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|----------------------|------------------|
| 1 Train | 1 Cthonic |
| 2 Ectoplasm | 2 Totem |
| 3 Pneumatic | 3 Cesspool |
| 4 Foundation | 4 Harbinger |
| 5 Hellmouth | 5 Estate |
| 6 Grasslands/Prairie | 6 Forest |
| 7 Evil | 7 Wolves |
| 8 Creak | 8 Dead |
| 9 Trap | 9 Omen |
| 10 Red | 10 Rusty |
| 11 Antediluvian | 11 Machine |
| 12 Engine | 12 Alien |
| 13 Fog | 13 Dam |
| 14 Victim | 14 Effigy |
| 15 Reanimated | 15 Sequoias |
| 16 Tree | 16 Vermin |
| 17 Casks | 17 Lost |
| 18 Wreckage | 18 Curse |
| 19 Ghouls | 19 Jackalope |
| 20 Barrels | 20 Manifestation |

1

2

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|---------------|----------------|
| 1 Cannons | 1 Snakes |
| 2 Mutant | 2 Sasquatch |
| 3 Orichalcum | 3 Cattle |
| 4 Golem | 4 Malevolence |
| 5 Path | 5 Dollars |
| 6 Outfitters | 6 Dinosaurs |
| 7 Blasphemy | 7 Cavern |
| 8 Gilded | 8 Barbed |
| 9 Gunslinger | 9 Borderlands |
| 10 Dynamite | 10 Preacher |
| 11 Mesa | 11 Damned |
| 12 Astral | 12 Gallows |
| 13 Gold | 13 Apparatus |
| 14 Incendiary | 14 Phlogiston |
| 15 Dusty | 15 Ravenous |
| 16 Camp | 16 Sacred |
| 17 Redemption | 17 Immortal |
| 18 Bonanza | 18 Cultists |
| 19 Infernal | 19 Poltergeist |
| 20 Ranch | 20 Warehouse |

3

4

- | | |
|---------------|---------------|
| 1 Collapsed | 1 Flayed |
| 2 Mill | 2 Nemesis |
| 3 Charlatan | 3 Munitions |
| 4 Arroyo | 4 Fallen |
| 5 Obfuscated | 5 Anachronism |
| 6 Wanderer | 6 Dry |
| 7 Hostel | 7 Falls |
| 8 Abomination | 8 Bearskin |
| 9 Bounty | 9 Map |
| 10 Graveyard | 10 Remains |
| 11 Chaotic | 11 Taxidermy |
| 12 Ponderosa | 12 Smoke |
| 13 Burial | 13 Mission |
| 14 Hermit | 14 Wagon |
| 15 Wendigo | 15 Murder |
| 16 Innocent | 16 Stream |
| 17 Bandits | 17 Forgotten |
| 18 Cage | 18 Natives |
| 19 Cantina | 19 Artifact |
| 20 Charnel | 20 Stagecoach |

5

6

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|--------------|-------------|
| 1 Disputed | 1 Medicine |
| 2 Codex | 2 Thunder |
| 3 Prison | 3 Gulch |
| 4 Church | 4 Shelter |
| 5 Heartbreak | 5 Horsemen |
| 6 Rawhide | 6 Chantry |
| 7 Zombies | 7 Sawdust |
| 8 Theater | 8 Station |
| 9 Lake | 9 Casket |
| 10 Road | 10 Prophet |
| 11 Spectral | 11 Posse |
| 12 Cemetery | 12 Manitou |
| 13 Cairn | 13 Junk |
| 14 Whiskey | 14 Fields |
| 15 Gunpowder | 15 Cenotaph |
| 16 Hollow | 16 Shadows |
| 17 Ruins | 17 Fort |
| 18 Mountains | 18 Rickety |
| 19 Juniper | 19 Copper |
| 20 Hellish | 20 Heathen |

7

8

WESTWORDS

Risus Monkey

Herein you will find 240 evocative words to spice up your weird-western wilderness areas. Use them to stock an empty map, rowdy up an encounter, or inspire a strange new frontier settings from scratch.

Roll d12 for the table and d20 for the word.

WestWords is copyright 2011 by Tim Ballou. Permission is granted for you to use this free product for personal use only, though nothing is stopping you from using the words themselves in any way, shape, or form. If you find this useful or have suggestions, drop by Risus Monkey (www.risusmonkey.com) and post a comment.

Special acknowledgements to Tony Dowler at *Year of the Dungeon* for the continued inspiration, as well as Stuart Robertson's inspirational *West* *West RPG*. Title font is *Rio Grande* by Anton Krylov.

RUSTY GULCH

In a saloon on the outskirts of Rusty Gulch you can find Old Man Lester, a hollow-eyed geezer who downs shots of ole' Jimmy B. While observing travelers who venture across the desert to this godforsaken ghost town. The curious can pour him more liquid courage and listen to him spin wild tales of the time before, when Rusty Gulch was still a shiny boom town. Mineral wealth fueled all kind of schemes, wilder among them was Lester's Pneumatic Stagecoach. All brass and boilers, the confounded contraption ran the dangerous trail along the western mountain slope, an area long since rendered impassible due to ghoul bands. As these things are wont to happen on the weird frontier, Old Lester's Bandits [5,17] coach met an explosive end, coinciding with the town's rapid decline. Some say it was the ghoules that got him. But others know it was it was a recurring mirage of untold splendor that drove the coach into a ditch and left little but wreckage. But how did Lester survive to tell the tale (if he survived at all)? The answer lies on a mysterious gully^h perched in his own bloody hand.

words:
 Eplithaph [11,4]
 Desert [9,7]
 Gulch [8,3]
 Stagecoach [6,20]
 Pneumatic [1,3]
 Saloon [12,8]
 Ghoul [1,19]
 Bandits [5,17]
 Mirage [10,5]
 Rusty [2,10]

- | | |
|---------------|--------------|
| 1 Memories | 11 Sheriff |
| 2 Demon | 19 Blood |
| 3 Conestoga | 18 Huxter |
| 4 Eplithaph | 17 Crater |
| 5 Shaman | 16 Madman |
| 6 Taboo | 15 Selenium |
| 7 Crawling | 14 Hunger |
| 8 Prairie | 13 Dunes |
| 9 Marauders | 12 Homestead |
| 10 Harrowed | 11 Torpor |
| 11 Illusion | 10 Peddler |
| 12 Meteorite | 9 Watcher |
| 13 Rustlers | 8 Bell |
| 14 Grizzly | 7 Mechanical |
| 15 Tapper | 6 Bottles |
| 16 Trail | 5 Mirage |
| 17 Profane | 4 Mineshaft |
| 18 Prospector | 3 Awakened |
| 19 Chasm | 2 Plateau |
| 20 Sinkhole | 1 Vultures |

12

11

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|--------------|----------------|
| 1 Tribal | 10 Celestial |
| 2 Haunted | 19 Pit |
| 3 Necromancy | 18 Nephilim |
| 4 Ghostlight | 17 Dawn |
| 5 Occult | 16 Scorpions |
| 6 Chicory | 15 Claim |
| 7 Desert | 14 Panic |
| 8 Crossroads | 13 Burning |
| 9 Lust | 12 Cracks |
| 10 Werewolf | 11 Gully |
| 11 Gully | 10 Reservation |
| 12 Cracks | 9 Watcher |
| 13 Burning | 8 Bell |
| 14 Panic | 7 Mechanical |
| 15 Claim | 6 Bottles |
| 16 Lonely | 5 Mirage |
| 17 Scorpions | 4 Mineshaft |
| 18 Aetheric | 3 Awakened |
| 19 Spirits | 2 Plateau |
| 20 Stranger | 1 Vultures |

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