

DMT

HOW AND WHY TO GET OFF

of course if you extract yours from mimosa hostilis root bark (preferred) using the nice methods described at dmt.lycaenum.org and recrystallize from hexane you can make bright white natural dmt crystals that everyone will accuse of being synthetic.

real dmt is the most beautiful and terrifying drug on the planet. damn good medicine indeed.

Read more: <http://www.drugs-forum.com/forum/showthread.php?t=1039#ixzz1dy5ioPgR>

Number 3.

[DMT](#), N,N-dimethyltryptamine is not orally active (by itself), and must be smoked to experience its effects. Tolerance for the drug builds almost immediately. If you don't get enough in the first 30 seconds, smoking more will not put you into the far out visionary DMT state, but will only result in a more "ordinary" hallucinogenic state. If on an attempt, you don't get enough, you must wait at least one hour before trying again (smoking multiple doses within the hour can result in you seeing the patterns but it is almost impossible to break through to the extreme states described below). Furthermore, the actual mechanics of smoking DMT can be quite tricky. In our experience, without careful attention to technique, about half the DMT shots misfire. Therefore, it is essential to use effective technique in order not to waste the drug. In this paper we offer three different tested techniques in an easy to follow step-by-step format; We have also included our description (however inadequate) of what a DMT trip is like.

We are well aware of how scarce a substance DMT is. We had to undertake a long, intensive search to secure a supply of this marvelous drug in the smokeable, freebase form. The search was well worth it! One of the reasons for writing this paper is, hopefully, to increase the demand for DMT. If this paper intrigues you, we suggest that the you seek out a supply of your own. Look for DMT in the smokeable freebase, not hydrochloride form. You will not be disappointed.

Getting Ready

1. We recommend a uniformly, though not brightly, lit room. Unlike with mushrooms, in total darkness the DMT visions are rather drab. In full sunlight the colors are unbelievably intense with red and gold predominating but we feel that bright sunlight tends to obscure some of the intricate detail so characteristic of DMT visions. We usually do it during the day in a room that is brightly lit with indirect light.
2. Get comfortably seated where you can lie back and rest your head during the trance. If you smoke DMT standing up, you will almost certainly fall on your ass if you get a good hit!

3. We recommend a dosage of about 40-50 mg. The dosage should be weighed out and not eyeballed. Dosages below 25 mg yield only physical and threshold psychedelic effects. Dosages between 25 mg and 40 mg are usually not enough to display the full range of the unique DMT effects described below. Dosages in excess of 55 mg, particularly if you are successful in holding all of the vapor in your lungs, can be VERY heavy and are not recommended for first time users.

Method One: The "Freebase" Method

4a. Obtain a "freebase" airpipe such as the one illustrated below. Use with the largest funnel type bowl you can find. Insert the largest fine mesh stainless steel screen that will fit into the bowl. Then sprinkle the DMT uniformly over the center of the mesh screen. Make sure to keep the DMT away from the edges of the screen so that when it melts it does not run over the edge of the screen.



5a. Hold a match or torch above the screen and inhale deeply and slowly. Do not let the flame touch the DMT as this will destroy much of the drug. DMT melts and vaporizes easily so the point is to let the hot air rushing by the flame into the pipe vaporize the DMT. It is quite easy to vaporize the DMT and end up with the airchamber full of white DMT vapor.

Method Two: The Classic Psychedelic Ranger Method

4b. If you hang out around a good glass blower or long time "head" you might be able to obtain a classic DMT pipe such as the one illustrated. Load the DMT into the glass reaction chamber and heat the outside bottom of the chamber with a flame.

5b. When the white vapor appears, breathe in deeply and slowly. If you inhale too soon or too quickly, the powdered DMT will be blown down your throat. It is not active that way. Make sure that all of the DMT is vaporized. In the absence of a classic DMT pipe, some people use a regular 'hash oil' pipe heated from the outside. We find this too tricky to be reliable. You are just as likely to end up with boiling liquid DMT in your mouth. (That's why the classic pipe has a "V" shaped stem.) We personally use the "freebase" method.

In either case...

6. The smoke is very harsh. It tastes like burning plastic. It isn't particularly hot, but you will have a tendency to cough. On each toke try to hold your breath for as long as possible. Exhale and immediately take a second toke. The physical effects, a buzzing or vibration

throughout your whole body, come on first. The intensity of these effects is not a reliable guide to the dosage of DMT that you have consumed. Keep taking lungfuls and holding them until all of the premeasured DMT is consumed. Gracie suggests that the best way to smoke DMT is to try to smoke as much as you can before you inevitably fall into a trance. While not recommended for beginners, it does capture the approach you should take towards smoking your premeasured dose.

One advantage of the "freebase" method is that the 50 mg of DMT can be divided into three toke sized piles. The smaller amount can be easily vaporized and inhaled in one breath with the screen being reloaded with DMT after each toke.

7. Just as you feel yourself "going over the top", exhale. Breathe normally, close your eyes and enjoy the visions.

Your companions should be instructed to take the pipe from you when you close your eyes because you will have poor motor control. Since you will be in a trance for 4-8 minutes, you should also have told them not to disturb you. To them you will look like you are asleep. This is not a social drug or one to be taken casually; you will be entranced.

8. When you come out of the trance, remain seated for about 10 more minutes as you will still have only shaky control of your limbs.

9. In 30 minutes from the time you started you will be pretty much down, but still euphoric. You will be completely down after a total of about one hour.

10. We do not recommend that DMT be combined with other drugs. It should be done on a clean head. Marijuana fogs the effects. It is not a party drug: the effects are most entertaining experienced in a quiet room. When DMT is smoked at the peak of a mushroom or LSD trip, the effects are spectacular, but only recommended for the experienced, most brave (or some might say, most foolhardy) of investigators. The effects used at the peak of another psychedelic can last for several hours.

Notes on the Visual Stages of a DMT Trip

0—20 seconds : a scratchiness in the lungs

20—30 seconds : a buzzing starts in the ears, rising in tone and volume to an incredible intensity. Its like cellophane being ripped apart (or the fabric of the universe being torn asunder). Your body will vibrate in sympathy with this sound, and you will notice a sharp blood pressure rise. You may feel like you are deeply under water. Wearing a unitard or leotard and tights helps to minimize this sensation. Your visual field will also vibrate in resonance to the sound and will finally be completely obscured by the visions.

30 seconds—1 minute : You break through into [DMT hyperspace](#). Often at this point, users believe that their hearts or breathing have stopped. This is not true. To an outside observer, you are breathing normally and your pulse, while elevated, is strong. We believe that this subjective effect is due to your "internal clock" being slowed so greatly that the

subjective time interval between breaths or heartbeats seems like an eternity. Synthetic DMT has been extensively tested by medical authorities here and in Europe. It is perfectly safe with no lasting physical effects at these doses. However, since smoked DMT causes an abrupt blood pressure increase, it is probably not good for people with abnormally high blood pressure.

1 minute—2-5 minutes : depending on dosage: DMT hyperspace. For all practical purposes, you will no longer be embodied. You will be part of the intergalactic information network. You may experience any of the following:

- Sense of transcending time or space
- Strange plants or plantlike forms
- The universe of formless vibration
- Strange machines
- Alien music
- Alien languages, understandable or not
- Intelligent entities in a variety of forms

Do not be amazed and do not try to actively direct your observations but merely pay attention. The beings can show you amazing things, but if you try to impose your personal trip on the DMT you will find that you cannot and may become frightened.

At the end of the "flash" of the visions you will have an after-vision of circular interlocking patterns in exquisite colors. It has been described as looking at a vaulted ceiling or dome. If you did not "breakthrough" to the levels described above, this "chrysanthemum" pattern, as we call it, is all you will see. It is worth the trip, too.

You may begin to wonder how you will ever find your way back to your body. If you have taken enough DMT to fully "breakthrough", by the time you can even wonder about it, you are almost back. Trust in your own wetware; your psyche and your body will be reunited. Worrying will only prolong the process.

5—12 minutes : The visions have subsided. There are still patterns when you close your eyes, but with eyes open the world is back. At this point a flood of information may rush through your mind. The phase is fleeting. In order to preserve your DMT ideation, we recommend that you begin talking as soon as you come out of the visionary state. Don't try for complete sentences but get as many ideas out as you can while you can. Have a tape recorder running during the trip and you can review your thoughts at a later time.

15—30 minutes : The ideation flood subsides leaving you euphoric. You may still have a trace of the vibrations in your body.

30—60 minutes : The euphoria subsides.

60+ minutes : You are completely down.

Note: While we recommend above not to combine DMT with other hallucinogens, we have had excellent results using DMT as a "pre-dose" for LSD, MDMA, MDA, or mushrooms. The technique is to take the second hallucinogen orally just as you come out of the vision state. The resulting trip will be more profound and will help you to understand the strange and alien vistas which you were shown while on the DMT. (For more details, see our Note from underground no. 4.)

Method Three: The Tryptamine Giggles

If the description of the DMT effects sound too heavy for you, (we certainly don't deny that DMT can be a heavy trip) 25 mg of DMT can be mixed with some dope in a joint or in a pipe and smoked in a liesurely fashion. The giggley mood lift is quite pleasant. The occasional breaking through of abstract hallucinatory patterns can liven up an otherwise quite ordinary stoned-again evening. However, we would recommend that before you burn up all your DMT in this fashion that you at least try one high dose trip as described.

Finally, while there is no such thing as a 'typical' DMT experience, we have attached a note of ours (reprinted from High Frontiers, issue 2) to this paper which describes one of our DMT trips. The most accessible information on DMT is Peter Stafford's Psychedelics Encyclopedia. [Terence McKenna](#), who offers, in our opinion, the most sophisticated analysis of the DMT experience, has two excellent cassette tapes which discuss the DMT state: Mind, Molecules and Magic. June 1984; and [Tryptamine Hallucinogens and Consciousness](#), December 1982. They are available from Dolphin Tapes, P.O. Box 71, Big Sur, CA 93920 for \$9.00 plus tax and \$2.00 postage. (Note: this is dated, try [SoundPhotosynthesis](#))

a hit of dmt 10/9/84 - zarkov

i loaded about 40-50 milligrams of dmt into a glass pipe on top of a small amount of damiana. even though i had been warned, i was still shocked at how harsh the first toke was. it tasted and smelled like burning plastic. i involuntarily exhaled. i immediately took a second toke. the heavy white smoke rushed up the pipe as harsh as before, but i was somewhat better prepared for the terrible taste and i was able to hold the smoke for a few seconds. i exhaled, took a third toke, and was able to hold this last lungful. suddenly i began to hear a loud, moderately high-pitched carrier wave. immediately, the room started vibrating in sympathy. the pattern on the wall hangings oscillated madly in time to the buzzing that overlaid the carrier wave's fundamental tone. simultaneously, a heavy, trembling feeling swept over my entire body as if i were being propelled at multiple g acceleration by some giant rocket engine. my visual field dissolved in the most amazing colors. i could not see the room over the intensity of the visual effects. the events of the preceding paragraph occurred in the space of a few short seconds.

closing my eyes, i got a glimpse of several entities moving in front of a giant complex control panel. the visions were not crystal clear and seemed as if i were viewing it through a scrim. the creatures were bipedal and of about human size. it was impossible to say more other than they did not move like the giant insect creatures i have seen clearly under

the influence of stropharia mushrooms. there was a direct awareness of an overwhelmingly powerful and knowledgable *presence!* it was neither frightening, nor encouraging. it was just mentally there. a thought came, unbidden, into my head. i realized that i was viewing 'god central.' the central panel i saw was the control panel for the entire universe.

the vision was fleeting and dissolved into a vision of much greater clarity. a gaggle of elf-like creatures in standard issue irish elf costumes, complete with hats, looking like they had stepped out of a hallmark cards "happy saint patrick's day" display, were doing strange things with strange objects that seemed to be a weird hybrid between crystals and machines.

this vision was also fleeting, and it dissolved into a visual pattern unlike that experienced by me on any other psychedelic or combination of psychedelics. the visuals were interlocking sinusoidal patterns arranged in a japanese chrysanthemum pattern that filled my entire visual field. the pattern was ever-changing and the colors of the individual patterns changed independently of the underlying pattern. the colors were intense and came in a magnificent variety of colors: metallics, monochromes, pastels, each flickering in and out of existence as if obeying some undetected ordering principle.

an idea came into my head that i was seeing the "true universe" or universe as it really exists. that is to say, i was seeing *directly* the vibrations of every particles in the universe that "i" was somehow in contact with. "i" was directly "seeing" the universe without ordering it into an arbitrary reality tunnel—i.e., perceived "solid, objective reality." the visual pattern seemed to be a sort of n-dimensional lissajous curve formed by the intersection of "i" with the shock wave of space-time causality.

the carrier wave remained strong throughout the experience. while definitely the same type of phenomena as the carrier wave heard under the influence of psilocybin mushrooms, the dmt carrier wave was *much* louder than even the loud carrier wave heard under the influence of ten grams of very potent, dried stropharia mushrooms. also, by comparison to the mushroom experience, the carrier wave sounded as a "purer" tone—i.e., the sinusoidal component dominated the buzzing component. my throat was too sore from the harsh smoke and the control of my breathing was hindered by the intensity of the experience, so i was unable to sing or even generate a solid tone, to attempt audio driving of the visuals.

the overwhelming sense of a *presence* did not disappear when the vision changed to visual patterns, but remained an almost palpable entity as long as the visuals remained intense. i never felt the foreboding—let alone the direct challenges—i have felt under the influence of stropharia mushrooms whenever the feeling of contact with the presence has been strong. the presence was just there and *very* powerful. i felt that i had glimpsed Whitehead's god.

the period of intense visuals lasted about eight minutes. the side effects remained unpleasant, but easily ignorable. the dmt left me euphoric and very bemused for about an hour.

definitely far out and very impressive!

Smokable Dimethyltryptamine from Organic Sources

Elaborated excerpts from *Psychedelic Shamanism - The Cultivation, Preparation and Shamanic Use of Psychotropic Plants* by Jim DeKorne, and *Pharmactheon* by Jonathan Ott. Original extraction by *Mescalito Ted* edited, expanded and illustrated by dimitri at deoxy.org.

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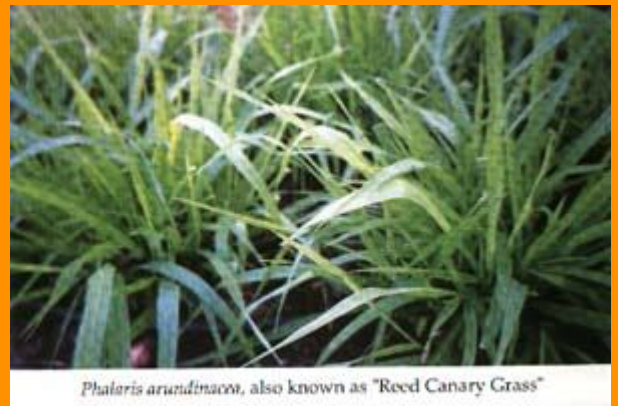
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- [Modern Use of DMT and Entheogenic Relatives](#)
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Phalaris [DMT](#) is something brand new--derived from one of the [ayahuasca](#) analog plants, it is a natural form of DMT and 5-MeO-DMT which can be grown by anyone outside the polar regions. It has no somatic side effects (nausea, vomiting), nor is it dependent for its extractions on complicated laboratory procedures, equipment or knowledge; hence it isn't necessary to rely upon a profit-oriented monopoly of dealers to obtain. It comes on fast, is too intense, and subsides rapidly: just like the way we live our lives. Here for the first time, untainted by High Technology, Drug Dealer Capitalism, Cultural Unfamiliarity or Somatic Malaise, is the most potent entheogen imaginable freely available to anyone willing to take the trouble to grow and extract it. Since the plant resembles your front lawn, any law banning it will be virtually unenforcable.



[Popup Footnotes](#)



Phalaris arundinacea, also known as "Reed Canary Grass"

The implications are incendiary: a natural source of DMT, perhaps the most powerful hallucinogen on the planet, which can be grown in anyone's yard and extracted in their kitchen! DMT is one of the keys to the imaginal realm, but it isn't for everyone. If it becomes commonly available there will be some serious incidents with people being unable to handle it--i.e., it is certain to get a lot of very bad press. Yet, it could be a catalyst for a quantum leap in human awareness--something our species, not to mention the planet, could use right now.[\[1\]](#)

Given the historical context of this sudden gift, it is difficult not to see it as a potential catalyst for a quantum shift in awareness, nothing less than a challenge from the imaginal realm to take the next step in human evolution.

May the force be with us: don't profane the light.^[2]

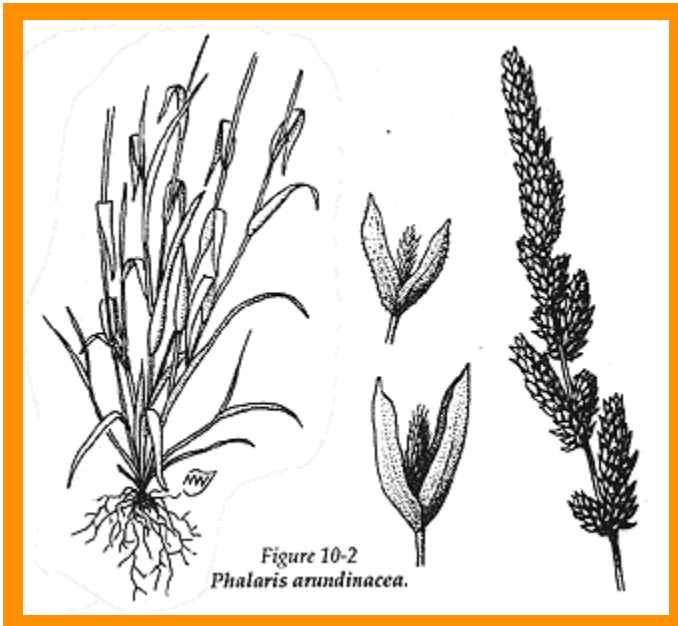


Figure 10-2
Phalaris arundinacea.

Plants

There are [a large number of plants from around the world that contain DMT](#) and other similar alkaloids. Some of these are several [Psychotria spp.](#), [Phalaris spp.](#), [Acacia spp.](#), [Arundo donax](#), [Desmanthus illinoensis](#), etc. The plant we will be dealing with in this text is called *Phalaris arundinacea*. This plant is easy to obtain, looks almost identical to common lawn grass, has some of the highest concentrations of DMT, and is beyond easy to grow.

Phalaris arundinacea is available from MANY mail-order companies. Here is a list

of addresses and prices. Please don't contact these companies inquiring about drugs, etc. These are legitimate businesses.

- [Basement Shaman](#)

- **Live plants**

- [Phalaris aquatica var. AQ-1](#) (Italian Strain AQ-1 - Much stronger than P. arundinacea supposedly has a higher DMT content than any other plant discovered thus far)
- [Psychotria viridis](#)

- **Dry herbs**

- [Psychotria viridis leaves](#)
- [Mimosa Hostilis rootbark](#)
- [Anadenanthera colubrina seeds](#)

- [Legendary Ethnobotanical Resources](#)

- [Over 120 species of Acacia](#)
- [Anadenanthera colubrina, peregrina](#)
- [Desmanthus illinoensis](#)

- [Justicia Pectorallis var. Stenophyllia](#)
- [Mimosa](#) (Pudica, Hostilis, Scabrella, Tenuiflora)
- [Phalaris](#) (Arundinacea, Brachystachys, Tuberosa (Aquatica) Var. Stenoptera, Tuberosa (Aquatica) Var. Hirtiglumis)
- [Psychotria](#) (viridis, nervosa, punctata, tuneafolia)
- [Virola Surinamensis](#)
- [Anandenathera colubrina](#)

- **[\[TAC\] Ethnobotanicals](#)**

- **Seed**

- [Phalaris arundinacea](#), Reed Canary Grass, Origin: USA (cultivation)
- [Phalaris aquatica](#) clv. Sirosa (= Phalaris tuberosa) - Toowoomba Canary Grass, Origin: Europe (organic cultivation)
- [Acacia maidenii](#), Maiden's Wattle, Origin: Australia (ethically wildcrafted)

- **Bark/Seed**

- [Acacia obtusifolia](#), Stiff Leaf Wattle, Origin: Australia (ethically wildcrafted)

Ok, there are many more companies, but these are really all you need to know about. I recommend purchasing the *P. aquatica* seeds. This is a newly discovered plant and has much potential. I would also suggest growing the plant yourself as opposed to buying the live plant. It is extremely easy to grow, and you save a lot of money.

P. arundinacea is a highly evasive grass that spreads through runners on the surface. The seeds work best if grown in a sterilized potting soil mixture, and sown in a large flat vat, or pan. Of course you can grow it in pots, but there is not as much surface area. The seeds are sown approx. 1/8" under the soil and around 1/2" away from each other. Give them plenty of light, and water them daily. You will see them sprout in less than 4-5 days. They will be tall enough to pick in about 2-3 weeks.

There are a lot of facts about DMT you should know about if you don't already. Before trying it, [do some reading on the effects](#). DMT flashes can become *extremely intense*, and could literally quickly clear your bowels if you are not mentally prepared. DMT is not *normally* orally active. But, through the use of monoamine oxidase inhibitors (MAOI's), it can become active by drinking or eating. A mixture of a MAOI and dimethyltryptamine is called [Ayahuasca](#). This text will be dealing with *smokable* DMT, so don't [worry about MAOI's](#) right now.

As far as I know, the whole idea of smokable DMT from plants is a very new area of exploration. (At least using methods that we can all handle in our household lab, aka *Kitchen*, heh.) James Dekorne discovered the methods that will be discussed below (he is the author of *Psychedelic Shamanism* and other books, and the compiler and distributor of the *Entheogen Review*). Here are some relevant excerpts::

Basic Principles of Alkaloid Extraction

For me anyway, it isn't enough to just follow a recipe; I want to comprehend each operation--what it does, and why it is necessary. To have that kind of understanding, some familiarity with basic chemistry is essential. What follows is information written, I hope, in language any nonchemist can understand. A good place to start is with the concept of pH.

pH is a numerical value assigned to the relative acidity or alkalinity of a substance, expressed on a scale of 0 to 14. A substance with a low pH is extremely acidic--like the stuff found in automobile batteries; material with a high pH is extremely basic or alkaline--like ammonia or lye, for example. (For our purposes, the terms "basic" and "alkaline" are synonymous.) It follows then, that a pH of 7 would be neutral--neither acidic nor alkaline. The standard for pH neutrality is pure water.

All the possible degrees of acidity or alkalinity are found in the range between zero and fourteen on the pH scale. This is crucial for us to know, since it is a fact of nature that *to make alkaloids soluble in water we must first make them acidic. Conversely, for them to be soluble in an organic solvent, such as ether, we must make them basic or alkaline.* Most of the psychoactive substances we are interested in extracting are called "alkaloids," compounds numerically above 7 in pH. *Webster's Third New International Dictionary* defines the word for us:

Alkaloid: any of a very large group of organic bases containing nitrogen and usually oxygen that occur especially in seed plants for the most part in the form of salts with acids..., most of the bases being colorless and well crystallized, bitter tasting, complex in structure with at least one nitrogen atom in a ring..., and optically and biologically active, many of the bases or their salts being used as drugs (as morphine and codeine).

Here are the definitions for three other terms we need to understand:

Acid: a compound (as hydrochloric acid, sulfuric acid, or benzoic acid) capable of reacting with a base to form a salt.

Salt: any of a class of compounds typified by common salt... that may be formed by the reaction of acids with bases.

Base: a compound (as lime, ammonia, a caustic alkali, or an alkaloid) capable of reacting with an acid to form a salt either with or without the elimination of water.

The object of chemical extraction is to separate the psychoactive alkaloids from the plant material. This is done by first simmering the crushed plant in an acidified water bath, which converts the alkaloids into their salt form. After filtration, the plant pulp may be discarded. To extract the alkaloids from the water, the remaining liquid is made basic and an organic solvent is added. The alkaloids will migrate into this solvent, which can then be drawn off and poured into a shallow dish.

The solvent will quickly evaporate, leaving behind the alkaloids in pure crystalline form (you should be so lucky!), or more commonly, as a relatively impure gummy compound.

1. If we wish to extract the alkaloids present in *Phalaris arundinacea*, for example, we would first pulverize the grass clippings as much as possible. One technique that helps to rupture the cellular structure of any plant material is to put it in the freezer overnight, remove it the next day, thaw it, put it in the freezer again, then remove and thaw it again. After two or three such cycles it will usually be pretty mushy and easily minced in a blender. In the case of *Phalaris* grass, which is limber and difficult to pulverize, it should be placed in the blender while still frozen stiff, so that the blender blades can more easily chop it up.
2. To the resulting mash we add enough water to make a pourable soup.
3. Next we add an acid - not too much (later on we'll turn the solution basic, so there's no advantage in taking the pH level too low) - but just enough to bring the pH down to about 5. There are many kinds of easily obtainable acids. White vinegar, lemon juice, or the acid used by photographers for their stop bath solutions are all forms of acetic acid. The latter can be purchased at any photography store, though it is far more expensive than the distilled white vinegar sold in supermarkets. The more potent sulfuric and hydrochloric acids are extremely corrosive liquids, and should be either avoided or handled with great care.

The pH is checked with a special pH paper usually available in drug stores. It turns various colors depending upon the pH of the substance it is dipped in. This color is then matched to a reference chart on the container to determine the exact numerical pH value of the substance being tested. The acid reacts with the alkaloids in the plant material and converts them into a salt. A good way to facilitate this reaction is to simmer the acidified soup in a slow cooker overnight; leave the lid on, as we don't want any liquid to evaporate. It may take two or three such operations to get all of the alkaloids into solution.

4. Next, we strain the plant matter first through cheesecloth, then through a paper coffee filter. The bulk roughage may now be discarded because the alkaloids we seek have migrated into the aqueous solution.
5. At this point, we add a small percentage (10 or 15%) of a defatting solvent such as methylene chloride, ether, chloroform, or naphtha. Naphtha is easily available in the form of Coleman fuel or lighter fluid. The objective here is to remove oils and fats which are also in the solution - they will migrate into the solvent. Shake up the mixture and put it aside long enough to separate into two layers, one aqueous, the other solvent. If you've ever made vinegar and oil salad dressing, you've already observed the principle involved.
6. While not absolutely~essential, a separatory funnel is very useful for this operation. This is a simple laboratory apparatus consisting of a tapered glass or plastic container with a tap at the bottom and a stoppered opening at the top. The two liquids are poured in the top (the bottom faucet is closed, of course); the container is corked and shaken vigorously to mix its contents. It is then set aside until the fluids separate into two distinct layers. After shaking and separating a few more times, the

tap is opened to allow the lower stratum to drain into a container. Just before the descending upper fraction reaches the faucet, it is closed off. One has now re-separated the two original liquids, but they have been mixed for a while, and the substances we seek to exclude (in this case, the fats and oils) have migrated to the solvent layer. Depending on the solvent, this may be above or below the aqueous stratum - ether will go to the top, for example, while methylene chloride sinks to the bottom.

If you do not have a separatory funnel, the fractions can also be divided by carefully siphoning off either layer [try a turkey baster]. In this instance, we now discard the solvent (along with the unwanted oils and fats) and turn our attention to the remaining aqueous solution which contains the alkaloids.

7. The next step is to add a base to our solution. One often used in extraction formulas is ammonium hydroxide, a liquid. If this is unobtainable you can substitute regular household lye crystals (sold as drain cleaner) dissolved in water to a high concentration. (Lye is a dangerous chemical. Read and follow all of the instructions on the can.) This fluid is added in small increments to the aqueous solution, shaking the mixture each time, then testing it until eventually the pH reaches 9 or 10. Be patient. It usually takes many careful applications before the pH is where you want it. If you're in too much of a hurry, it is easy to make the solution far more alkaline than necessary.

Chemically, adding a base to the solution has the effect of "unhooking" the salt and transforming the alkaloids into their "free base" form. They are now no longer a salt, and hence no longer soluble in water, thus making them accessible to extraction by one of the organic solvents mentioned above. Most of these chemicals are not particularly easy to obtain, but ether is readily available in cans of engine starting fluid, sold in auto supply stores. (To get liquid ether out of an aerosol starting fluid can, spray it down a ten or twelve-inch length of three-quarter-inch PVC pipe into a jar; the ether condenses on the sides of the pipe and drips into the jar, while the inert propellant dissipates into the atmosphere. Obviously, you don't do this in an enclosed area or anywhere near flame or sparks.) Immediately put a lid on the jar to prevent undue evaporation of the liquid ether.

8. A ratio of 10 percent of the aqueous solution should be enough solvent for each extraction. The easiest way to estimate this is to visualize where the 10% line is on your container of aqueous solution, then add that amount of solvent to the whole, increasing the volume to 110%. (A super accurate measurement is not necessary.) The container (if you don't have a separatory funnel, a large Mason jar works well) must be kept tightly closed so that the solvent won't evaporate from the solution.
9. Four extractions are made to ensure that all of the alkaloids are removed. These are done at one 24-hour, and then at three weekly intervals. The solvent layer will soon take on a darker tint, usually yellowish or reddish-brown. This indicates the presence of alkaloids as they slowly move out of the aqueous solution. It will take almost a month to get most of them, and the mixture should be shaken at least twice

a day to ensure that all of the alkaloid molecules come into contact with the solvent. At each weekly extraction carefully separate this from the aqueous solution by either of the methods mentioned above. Save these solvent fractions and combine them in one container. Each time add fresh solvent to the aqueous solution until the extraction series is complete.

10. The last step is to pour the combined solvent fractions into a shallow baking dish or pan and allow it all to evaporate in an open space free from flame or sparks. The residue remaining after evaporation contains the alkaloids, and may be put into gelatin capsules. If it is unduly gummy, one may add small amounts of ordinary flour to the gum until it thickens enough to handle easily.

It is important to remember that all of the plant alkaloids will be removed, not just the psychoactive ones we are looking for. These may include some toxic compounds, and one should always have a good idea of what a plant contains and in what percentages before ingesting any extraction taken from it. Arundo donax for example, while containing DMT, also contains several other alkaloids which caused an allergic reaction in me when I ingested its extract. These unwanted compounds can be removed, but the process requires more knowledge of chemistry than I've learned to date.

Remember to not smoke more than 25 mg your first time. You can gradually raise the dose over time as you become more experienced. -Ted