

KNIGHTS REGNUM CAELESTIS

23RD ANNUAL GRAND CONCLAVE



VIRTUAL CONCLAVE

19 DECEMBER – 21 DECEMBER
2021

OFFICERS AND COMMITTEE MEMBERS 2021

Knight-Commander Keith O. Stewart **Grand Master** Justin R. Glosson

Knight-Captain Kiree Bons

Knight-Lieutenant Tina N. Moore

Treasurer Suzy Stewart

Secretary Jeff W. McMillen

Warder Brian Van De Hoef

Sentinel Adamus Oaks St. Beoulve

2020 Conclave Committee Members

James Abbeduto

Kiree Bons

Justin R. Glosson (Chair)

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Knights Regnum Caelestis: 23rd 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 2021 ANNUAL GRAND CONCLAVE!

HEAR YE! HEAR YE! HEAR YE! THE Knights Regnum Caelestis Annual Grand Conclave of 2021 is here!

This year we are again 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. In 2020 we officially became incorporated in the state of Texas and applied for our IRS status.

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. While it would be great if Knights attended every event – build your own schedule and enjoy as much as you can.

If you miss the opening ceremony, you're missing out on establishing the mood of the conference, so please do your best to attend. 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 Saturday Dec 18 at 23:59 CST (11:59 PM).

RULES AND EXPECTATIONS

The rules and expectations of the conclave change depending upon what activity is taking place. For instance, a loud boisterous voice should be encouraged in adventure, but perhaps a softer, gentler voice and demeanor are necessary for contemplative practices. We will be using Discord for all of these interactions.

EMULATION ROLE PLAY

One of the hallmarks of the Knights Regnum is the use of Emulation Role Play through Dungeons & Dragons.

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.

MEDITATIONS

Guided meditations are part and parcel of the annual conclave. 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.

SCHEDULE

Sunday December 19

- 10:00 Opening Ceremony
- 10:30 Rules and Expectations
- 11:00 Guided Meditation Introduction
- 12:00 Lunch Break
- 13:00 Game Time Session 1: *Shadow Gale*
- 14:50 Break
- 15:00 Game Time Session 2: Free Play
- 16:50 Break
- 17:00 Game Time Session 3: *Vengeance is Forever*
- 18:50 Break
- 19:00 Dinner
- 20:00 Evening Meditation: From the Silver Sea to Golden Vale
- 22:00 Retire for the Evening

Monday December 20

- 19:00 Video Dinner/Community Gathering
- 20:00 Evening Meditation: From the Platinum City to the Illuminated Heaven
- 21:50 Break
- 22:00 Contemplative Discussions
- 23:50 Midnight Vigil and Oath Renewal Preparation*

Tuesday December 21

- 00:00 Midnight Vigil and Knight's Oath Renewal*
- 00:30 Retire (Optional)
- 18:00 Chivalric Meditation*
- 19:00 Stated Meeting*
- 21:00 Closing Ceremonies (At end of Stated Meeting)

* Indicates Exalted Knight membership status is required

CONFERENCE PROGRAM

THIS YEAR, OUR CONCLAVE WILL TAKE place entirely virtually. Each activity below includes a brief description of activities. Everyone can participate in most activities, with the exception of the Tuesday activities where only Exalted Knights may participate.

SUNDAY DECEMBER 19

10:00 OPENING CEREMONY

The opening ceremony will take place both virtually in voice chat and virtually in the Knights' Hall of the Final Fantasy XIV Free Company Estate. 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. All may attend.

11:00 GUIDED MEDITATION INTRODUCTION

The Grand Master will lead us in an introduction to guided meditations. This activity will conclude with a practice guided meditation to prepare for the evening meditation.

13:00 GAME TIME SESSION 1

This first session of adventure promises to bring together the best emulation of Dungeons & Dragons for the Regnum. All levels can participate in this adventure, and it should take only two hours.

SHADOW GALE

Adventurers return to Regnum Outpost No. 2 in Stillmoor, Telara, to investigate a sudden assault from the planes of shadow. Such an unprompted attack on a Regnum Outpost, no matter how sparsely populated, is unheard of in this age! Who or what would have the ability to assault and take over an outpost?!

15:00 GAME TIME SESSION 2

This second session of free play brings the participants to a smattering of social games, such as Code Name. During this session, we will also have a group discussion about "What do we play?" and discuss the possible heroic benefits of all the fun we have individually. This will also include an introduction to the KNIGHTS REGNUM CAELESTIS *Esoterica Heroica*.

17:00 GAME TIME SESSION 3

This third and final game session is a second emulation adventure. You do not need to participate in the Game Time Session 1 to participate in this one! You don't even need a D&D character – you only need an image in your mind of your heroic practice archetype.

VENGEANCE IS FOREVER

The Regnum have opened a gate to the dread domain of despair, *Ravenloft*. Join the Knights as they ride the *RFS Archeon* to save the lost squires who have been held prisoner in Barovia for far too long.

20:00 EVENING MEDITATION: GOING UP!

The first meditation is a guided meditation up the "Seven Heavens." This guided meditation portion will cover four different visualizations to assist with different complex symbolic goals of the participant's contemplative process.

There will be opportunity to share our experiences in conversation after the meditation.

MONDAY DECEMBER 20

19:00 VIDEO COMMUNITY GATHERING

Join us for dinner! Whether you're fasting or not, feel free to hop on video with us and spend your dinner hour as a family.

20:00 EVENING MEDITATION: CONTINUED

The second meditation is another guided meditation. This meditation will conclude the heavens and include three different visualizations to assist in memory development and cognitive appraisal.

There will be opportunity to share our experiences in conversation after the meditation.

22:00 CONTEMPLATIVE DISCUSSIONS

This activity is a round table discussion of contemplative practices and symbolism, and it serves as a practice perspective-taking dialogue. The facilitator will pose some questions for discussion at first, then the participants are encouraged to allow the discussion to develop as it should naturally.

TUESDAY DECEMBER 21

00:00 MIDNIGHT VIGIL

The Annual Vow Renewal ceremony for Exalted Knights wherever dispersed.

18:00 CHIVALRIC MEDITATION

A guided chivalric meditation upon the ideals found in the symbolic armor of chivalry.

19:00 STATED MEETING

The Annual Conclave Stated Meeting. See Appendix B for a list of resolutions to be brought forth.

21:00 CLOSING CEREMONIES

The Grand Master welcomes discussion upon the conference as whole. After this, a closing ceremony found in Appendix A takes place.

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: 2021 RESOLUTIONS

The following Resolutions have been proposed to the Grand Encampment of Knights Regnum for voting at the business meeting of 21 December 2021.

RESOLUTION 1: OFFICER QUALIFICATIONS

WHERE the Knights Regnum Caelestis is a legally incorporated entity,

AND WHERE the Knights Regnum Caelestis is subject to external audits,

AND WHERE the office of the Knight-Commander includes special authorities, such as General Orders,

AND WHERE the Treasurer is charged with the management, recording, and reporting of assets and financial activity and balances,

BE IT NOW RESOLVED that to qualify for the office of Treasurer, an Exalted Knight must not have served as the installed Knight-Commander during the current or preceding chivalric year from the date of election.

CHANGES TO CONSTITUTION

Adoption of this resolution will change the following articles and sections of the Constitution of the Knights Regnum Caelestis [Shown in **RED** for ease of clarity]:

Article IV. OFFICERS

SECTION 1. QUALIFICATIONS OF ELECTED OFFICERS

To qualify for any elected office of the order, a member must be an Exalted Knight member in good standing and accept a nomination for the office in a Stated or Called Meeting of the order.

In the event that the order has only three (3) Exalted Knights who qualify for officer positions, the Knight-Captain also serves as the Treasurer and the Knight-Lieutenant serves as the Secretary. If there are four (4) Exalted Knight members, the Knight-Lieutenant and Secretary shall be separate officers.

To qualify for the office of Knight-Commander, an Exalted Knight member must have previously served as a Knight-Captain or Knight-Commander

To qualify for the office of Knight-Captain, an Exalted Knight must have previously served as a Knight-Lieutenant.

To qualify for the office of Treasurer, an Exalted Knight must not have served as the installed Knight-Commander during the current or preceding chivalric year from the date of election.

VOTING

Passed: 21 September 2021

To be Voted: 21 December 2021

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Knights Regnum Caelestis

