13:04,409 --> 00:13:10,049

threshold breakthrough and then usually

282

00:13:08,039 --> 00:13:12,000

after that begin to have the entity

283

00:13:10,049 --> 00:13:14,129

experience so it does seem like they're

284

00:13:12,000 --> 00:13:15,929

you know the goal at least for some

285

00:13:14,129 --> 00:13:18,588

users is to get to that point

286
00:13:15,929 --> 00:13:21,838
you break through and then the entities

287
00:13:18,589 --> 00:13:23,520
appear at least subjectively to exist in

288
00:13:21,839 --> 00:13:27,089
the altered reality that's on the other

289
00:13:23,519 --> 00:13:28,319
side of the breakthrough so it just

290
00:13:27,089 --> 00:13:30,450
seems to me it would be important to

291
00:13:28,320 --> 00:13:36,540
know about them and how they relate to

292
00:13:30,450 --> 00:13:38,180
the users in the world of lucid dreaming

293
00:13:36,539 --> 00:13:41,129
we sometimes and very frequently

294
00:13:38,179 --> 00:13:43,309
encounter figures that you're talking

295
00:13:41,129 --> 00:13:46,409
about so I'm wondering if we

296
00:13:43,309 --> 00:13:49,139
self-produce a chemical in our brain

297
00:13:46,409 --> 00:13:52,199
that is very similar the other thing run

298
00:13:49,139 --> 00:13:55,559
supplies me in your talk was the low

299
00:13:52,200 --> 00:13:58,379
percentage of geometries I would have

300
00:13:55,559 --> 00:14:01,139
expected it to be higher if the squares

301
00:13:58,379 --> 00:14:03,330
is shapes whatever those what I call the

302
00:14:01,139 --> 00:14:04,399
form constants which have popped up in

303
00:14:03,330 --> 00:14:06,450
the literature over the years

304
00:14:04,399 --> 00:14:08,850
particularly in his work with

305
00:14:06,450 --> 00:14:11,009
schizophrenics so I just wonder if you

306
00:14:08,850 --> 00:14:13,800
looked into that area well there's two

307
00:14:11,009 --> 00:14:15,269
things one is the DMT does occur

308
00:14:13,799 --> 00:14:17,219
naturally in the brain and is associated

309
00:14:15,269 --> 00:14:20,159
or at least speculatively with dreaming

310
00:14:17,220 --> 00:14:21,750
so it is possible that's another you

311
00:14:20,159 --> 00:14:22,889
know category that we could put on here

312
00:14:21,750 --> 00:14:24,870
in terms of the entities that are

313
00:14:22,889 --> 00:14:26,519
encountered in dreams you know being

314

00:14:24,870 --> 00:14:28,289
compared to the entities encountered in

315
00:14:26,519 --> 00:14:31,199
these other altered states so that's

316
00:14:28,289 --> 00:14:34,860
certainly reasonable and then second in

317
00:14:31,200 --> 00:14:37,500
terms of the geometry the geometric form

318
00:14:34,860 --> 00:14:40,649
constant experience seems to be a major

319
00:14:37,500 --> 00:14:42,839
part of the beginning of a DMT trip so I

320
00:14:40,649 --> 00:14:46,379
was just categorizing the entities which

321
00:14:42,839 --> 00:14:48,240
were primarily geometric but when lots

322
00:14:46,379 --> 00:14:50,519
of people describe the geometric

323
00:14:48,240 --> 00:14:52,980
experience of the domes or you know the

324
00:14:50,519 --> 00:14:55,230
fractals and then passing through that

325
00:14:52,980 --> 00:14:58,320
we're then some of the entities were

326
00:14:55,230 --> 00:15:00,509
still geometric or machine like some of

327
00:14:58,320 --> 00:15:03,810
them were not so it was certainly a

328
00:15:00,509 --> 00:15:11,009

major component pre entity experience

329

00:15:03,809 --> 00:15:14,219

thank you very much so when you're

330

00:15:11,009 --> 00:15:15,600

comparing this to other alter States you

331

00:15:14,220 --> 00:15:17,160

know the way you're phrasing it sounds

332

00:15:15,600 --> 00:15:20,459

as if the entity itself is what's

333

00:15:17,159 --> 00:15:22,740

changing but could it not also be that

334

00:15:20,458 --> 00:15:23,789

just the lucidity of the person that's

335

00:15:22,740 --> 00:15:25,200

affected in the state that they're in

336

00:15:23,789 --> 00:15:27,539

when they encounter the entity because

337

00:15:25,200 --> 00:15:29,759

you've you've basically taken a you know

338

00:15:27,539 --> 00:15:32,490

a chemical and you've altered

339

00:15:29,759 --> 00:15:33,779

chemistry and then your altering your

340

00:15:32,490 --> 00:15:36,090

own acidity when you're encountering

341

00:15:33,779 --> 00:15:38,309

vanity where as like a you know someone

342

00:15:36,090 --> 00:15:39,360

that had a projected like lucid

343
00:15:38,309 --> 00:15:40,559
out-of-body experience may have a

344
00:15:39,360 --> 00:15:42,269
slightly different experience with the

345
00:15:40,559 --> 00:15:43,709
same entity because of the lucidity

346
00:15:42,269 --> 00:15:46,649
state that they were in they enter that

347
00:15:43,710 --> 00:15:48,330
experience versus an NDE etc absolutely

348
00:15:46,649 --> 00:15:50,429
I mean I think that we can't locate

349
00:15:48,330 --> 00:15:52,980
where the similarities or differences

350
00:15:50,429 --> 00:15:56,069
are but for example in the alien

351
00:15:52,980 --> 00:15:59,610
abduction experience you know generally

352
00:15:56,070 --> 00:16:01,379
the aliens are not perceived necessarily

353
00:15:59,610 --> 00:16:03,210
as warm and loving and showing and

354
00:16:01,379 --> 00:16:05,189
teaching and guiding you know often they

355
00:16:03,210 --> 00:16:05,940
are perceived as frightening and it

356
00:16:05,190 --> 00:16:08,580
certainly could be

357
00:16:05,940 --> 00:16:10,020
the person's you know level of lucidity

358
00:16:08,580 --> 00:16:11,910
because they weren't expecting this

359
00:16:10,019 --> 00:16:13,350
because they didn't smoked DMT trying to

360
00:16:11,909 --> 00:16:14,939
have this experience that would

361
00:16:13,350 --> 00:16:17,040
definitely influence the nature of the

362
00:16:14,940 --> 00:16:18,900
interaction and I think this is just a

363
00:16:17,039 --> 00:16:20,519
beginning you know it would be nice to

364
00:16:18,899 --> 00:16:22,500
know what are the factors that cause

365
00:16:20,519 --> 00:16:24,750
different kinds of experiences with

366
00:16:22,500 --> 00:16:28,200
different kinds of entities in terms of

367
00:16:24,750 --> 00:16:30,000
both what's internal to the person who's

368
00:16:28,200 --> 00:16:32,220
having the experience and what might

369
00:16:30,000 --> 00:16:33,809
actually be external and the you know

370
00:16:32,220 --> 00:16:35,730
something that is contacted differently

371

00:16:33,809 --> 00:16:37,729
depending on the method of getting to

372
00:16:35,730 --> 00:16:40,600
the altered state

373
00:16:37,730 --> 00:16:41,330
thank you dr. Lyons

374
00:16:40,600 --> 00:16:44,408
[Applause]

375
00:16:41,330 --> 00:16:44,408
[Music]