

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, a World subject to Three Suns](#) - An overview of the world Laurus.
- [The Nine Races](#) - Six races living in the Crowned Valley to keep the old ways, and Three that retreated into the Underground captivated by the glitter of gold and promise of cool darkness.
- [Binding of Laurus](#) - A set of rules that bind Laurus to [adventurer creation](#).

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