

# Glossary

Here is a short list of terms used throughout *Tales Untold* . If you think a term deserves adding to this list, do let us know at [talesuntold.larp@gmail.com](mailto:talesuntold.larp@gmail.com)

## Audience

An [Audience](#) is a manifestation by a being such as a [Powerful Entity](#) or a [god](#) into Camelot brought about by tribute being given. These will occur in the Audience Tent for a select audience with a schedule given in advance.

## Beans

Beans are a [Resource](#) used by Mages to create [Magic Scrolls](#). They can be collected by Mages from the Font of Magic, found on [Quests](#), and collected by Monarchs from their [Realms](#) during [Conquest](#).

## Conquest

The means through which wars are fought - a strategic endeavour enacted at the [Conquest](#) Map by [Generals](#).

## Defining Moment

A [Defining Moment](#) is an important magical object which is created when something of great importance to a person's own personal story occurs. These take the form of a blank golden scroll which once written should be sealed and when spent should be given to a member of crew so that their power can be used and recorded.

## Dragons

Large, scaly and magically powerful creatures. Often known to breathe fire.

## General

The military leader of a [Realm](#). Not necessarily (but not excluded from being) the same as a Monarch. The exact title and reverence for it changes from Realm to Realm, but all share the ability to submit moves for [Conquest](#).

## Heritage Spell

There are some spells in the game that require elements from a specific Realm in order to be cast. These were found during *Chapter 2* and have been called Heritage Scrolls. They have no innate power over any other type of magic.

## IC (In Character)

Information relevant to you as a character rather than you as a player.

## Improvements

An [Improvement](#) to a territory is a mundane addition constructed to provide a boost on the Realm.

## Joust

A 2v2 fight between two Primary fighters and their appointed Seconds. One of two types of [Combat](#) permitted within Camelot during certain times.

## Linear

A Linear is any excursion out of Camelot - either a Quest (Combat) or a Vignette (non-Combat).

## Melee

A free-for-all fight between many fighters. One of two types of [Combat](#) permitted within Camelot during certain times.

## Monarch

The ruler of a [Realm](#). Not necessarily (but not excluded from being) the same as a General. The exact title and responsibility changes from Realm to Realm, but all share the ability to collect [Resources](#) from the Realm and are generally recognised as representatives of their Realm.

## Mortal Wound

Suffered upon reaching the end of your Death Count while unconscious (or by select other means). Once you have suffered a Mortal Wound you will die within an hour. See [Combat for more details](#)

## OC (Out of Character)

Information relevant to you as a player rather than you as a character. Occasionally "OOC" for Out Of

Character.

## Phase

A [Conquest](#) Phase, during which Orders are placed, corresponding with the Seasons of the year:

- Phase 1 - Summer
- Phase 2 - Autumn
- Phase 3 - Winter
- Phase 4 - Spring
- Phase 5 - Midsummer

## Phys-Rep

Shorthand for “physical representation” - how we are representing aspects of the game world. For example, the phys-rep for a sword is a LARP safe sword; the phys-rep for Magic Beans are black beads; the phys-rep for your character is you.

## Quest

An endeavour outside of Camelot in which a small number of people will attempt to achieve some goal. Combat will likely be involved.

## Realm

[Realms](#) make up the world that once was known as Albion. Realms are made of a number of Territories. All characters are from a Realm and the list of realms [can be found here](#). Each Realm has a Monarch who may collect [Resources](#) from the Realm and decree who may pass through it, and a General who decides its actions for [Conquest](#).

## Resources

See also: [Resources](#)

Components that generally can be generated, found, traded, and used in the creation of [Scrolls](#). Common resources are Beans, Blood, [Defining Moments](#), and Riches, but other resources may be generated by Territories (such as wood or grain)

## Riches

A broad term for referring to gold, jewels, coins and other shiny objects.

## Territories

These are smaller regions which make up [Realms](#). These can change ownership through [Conquest](#).

## Tribute

[Tribute](#) is the name for any sufficient dedication or sacrifice made toward an entity. Tribute is left on the Shrine in Camelot complete with a note specifying who left the Tribute and for which entity, and generated by dedicated Sanctuaries.

## Vignette

A [linear](#) outside of Camelot in which Combat will not occur.

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