Lyn Buchanan Target tasked by Lyn Buchanan - LB23
Remote viewed by Anita Ikonen - Method EEC
Target Nov 15 , 2006
Today August 4, 2018
Start 10:33 AM

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Something feels warm and hot from the target like fire. This is a non-solid element like the moving shape that changes shape and does not have a set boundary or a fixed structure, like fire or a fabric.

There is a large stone monument like a statue that is a bit bottom heavy, it looks to have the figure of a large cat that has fat bottom paws and body and is a bit more slender and tall up top. People have a respect or fear or discomfort about this object and people do not step too close to it. There is something about the target site that does not instill fear or panic but a mild and calm and gentle feeling of wanting to stay away from it. There is something that people do not get too close to, they have a respect toward it and want to stay away. And people quietly go away from it, quietly step back and slowly leave.

There is something off-putting at the target that sends people away because people feel a certain way about it that they want to leave, there is a discomfort. So this is not a place that people want to be in or to visit or have fun here. People literally tip-toe away from here quietly and gently without causing panic, but they are in a motion away from this place.

There is fire here.

No, people don't like to stay here. But what is special is *how* they leave this place, not by running away or having panic but by quietly but steadily yet calmly walking away from here. It is as if they have seen something unsettling that made them feel uneasy and not exactly startled but unsettled.

I will go there to see how I feel when I am there. I don't want to be there either, and that is because of the large stone monument. It makes me feel as if the stone monument might grab me with its hands, and so I want to leave this place before that happens. I don't want to get grabbed, I also feel uneasy here, and also there is a smell here like a musky smell either the smell of a man or the smell of mildew but that kind of a strong musky smell.

Investigate the floor foundation: When I am on the ground or floor, I am seeing the blue sky with huge large white cumulus clouds, so I will draw them.

This is a place where a lot of people got hurt and felt uneasy and uncomfortable, they felt trapped and like they wanted to leave. A great discomfort, suffocation, feeling trapped and in a small space or that many people were in a small space like in a tomb of sorts or a small chamber which was set into the floor so that it was only open up top with an open top, like a trapdoor chamber in the floor

that sets into this tomb-like chamber where you don't want to be.

There was something terrible here, some sort of huge angry person or animal this statue that wants to grab people with its claws and it opens its mouth and has those wide open staring eyes! This monster statue wants to grab people! So it is a frightening place therefore. This statue opens its mouth and has sharp teeth and reaches its arms toward people but it does not run after anyone. So we have an ominious object that people feel uncomfortable being around.

I go to sit on the ground again. I <u>don't</u> want to be here! I want to leave, now! I don't want to be here I feel unsettled I have to go away it feels like an earthquake is about to start, not that I feel the rumbling but there is this impending disaster I don't want to stay here! It is not the feeling of fear, instead it is the feeling of being creeped out or startled away or unsettled and uncomfortable. It is a discomfort, more so than a fear. Not like murderers, more like discomfort. But people want to leave.

I go to stand behind the statue and put the palm of my hand on its back. It does not breathe, so it is not a living creature. It is completely still and lifeless, the color of dark brown stone. I sense no fear when I put my hand on its back. It also feels cool here and cold to the touch, and it is dark here behind the monument.

I stand in front of it to look at it. It has a gaping hole on it like the entrance to a cave. Inside that cave is a fire, in the mouth of this statue it is the cave with a fire inside.

No, this is not a fun place to be. Nobody wanted to go here, they all wanted to leave this place. It was sad that they got stuck here. Nobody fell asleep here, they were all restless and wide awake! The monument is evil, it is an evil man but it is too tall to be a human, it feels like an evil man, and it smells musky like some men that have that smell. This is not a fun place to be.

No! This is a bad place! I feel <u>stuck</u> here and I cannot breathe! People may have perished here.

There are large stones at this location, and people got stuck here. (False history, I wonder? Perhaps I am feeling that I could get stuck here, and then I create a false history about what would have happened to people here? Just watchful for false histories here because I have learned to be careful with these, not that anything special sets this apart as a false history, it seems as genuine as all the other histories of what happened to people, but I have learned to identify that this sounds and looks like a possible false history here. Therefore, based on my experience with my remote viewing, I should focus more on the objects and visuals and perhaps entirely ignore the story that is evolving here about what happened to people.)

There is something rumbling here, like a stone monument with fire in its mouth!

Investigate the fire, calm down and look closely at where it is: It is a small fire, and it cannot escape out, and it won't touch at people. It is sitting at the entrance that goes to a deep cave that continues inward into the mouth of this statue.

This stone monument is of importance, it is the central element of this target. And people went

there to this location, but they were unable to get loose. Something uncomfortable and horrible happened here to them, as this stone monument lunged over them like if to grab them, and the people felt worry and restless and they all wanted to leave, the horrible feeling of wanting to leave this place due to a discomfort, not like a fear or a panic or pain but like not wanting to get touched by this thing, almost more like a disgust like being creeped out.

Somebody went here and they were unable to leave.
It was a horrible place. But, they came here to see it, this tall statue monument thing. They couldn't have known, that it would do that to them. They wanted to leave quickly, because they started to feel that the air got stuffy and they couldn't breathe properly. There is nothing pleasant here, nothing at all. There was no happiness felt here at all, not by anyone.

How to approach this target at this stage? Investigate the stone monument. Its mouth is a horrifying gaping hole with fire inside it, I want to cover my eyes with my arm to not see it. <u>Nobody</u> wants to go inside it!

What is inside the mouth that has the fire: No, nothing bad went in there, it is rather that things rolled back out from there, skeletons and bones came out of that oven and out from it, so nothing went in there. Or not oven, but fire cave. This is a horrific and unsettling place.

Top view of target site: Nobody wants to go here, because all of them the people left this place. This is a place that people evacuated away from, they hurried out of this place. Nobody wanted to stay here, they all wanted to leave!

We need visuals, you are too caught up with the emotions, try to see more: There is this horrible large tall standing brown stone monument structure. And it is rumbling. It scares people away.

Hm, do I seem to be describing an erupting volcano, logic says? But my remote viewing has not gotten that far, but that is what my description could be illustrating quite well.

Look at the brown stone again: Nobody came here, because they all wanted to leave.

You are feeling the emotion and behavior of people at the target site, but now we need visuals: I ignore that I again feel people wanting to leave this place, and by ignoring it I now see that the stone monument has a gaping hole in it that is filled with fire.

Look around the stone monument that has the fire in its mouth and see what the surrounding area looks like: There were warning flags, little red flags set into the ground or perhaps posted up on roof tops to warn people and it set an emotional state of urgency in motion.

Look at an enlarged visual view where the central monument is still in the center and try to see what the surrounding area looks like: The gaping hole rumbles.

Try to SEE the surrounding area: People left this place pretty quickly, they evacuated this place so that their legs and feet would not get stuck here.

SEE the surroundings, ignore the people for now: It smells there like a musky smell from the cave with the fire.

Ignore smells and emotions, focus on visuals, visuals can identify the target: There is a cave that is surrounded by dense forest! I saw the jungle! Hanging vines and plants! But this is a secondary element, even though the visual was clear I cannot be too sure about it.

Try the visuals again, place the confident initial element of the cave mouth with fire in the center and see with the same "confidence" the surroundings around it, place that same confidence around it to let other surrounding visuals become clear: People ran away from it.

Ignore the people, see the visuals: Nobody wanted to get stuck there.

Ignore the people, see the visuals: It was a cave, a hollow. That nobody wanted to go into!

Visuals around the cave hole: It wants to capsize, it wants to grab the people, this brown stone monument wants to fall down over the people and grab their leg and it has sharp teeth in its mouth but it is a stone and not a living animal. It could just be a cave with sharp stone shapes.

So we are in nature and we are not in a manmade landscape it seems, just looking at what I wrote so far.

No, this is not a fun place. Nobody wants to be here.

Sit there and let the feelings wash around you, and take the moment to try to pick up *new* information, sit there on the ground. No, I want to leave! Sit there anyway and do not leave, the objective is to investigate and identify the target and not to do what other people there do or what you would do if you were there. Ok. It smells there. A strong musky smell, not a bad smell but like man's perfume or such. IT WANTS TO GRAB MY LEG! And it has teeth and those round staring eyes that are like stone eyes without eye whites or pupils it is a stone monument with eyes it wants to grab my leg!

I don't want to be here! I really really don't! I feel scared and it is dark and I don't want to be here anymore there is no good air to breathe and the darkness envelops me and I feel horrible being here I would start to cry and sob! This target is not fun and I can't go there again I have to leave!

Stand to the right side of the image and try to collect visuals from there. The stone blocks are rumbling down and falling down and hitting me. It is a collapsing cave. People would have gotten stuck here.

Ok I think that is enough, I could probably do better if I made more effort but the nature of this target is uncomfortable and it is therefore not suitable to be a target with which I try to improve and evolve my remote viewing ability, it is better to get better with targets that do not feel bad, and to then return with new and improved skills to do uncomfortable targets better.

11:29 AM. I click on the target dowsing map. Hard to see what the map is depicting. It has no names

of locations on it at all. Judging from logically interpreting this map, and this map is a drawing and not a photograph, it looks to be a highly mountaineous terrain, it looks like several adjacent mountain ridges and to all be very steep, and for there to be several icons that seem to be depicting fortresses or other stone buildings, but that is just from looking at the map.

I have not figured out *how* to use the dowsing map. The dowsing map is a separate exercise to try to locate the target <u>on</u> that map. I will try to feel the map and then to overlay my feeling of the target on top of the map and to see where I get a match. I sense a match in the middle of the map very close to where you see an orange dot which has a blue icon just below to the left of it.

11:33 AM. Ok time to see the target feedback page. I am of course a bit nervous. The target is the ancient ruins of Petra. The target is a bit close to where I said on the map, but perhaps not close enough, but the dowsing map is a separate exercise so it does not really matter.

First of all the jungle seems to have been a false secondary element as I suspected it to be. However this is an ancient target so we do not know if there was no jungle there at the time, these photographs are recent.

All of the talk about stone is absolutely descriptive of the target. The mouth that is a cave could be the black door opening into the settlement in the rock.

As for the story and emotions that I picked up of discomfort and people leaving and collapse and fire, we cannot grade that because we do not know what may have happened at the target site in history. Ancient targets are therefore harder to grade when remote viewing.

Still, I want to give this one a grade B because the stone is a good match.

How I grade my remote viewing: an A does not mean that I drew precisely what is on the photograph and described all the details that one would expect me to produce. An A means instead when I grade them, that there was a high indication that *I was remote viewing at all*. A B means that there was high indication that I was remote viewing, but that some central details or descriptions were missing, or that some things were included in my report which were wrong and which detracted from the quality of the report. Grade C means that it was clear that I was remote viewing, but there is a lack of detail or too many elements that were incorrect. An F means that there is no indication that I was remote viewing.

Ideally I should have drawn the straight lines of the columns and architecture.

Aha. I just now read a little bit on the page. A large earthquake in 363 A.D. destroyed at least half of the city, it says, and that Petra never recovered from this destruction. I did not read that before until at this point, and I had already given this RV a grade of B because of the heavy emphasis on stone, and I had noted that there was no way to grade the rest of my descriptions. But now because of the text (I was sloppy to not read on the target feedback page, which is a mistake when information of the target is made available) we see that my report is even better than at first thought. I did describe the earthquake really well, with the rumbling and the stones falling and I

even said the word earthquake didn't I. In my report, I wrote, "I go to sit on the ground again. I <u>don't</u> want to be here! I want to leave, now! I don't want to be here I feel unsettled I have to go away it feels like an earthquake is about to start, not that I feel the rumbling but there is this impending disaster I don't want to stay here!"

Grading a remote viewing report can be difficult because often there is accuracy that cannot be accounted for without very skilled background information with the target feedback. For instance I have remote viewed two targets previously which would have gotten a failing or a bad grade because they seem to look nothing like the target, but once I retrieved more information and more pictures, I found that I had perfectly described the <u>inside</u> of the target buildings, and the target feedback page had only had the <u>outside</u> pictures.

I will now properly read the target feedback page.

What indication do we have that I visited this target? The match is very good, however, my report could also be a match to several other *similar* targets. My report has a good match to this target, but, my report could also be a good match to other targets as well, and this fact lowers the grade somewhat. To give this report an A I would have expected a better description of the monuments, with columns, straight lines, or the structure on the top referred to as an urn in the feedback text. The mention of earthquake and destruction and falling blocks of stone is highly specific and accurate to this target, which sets my report apart from other similar stone sites and matches it well to this target.

I give this report a B, even though the report is lacking in many possible details that could have been there. I seemed to have been overwhelmed by the emotions of people to collect more visuals and details from the target. I could have also better investigated the stone element and its shapes but again I was too overwhelmed and distracted by the emotions and by the wanting to leave. Note: targets where people have wanted to leave, and where I therefore also want to leave, are especially difficult for me to remote view properly, because when I go to the target site I am overwhelmed with just wanting to leave.

Grade B.

ELEMENTS LISTING
Warm and hot like fire.

Moving changing shape non-solid no set structure, like fire or fabric.

Large stone statue in the shape of a cat. People stay away from this object, or they do not want to be too close to it, see notes above for more detail on that description.