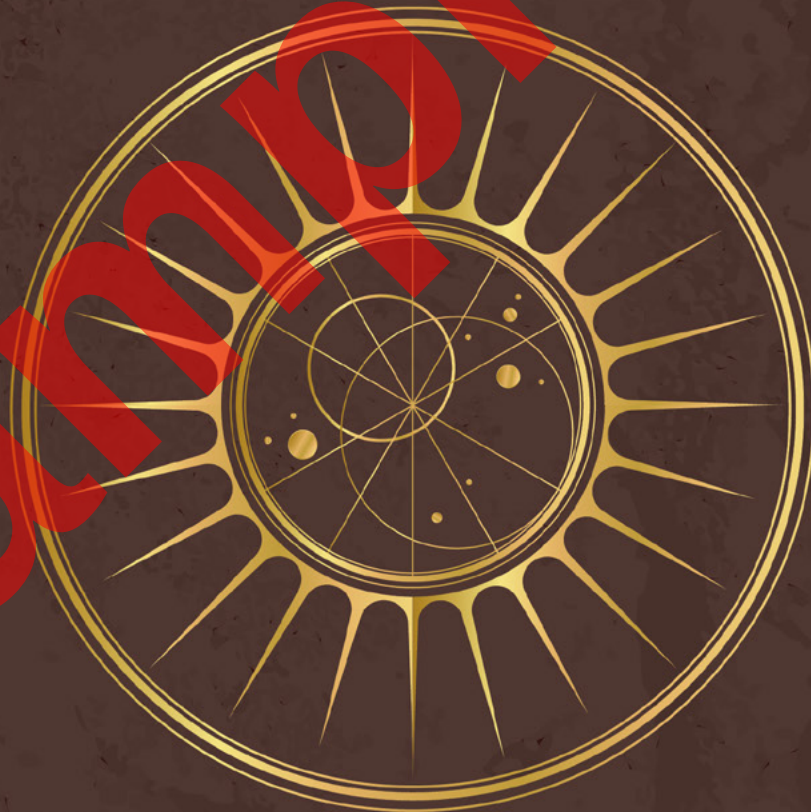


TOME OF
ADVENTURE
DESIGN

REVISED



MATT FINCH

TOME OF ADVENTURE DESIGN

REVISED



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FOREWORD TO THE REVISED EDITION

The major addition to the revised edition of *Tome of Adventure Design* is the inclusion of short creativity-prompts, which I had wanted to include in earlier versions of the book as word clouds placed here and there at intervals. For various reasons that particular idea was abandoned along the way, but I think it adds a powerful new dimension to the tables.

Tome of Adventure Design is cited as a tool for firing up the reader's creativity much more often than it's seen purely as a book of random generation tables, which is the way I was hoping it would be perceived. With over a ten-year history since its initial publication in 2009, I'd like to briefly discuss why it works this way. The fundamental tool I've tried to build into the books isn't creativity per se, it's a human trait known as *apophenia* — our ability to look at a set of unrelated things and find a pattern in them. The obvious example is the way people perceive shapes and pictures in a mass of clouds. Apophenia isn't a disorder, it's just the term for a general human trait. It's not exactly the same as creativity — creativity involves generating novel and quality ideas, whereas apophenia creates patterns that might be creative, or that might, on the other hand, be completely wrong or useless.

However, this pattern-perceiving engine in our minds can be harnessed as a powerful tool for creativity. Any creative professional will tell you that the most difficult part of a project is the beginning — staring at the proverbial “blank page” before starting. Writing an adventure is no different, and what this book does is to provide several starting points to get the apophenia engine moving. This is a much more succinct way of describing the Jabberwocky analogy from later in the book, that has been quoted very often in discussions about adventure design.

The apophenia engine is also the reason for including the creativity-prompts which are new to the book. While there's definitely an overload-point for creativity, having lots of extraneous concepts all visible at once on the page adds an additional source of fuel for the apophenia engine, in addition to the tables themselves.

I hope you enjoy the revised edition, and imagine the hell out of it!

-Matt Finch

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