



## This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

### Has Completed

KEO5-06 A Tale of Two Lions

**A Regional Adventure Set in Keoland  
 And Earned the Honorific *Lionheart***



Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

#### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region \_\_\_\_\_



Adventure Record#

**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
 (CIRCLE ONE)

This PC completed KEO5-06 A Tale of Two Lions and earned the honorific *Lionheart*. This honorific is only available to PCs who earned at least one **All the King's Men** effects on a previous Keoland regional, interactive, or special mission Adventure Record.

#### *Lionheart*

You have demonstrated an unswerving friendship to the Lion Throne of Keoland and/or have been an unrelenting foe of the Iron Cabal, which nearly succeeded in seizing control of Keoland for itself. In short, you have served, and perhaps even saved, the Empire.

Thus, the Court of the Land has designated you a Baronet (for female PCs, Baronette) of the County of Sayre and has bestowed upon you the honorific of *Lionheart*. (If you had a lesser noble title prior to this one, you lose the lower one in place of this one. You retain any associated benefits of that title, however.) In order to accept this title, your PC must have Keoland as her home region at the time this adventure was played. If she does not, you may not gain the benefits of this Adventure Record item until your PC has relocated to Keoland.

So long as you retain your noble title of Baronet(te), you enjoy the following benefits:

- You are gifted with a fifty-acre estate of currently-undeveloped land in the Barony of Sayre. If you desire to do so, you will be given permission to build a house of worship to any deity whose worship is not forbidden in Keoland. You must bear the costs of any construction or development of your land, but you may do so as you see fit within the parameters of Keoish law.
- You gain a +2 circumstance bonus to any Diplomacy or Intimidate checks made when dealing with residents of Keoland or any of her designated vassal states. You are considered to have free Luxury Lifestyle for any adventure that takes place wholly or in part inside the Kingdom of Keoland. You gain the Great Renown modifier (+2) to your Leadership Score, which does not stack with itself should you have earned it from another source. PCs that are Knights of the Watch are considered to have "defeated a foe of impressive power" for the purposes of their Promotion Point totals.

With the defeat of Regent Jessa Skotti and the adoption of her orphaned children by Baron Markos Skotti, the Barony of Sayre has no ruler. As a Baronet(te), you may petition the Lion Throne to grant you the title of Baron(ess) of Sayre. Such a title would grant you the Keep of Sayre as your residence, and you would hold a voting rod in the Court of the Land. If you are successful in your efforts to become the new Baron(ess), your PC is retired and becomes an NPC wholly under control of the Keoland Triad, to do with as the Triad sees fit. You need not retire your PC until the Triad has chosen you as the new Baron(ess) of Sayre (immediately after 12/31/06, the retirement date of this adventure) – until then, Sayre is assumed to be collectively ruled in trust by a council of the Baronets of Sayre. If you are interested in petitioning for this title, or have questions about this Adventure Record item, contact the Keoland Triad for more information. Retiring a PC to take the title of Baron(ess) also excludes this PC from any High Level Living Greyhawk play options that might become available in the future.



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL