DMT AND
ENTITIES
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SOCIETY
FOR
SCIENTIFIC
EXPLORATION

1
00:00:15,440 --> 00:00:04,519
our next presenter is Jennifer like from

2
00:00:17,450 --> 00:00:15,450
Stockton University in New Jersey I met

3
00:00:21,710 --> 00:00:17,460
Jennifer a couple of years ago at a

4
00:00:23,660 --> 00:00:21,720
conference and Gettysburg the conference

5
00:00:26,599 --> 00:00:23,670
was called exploring the extraordinary

6
00:00:29,210 --> 00:00:26,609
and as a consequence of her talk she

7
00:00:31,269 --> 00:00:29,220
ended up contributing an article to edge

8
00:00:34,430 --> 00:00:31,279
science you may want to check that out

9
00:00:36,680 --> 00:00:34,440
today's talk is not everyone gets

10
00:00:38,270 --> 00:00:36,690
machine elves the nature of dis

11
00:00:50,299 --> 00:00:38,280
incarnate entities and their

12
00:00:53,689 --> 00:00:50,309
interactions with DMT users hello so I'm

13
00:00:56,689 --> 00:00:53,699

talking today about DMT entities and

14
00:00:58,069 --> 00:00:56,699
their interactions with DMT users so it

15
00:00:59,630 --> 00:00:58,079
occurred to me that some people might

16
00:01:03,979 --> 00:00:59,640
need a little background before I get

17
00:01:05,359 --> 00:01:03,989
started with that topic DMT is a short

18
00:01:09,160 --> 00:01:05,369
abbreviation for a dimethyltryptamine

19
00:01:12,500 --> 00:01:09,170
which is a powerful hallucinogen that is

20
00:01:14,450 --> 00:01:12,510
involved in ayahuasca which is a drink

21
00:01:17,749 --> 00:01:14,460
used in South American shamanic

22
00:01:19,760 --> 00:01:17,759
practices it is also able to be

23
00:01:24,230 --> 00:01:19,770
synthesized separately and it can be

24
00:01:26,030 --> 00:01:24,240
injected or smoked and it is notable for

25
00:01:30,440 --> 00:01:26,040
several reasons but one of them is that

26
00:01:33,350 --> 00:01:30,450
it's extremely powerful short acting and

27
00:01:37,190 --> 00:01:33,360
tends to produce hallucinations that are

28
00:01:39,260 --> 00:01:37,200
quite vivid in and unique and at certain

29
00:01:42,440 --> 00:01:39,270
doses people feel like they have broken

30
00:01:46,520 --> 00:01:42,450
through to an alternate reality where

31
00:01:48,910 --> 00:01:46,530
they sometimes encounter entities which

32
00:01:51,740 --> 00:01:48,920
they sometimes experience as

33
00:01:54,200 --> 00:01:51,750
fundamentally separate existences not

34
00:01:56,660 --> 00:01:54,210
projections of their own psychological

35
00:02:00,620 --> 00:01:56,670
experience and sometimes those entities

36
00:02:04,880 --> 00:02:00,630
interact with them so the title of the

37
00:02:09,160 --> 00:02:04,890
talk is refers to Terence Mckenna who

38
00:02:12,199 --> 00:02:09,170

was a famous psychonaut and he sort of

39
00:02:13,700 --> 00:02:12,209
spoke about his own experiences with DMT

40
00:02:17,350 --> 00:02:13,710
and described

41
00:02:20,030 --> 00:02:17,360
his experiences with the entities as

42
00:02:22,540 --> 00:02:20,040
sort of prototypical II sometimes they

43
00:02:23,810 --> 00:02:22,550
appear as machine elves

44
00:02:28,270 --> 00:02:23,820
self-transforming

45
00:02:31,640 --> 00:02:28,280
machine elves that sometimes present as

46
00:02:33,650 --> 00:02:31,650
jeweled self dribbling basketballs so

47
00:02:38,030 --> 00:02:33,660
this just gives you an idea of the kind

48
00:02:41,930 --> 00:02:38,040
of variety of entities that people

49
00:02:44,900 --> 00:02:41,940
experience and and if you haven't used

50
00:02:46,880 --> 00:02:44,910
DMT then DMT users will tell you you

51
00:02:48,620 --> 00:02:46,890
cannot possibly understand so we should

52
00:02:51,890 --> 00:02:48,630
just start with that

53
00:02:54,710 --> 00:02:51,900
so Terence Mckenna suggested that anyone

54
00:02:56,690 --> 00:02:54,720
who uses DMT enough for long enough will

55
00:02:59,450 --> 00:02:56,700
eventually encounter the Machine Elves

56
00:03:03,050 --> 00:02:59,460
and the part of the motivation for this

57
00:03:05,240 --> 00:03:03,060
project was to evaluate actually what do

58
00:03:07,250 --> 00:03:05,250
people encounter what types of entities

59
00:03:08,930 --> 00:03:07,260
and what kinds of interactions do they

60
00:03:12,170 --> 00:03:08,940
have because there's actually very

61
00:03:14,090 --> 00:03:12,180
little research in terms of those

62
00:03:16,070 --> 00:03:14,100
questions there's some popular

63
00:03:19,370 --> 00:03:16,080

literature and there's certainly a lot

64
00:03:21,170 --> 00:03:19,380
online but there's no sort of systematic

65
00:03:24,530 --> 00:03:21,180
way to determine what kinds of entities

66
00:03:27,710 --> 00:03:24,540
people who used am T encounter and what

67
00:03:31,220 --> 00:03:27,720
kind of interactions they have so this

68
00:03:34,240 --> 00:03:31,230
is just a couple of examples to give you

69
00:03:36,920 --> 00:03:34,250
an idea of the variety of DMT entities

70
00:03:39,710 --> 00:03:36,930
so for example people way out of

71
00:03:43,460 --> 00:03:39,720
proportion to the rest of the scene in a

72
00:03:45,500 --> 00:03:43,470
bizarre alien spaceship a woman playing

73
00:03:48,170 --> 00:03:45,510
a wind instrument sitting on a gyroscope

74
00:03:49,760 --> 00:03:48,180
and so on and then the kinds of

75
00:03:51,680 --> 00:03:49,770
interactions there's a variety of

76
00:03:53,660 --> 00:03:51,690
interactions sometimes the entities are

77
00:03:56,590 --> 00:03:53,670
welcoming sometimes they're hostile

78
00:03:59,570 --> 00:03:56,600
sometimes there's sort of no interaction

79
00:04:02,060 --> 00:03:59,580
these are just some actual examples from

80
00:04:06,860 --> 00:04:02,070
the data that I used in my project to

81
00:04:10,190 --> 00:04:06,870
give you to illustrate the variety so in

82
00:04:12,290 --> 00:04:10,200
terms of what I actually did my interest

83
00:04:15,740 --> 00:04:12,300
was in getting a large sample of

84
00:04:18,740 --> 00:04:15,750
descriptions of DMT experiences and so I

85
00:04:20,450 --> 00:04:18,750
went of course to erowid org which if

86
00:04:23,260 --> 00:04:20,460
you don't know about it it's a major

87
00:04:25,640 --> 00:04:23,270
website that disseminates information

88
00:04:28,430 --> 00:04:25,650

regarding psychoactive drugs

89
00:04:29,990 --> 00:04:28,440
and along with lots of other information

90
00:04:32,840 --> 00:04:30,000
there are places for people to report

91
00:04:37,189 --> 00:04:32,850
their own experiences using different

92
00:04:40,100 --> 00:04:37,199
drugs so I sorted and collected this the

93
00:04:42,860 --> 00:04:40,110
stories of reports of people using DMT

94
00:04:44,320 --> 00:04:42,870
only the plenty of people use DMT along

95
00:04:46,430 --> 00:04:44,330
with other drugs but I didn't want to

96
00:04:49,610 --> 00:04:46,440
confuse the issue

97
00:04:52,370 --> 00:04:49,620
so I select adjust the cases that use

98
00:04:56,840 --> 00:04:52,380
DMT only over the last 10 years so from

99
00:05:01,430 --> 00:04:56,850
2006 through 2015 that ended up being

100
00:05:04,909 --> 00:05:01,440
149 trip reports sometimes information

101
00:05:07,520 --> 00:05:04,919
about the person's age or and gender

102
00:05:09,590 --> 00:05:07,530
were included and so of the people for

103
00:05:13,060 --> 00:05:09,600
whom I had that data of 90% of the

104
00:05:16,040 --> 00:05:13,070
sample was male almost 25 years old

105
00:05:18,469 --> 00:05:16,050
75% of the reports that I looked at

106
00:05:21,650 --> 00:05:18,479
included the description of at least one

107
00:05:24,980 --> 00:05:21,660
entity and 37% described more than one

108
00:05:28,339 --> 00:05:24,990
entity so I had a total of 108 and 80

109
00:05:30,950 --> 00:05:28,349
entity encounters to go on one of the

110
00:05:34,010 --> 00:05:30,960
first things that sort of became clear

111
00:05:37,100 --> 00:05:34,020
is that many people mentor mentioned the

112
00:05:39,650 --> 00:05:37,110
gender of the entities which was sort of

113
00:05:43,189 --> 00:05:39,660

a surprise to me that that so many had

114
00:05:47,180 --> 00:05:43,199
genders but 24% of the cases referred to

115
00:05:52,390 --> 00:05:47,190
the gender of the entity and so I looked

116
00:05:57,020 --> 00:05:52,400
at the proportion of male or female DMT

117
00:05:59,960 --> 00:05:57,030
users and the proportion of genders

118
00:06:02,270 --> 00:05:59,970
reported by the in terms of what the

119
00:06:04,219 --> 00:06:02,280
entities were male users were

120
00:06:06,920 --> 00:06:04,229
significantly more likely to report the

121
00:06:08,839 --> 00:06:06,930
gender of entities than females not

122
00:06:10,580 --> 00:06:08,849
quite sure what that means except that

123
00:06:13,550 --> 00:06:10,590
it might be an artifact of the fact an

124
00:06:15,500 --> 00:06:13,560
artifact of the fact that ninety percent

125
00:06:18,860 --> 00:06:15,510
of the users were male and so there was

126
00:06:20,450 --> 00:06:18,870
much higher likelihood but it's still

127
00:06:21,980 --> 00:06:20,460
statistically significant so I would

128
00:06:24,830 --> 00:06:21,990
need a larger sample to check that out

129
00:06:27,620 --> 00:06:24,840
and then the entities whose gender was

130
00:06:31,430 --> 00:06:27,630
specified were significantly more likely

131
00:06:34,339 --> 00:06:31,440
to be female than male so that is also

132
00:06:37,370 --> 00:06:34,349
interesting as at least in the sense

133
00:06:38,670 --> 00:06:37,380
that ayahuasca itself is sometimes

134
00:06:41,159 --> 00:06:38,680
conceived of as feed

135
00:06:43,290 --> 00:06:41,169
so they're my so it's just an open

136
00:06:47,040 --> 00:06:43,300
question what exactly that means but

137
00:06:51,450 --> 00:06:47,050
those were two findings related to

138
00:06:53,249 --> 00:06:51,460

gender in particular so the the main

139
00:06:56,490 --> 00:06:53,259
questions in terms of what are the

140
00:06:59,400 --> 00:06:56,500
categories of entities that emerged in

141
00:07:01,820 --> 00:06:59,410
the content analysis these are the

142
00:07:04,800 --> 00:07:01,830
relative proportions and I you know

143
00:07:07,379 --> 00:07:04,810
tried to condense the categories as

144
00:07:09,150 --> 00:07:07,389
efficiently as possible the largest

145
00:07:12,930 --> 00:07:09,160
category were entities that were

146
00:07:15,360 --> 00:07:12,940
fundamentally poorly defined or unclear

147
00:07:16,950 --> 00:07:15,370
and so that obviously could be for two

148
00:07:19,200 --> 00:07:16,960
reasons either the the person's

149
00:07:22,080 --> 00:07:19,210
experience of the entity was not yet

150
00:07:23,939 --> 00:07:22,090
clearly defined or they just didn't

151
00:07:25,980 --> 00:07:23,949
report it very clearly in their trip

152
00:07:29,400 --> 00:07:25,990
reports so there's two possible reasons

153
00:07:31,650 --> 00:07:29,410
why that might have occurred humanoid

154
00:07:33,870 --> 00:07:31,660
entities and this is in terms of the

155
00:07:37,890 --> 00:07:33,880
adjective or the second most common

156
00:07:41,219 --> 00:07:37,900
group divine beings aliens elves and

157
00:07:44,990 --> 00:07:41,229
fairies was number five animals and

158
00:07:47,550 --> 00:07:45,000
insects geometric entities or machines

159
00:07:49,560 --> 00:07:47,560
entities that were just voices just

160
00:07:52,050 --> 00:07:49,570
faces and then a miscellaneous category

161
00:07:55,250 --> 00:07:52,060
so in terms of frequency the poorly

162
00:07:58,050 --> 00:07:55,260
defined category was most frequent in

163
00:08:01,469 --> 00:07:58,060

terms of interactions there were a wide

164
00:08:05,040 --> 00:08:01,479
variety of interactions the most common

165
00:08:08,490 --> 00:08:05,050
one by far was entities showing teaching

166
00:08:10,550 --> 00:08:08,500
or guiding the users second most

167
00:08:14,640 --> 00:08:10,560
commonly there was no interaction

168
00:08:18,230 --> 00:08:14,650
hostility warmth or love welcomed or

169
00:08:22,260 --> 00:08:18,240
excitement reassurance or encouragement

170
00:08:25,439 --> 00:08:22,270
observation or neutrality play power and

171
00:08:28,230 --> 00:08:25,449
control sexual interactions interactions

172
00:08:30,180 --> 00:08:28,240
that were unclear the entity questioning

173
00:08:32,310 --> 00:08:30,190
the person the entity reminding the

174
00:08:34,319 --> 00:08:32,320
person and then another miscellaneous

175
00:08:36,149 --> 00:08:34,329
category so in terms of what are the

176
00:08:38,250 --> 00:08:36,159
entities doing with people they're

177
00:08:41,100 --> 00:08:38,260
primarily showing them teaching them and

178
00:08:46,980 --> 00:08:41,110
guiding them and in terms of their trip

179
00:08:48,930 --> 00:08:46,990
experience so just finally in terms of

180
00:08:51,660 --> 00:08:48,940
relating the type of entity with the

181
00:08:52,530 --> 00:08:51,670
type of interaction the chi-square

182
00:08:55,620 --> 00:08:52,540
analysis really

183
00:08:57,269 --> 00:08:55,630
the top the most five most frequent

184
00:08:59,639 --> 00:08:57,279
categories of entity in the five most

185
00:09:01,379 --> 00:08:59,649
frequent categories of interaction was

186
00:09:03,389 --> 00:09:01,389
insignificant there is not a pattern

187
00:09:04,860 --> 00:09:03,399
there that you might expect if you're

188
00:09:10,680 --> 00:09:04,870

thinking that the entities are some

189
00:09:13,590 --> 00:09:10,690
symbolic archetypal projection so that

190
00:09:15,480 --> 00:09:13,600
was insignificant perhaps there is an

191
00:09:18,319 --> 00:09:15,490
archetypal component in the sense that

192
00:09:21,600 --> 00:09:18,329
male users are more likely to experience

193
00:09:23,970 --> 00:09:21,610
female entities in the sense of being an

194
00:09:26,699 --> 00:09:23,980
anima representation but that's

195
00:09:28,800 --> 00:09:26,709
speculative as well certainly there was

196
00:09:32,490 --> 00:09:28,810
a wide variety of entities although not

197
00:09:34,110 --> 00:09:32,500
infinite there are a relatively small

198
00:09:37,290 --> 00:09:34,120
number of categories in terms of what

199
00:09:39,449 --> 00:09:37,300
could be experienced in a DMT trip and

200
00:09:41,970 --> 00:09:39,459
the wide variety of interactions weakens

201
00:09:44,850 --> 00:09:41,980
the analysis given the number of cases

202
00:09:46,590 --> 00:09:44,860
that I had to look at but what we can

203
00:09:50,100 --> 00:09:46,600
conclude is that the Machine elves are

204
00:09:52,110 --> 00:09:50,110
not actually the norm undefined entities

205
00:09:56,009 --> 00:09:52,120
are the norm or humanoid entities our

206
00:10:02,309 --> 00:09:56,019
second most common it's possible given

207
00:10:04,620 --> 00:10:02,319
the number of unclear entities that DMT

208
00:10:07,019 --> 00:10:04,630
trip experiences sort of evolved over

209
00:10:08,879 --> 00:10:07,029
the same course as hallucinations either

210
00:10:11,220 --> 00:10:08,889
in psychosis or influenced by other

211
00:10:15,059 --> 00:10:11,230
drugs that the hallucination commonly

212
00:10:17,370 --> 00:10:15,069
develops from a simple less coherent

213
00:10:19,439 --> 00:10:17,380

form into a more complex more coherent

214
00:10:21,509 --> 00:10:19,449
form so it might be that we just caught

215
00:10:24,509 --> 00:10:21,519
these people they described something

216
00:10:26,550 --> 00:10:24,519
that wasn't fully formed and then

217
00:10:28,800 --> 00:10:26,560
finally I think this area deserves more

218
00:10:30,689 --> 00:10:28,810
attention if only because there are

219
00:10:32,460 --> 00:10:30,699
obvious similarities and differences to

220
00:10:34,259 --> 00:10:32,470
the other types of entities that are

221
00:10:37,110 --> 00:10:34,269
experienced in other altered states of

222
00:10:39,689 --> 00:10:37,120
consciousness such as ayahuasca there

223
00:10:41,579 --> 00:10:39,699
are some differences the entity the

224
00:10:44,730 --> 00:10:41,589
discarnates experienced through

225
00:10:45,960 --> 00:10:44,740
mediumship discarnates or entities

226
00:10:48,960 --> 00:10:45,970
experienced during near-death

227
00:10:51,509 --> 00:10:48,970
experiences and also in alien abductions

228
00:10:55,230 --> 00:10:51,519
so I think there's more to find out here

229
00:10:57,749 --> 00:10:55,240
but either way this exploration of the

230
00:11:03,820 --> 00:10:57,759
DMT entities tells us something more

231
00:11:11,930 --> 00:11:07,640
thank you you got time for a couple of

232
00:11:14,810 --> 00:11:11,940
quick questions I have a question about

233
00:11:16,610 --> 00:11:14,820
your sample are there any data which

234
00:11:18,380 --> 00:11:16,620
have not relied on people to go

235
00:11:21,620 --> 00:11:18,390
self-report but instead of gone out

236
00:11:24,230 --> 00:11:21,630
trying to gather them not that I know of

237
00:11:27,050 --> 00:11:24,240
there's actually surprisingly little

238
00:11:29,420 --> 00:11:27,060

information and the data that exists is

239
00:11:32,800 --> 00:11:29,430
mostly of people who have used DMT and

240
00:11:35,420 --> 00:11:32,810
are reporting on their own experiences I

241
00:11:39,290 --> 00:11:35,430
have had a number of experience with

242
00:11:41,330 --> 00:11:39,300
ayahuasca and I've had a number of it

243
00:11:43,640 --> 00:11:41,340
you know these kinds of experiences and

244
00:11:45,500 --> 00:11:43,650
the common element or thread a lot of

245
00:11:47,360 --> 00:11:45,510
and what I've experienced is that there

246
00:11:50,450 --> 00:11:47,370
are kinds of like information or

247
00:11:52,760 --> 00:11:50,460
messages you know maybe about life or

248
00:11:55,250 --> 00:11:52,770
about what lessons may be what I need to

249
00:11:56,600 --> 00:11:55,260
know or something like that and I would

250
00:11:58,700 --> 00:11:56,610
I wouldn't say that there's a lot of

251
00:12:01,070 --> 00:11:58,710
correlation between the type of you know

252
00:12:03,620 --> 00:12:01,080
and you know let's say a lot of it just

253
00:12:05,420 --> 00:12:03,630
I think what my my mind is generating

254
00:12:08,480 --> 00:12:05,430
various kinds of like images but then

255
00:12:09,680 --> 00:12:08,490
there's an a deeper current of oh yeah

256
00:12:10,240 --> 00:12:09,690
this is maybe something I need to know

257
00:12:14,420 --> 00:12:10,250
now

258
00:12:16,070 --> 00:12:14,430
does this somehow fit into your to this

259
00:12:17,780 --> 00:12:16,080
exactly but I know what you're talking

260
00:12:20,900 --> 00:12:17,790
about which is that it seems like these

261
00:12:22,550 --> 00:12:20,910
experiences lead to something that sort

262
00:12:24,650 --> 00:12:22,560
of parallels mystical experiences that

263
00:12:26,510 --> 00:12:24,660

are achieved other ways also so that

264
00:12:29,060 --> 00:12:26,520
seems to me to be a separate topic

265
00:12:30,830 --> 00:12:29,070
although it might be related to the

266
00:12:33,530 --> 00:12:30,840
types of interaction in the sense that

267
00:12:36,170 --> 00:12:33,540
the showing guiding and teaching kind of

268
00:12:37,850 --> 00:12:36,180
interaction seems to help people have

269
00:12:41,840 --> 00:12:37,860
those kinds of realizations that I think

270
00:12:44,690 --> 00:12:41,850
you're describing hi excellent

271
00:12:46,520 --> 00:12:44,700
presentation in the lore and in some of

272
00:12:49,730 --> 00:12:46,530
the literature there's an argument that

273
00:12:52,970 --> 00:12:49,740
the kind of threshold dosage is required

274
00:12:55,130 --> 00:12:52,980
for the common common elements of the

275
00:12:57,530 --> 00:12:55,140
trip to converge what's your take on

276
00:12:59,540 --> 00:12:57,540
that well I had no information about

277
00:13:01,220 --> 00:12:59,550
dose you know people would put things

278
00:13:04,400 --> 00:13:01,230
down but it's not reliable but they

279
00:13:08,030 --> 00:13:04,410
certainly seemed to reach a particular

280
00:13:10,040 --> 00:13:08,040
threshold breakthrough and then usually

281
00:13:11,990 --> 00:13:10,050
after that begin to have the entity

282
00:13:14,120 --> 00:13:12,000
experience so it does seem like they're

283
00:13:15,920 --> 00:13:14,130
you know the goal at least for some

284
00:13:18,579 --> 00:13:15,930
users is to get to that point

285
00:13:21,829 --> 00:13:18,589
you break through and then the entities

286
00:13:23,510 --> 00:13:21,839
appear at least subjectively to exist in

287
00:13:27,079 --> 00:13:23,520
the altered reality that's on the other

288
00:13:28,310 --> 00:13:27,089

side of the breakthrough so it just

289
00:13:30,440 --> 00:13:28,320
seems to me it would be important to

290
00:13:36,530 --> 00:13:30,450
know about them and how they relate to

291
00:13:38,170 --> 00:13:36,540
the users in the world of lucid dreaming

292
00:13:41,120 --> 00:13:38,180
we sometimes and very frequently

293
00:13:43,300 --> 00:13:41,130
encounter figures that you're talking

294
00:13:46,400 --> 00:13:43,310
about so I'm wondering if we

295
00:13:49,130 --> 00:13:46,410
self-produce a chemical in our brain

296
00:13:52,190 --> 00:13:49,140
that is very similar the other thing run

297
00:13:55,550 --> 00:13:52,200
supplies me in your talk was the low

298
00:13:58,370 --> 00:13:55,560
percentage of geometries I would have

299
00:14:01,130 --> 00:13:58,380
expected it to be higher if the squares

300
00:14:03,320 --> 00:14:01,140
is shapes whatever those what I call the

301
00:14:04,389 --> 00:14:03,330
form constants which have popped up in

302
00:14:06,440 --> 00:14:04,399
the literature over the years

303
00:14:08,840 --> 00:14:06,450
particularly in his work with

304
00:14:11,000 --> 00:14:08,850
schizophrenics so I just wonder if you

305
00:14:13,790 --> 00:14:11,010
looked into that area well there's two

306
00:14:15,260 --> 00:14:13,800
things one is the DMT does occur

307
00:14:17,210 --> 00:14:15,270
naturally in the brain and is associated

308
00:14:20,150 --> 00:14:17,220
or at least speculatively with dreaming

309
00:14:21,740 --> 00:14:20,160
so it is possible that's another you

310
00:14:22,880 --> 00:14:21,750
know category that we could put on here

311
00:14:24,860 --> 00:14:22,890
in terms of the entities that are

312
00:14:26,510 --> 00:14:24,870
encountered in dreams you know being

313
00:14:28,280 --> 00:14:26,520

compared to the entities encountered in

314
00:14:31,190 --> 00:14:28,290
these other altered states so that's

315
00:14:34,850 --> 00:14:31,200
certainly reasonable and then second in

316
00:14:37,490 --> 00:14:34,860
terms of the geometry the geometric form

317
00:14:40,640 --> 00:14:37,500
constant experience seems to be a major

318
00:14:42,829 --> 00:14:40,650
part of the beginning of a DMT trip so I

319
00:14:46,370 --> 00:14:42,839
was just categorizing the entities which

320
00:14:48,230 --> 00:14:46,380
were primarily geometric but when lots

321
00:14:50,510 --> 00:14:48,240
of people describe the geometric

322
00:14:52,970 --> 00:14:50,520
experience of the domes or you know the

323
00:14:55,220 --> 00:14:52,980
fractals and then passing through that

324
00:14:58,310 --> 00:14:55,230
we're then some of the entities were

325
00:15:00,500 --> 00:14:58,320
still geometric or machine like some of

326
00:15:03,800 --> 00:15:00,510
them were not so it was certainly a

327
00:15:11,000 --> 00:15:03,810
major component pre entity experience

328
00:15:14,210 --> 00:15:11,010
thank you very much so when you're

329
00:15:15,590 --> 00:15:14,220
comparing this to other alter States you

330
00:15:17,150 --> 00:15:15,600
know the way you're phrasing it sounds

331
00:15:20,449 --> 00:15:17,160
as if the entity itself is what's

332
00:15:22,730 --> 00:15:20,459
changing but could it not also be that

333
00:15:23,780 --> 00:15:22,740
just the lucidity of the person that's

334
00:15:25,190 --> 00:15:23,790
affected in the state that they're in

335
00:15:27,530 --> 00:15:25,200
when they encounter the entity because

336
00:15:29,750 --> 00:15:27,540
you've you've basically taken a you know

337
00:15:32,480 --> 00:15:29,760
a chemical and you've altered

338
00:15:33,770 --> 00:15:32,490

chemistry and then your altering your

339
00:15:36,080 --> 00:15:33,780
own acidity when you're encountering

340
00:15:38,300 --> 00:15:36,090
vanity where as like a you know someone

341
00:15:39,350 --> 00:15:38,310
that had a projected like lucid

342
00:15:40,550 --> 00:15:39,360
out-of-body experience may have a

343
00:15:42,260 --> 00:15:40,560
slightly different experience with the

344
00:15:43,700 --> 00:15:42,270
same entity because of the lucidity

345
00:15:46,640 --> 00:15:43,710
state that they were in they enter that

346
00:15:48,320 --> 00:15:46,650
experience versus an NDE etc absolutely

347
00:15:50,420 --> 00:15:48,330
I mean I think that we can't locate

348
00:15:52,970 --> 00:15:50,430
where the similarities or differences

349
00:15:56,060 --> 00:15:52,980
are but for example in the alien

350
00:15:59,600 --> 00:15:56,070
abduction experience you know generally

351
00:16:01,370 --> 00:15:59,610
the aliens are not perceived necessarily

352
00:16:03,200 --> 00:16:01,380
as warm and loving and showing and

353
00:16:05,180 --> 00:16:03,210
teaching and guiding you know often they

354
00:16:05,930 --> 00:16:05,190
are perceived as frightening and it

355
00:16:08,570 --> 00:16:05,940
certainly could be

356
00:16:10,010 --> 00:16:08,580
the person's you know level of lucidity

357
00:16:11,900 --> 00:16:10,020
because they weren't expecting this

358
00:16:13,340 --> 00:16:11,910
because they didn't smoked DMT trying to

359
00:16:14,930 --> 00:16:13,350
have this experience that would

360
00:16:17,030 --> 00:16:14,940
definitely influence the nature of the

361
00:16:18,890 --> 00:16:17,040
interaction and I think this is just a

362
00:16:20,510 --> 00:16:18,900
beginning you know it would be nice to

363
00:16:22,490 --> 00:16:20,520

know what are the factors that cause

364
00:16:24,740 --> 00:16:22,500
different kinds of experiences with

365
00:16:28,190 --> 00:16:24,750
different kinds of entities in terms of

366
00:16:29,990 --> 00:16:28,200
both what's internal to the person who's

367
00:16:32,210 --> 00:16:30,000
having the experience and what might

368
00:16:33,800 --> 00:16:32,220
actually be external and the you know

369
00:16:35,720 --> 00:16:33,810
something that is contacted differently

370
00:16:37,720 --> 00:16:35,730
depending on the method of getting to

371
00:16:40,590 --> 00:16:37,730
the altered state

372
00:16:41,320 --> 00:16:40,600
thank you dr. Lyons