

Resources

There are a number of valuable resources in *Tales Untold*. Some of these are magical, others more mundane. Resources are generated by various means. Some Resources are specified by Territories and such Resources gathered by a Monarch will be represented by a token.

Blood

- Used for creating [Curses](#)
- Generated by being offered from a character at the Fonts of Magic when the Curse is created (reducing their maximum body hits by 1 for the next 12 hours)
- Hits gained from Armour Use cannot be sacrificed in this way
- OC: The blood *must* be given at the Fonts of Magic. There is no phys-rep for this.

Defining Moments

- Intrinsically linked to a moment in a particular character's life
- Used for creating powerful [Scrolls](#)
- Used for creating unknown but beneficial [Scrolls](#)
- Used in conjunction with Riches for creating [Strongholds](#)
- OC: These will be phys-repped by scrolls with golden seals

Magic Beans

- Used for creating [Scrolls](#)
- Generated by Territories
- Generated by Mages
- Can be found lying around
- OC: These will be phys-repped by black beads

Riches

- Riches in the form of coin are often sought by Realms for various reasons (which often change from realm to realm)
- Generated by some Territories
- Generally considered a status symbol about Camelot
- Can be used to purchase Forces in [Conquest](#)
- Can be used in conjunction with a Defining Moment to purchase a Stronghold in [Conquest](#)
- Can be used in some spellcasting
- OC: These will be phys-repped by coins

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