

**OUAT3 KNIGHTLY TALES CARDLIST**

| <b>No.</b> | <b>Card Name</b>  | <b>Category</b> |
|------------|---|-----------------|
| 1          | Quest   | Event           |
| 2          | Breaking a Vow  | Event           |
| 3          | Battle  | Event           |
| 4          | Siege   | Event           |
| 5          | Jousting  | Event           |
| 6          | Betrayal  | Event           |
| 7          | Challenge   | Event-INT       |
| 8          | Ransomed  | Event-INT       |
| 9          | Armor   | Thing           |
| 10         | Lance   | Thing           |
| 11         | Shield  | Thing           |
| 12         | Love token  | Thing           |
| 13         | Moat  | Thing           |
| 14         | Relic   | Thing-INT       |
| 15         | Drawbridge  | Thing-INT       |
| 16         | Angry   | Aspect          |
| 17         | Unarmed   | Aspect          |
| 18         | Reckless  | Aspect          |
| 19         | Cowardly  | Aspect          |
| 20         | Holy  | Aspect          |
| 21         | Merciful  | Aspect-INT      |
| 22         | Dishonored  | Aspect-INT      |
| 23         | Castle  | Place           |
| 24         | Manor   | Place           |
| 25         | Pavilion  | Place           |
| 26         | Tournament Field  | Place           |
| 27         | Tomb  | Place           |
| 28         | Border  | Place           |
| 29         | Battlefield   | Place-INT       |
| 30         | Shrine  | Place-INT       |
| 31         | Knight  | Character       |
| 32         | Squire  | Character       |
| 33         | Herald  | Character       |
| 34         | Bandit  | Character       |
| 35         | Beloved   | Character       |
| 36         | Wizard  | Character       |
| 37         | Army  | Character-INT   |
| 38         | Priest  | Character-INT   |
| 39         | Because of her skill with a lance, women were allowed to become knights from then on. | Ending          |
| 40         | His beloved touched the relic to his lips and he was healed.                          | Ending          |
| 41         | He won back his weapons and armor through his skill and cunning.                      | Ending          |
| 42         | Because of her holiness, the terrible war was finally ended.                          | Ending          |
| 43         | He continued to wear the symbol on his shield from that day onward.                   | Ending          |

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- 44 Because of his recklessness, his betrayal was revealed. Ending
- 45 Although she was unarmed, she defeated that mighty opponent and won back her manor. Ending
- 46 And so the squire overcame his cowardice and saved the day. Ending
- 47 The herald said it was the strangest joust ever seen in that land. Ending
- 48 Her quest was completed and her castle was repaired at last. Ending
- 49 Because the vow had been broken, the battle was lost. Ending
- 50 Ending  
He proved his love by winning the joust.
- 51 Her courage drove the bandits away and saved the one she loved. Ending
- 52 The queen banished the wizard and had the tomb restored to its former glory. Ending
- 53 The search revealed the stolen love token in his pavilion, and he was punished. Ending
- 54 The priest's clever solution resolved the border dispute, and so their anger faded. Ending
- 55 They finally overcame the castle's defenses, and so the long siege ended. Ending