

# Wizards Talk: Seat of Being

*The following is a transcript of a talk given by Harry Palmer, author of the Avatar materials, to a group of students attending The Avatar® Master Course on December 6, 2003, in Orlando, Florida.*

Good morning.

This is really a fresh talk. The ink isn't dry on the paper yet. And usually I joke around and tell stories, embarrass Avra, and so on. But this morning I'm going to be serious, at least serious for me—and talk off the top of my head about Wizards.

First, let me give you some of the background research that generated the Section V Wizard Course. The first challenge in the advanced Avatar materials was how to shift the seat of being. The seat of being is the viewpoint that you consider as you. And the challenge was how to shift this seat of being through the various domains of mind, without it becoming stuck, and into the formless realm of spirit. Now this is the same challenge that, in their purest moment of conception, every religion and spiritual practice has set out to solve. And most fail.

But one or two discovered that there was a long, arduous path that a disciple could follow that would increase his or her chances for enlightenment. Very simply stated, the path is to stay aware, control your thoughts, and extinguish your desires. I want to tell you that it's a lot easier to say it than to do it.

But this was the traditional preparation for enlightenment. What was lacking was an effective method for acquiring these abilities—the ability to stay aware, the ability to control thoughts, and to extinguish desires. It's fine to discuss ideas, but unless they're put into practice, they're just mental electricity.



This is what made Avatar valuable; it was the effective method that was lacking. It taught students the essential abilities needed for enlightenment: how to stay aware, how to control thoughts, and how to extinguish desires. You'll learn a lot more of how Avatar developed on The Wizard Course.

And, if four or five centuries from now, you find yourself on a planet across the galaxy—like I did—you're going to have a pretty good idea of how to get Avatar started.



Here's the sequence of steps: the mind is calmed down, the imagination is quieted, judgments are surrendered, concern is withdrawn from the past and from the future, desires are extinguished, compassion is awakened, the awareness is focused in the here and now, and when these conditions are met, something amazing and wonderful happens—your seat of being begins to shift. As you proceed on this path, then mind passes through various levels of consciousness: observing, thinking, dreaming, deep sleep.

As long as your seat of being remains identified with the mind, you duplicate the mind's experience as your own experience. You are the mind observing, you are the mind thinking, you are the mind dreaming, and you are the mind in deep dreamless sleep.

But here's a clue to wake you up: most of you have probably experienced phenomena in dreaming called lucid dreaming. A distinctive characteristic of lucid dreaming is that you become aware that you're dreaming. And in that moment of awareness, in the moment that you awaken to the awareness that you were dreaming, your experience of being and your experience of dreaming are not the same.

A lucid dream is a moment in which your seat of being is no longer identified with the activity that is taking place in your consciousness. They're separate. A lucid dream is a small shift in the seat of being from physically-oriented mind into the realm of dream spirit.

I'm using lucid dreaming here as an analogy for spiritual awakening, lucid living. But I'm also offering to you that a lucid dream is evidence that you are more than consciousness. So this preliminary stage of The Wizard Course was to awaken this seat of being that is beyond the influence of consciousness, not only in dreams but in life as well, and this awakened viewpoint is what we call the Wizard—or the higher self. You could also call it super-consciousness.

Now it's curious how many people believe in the sub-conscious and the influences below the level of consciousness, but rarely do they have any grasp of the super-conscious or influences above the level of conscious mind. And this is the level of conscious mind that's the realm of Wizards.

So the preliminary objective of Wizards was to create the ability to shift the seat of being back and forth between consciousness and the state of spirit. This shift is a beautiful, ecstatic epiphany. It's the experience that I was describing in Chapter 6 of *Living Deliberately*.





It's a harmonic of what you see happening in an Avatar initiation session. The student's mind quiets, the imagination stops, the student becomes bright-eyed, in the present, here and now. They are having a lucid life experience. They wake up from their mind, but usually it's only a short visit. In a few days, or a few months, the mind takes over again, and the problems and suffering of life reappear.

But what if you could operate a mind without getting drawn into it? Now we're talking about Wizard abilities. And as restful and rejuvenating as it is to surrender to definitionless bliss, it's not a final destination. Nirvana is not the end of the line; it's a summer house. Eternal bliss is probably not much different from eternal boredom.

Life is still going on between the edges of the screen. The games and the insanity are still there, but now you can see there are other choices. And when you are ready to go beyond the blissful *me* game, the next game is service to others—and contributing to an enlightened planetary civilization.

Now in a sense, Wizards are enlightened masters who have become bored with hanging out in definitionless awareness. And they're revisiting consciousness with an expanded perspective and a purpose. They have the tools to remedy the ills of the mind. They are modern bodhisattvas who will not rest until the last soul is free from the destructive imprisoning ignorance of insanity that threatens us all.

Wizards are spiritual samurai, white-light warriors, superconscious beings who operate in consciousness by choice. And so the great adventure unfolds. How good can we become? How much can we love? And when our intentions are good, what kind of civilization could we create?

Wizards have this understanding that there are pitfalls in operating in consciousness. These pitfalls, call them mis-takes, are three: mis-direction, mis-identification, and mis-calculation.

Mis-direction refers to the mind obeying or reacting to random ideas, to past events, or to negative circumstances, rather than following your deliberate control. Any automatic or unintentional reaction is evidence that the mind is being mis-directed. And on The Wizard Course you will explore and learn how to recognize and reduce the hidden influences of the mind. These are the things that cause you unhappiness, that cause you to fail.

I tell you that if you got nothing more out of Wizards than this, Wizards would still be 100 times cheaper than what these hidden influences cost you in terms of opportunities, fear, and suffering.





The second mis-take of operating in consciousness is mis-identification. Mis-identification is thinking of yourself, or others, as defined objects, ideas, memories, or states of mind. This confusion between mental electricity and other beings is the underlying cause of conflict on this planet. What a moment of realization to know that the ego, all your transparent identities, and all of everyone else's transparent identities are simply mis-identifications with the mind: This is "not-I"...

Mis-identification with the mind is what causes you to fall back to sleep as a spiritual being. The Wizard Course teaches you how to stay awake while you sort out these mis-identifications.

The third mis-take of operating in consciousness is mis-calculation. Mis-calculation means to mis-judge, or to arrive at an incorrect conclusion. This occurs because of wrong data, false data, lack of data, conflicting data, or even non-application of data. Mis-calculations are the path that you follow if you want to arrive at failure.

Now fortunately, you'll discover that there's a certain intuitive, knowing feel that's associated with correct data. When you become familiar with this intuitive, knowing feel, the number of mis-calculations that you make will drop significantly. I hope that you're experiencing that intuitive, knowing feel right now.

As you probably guessed, Wizards is my baby. It's the only course that I still participate in, and I don't think I've ever taught a Wizard course where I didn't learn at least as much as the students. It's just an extraordinary experience, unlike any other. It's a preview of an enlightened planetary civilization. It's the kind of experience that you remember for lifetimes, or eternally regret for having missed.

Last year someone joked that not attending Wizards was like turning down an invitation to the Last Supper.

I'm going to end my impromptu talk with another quote from Mark Twain: "Always do the right thing. This will gratify some people, and astonish the rest."

See you at Wizards.



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