

# Risus Monkey

## WilderWords

Herein you will find 240 evocative words to spice up your science-fantasy wilderness areas. Use them to stock an empty map, jazz up an encounter, or inspire a new sandbox settings from scratch.

**Roll d12 for the table and d20 for the word.**

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- 1 Shack
- 2 Safehaven
- 3 Warpstone
- 4 Floating
- 5 Monolith
- 6 Smoldering
- 7 Stinking
- 8 Camp
- 9 Gultch
- 10 Neolithic
- 11 Disputed
- 12 Rumors
- 13 Backwoods
- 14 Cage
- 15 Whirlpool
- 16 Spring
- 17 Hive
- 18 Flowers
- 19 Barrow
- 20 Troll

- 1 Idol
- 2 Aerie
- 3 Wicker
- 4 Elves
- 5 Goblins
- 6 Hatch
- 7 Shelter
- 8 Mine
- 9 Apes
- 10 Scramble
- 11 Aspected
- 12 Noisome
- 13 Meteorite
- 14 Alien
- 15 Lookout
- 16 Rocky
- 17 Lush
- 18 Chasm
- 19 Sludge
- 20 Trail

- 1 Feral
- 2 Purple
- 3 Landslides
- 4 Will-o-Wisp
- 5 Crossroads
- 6 Hotspring
- 7 Creak
- 8 Fountain
- 9 Statue
- 10 Cache
- 11 Crystals
- 12 Scorched
- 13 Ancient
- 14 Lair
- 15 Gate
- 16 Bog
- 17 Miasma
- 18 Portal
- 19 Skulls
- 20 Wizard

- 1 Crater
- 2 Bamboo
- 3 Tower
- 4 Shaft
- 5 Festival
- 6 Salt
- 7 Minotaur
- 8 Garrison
- 9 Witch
- 10 Vortex
- 11 Homestead
- 12 Howling
- 13 Entombed
- 14 Cyclopean
- 15 Scorpions
- 16 Altar
- 17 Barn
- 18 Steam
- 19 Frogs
- 20 Thorns

- 1 Elemental
- 2 Crumbling
- 3 Vapors
- 4 Ogre
- 5 Diseased
- 6 Savage
- 7 Ants
- 8 Obelisk
- 9 Enchanted
- 10 Rift
- 11 Volcano
- 12 Cenotaph
- 13 Sunken
- 14 Eruption
- 15 Giant
- 16 Chapel
- 17 Well
- 18 Temple
- 19 Ensnared
- 20 Rubble

- 1 Foundation
- 2 Manticore
- 3 Fangs
- 4 Bottomless
- 5 Forbidden
- 6 Sphinx
- 7 Primordial
- 8 Stygian
- 9 Inn
- 10 Radioactive
- 11 Grave
- 12 Barrier
- 13 Magnetic
- 14 Patrols
- 15 Pool
- 16 Bats
- 17 Bridge
- 18 Relic
- 19 Fumes
- 20 Swamp

- 1 Orcs
- 2 Shrine
- 3 Tunnel
- 4 Gnarly
- 5 Mutagenic
- 6 Claws
- 7 Dome
- 8 Tracks
- 9 Battlefield
- 10 Settlement
- 11 Garden
- 12 Spirits
- 13 Lighthouse
- 14 Fetid
- 15 Falls
- 16 Wind
- 17 Stony
- 18 Bones
- 19 Whispers
- 20 Festering

- 1 Leeches
- 2 Vines
- 3 Gnolls
- 4 Reavers
- 5 Flooded
- 6 Abyss
- 7 Cemetery
- 8 Wendigo
- 9 Heathen
- 10 Sanctuary
- 11 Polluted
- 12 Spiders
- 13 Dread
- 14 Toxic
- 15 Cave
- 16 Signpost
- 17 Fertile
- 18 Waterwheel
- 19 Generator
- 20 Windmill

- 1 Tinkling
- 2 Oracle
- 3 Crawlies
- 4 Ferryman
- 5 Stagnant
- 6 Ooze
- 7 Ghouls
- 8 Wild
- 9 Stirges
- 10 Smugglers
- 11 Menhir
- 12 Pristine
- 13 Quintessence
- 14 Snare
- 15 Spores
- 16 Hole
- 17 Spelltower
- 18 Ghost
- 19 Motherlode
- 20 Tangled

- 1 Toll
- 2 Accursed
- 3 Dragon
- 4 Tents
- 5 Shaggy
- 6 Brackish
- 7 Platforms
- 8 Fog
- 9 Shadows
- 10 Dust
- 11 Beetles
- 12 Pirates
- 13 Redoubt
- 14 Lava
- 15 Mist
- 16 Caravanserai
- 17 Citadel
- 18 Ambush
- 19 Wasted
- 20 Buried

- 1 Epitaph
- 2 Graveyard
- 3 Robbers
- 4 Mausoleum
- 5 Canal
- 6 Vent
- 7 Maw
- 8 Beacon
- 9 Infested
- 10 Foul
- 11 Cairn
- 12 Worms
- 13 Petrified
- 14 Tears
- 15 Stench
- 16 Ruins
- 17 Owlbear
- 18 Watchtower
- 19 Crows
- 20 Pyramid

- 1 Swarm
- 2 Monastic/Monaster
- 3 Rig
- 4 Contaminated
- 5 Minefield
- 6 Abandoned
- 7 Slime
- 8 Ashes
- 9 Cloud
- 10 Sundial
- 11 Corrupted
- 12 Hut
- 13 Stonework
- 14 Webs
- 15 Guardian
- 16 Bioluminescent
- 17 Wall
- 18 Reservoir
- 19 Rapids
- 20 Crevasse

# Vapourhold



## words:

Relic [6,18]

Rig [12,3]

Ensnared [5,19]

Vapors [5,3]

Tunnel [7,3]

Slime [12,7]

Scorched [3,12]

Shelter [2,7]

Rocky [2,16]

Beetles [10,11]

The Rig is the heart of Vapourhold, a rusting hulk that extracts noxious emissions from a wasted land. Mule trains bearing tanks of alchemical fuel for civilization's dying engines descend down the rocky path, returning with precious supplies of wholesome food and water.

Outsiders are forbidden in Vapourhold and the way is fraught with traps or snares.

Rumors of an unspoiled ancient installation persist, though all remnants of the last expedition were obliterated by the robed and masked guardians of this polluted land. It is said that as punishment for their affront to the sacred treaties, they were cast into black lake to be consumed by the slime beetles that breed in its blighted mud.