

# Introduction

Audeo is a game of daring adventure in a dangerous land of fantasy not unlike Dungeons and Dragons. The mechanics are heavily focused on the idea of the gamble, and what you will dare (or risk) for victory.

## Rules

- [Basic Terminology](#) - The common terms used in the game.
- [Rolling the Dice](#) - Basic rules for rolling the dice and other randomness.
- [Aura and Destiny](#) - All about Aura and resolving Destiny.
- [Creating the Adventurer](#) - How you create an Adventurer to play Audeo.
- [Playing Audeo](#) - Simple guide for how you play the game.
- [Narrating Audeo](#) - Simple guide for how you narrate the game.
- [Pursuits of Audeo](#) - All about Pursuits and what they mean in play.
- [Understanding Potential and Ability](#) - How potential works with ability scores in the game.
- [Means and Instances](#) - Wrangling Means for your Adventurer.

## World

- [Laurus](#) - An overview of the world Laurus.
- [The Nine Races](#) - Six races living in the Crowned Valley, and Three that retreated into the Underground.
- [Binding of Laurus](#) - A set of rules that bind Laurus to [adventurer creation](#).

From:  
<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:  
<https://wiki.wishray.com/doku.php?id=audeo&rev=1366566237>

Last update: **2013/04/21 10:43**

