

**The "Aladdin" Technique** - an easy way to spontaneously spice up RPG encounter ideas, solo or otherwise

**STEP 1:** Write an encounter set-up in a single sentence. Bracket-off each key element, action word/phrase, and descriptor, but not any references to the PCs. (I aim for six items.)

*So, in an opera-themed fantasy world, I've currently got two PCs on a treasure hunt in cold-hearted Princess Turandot's exotic kingdom. I wrote the following encounter set-up:*

*Orsini and Guglio try to [break into] an [old] [tomb] while [being pursued by] [Turandot's] [warriors].*

**STEP 2 - AI:** Randomly select one element or descriptor and **alter** it with inspirational help from a random idea generator like *Mythic* or *Story Cubes*.

*I had 6 elements and descriptors in my set-up sentence. I rolled a d6 and got a 2 for the [old] descriptor. I rolled a Story Cube and got an image of waves. So, I altered my sentence into:*

*Orsini and Guglio try to [break into] a [submerged] [tomb] while [being pursued by] [Turandot's] [warriors].*

**STEP 3 - Add:** Randomly select one element or descriptor and **add** a word or phrase immediately before or after it with inspirational help from a random idea generator.

*I rolled a d6 again and got a 5 for the [Turandot's] descriptor. I rolled a Story Cube and got an image of a person dancing. So, my sentence became:*

*Orsini and Guglio try to [break into] a [submerged] [tomb] while [being pursued by] [Turandot's] [capoeira] [warriors].*

*A weirdly satisfying development!*

**STEP 4 - In:** Create **intrigue** by following the encounter set-up sentence with an ambiguous question devised via inspirational help from a random idea generator.

*I rolled a Story Cube and got an image of an apple. That gave me the final version of the encounter concept:*

**Orsini and Guglio try to break into a submerged tomb while being pursued by Turandot's capoeira warriors. But what is the nature of the strange fruit growing out of the water surrounding the tomb?**

And that's it! In four steps, the encounter has been embellished in ways the player(s) could never have expected!

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