

# Risus Monkey

# WESTWORDS

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.**

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

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 Cannons
- 2 Mutant
- 3 Orichalcum
- 4 Golem
- 5 Path
- 6 Outfitters
- 7 Blasphemy
- 8 Gilded
- 9 Gunslinger
- 10 Dynamite
- 11 Mesa
- 12 Astral
- 13 Gold
- 14 Incendiary
- 15 Dusty
- 16 Camp
- 17 Redemption
- 18 Bonanza
- 19 Infernal
- 20 Ranch

- 1 Snakes
- 2 Sasquatch
- 3 Cattle
- 4 Malevolence
- 5 Dollars
- 6 Dinosaurs
- 7 Cavern
- 8 Barbed
- 9 Borderlands
- 10 Preacher
- 11 Damned
- 12 Gallows
- 13 Apparatus
- 14 Phlogiston
- 15 Ravenous
- 16 Sacred
- 17 Immortal
- 18 Cultists
- 19 Poltergeist
- 20 Warehouse

- 1 Collapsed
- 2 Mill
- 3 Charlatan
- 4 Arroyo
- 5 Obfuscated
- 6 Wanderer
- 7 Hostel
- 8 Abomination
- 9 Bounty
- 10 Graveyard
- 11 Chaotic
- 12 Ponderosa
- 13 Burial
- 14 Hermit
- 15 Wendigo
- 16 Innocent
- 17 Bandits
- 18 Cage
- 19 Cantina
- 20 Charnel

- 1 Flayed
- 2 Nemesis
- 3 Munitions
- 4 Fallen
- 5 Anachronism
- 6 Dry
- 7 Falls
- 8 Bearskin
- 9 Map
- 10 Remains
- 11 Taxidermy
- 12 Smoke
- 13 Mission
- 14 Wagon
- 15 Murder
- 16 Stream
- 17 Forgotten
- 18 Natives
- 19 Artifact
- 20 Stagecoach

- 1 Disputed
- 2 Codex
- 3 Prison
- 4 Church
- 5 Heartbreak
- 6 Rawhide
- 7 Zombies
- 8 Theater
- 9 Lake
- 10 Road
- 11 Spectral
- 12 Cemetery
- 13 Cairn
- 14 Whiskey
- 15 Gunpowder
- 16 Hollow
- 17 Ruins
- 18 Mountains
- 19 Juniper
- 20 Hellish

- 1 Medicine
- 2 Thunder
- 3 Gulch
- 4 Shelter
- 5 Horsemen
- 6 Chantry
- 7 Sawdust
- 8 Station
- 9 Casket
- 10 Prophet
- 11 Posse
- 12 Manitou
- 13 Junk
- 14 Fields
- 15 Cenotaph
- 16 Shadows
- 17 Fort
- 18 Rickety
- 19 Copper
- 20 Heathen

- 1 Tribal
- 2 Haunted
- 3 Necromancy
- 4 Ghostlight
- 5 Occult
- 6 Chicory
- 7 Desert
- 8 Crossroads
- 9 Lust
- 10 Werewolf
- 11 Gully
- 12 Cracks
- 13 Burning
- 14 Panic
- 15 Claim
- 16 Lonely
- 17 Scorpions
- 18 Aetheric
- 19 Spirits
- 20 Stranger

- 1 Vultures
- 2 Plateau
- 3 Awakened
- 4 Mineshaft
- 5 Mirage
- 6 Bottles
- 7 Mechanical
- 8 Bell
- 9 Watcher
- 10 Reservation
- 11 Peddler
- 12 Science!
- 13 Dreams
- 14 Souls
- 15 Eldritch
- 16 Reckoning
- 17 Dawn
- 18 Nephilim
- 19 Pit
- 20 Celestial

- 1 Gadget
- 2 Demon
- 3 Conestoga
- 4 Epitaph
- 5 Shaman
- 6 Taboo
- 7 Crawling
- 8 Prairie
- 9 Marauders
- 10 Harrowed
- 11 Torpor
- 12 Homestead
- 13 Dunes
- 14 Hunger
- 15 Selenium
- 16 Madman
- 17 Crater
- 18 Huxter
- 19 Blood
- 20 Sheriff

- 1 Memories
- 2 Hotspring
- 3 Cliffs
- 4 Righteous
- 5 Tumbleweed
- 6 Canyon
- 7 Winch
- 8 Saloon
- 9 Grave
- 10 Illusion
- 11 Meteorite
- 12 Psychic
- 13 Rustlers
- 14 Grizzly
- 15 Trapper
- 16 Trail
- 17 Profane
- 18 Prospector
- 19 Chasm
- 20 Sinkhole

# 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, wildest 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 impassable due to ghoul bandits. As these things are wont to happen on the weird frontier, Old Lester's coach met an explosive end, coinciding with the town's rapid decline. Some say it was the ghoulies 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 epitaph penned in his own bloody hand.

## words:

Epitaph [11,4]  
Desert [9,7]  
Gulch [8,3]  
Stagecoach [6,20]  
Pneumatic [1,3]  
Saloon [12,8]  
Ghouls [1,19]  
Bandits [5,17]  
Mirage [10,5]  
Wreckage [1,18]  
Rusty [2,10]