



KNIGHTS OF KENABRES

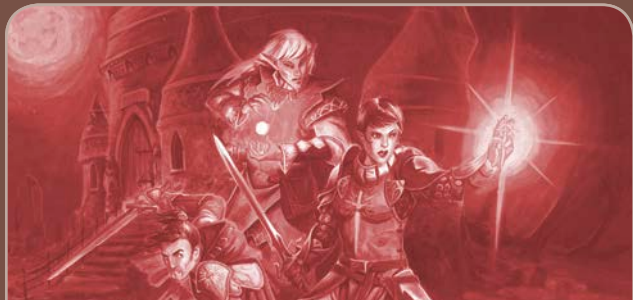
While displayed, any character may add 1d6 to a check to defeat a barrier that has the Army trait that uses one of the following checked skills:

| | | | | | |
|--------------------------|---|--|--------------------------|---|--|
| <input type="checkbox"/> |  | Righteous Medal of Valor: Strength | <input type="checkbox"/> |  | Righteous Medal of Clarity: Intelligence |
| <input type="checkbox"/> |  | Righteous Medal of Agility: Dexterity | <input type="checkbox"/> |  | Righteous Medal of Spirit: Wisdom |
| <input type="checkbox"/> |  | Righteous Medal of Vigor: Constitution | <input type="checkbox"/> |  | Righteous Medal of Command: Charisma |



Illustration by Florian Stitz © 2015 Paizo Inc.

TROOP 2



NEW RULE: TROOPS

Sword of Valor introduces a new type of support card: troops. Certain scenarios in this adventure require you to display the troop Knights of Kenabres. When a card tells your party to gain a medal on it, check 1 box on the front of it.



Illustration by Florian Stitz © 2015 Paizo Inc.

TROOP 2