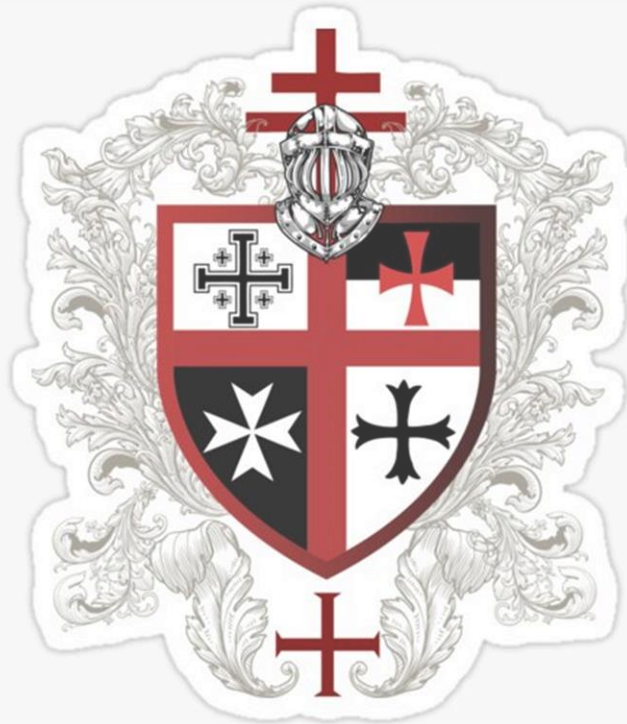


KNIGHTS REGNUM CAELESTIS

22ND ANNUAL GRAND CONCLAVE



VIRTUAL CONCLAVE

18 DECEMBER – 21 DECEMBER
2020

OFFICERS AND COMMITTEE MEMBERS 2020

Knight-Commander Jeff McMillen

Grand Master Justin R. Glosson

Knight-Captain Julian M. Ortiz

Knight-Lieutenant Kiree Bons

Treasurer Keith Stewart

Secretary James Abbeduto

Warder Tina N. Moore

Sentinel Tobie A. Sherrill

2020 Conclave Committee Members

Jeff McMillen

Tina N. Moore

Justin R. Glosson (Chair)

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www.knightsregnum.org

Glosson, Justin R. 1984-

Knights Regnum Caelestis: 22nd Annual Grand Conclave

DISCORD

We make use of Discord, please join us and introduce yourself in the #introduction channel.

<https://discord.gg/SKtQcH8>

WELCOME TO THE 2020 ANNUAL GRAND CONCLAVE!

HEAR YE! HEAR YE! HEAR YE! THE ANNUAL Knights Regnum Caelestis Annual Grand Conclave of 2020 is here! This year we are hosting the conclave virtually through Discord with guided meditations, adventure activities, and esoteric discussion.

Bring your warm heart and fellowship as we reach across the cosmos to avoid the dangers of Covid-19. By working together remotely, we are healing each other in community. This year's schedule of events promises to bring our virtual and physical lives together into one mix of meditation, emulation roleplay (D&D), and virtual roleplay (Final Fantasy XIV).

HOW WE GOT HERE

The story of the Knights Regnum begins in 1998, in the town of Dripping Springs. For a decade, the fraternity operated as a service organization and gaming club without any formal structures other than the leading triumvirate, council, and membership at large. In 2003, the document titled "purpose, passion, and performance" was penned by founding member Justin Glosson. In 2008, in the absence of the other triumvirate members, Sir Knight Glosson was given permission to experiment with recruitment, initiation, and hierarchical design in the game *World of Warcraft*. This led to the development, and reconstitution, of the *Knights Regnum Caelestis*, in 2011, unifying the digital and local bodies into one. In 2018, we dissolved the remaining camps, outposts, and encampments around the USA.

SPECIAL GUESTS

This year, much of our conclave is open for everyone who has taken the Neophyte Oath and beyond. We welcome all guests this year to attend adventurous events. Each event has a rank requirement for participation. While it would be great if Knights attended every event – build your own schedule and enjoy as much as you can.

Unfortunately, if you miss the opening ceremony, you're missing out on the entire mood of the conference. So, please do your best not to miss the opening ceremony, otherwise you threaten the integrity of the egregore of the order. The ceremony is for everyone.

RSVP NOW!

To RSVP and receive your special role that allows for you to participate in the voice channels of the conclave, please send a Direct Message to our Grand Master (Ivstin#3655).

RSVP by Friday at 17:00 CST (5:00 PM).

RULES AND EXPECTATIONS

This year, our conclave is in a special format. The usual custom is for us to shutter ourselves into a single location, close off the outside world, and spend the weekend in a meditative vigil. Because of Covid-19 restrictions, we cannot do that this year. Instead, the rules provided here are more for procedure. Additionally, we will be using Discord for all of these interactions.

DEGREES

During our Annual Grand Conclave, we will be performing the Aspirant, Companion, and Master degrees in rehearsal in the sanctuary of the virtual Free Company Estate, Regnum Hall. We have several members of Aspirant, Companion, and Master rank who can participate in these degrees to advance their membership, or they can participate in the same degree of their own station in order for practice.

During degrees, please observe the following expectations:

- Do not enter and leave voice chats repeatedly. Stay in or stay out.
- Do not use your virtual character to behave in a distracting fashion.

- During a degree, speak only as the ceremony requires (unless you are the degree master giving instructions).
- Use the FFXIV game music.
- Remove external distractions so you can focus on the degree, whether you are receiving it or participating.

EMULATION ROLE PLAY

One of the hallmarks of the Knights Regnum is the use of Emulation Role Play through Dungeons & Dragons. If you have not made an emulation character with the Grand Master, schedule a time before the conclave to do so. The final character check will happen on the evening of 18 December.

During Emulation Role Play, please observe the following expectations:

- Follow the Dungeon Master's lead.
- The Dungeon Master's adjudication is final.
- Allow other players to have the Dungeon Master's attention equally.
- Play heroically, spend your Inspiration, and allow yourself to have as much fun as possible!

If you do not have dice, have a virtual dice roller available. Normally, we use MapTool virtual tabletop. If you cannot use this application, let us know in the final character check on the evening of the 18th.

MEDITATIONS

Guided meditations are part and parcel of the annual conclave. This year, we will have mindfulness meditation, visualization meditations, and shared walking meditations.

During meditations, follow the instructions of the facilitator(s). Try to remove distractions and allow yourself to share in the enjoyment of the activity. Some of the activities will employ camera usage. If you are able to use a camera, please do. We are all members of the same order here, and

no judgment will be passed on your appearance or the area your camera shares.

TRIALS

Each afternoon begins with the process of performing the trials necessary for Aspirants and Companions to advance to the next degree of membership. During each trial, the following expectations are maintained.

TRIALS OF LIGHT

The trials of Charity, Relief, and Hope are performed in non-combat processes. For each, the duty of every participant is to share in the bequeathing of useful gear, help, or encouragement in the general population of the Virtual Role Play or Emulation Role Play environment.

Check with the facilitator before you complete a trade with anyone outside of our conclave. Do not trade gil. Do not accept gil for any service you perform during this time. We do not accept donations during charity posts, relief campaigns, or hope insertions.

If at any time you have conflict with a non-member, allow the senior ranking Knight to know and resolve the conflict.

TRIALS OF LIFE

The trials of Valor, Virtue, and Truth will be performed in combat-related environments. Specifically, we will be using Final Fantasy XIV to perform these trials in combat against specific monster types. During this time, we make use of specific battle commands. These are explained later, but the important rules for combat are outlined below.

- Do not engage with a monster unless given the order to engage.
- Do not quit the battlefield unless given permission to quit the battlefield.
- Work as a group and follow your group leader.

VIRTUAL ROLE PLAY

The game world of Final Fantasy XIV will provide us with many adventurous encounters. During these encounters, we ask that you always defer to the activity leader or facilitator as needed. Please also avoid unnecessary “away from keyboard” moments or engaging in multiple activities that distract you from the conclave.

SCHEDULE

Friday December 18

19:00 Opening Ceremony
20:00 Rules and Expectations
21:00 Guided Meditation Introduction
22:00 FFXIV Check
23:00 D&D Check

Saturday December 19

08:00 Group Meditation
09:00 Breakfast
10:00 Aspirant Lecture
12:00 Lunch
13:00 Trials of Light
14:50 Break
15:00 Mindfulness Meditation
16:50 Break
17:00 Contemplative Reading
19:00 Dinner
21:00 Contemplative Speaking
22:00 Grand Master Meetings
00:00 End Day

Sunday December 20

08:00 Group Meditation
09:00 Breakfast
10:00 Companion Lecture
12:00 Lunch
13:00 Trials of Life
14:50 Break
15:00 A Mascot No more (D&D)
16:50 Break
17:00 Awakening of Bitey (FFXIV)
19:00 Dinner
21:00 Contemplative Speaking
22:00 Grand Master Meetings
23:00 Weapon Blessings
00:00 Midnight Vigil and Knight's Oath
Renewal

Monday December 21

08:00 Group Meditation
09:00 Breakfast
10:00 Master Lecture
12:00 Lunch
13:00 Pumpkin Pumpkin (D&D)
14:50 Break
15:00 Champion's Feast (FFXIV)
16:50 Break
17:00 Culling the Flame (D&D)
18:50 Break
19:00 Stated Meeting
21:00 Closing Ceremonies (At end of Stated Meeting)

CONFERENCE PROGRAM

THIS YEAR, OUR CONCLAVE WILL TAKE place entirely virtually. Each of the activities below includes the title, time, location, facilitators, who can participate, any expected requirements of participation, and a brief description.

FRIDAY DECEMBER 18

19:00 OPENING CEREMONY

Justin R. Glosson

N, A, C, M, EK – FFXIV, VC, ST

The opening ceremony will take place in the Regnum Hall. Each participant will speak a word that they wish to imbue into the conclave and use a visual firework at the altar of the Regnum. The ceremony is described in more detail in Appendix A.

GUIDED MEDITATION INTRODUCTION

Justin R. Glosson

N, A, C, M, EK – VC, ST

An introduction to visualization meditation techniques, breathing exercises, and how to participate in media-based meditations. This activity includes a brief meditation upon the Pearl Heaven.

SATURDAY DECEMBER 19

08:00 ELEMENTAL MEDITATION

Justin R. Glosson

N, A, C, M, EK – VC

A meditation upon the Elements of Creation. Participants will be able to form the five elements of creation succinctly in their visualizations.

KEY

N – Neophyte
A – Aspirant
C – Companion
M – Master
EK – Exalted Knight
FFXIV – Final Fantasy XIV
D&D – Dungeons & Dragons
VC – Voice Chat
ST – Streamed

DAY AND DATE

TIME AND TITLE

Facilitator

ALLOWED PARTICIPANTS – LOCATION AND MEDIA

Details of the activity.

10:00 ASPIRANT LECTURE

Justin R. Glosson

A, C, M, EK – FFXIV, VC, ST

The Regnum Sanctuary will be the location of the Aspirant Degree. After the degree, a lecture will proceed upon the symbolic lessons of the degree by the Grand Master.

Requirements. The Degree Team must have a character that they control in FFXIV. The degree will be streamed for those who cannot interact in the game world. The lecture and discussion that follows is open for non-FFXIV participants.

13:00 TRIALS OF LIGHT

Kiree Bons

A, C, M, EK – FFXIV, VC, ST

The Regnum will provide equipment to community members of FFXIV. Neo-Ishgardian gear (chest) of all types will be gifted, and crafters/gatherers will provide on-the-spot solutions to gear problems. Charity, Relief, and Hope will be performed, with 15 minute meditations following each activity. Aspirants may use this to complete their Trials.

Requirements. FFXIV Full Account for trading is required. Those without a Full Account may participate in the performative interactions between player characters. Those without FFXIV can stream and offer discussion on the meditation topics provided.

15:00 MINDFULNESS MEDITATION

Tina Moore

N, A, C, M, EK – VC

A lesson on the state of being conscious and aware of the present moment; having the capacity to be able to separate yourself from your emotions; achieving a state of mind that is non-judgmental and contemplative.



17:00 CONTEMPLATIVE READING

Justin R. Glosson

N, A, C, M, EK – VC

This contemplative exercise involves listening to poetry and scripture, contemplating the meaning, meditating upon it, and speaking contemplatively.

21:00 CONTEMPLATIVE SPEAKING 1

Justin R. Glosson, Tina Moore, Jeff McMillen

N, A, C, M, EK – VC

A break-out session of contemplative discussion. Facilitators will lead with a statement, participants are encouraged to not speak for 5 minutes, then provide a short single sentence about their contemplations related to it. Participants do not respond to each other, but rather they provide free thought contemplation on the topic presented.

22:00 GRAND MASTER MEETINGS

Justin R. Glosson

EK – VC

The Grand Master will work with Exalted Knights of the order on their contemplative exercises. Each session is 15 minutes long.

SUNDAY DECEMBER 20

08:00 CELESTIAL MEDITATION

Justin R. Glosson

N, A, C, M, EK – VC

A meditation upon the Seven Heavens involving simply walking up the mountain, entering into the celestial temple, and meeting with your higher self.

10:00 COMPANION LECTURE

Justin R. Glosson

C, M, EK – FFXIV, VC, ST

The Regnum Sanctuary will be the location of the Companion Degree. After the degree, a lecture will proceed upon the symbolic lessons of the degree by the Grand Master.

Requirements. The Degree Team must have a character that they control in FFXIV. The degree will be streamed for those who cannot interact in the game world. The lecture and discussion that follows is open for non-FFXIV participants.

13:00 TRIALS OF LIFE

Julian M. Ortiz

C, M, EK – FFXIV, VC, ST

The Regnum will provide combat assistance to the community members of FFXIV. These will be performed in Fates and Open World combat scenarios. Battle Commands and formations will be taught as well. Valor, Virtue, and Truth will be performed. After each trial is performed, contemplative discussion will proceed upon the topics and questions posed to Companions. A Companion may use this to complete their Trials.

Requirements. A FFXIV Trial Account is required to engage in combat in the game. Those who cannot participate via game interaction may still watch the stream and participate in contemplative discussions.



15:00 A MASCOT NO MORE

Julian M. Ortiz

N, A, C, M, EK – D&D, VC

Bitey has been acting strange! The adventurers in this story will need to solve what is wrong with the Regnum Hall's mascot shark, Bitey. The adventure will include 2-5 encounters of varying difficulty.

Requirements. You will need your Regnum Approved Emulation Heroic Archetype character.

17:00 AWAKENING OF BITEY

Justin R. Glosson

N, A, C, M, EK – FFXIV, VC, ST

After discovering what was ailing Bitey, the Knights Regnum set off on a quest to imbue the once-mascot with an awakened intelligence. This activity includes combat and ritual ceremony.

Requirements. You will need a level 60 adventurer and have unlocked St. Mocianne's Arboretum, a level 73 adventurer and have unlocked Dohn Mheg, a level 75 adventurer and have unlocked Qitana Ravel, and a Level 80 adventurer and have unlocked Eden's Gate: Resurrection to participate in the combat activities related to this adventure.

21:00 CONTEMPLATIVE SPEAKING 2

Justin R. Glosson, Julian M. Ortiz, Tobie A. Sherrill
N, A, C, M, EK – VC

A break-out session of contemplative discussion. Facilitators will lead with a statement, participants are encouraged to not speak for 5 minutes, then provide a short single sentence about their contemplations related to it. Participants do not respond to each other, but rather they provide free thought contemplation on the topic presented.

22:00 GRAND MASTER MEETINGS

Justin R. Glosson
EK – VC

The Grand Master will work with Exalted Knights of the order on their contemplative exercises. Each session is 15 minutes long.

23:00 WEAPON BLESSINGS

Justin R. Glosson
N, A, C, M, EK – VC

The Grand Master will instruct individuals on providing a blessing on their weapon of choice.

00:00 MIDNIGHT VIGIL

All Knights
EK – FFXIV (OPTIONAL), VC

The Exalted Knights will perform their renewal of vows and midnight vigil.

MONDAY DECEMBER 21

08:00 EQUILIBRIUM MEDITATION

Justin R. Glosson
N, A, C, M, EK – VC

A meditation upon the balance of equilibrium between the mind, body, and soul.

10:00 MASTER LECTURE

Justin R. Glosson
M, EK – FFXIV, VC

The Regnum Sanctuary will be the location of the Master Degree. After the degree, a lecture will proceed upon the symbolic lessons of the degree by the Grand Master.

Requirements. The Degree Team must have a character that they control in FFXIV. The degree will be streamed for those who cannot interact in the game world. The lecture and discussion that follows is open for non-FFXIV participants.



13:00 PUMPKIN PUMPKIN

Justin R. Glosson

N, A, C, M, EK – D&D, VC, ST

The Knights Regnum and their companions battle the forces of Barovia to escape an undead, fiend, and aberration filled church. This adventure was started on Halloween, and anyone who wishes to participate may assist in the conclusion.

Optional Game. An optional game may be provided by Kiree Bons.

Requirements. The adventure *Pumpkin Pumpkin* will require your Regnum Approved Emulation Heroic Archetype character. This adventure makes use of MapTool. If you do not have MapTool, the adventure will be streamed for ease of operation.

15:00 CHAMPION'S FEAST

Justin R. Glosson, Jeff McMillen

N, A, C, M, EK – FFXIV, VC, ST

Adventurers participate in a player-versus-player, winner take all competition to determine the winner of 1 million gil in FFXIV.

Requirements. To participate in this brawl, you will need a FFXIV Trial Account or better, and you will need to have unlocked the Wolves' Den for player-versus-player combat. As a fun "control my character" feature, those without FFXIV will be allowed to take control of a hero and tell them what abilities to use in combat in a turn by turn style exhibition fight.

17:00 CULLING THE FLAME

Jeff McMillen

N, A, C, M, EK – D&D, VC, ST

The Knights Regnum answer a distress call across the cosmos and fly the *RFS Archeon* into battle. This adventure will include 3-5 encounters of varying difficulty for all levels of characters.

Requirements. You will need your Regnum Approved Emulation Heroic Archetype character.

19:00 STATED MEETING

Justin R. Glosson, Jeff McMillen

EK – FFXIV (OPTIONAL), VC, ST

The Annual Stated Meeting of the Knights Regnum. The Grand Master's Officer Report is given and several resolutions will be voted upon (see Appendix B.)

21:00 CLOSING CEREMONIES

Justin R. Glosson

N, A, C, M, EK – FFXIV, VC, ST

At the Conclusion of the Stated Meeting, we will take a break and then reconvene for the closing ceremony of the Annual Grand Conclave. The closing ceremony is described in Appendix A.

APPENDIX A: CEREMONIES

The ceremonies of this conference that are not secret are included here.

OPENING CEREMONY

The opening ceremony will take place in the Regnum Sanctuary of the Regnum Hall in Final Fantasy XIV. Participants will line up in reverse order, beginning with non-knights in order of degree ascent, followed by non-officer Exalted Knights, then officers in reverse order. Before entering into the sanctuary, the Grand Master offers a prayer. The Grand Master then enters into the area first and welcomes the conclave attendees into the sanctuary.

Before each participant enters into the sanctuary, they will be asked to prepare a word that they wish to gift to the conclave as energy and an ideal. Upon being invited into the sanctuary, each participant enters into the sanctuary, approaches the altar, speaks a word that they wish to bring to the conclave (this should be one word only, in any language), then takes a seat anywhere in the room. (No matter what word is chosen, if that word is already said by another participant beforehand, **keep the same word**. This is an important moment of synchronicity.)

When all words have been spoken, the Grand Master shall offer a second prayer and lead a short silent meditation. Upon concluding the meditation, the Grand Master shall welcome everyone to the conclave and declare it open.

Requirements. Each participant must have a visual firework, magick prism, or some other visual effect usable in the virtual environment. For those who do not have an avatar to use, the Grand Master will represent them visually after the Knight-Commander but before the Grand Master performs the same actions described.

CLOSING CEREMONY

All members will meet in the sanctuary for the closing ceremony. Before the ceremony begins, it is the final chance for everyone to indicate how the conclave went for them and what they hope to take back with them to the “real world” after the meeting is adjourned.

The ceremony begins when the Grand Master approaches the altar, giving thanks to the elements, heavens, and pillars for the guidance and strength during the conference. A prayer is given, and all members chant simultaneously their word from the Opening Ceremony. At the conclusion of the chant, the Grand Master offers a final prayer of departure and closes the Conclave by declaration.

APPENDIX B: 2020 RESOLUTIONS

The following Resolutions have been proposed to the Grand Encampment of Knights Regnum for voting at the business meeting of 21 December 2020.

RESOLUTION 1: MEMBERSHIP DUES

WHERE the Knights Regnum Caelestis is a legally incorporated entity,

AND WHERE the Knights Regnum Caelestis may lawfully collect dues,

AND WHERE the function of an organization such as the Knights Regnum Caelestis is monetarily independent of the membership thereof,

BE IT NOW RESOLVED that the Knights Regnum Caelestis shall adopt a dues schedule as outlined in the Financial Operations Handbook.

AND THAT the Exalted Knight members of the Knights Regnum Caelestis shall pay dues according to the amount required in the Financial Operations Handbook annually by 23:59 CST on 21 December.

AND THAT any Exalted Knight member who has not paid the annual dues by the aforementioned time is suspended immediately at 00:00 CST on 22 December;

AND THAT any Exalted Knight member who was suspended for non-payment of dues prior to 00:00 CST on 22 December shall be expelled from membership.

BE IT NOW ALSO RESOLVED that a suspended Exalted Knight may pay their past-due amount of dues owed, up to one year in owing but no more, to become in good standing immediately upon receipt thereof by the Knights Regnum Caelestis.

AND any expelled Exalted Knight, who having been expelled for non-payment of dues, may pay their past-due amount of dues owed, up to two years in owing but no more, to become in good standing immediately upon receipt thereof by the Knights Regnum Caelestis.

BE IT FURTHER RESOLVED that all dues receipt shall follow the guidelines of the Financial Operations Handbook;

AND all monetary expense of the Knights Regnum Caelestis shall be in accordance with the Constitution of the Knights Regnum Caelestis and the Financial Operations Handbook.

VOTING:

Passed: 12 September 2020

To Be Voted: 21 December 2020

RESOLUTION 2: KNIGHTS REGNUM CAELESTIS

WHERE the Knights Regnum Caelestis is the official name of the Knights Regnum Caelestis legal incorporated entity,

AND the Constitution of the Knights Regnum Caelestis must be uniform,

BE IT NOW RESOLVED that all instances of Knights Regnum shall be replaced with Knights Regnum Caelestis in all documentation referring to the order of the same name.

AND that the appearance of the name Knights Regnum Caelestis be in typographical style such that KNIGHTS REGNUM CAELESTIS appears in Andada SC, of the same font size as the surrounding text. Where Andada SC is unavailable, small caps of the local font is acceptable.

VOTING

Passed: 12 September 2020

To Be Voted: 21 December 2020

RESOLUTION 3: CLARIFICATION OF RIGHTS OF MEMBERSHIP

WHERE the legal status of 501 (c)(4), (7), (8), or (10) requires evidence that the Knights Regnum Caelestis benefits its membership, has membership rights, and exclusive participation, or benefit to the community,

BE IT NOW RESOLVED that the Rights of Membership include Therapeutic Heroic Archetypal Rapport for the purpose of self-improvement and community benefit led by the Exalted Knight membership of the Knights Regnum Caelestis.

VOTING

Passed: 12 September 2020

To Be Voted: 21 December 2020

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Knights Regnum Caelestis

