

UNEARTHED CRAP!

The essential supplement to The Crappiest RPG on Earth

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As legions of gamers were crying for 'more crap!' we had no choice but to grab the game design shovel. UNEARTHED CRAP is the supplement to TCRPGOE that DICE COMMANDERS and PEONS have been waiting for! Four more character classes make every class in your game a little less unique! A few more monsters and a variety of pole arms is what the DC gets! So what are you waiting for? Dig in!

PEON'S SECTION

If you aren't the DC, roll 1d8. The result tells you the kind of character you are going to play.

- 1-4: Refer to the TCRPGOE rulebook.
- 5: Druid. Sweet, squirrels are your allies.
- 6: Paladin. Sweet, you are righteous.
- 7: Monk. Sweet, your hands are weapons.
- 8: Barbarian. Sweet, you can go crazy.

You are a DRUID!

A hippy with an attitude.

Your stats are:
Fight: 3
Dodge: 4
Hits: 4



You can cast SQUIRREL ATTACK!

SQUIRREL ATTACK: You can summon 1d4 squirrels that attack your enemies! You can do this again after your squirrels all die.
SQUIRRELS: Fight: 1, Dodge: 7, Hits: 1.

Here's your advancement: For every 4 props, you get 1 fight and 1 hit. Also your SQUIRREL ATTACK summons 1 more squirrel.

Roll 1d4 twice for your druid's name:

- | | |
|----------|-------------|
| 1: Jerry | 1: Wood |
| 2: Elder | 2: Ivy |
| 3: Chip | 3: Treehugs |
| 4: Holly | 4: Gardner |

You are a PALADIN!

Do the right thing.

Your stats are:
Fight: 4
Dodge: 4
Hits: 6



You can cast PATH OF THE RIGHTOUS!

PATH OF THE RIGHTOUS: You can heal anyone you touch for 1 and they get 1 more fight for their next attack. You can do this again after you write '___ is the best' ten times on a piece of paper. ___ is the name of your god.

Here's your advancement: For every 4 props, you get 1 fight and 1 hit. Also, your PATH OF THE RIGHTOUS gets 1 more fight, and you need to write '___ is the best' one less time before you can cast it again.

Roll 1d4 twice for your paladin's name:

- | | |
|-----------|----------------|
| 1: Sir | 1: Crusade |
| 2: Roland | 2: Goodness |
| 3: Arthur | 3: Kowalski |
| 4: Sister | 4: Fundamental |

Roll 1d4 for your paladin's god:

- 1: Holymoly
- 2: Boognish
- 3: Greybeard
- 4: Mr. Right

You are a MONK!

Meditate on that!

Your stats are:
Fight: 3
Dodge: 3
Hits: 4



Here's your advancement: For every 3 props, you get 1 fight, 1 dodge and 1 hit.

Roll 1d4 twice for your warrior's name:

- | | |
|------------|------------|
| 1: Daniel | 1: Flowers |
| 2: Mister | 2: San |
| 3: Brother | 3: Fu |
| 4: Kung | 4: Miyagi |

You are a BARBARIAN!

Don't think, attack!

Your stats are:
Fight: 4
Dodge: 4
Hits: 7



Here's your advancement: For every 4 props, you get 1 fight and 1 hit.

Roll 1d4 twice for your warrior's name:

- | | |
|----------|------------------|
| 1: Godar | 1: the Barbarian |
| 2: Fjord | 2: the Barbarian |
| 3: Chad | 3: the Barbarian |
| 4: Val | 4: the Barbarian |

BERSERK: You can go crazy and lower your dodge by 1 and increase your fight by 1. You can do this all you like, but you can't undo it until you sleep or die.

DICE COMMANDER'S SECTION

Don't read this unless you are the DC.

Here's some more stuff. Once again, make the peons feel like they are doing great, and then kill them with too many creatures.

CREATURES

Big Octopus

Fight: 2
Dodge: 4
Hits: 8
Props: 4

A Big Octopus can attack 8 times! Each hit chops off a tentacle!

Ghost

Fight: 3
Dodge: 9
Hits: 3
Props: 3

A Ghost hit scares the beegesus out of you and you can't attack next turn.

Troll

Fight: 4
Dodge: 5
Hits: 6
Props: 4

Trolls heal 3 hits each turn!

TREASURE UPDATE

Sword: +2 fight (wizards, priests, druids and monks can't use it)
Dagger: +1 fight
Shield: +1 dodge (wizards and monks can't use it)
Wand: Lets you cast 2 MEGA MISSILES without writing. (Barbarians can't use it)
Metal Armor: +2 dodge (wizards, thieves, monks, druids and barbarians can't use it)
Leather Armor: +1 dodge (wizards and monks can't use it)
Club: +1 fight (wizards and monks can't use it)
Torch: Makes it light.
Bow and arrow: (You can try to hit anyone you see for 3. Wizards, priests, monks, paladins and barbarians can't use it)
Potion: You heal for 1d4.

A USEFUL TREATISE ON POLEARMS

Warriors and barbarians only. Pole arms give +1 fight.



Pole axe: A pole with an axe on it. It's pointy on top too.



Bardiche: Basically a pole with an axe on it. But not a pole axe.



Halberd: A pole with an axe on it, plus a pointy thing. Kinda like a pole axe, but not, unless you know nothing about pole arms.



Voulge: Wait, this isn't a bardiche?



Lochaber axe: Oh, it's like a voulge but with a little hook.



Glaive: I bet you were going to say bardiche!



Voulge-guisarme: Wuh?

Legal: Once again, we haven't a clue, so here's some confusing stuff:

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