

CLAY-O-RAMA

A MINIATURES MELODRAMA FOR ALL AGES

BY DAVID “ZEB” COOK

The Giant Blue Bowling Ball slowly rolled across the battlefield toward the Neon Orange Thing with the big floppy mouth and the writhing mass of tentacles. Desperately, the Neon Orange Thing hurled pellets at the ball as it came relentlessly forward.

Then there was a flash, and a Four-Legged Red Jet plowed into the rear of the Bowling Ball, cracking the ball's surface. The Neon Orange Thing, sensing a kill, closed in. Panicked, the Bowling Ball whipped around, flattening one of the wings of the Red Jet. The Orange Thing lashed out with its tentacles, grasping the ball firmly. With a mighty heave, the Orange Thing hurled the Bowling Ball into the air. It sailed up and hurled down, splitting into pieces as it hit the ground.

Turning from the destruction, the Red Jet grinned as it sighted the Orange Thing. “Feeling lucky today?” it asked—and charged.

Such are the adventures of the denizens of Claydonia as they meet on the battlefield of Clay-O-Rama. Now you, too, can recreate their epic struggles, in the all-new, home-use Clay-O-Rama Miniatures Rules—the same rules used for Clay-O-Rama events at Gen Con!

WHAT IS A CLAY-O-RAMA?

A Clay-O-Rama is many things. It is a chance for friends to meet and have a good time. It can be a serious philosophical discussion on the meaning of modeling clay. It is a means of artistic expression. It is a ritualistic gathering of Claydonians to watch the violent destruction of others of their species. But, most of all, it is a silly game involving modeling-clay miniatures.

WHAT DO I NEED TO HAVE A CLAY-O-RAMA?

First, you need a group of people willing to be silly and have fun playing with modeling clay. Next, you need these rules or something like them. Then you need pencils, paper, and numerous six-sided dice (d6) for each player. Finally, you need one can of modeling clay for each player. Utterly unscientific testing has shown that Play-Doh modeling compound is well suited for use in a Clay-O-Rama. It is easily shaped, comes packaged in the proper amounts, and has pleasing, brilliant colors.

CREATING A CLAYDONIAN

After you have assembled the items listed above, find a large, smooth space on which to play. This could be several tables pushed together or a smooth tile floor. Do not play in a place where you do not want to have bits of modeling clay about. After you have found a place to play and have assembled your friends, give each one a can of modeling clay. Try to let each player have the color he or she wants. After giving out the clay, tell the players the following:

“You have twenty minutes in which to make a creature out of your modeling clay. You can create anything you want, so long as it does not collapse at the slightest touch. You do not have to use all of your clay; any clay you do not use may be shaped into missiles of any size and shape you want. You may not trade clay with another player; use your own clay. When you have finished making your Claydonian, let me know.”

After telling your players this, let them go to it. Do not tell them any more about what will happen except that it will be a miniatures game. Encourage creativity. As each player finishes his or her creation, you must assign the creation its powers.



ASSIGNING POWERS

There are six categories of powers that must be assigned to each Claydonian: movement, number of attacks, “to hit” number, damage, hit points, and special powers. Each one requires that you make a judgment about the creation of the player. The following are guidelines for assigning powers; you may alter them as you see fit.

MOVEMENT

All movement is measured in spans of the player’s outstretched hand (from tip of thumb to tip of little finger). The following table gives the basic movement rates.

Number of legs	Movement
0	1 span
1–2	2 spans
3–4	3 spans
5 or more	4 spans

Note that a “leg” is any type of movement-producing appendage the Claydonian might have, even if it is a wheel.

NUMBER OF ATTACKS

Look at the creation carefully. How many limbs can it use for attacking? This is the number of attacks it can make each turn. However, this number should never be more than four.

CHANCE TO HIT

A Claydonian’s basic chance to hit is 8 or greater on two six-sided dice (2d6). If the creature has big limbs or a big mouth, the roll to hit takes a –1 penalty. If the creature has really big limbs or a really big mouth, or if it uses its entire body in an attack, the penalty is –2. (Large limbs and mouths deal more damage, but are harder to aim with. Chalk it up to the physiology of claw.) You decide just how big is “big” or “really big.”

DAMAGE

The base damage done in any attack is 1d6. If the limbs are large, another 1d6 or 2d6 can be added to this. If the limbs are very large, 3d6 can be added. If the attack is an absolute killer, up to 5d6 can be added to the base attack die. As usual, you decide all final attack values. If you’re getting the idea that this is not a very exact game, you have the right idea. You’re playing with clay monsters, right? Who needs to be exact?

HIT POINTS

Look at the creature and compare it to the amount of clay kept aside to use for missiles. Then assign hit points based on the fraction of clay used to form missiles. If the entire can of clay was used to form the creature, it has 50 hit points. If half was used for missiles, the creature will have 25 hit points. If 25 percent of the clay is used for missiles, knock 25 percent off of 50 to find the creature’s hit points. This is another judgment call on your part as the referee.

SPECIAL POWERS

Each creation gets one special power. It can be chosen from the list below, or you can create any other powers you can think of. If you make them up, it is recommended that you create powers that will affect modeling clay in some harmless way. Be sure that none of them are dangerous to the players or any spectators watching the game.

The following powers can be assigned randomly by rolling a die, or they can be chosen by you to match the creature in some way.

The Drop. Made in place of one normal attack. If a hit is successfully made, the player lifts the target into the air and drops it 3 feet. Afterward, you can decide the amount of damage caused based on what happened.

The Bowl. This power works like the drop, except that the player rolls the target across the battlefield.

The Poke. When a hit is made, the player pokes the target hard with a finger, making a nice hole in it. Then you decide the amount of damage.

Reshape One Limb. This power is used in place of a normal attack. If it hits successfully, the attacking player can alter the shape of any one limb of the target as desired. As referee, you should be ready to assign damage or altered powers because of this change.

The Blob of Death. This power can be used only by a creature with missiles. The player designates one missile to be a Blob of Death. It is fired like a normal missile (see “How Does a Claydonian Shoot?”). If it scores a hit, a player uses a fist to give the target one solid smash to show the effects of the missile. After doing this, assign damage based on the consequences. Only one Blob of Death per game is allowed.

Rip Limbs Off. When a creature rolls an 11 or 12 on a normal attack, its player can tear off one of the opponent’s limbs. Ah, that is, the player can tear off one of the Claydonian opponent’s limbs. Though this attack causes no damage to the target in terms of lost hit points, you should be ready to note any changes to the target’s powers.

Change Places. In addition to a normal attack on a successful hit, creatures with this power can change places with any opponent on the board, or can swap the places of any two other creatures on the board. The creature cannot move in the same turn it uses this power.

Move Out of Turn. Creatures with this power can move at any initiative point in the turn. They simply announce that they wish to move. They cannot move in the middle of another player’s turn.

Use Opponent as Missile. If all of an attacker’s limb’s hit a target, the attacker can pick the target up and use it as a missile against a third opponent. The missile is fired normally, and you as referee should assess damage to both the missile and the target.

Divide Self. This power should only be given to creatures that can easily divide into two sections. Each new creature has half the powers of the normal creature at the time of division.

Borrow Power. In addition to all normal attacks, a successful hit by this creature allows it to use the special power belonging to the creature it hit, if the attacker wants to do so. The decision must be made

immediately or the borrowed power will be lost until another successful hit is made. The player with this power should not be told what the powers of other creatures are. That knowledge can be learned only by observation.

PLAYING THE GAME

Once all the players have created their Claydonians and have had powers assigned to them, have them gather around the playing area. Players should space themselves at equal distances from each other. Each player should then roll 3d6 to determine an initiative number. Ties should be rolled off. Be sure all players note their initiative numbers. After this is done, explain the following rules to the players. Once everyone understands what is going on, begin the game.

TAKING A TURN

The Clay-O-Rama is played in turns. A player gets to move a creation once during each turn. At several points during a turn, a player might have the opportunity to attack. Each player takes a turn in the order of the initiative rolls, going from highest to lowest. The sequence of a player's turn is as follows:

1. Move the player's Claydonian up to its full movement.
2. Fire up to three missiles at targets of the player's choice.
3. Attack any creature to which the player's Claydonian is adjacent, provided the creature has attacks left to do so.
4. Other players can counterattack against the player's creature, provided they have any attacks left.

Each player follows this sequence, in order of initiative, until the player is out of the game or the game is over.

HOW DOES A CLAYDONIAN MOVE?

To move a creature, a player uses his or her hand to measure the distance the Claydonian moves, starting from the front of the creature. If the creature has no discernible front, the player begins measuring in the direction it last moved. There is no terrain in the game (though it can be added if the players desire it). Thus, except when turning, a creature will always be able to move up to its full movement.

(If some people feel that the hand-span measuring system is unfair or grossly inaccurate, you as referee can enforce the Uniformity Rule. The Uniformity Rule states that all distances will be measured by the referee's hand. However, this slows down the play of the game and places a great deal of work in the hands of the referee. Ahem.)

If a part of a creation comes off during movement, the player is allowed to put that piece back on at no penalty. Falling apart is best done under combat conditions.

HOW DOES A CLAYDONIAN SHOOT?

At the end of a creature's movement, the player is allowed to shoot up to three of its missiles. A missile can be used only once. After it is fired, it is removed



from play. If a Claydonian does not have any missiles, the player cannot fire any.

To fire a missile, a player stands anywhere within 3 to 4 feet of his or her own position at the table. The player cannot move to a different area of the battlefield; missiles must be fired relative to the point where the player's creation began the game. After the player has chosen a position, he or she names the target (a specific Claydonian creation on the table). Players cannot attack a group of monsters; only one will do.

Have the player throw the missile, attempting to hit the target. Make it clear to the thrower that how hard the missile is thrown has no effect on the amount of damage done. It is only the size of the missile that matters. It is a wise idea to have someone stand directly opposite the thrower to catch long shots and bounces.

If the thrower manages to hit the declared target, the missile has hit. If the thrower hits a different creature, the shot is a miss, no matter what happens. The player of the attacked Claydonian is allowed to reattach any parts of the creature that come off due to the missile's hits, unless a special power dictates otherwise. If the missile missed, the shot is no good.

If a missile hits its target, you must determine the amount of damage done by the missile. The base damage for a missile is 1d6 for something about the size of a marble. Missiles smaller than this might do less damage. Missiles larger than this should do proportionately greater damage (up to 5d6).

HOW DOES A CLAYDONIAN ATTACK?

Each Claydonian is assigned a number of attacks it can make in 1 turn, based upon the number of manipulative limbs it has. These attacks can be used as attacks or counterattacks. If a creation has used all its attacks, it cannot make any more attacks (or counterattacks) for the rest of the turn.

If a player's creation is adjacent to an enemy creation, the player can decide to attack. "Adjacent" is defined as being within the reach of a Claydonian's arms. A Claydonian can attack as many times as it has attacks, provided it has not used any of its attacks to make counterattacks (see below).

To make an attack, the player announces the target of the attack and the dice of damage done by the attack, then rolls 2d6. If the dice roll is equal to or greater than the Claydonian's "to hit" number, the target has been hit by that attack.

After all attacks have been resolved against one target, the player counts the number of dice of damage from all those successful attacks. Roll the dice and add them together to find the total amount of damage dealt. The player whose creature was the target of the attack should subtract this amount from the target creation's hit points. If the creation's hit points reach zero, the creation is dead (see below on what happens then).

HOW DOES A CLAYDONIAN COUNTERATTACK?

A Claydonian can counterattack if it is attacked by another creation during the combat phase. To counterattack, the Claydonian must have attacks left and must survive the attacks of its opponent. It can make attacks only against the creation that just attacked it. The counterattacks are handled as if they were normal attacks. A Claydonian can use its special power in a counterattack.

WHAT HAPPENS WHEN A CLAYDONIAN DIES?

Ah, this particular question has plagued the Claydonian philosophers for centuries. Several scurrilous theories have been presented, including the concepts of drying out or being eaten by small children and dogs. However, in watching the deaths of several Claydonians on the field of battle, a common belief has arisen. Most Claydonians feel that when one of their kind dies, a large hand reaches from the heavens and squeezes the Claydonian through its fingers. This act is almost always accompanied by a horrible scream that echoes through the heavens.

WHO WINS?

That depends on why everyone is playing this game in the first place. If you are all playing to have fun, everyone wins if they get really silly. If the players are playing to be competitive and to beat out everyone else, the winner is the player of the last surviving Claydonian on the battlefield. Since only one person can win the second way, it's a lot nicer to play for the first reason.

These are the rules for the Clay-O-Rama. Take them, have fun with them, be inspired to the heights of silliness, or feed them to your dog. Enjoy!

CLAYDONIA CONQUERS THE WORLD

MORE RULES, POWER, TABLES, AND TRIVIA FOR CLAY-O-RAMA FANS

By Paul C. Easton

All is quiet on the battlefield as the two opponents take their places. Smoof, the gourd-shaped clay thing, looks malevolently at its opponent, the four-armed, six-legged, multicolored monster called "Creepy" even by its mother. Creepy is the reigning Clay-O-Rama champion, having beaten fifteen foes and eaten ten of them. Smoof is its next meal . . . err, opponent.

Creepy suddenly moves forward and shoots three square orange things at Smoof; two of them hit. The angry Smoof propels itself at the monster, but Creepy bites Smoof twice. Wounded, Smoof teleports to the opposite side of the game area. Creepy lets out an evil laugh and teleports next to Smoof. "Too bad, sucker!" hisses Creepy as it kills Smoof and proceeds to add the fallen foe to its own body. Sated, Creepy shouts in triumph—only to be destroyed by an angry art teacher.

When I first read about the world of Clay-O-Rama in *Dragon* 125, I immediately went out and bought half a dozen cans of Play-Doh modeling compound. Some demented friends of mine came over, and we threw colored clay at one another. I was immediately hooked. I loved this new pastime, but felt that something was missing from the game. After eating a cheesecake, drinking two liters of Cherry 7-Up, and watching Sesame Street reruns, I came to the following conclusions. One, there is no black Play-Doh compound; and two, being a lover of the AD&D game, I was disappointed to find that the Clay-O-Rama rules offered no way to advance your Claydonians or conduct ongoing campaigns.

Consequently, I was motivated to write additional rules for the game, for my friends and my own personal use. Everything was great, except for the additional amount of clay stuck in my hair, and the fact that my favorite Claydonian was baked to a crisp by someone who failed to see the humor in my using three-inch steelies as Claydonian ammo. As the days went on, I added more powers to the list. This is how my Claydonian saga began.

CAMPAIGN RULES

Players who win Clay-O-Rama game sessions might wish to keep their Claydonians and use them in future game sessions. A long-lived Claydonian deserves some reward for surviving these silly battles. The campaign rules additions are explained as follows.

EXPERIENCE LEVEL

This is just a power ranking created to satisfy a Claydonian's ego. The "Claydonian Level Advancement" table provides level numbers, level titles, and additional benefits. The level number corresponds to the number of powers a Claydonian has. All Claydonians begin at first level with one power. As they defeat enemies (that is, anyone they can flatten), they rise in level and gain more hit points. Those hit points are cumulative (unlike powers); thus, by 5th level, a Claydonian would have 65 hit points added to its original score. By 6th level, the Claydonian has become too powerful to be fun and it ceases to enjoy life, thus dying of old age (or drying out, whichever comes first). Of course, in your campaign Claydonians might be immortal. I'll leave it up to you, but I wouldn't worry about it anyway. I've never had a Claydonian live to see 3rd level, much less 6th.

CLAYDONIAN LEVEL ADVANCEMENT

Number of Enemies Destroyed or Defeated	Experience Level	Title	Benefits
0–5	1st	Silly Thing	1 power
6–15	2nd	Weirdo	2 powers, +5 hit points
16–30	3rd	Freak	3 powers, + 10 hit points
31–50	4th	Kook	4 powers, +20 hit points
51–80	5th	Blob Monster	5 powers, + 30 hit points
81+	6th	Supreme Slime	Claydonian dies of old age

TAKING THE SAME POWER TWICE

If a player opts to take the same power twice, the effects of that power are doubled. For example, if a Claydonian takes Regeneration twice, it regains 2d6 instead of 1d6 hit points each turn. A Claydonian with Absorb Opponent taken twice cuts the "to hit" number it needs by half (round fractions up) when applying this power. Claydonians can also triple their powers, but this might make such Claydonians unfair opponents when certain powers are thrice increased.

REGAINING LOST HIT POINTS

During a game session, a Claydonian cannot regain lost hit points without the power of Regeneration. At the end of the game, however, the surviving Claydonian (or Claydonians, if you're playing in teams) regains all lost hit points, and all sustained damage is repaired. Surviving Claydonians also regain all lost missiles

at the end of the game, and can take all of the losers' missiles too.

RESHAPING

At the end of a game session, a Claydonian can be reshaped, with the following restrictions:

1. No new missiles can be made.
2. Missiles cannot be added to body mass.
3. The number of limbs used for attacking cannot exceed four.
4. The Claydonian's powers may not be changed.

DEATH

When a Claydonian reaches 6th level or is defeated (that is, killed), it is "recycled" by the gods. If a Claydonian dries up, it is dead. Favored Claydonians should be lovingly zip-locked in a damp bag, kept cool, and guarded carefully. Enemies have been known to microwave their opponents for revenge; in extreme cases, angry opponents have been known to use various torture machines, such as the Play-Doh barber shop and the Play-Doh fire engine. If consumed by a dog or small child (Play-Doh is nontoxic), a Claydonian is considered dead. Note that dried Claydonians may sometimes be revived by adding water, if rescued in time.

"NO REFEREE" RULES

To eliminate a referee from the gaming environment, Clay-O-Rama players can lock him or her out of the room. There is, however, an easier way: Simply have everyone play a Claydonian. For games with many players, whenever a decision must be made regarding a dispute between two players, the players not involved in the dispute make the final decision. Another system is to have a referee who plays and referees at the same time. This referee makes all decisions on damage and such except when his or her Claydonian is involved. (Players not involved in the disagreement make the decision in this instance.) In a two-player game, problems are resolved by smacking the other player's Claydonian before the other player can get to yours.

SILLY PUTTY

This is a new type of material for creating Claydonians. No one knows for certain where this strange material came from. Some say it is a gift left by an extraterrestrial intelligence, and some say it came from over the rainbow. I say it's radioactive jelly. One thing is for sure: Silly Putty makes nifty Claydonians, and adds a new dimension to Clay-O-Rama battles.

Although it doesn't come in the pretty colors that Play-Doh compound does, with Silly Putty, you can put the face of your favorite cartoon character on your Claydonian. But don't let your fun turn into a political argument, as once happened when a player put Ronald Reagan on a Silly Putty creature and said that it couldn't be defeated because it was President. (The problem was settled when someone threw Putty Reagan down the garbage disposal.) You should note, however, that Silly Putty doesn't mix well with clay or Play-Doh compound. As a result, clay characters with the Absorb Opponent or Absorb Missile powers might have trouble absorbing Silly Putty.

A STICKY SITUATION

What do you do if a missile or other object sticks onto a Claydonian? Well, you pry it off, of course. Note, however, that the Claydonian then takes damage amounting to half the total caused by the object. For example, if a missile hits a Claydonian for 4 hit points of damage and sticks, the Claydonian takes an additional 2 hit points of damage while taking it off. If two Claydonians get stuck together, they each take 1d6 hit points of damage when separating from each other. In all instances, round damage down to the nearest integer.

HONORING A CLAYDONIAN DEATH

Another advantage of clay characters is that when they die, you just dry them out and—voila!—you have a nice statue to use as a memorial, centerpiece, or clay pigeon.

POWER, POWER, AND MORE POWER

The following list of powers has been created to add more red peppers to the spice of the game. These additional rules are intended to get you started. Feel free to change them as you deem necessary. As a final note, there is nothing to stop you from making up your own powers; play with the rules that work best for you.

Missile Absorption.

When hit by a missile, a Claydonian with this power rolls 2d6 and compares the result to its own “to hit” number. If the result is over the “to hit” number, the Claydonian takes no damage from the missile and can add the projectile to its body mass. For each missile smaller than marble-sized absorbed, add 1 hit point to the Claydonian. Add 2 hit points for each marble-sized missile absorbed, 3 hit points for any missile up to golf ball-sized absorbed, and 4 hit points for anything over golf ball-sized. This power does not allow a Claydonian to absorb the following: an opponent, a poke, a Blob of Death, or any object larger than fist-sized. In addition, absorbed missiles cannot be used to create other missiles—they just add to the bulk of a Claydonian.

If the Claydonian does not make its “to hit” roll, it takes half damage (round fractions down) from the missile and does not absorb it. A Claydonian cannot absorb missiles that it throws at itself, and it takes full damage from a missile if it does so.

Absorb Opponent. This power gives a Claydonian the ability to absorb any other Claydonian it kills. When a Claydonian with this power kills an opponent, it makes

a “to hit” roll. If successful, the Claydonian adds the dead opponent to its body bulk, adding the number of hit points that the old opponent had to its own. If unsuccessful, the dead Claydonian goes screaming up to the Great Hand in the Sky.

Regenerate. A Claydonian with this ability regenerates 1d6 hit points of damage per turn. This ability allows the Claydonian to replace lost hit points only; it does not create new ones.

Drain Power. A Claydonian with this power can drain one power from another Claydonian for 6 turns. Using this power takes the place of three attacks. To drain a power, the player must choose an opponent adjacent to his or her own Claydonian and make a successful “to hit” roll. If unsuccessful, the power is wasted. This power can be used once every 5 turns.

Create Limb. A Claydonian with this power can create a temporary limb. This temporary limb replaces one normal attack for a small to normal-sized limb; two normal attacks for a large limb; or (how could you guess?) three normal attacks for a limb of very large size. This temporary limb lasts for 4 turns, and it hits and deals damage according to its size. So if your Claydonian already has four limbs, it could have five normal attacks per turn by adding a temporary limb!

Repel. This power can be used by a desperate Claydonian in place of all attacks. No “to hit” roll is needed, and the results are immediate. When this power is used, all opponents must move their maximum movement ranges away from the user for 1 turn.

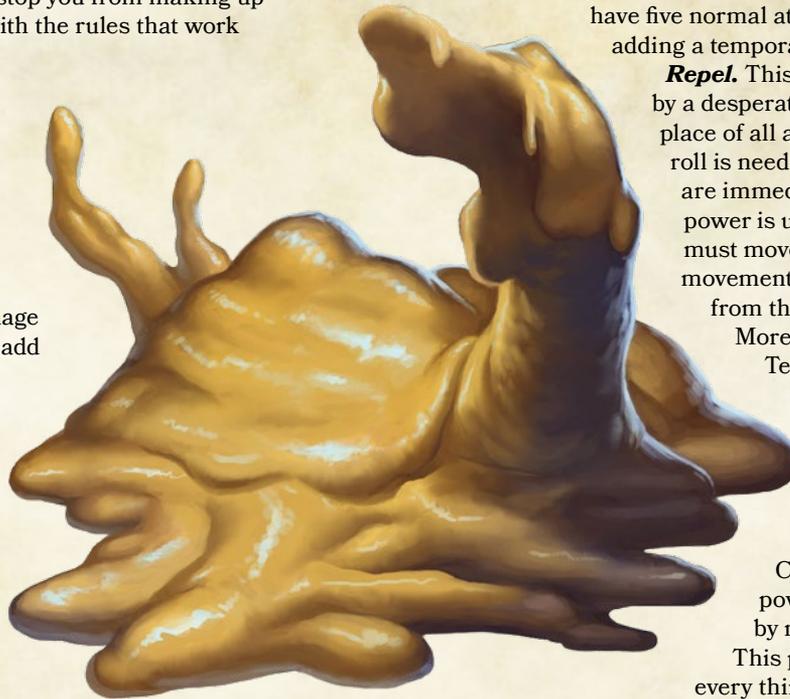
Moreover, the powers Teleport, Change Places, and Move Out of Turn cannot be used by opponents for 1 turn. In addition, the

Claydonian using this power cannot be hit by missiles for 1 turn.

This power can be used every third turn.

Endurance. The Claydonian with this power takes only half damage from all attacks. Round all fractions down.

Stomp. This deadly attack can be used only once in a gaming session. In addition, the Claydonian using this power is unable to take any action for 2 turns thereafter. The attacker chooses an adjacent opponent and rolls to hit. If a successful hit is made, the player takes off a shoe (or a boot, if the player is lucky enough) and gives the opponent a good solid WHACK! with it. Damage should be determined by the amount of the opponent flattened (for example, if half of the Claydonian is flattened, it loses half of its hit points). Totally flattened Claydonians are left with only 1 hit point.



More than one Claydonian can be affected by this mode of attack, including the attacking Claydonian. If the attacker somehow misses, it still suffers the exhaustive effects of the blow. Smart players wear mountain boots, moon boots, or track shoes for this attack. Snowshoes or skis are not allowed.

Toss. A Claydonian with the Toss ability can use this power in place of all attacks. The attacker chooses an adjacent Claydonian and rolls the “to hit” dice. If successful, the player picks up the opponent’s Claydonian and tosses it no farther than the edge of the gaming area. If the opponent is tossed off or out of the gaming area, it can reshape itself, regain all lost hit points, and reappear in the gaming area anywhere it chooses (except on another Claydonian).

The number of hit points lost when the target Claydonian strikes the play area again must be determined by the referee or by players not involved in the attack. This number depends on the amount of structural damage sustained (about 10 to 20 hit points is usually appropriate). Tossing an opponent at the ceiling is legal as long as the opponent lands in the game area. If the opponent is tossed against the ceiling, then hits the game surface, 20 to 30 hit points of damage are taken. If the opponent sticks to the ceiling, the Claydonian is out of the game until it falls. If it never falls and dries up instead, consider it dead. As a final note on this attack, if a tossed Claydonian hits another Claydonian, only the tossed Claydonian takes damage.

Catch. When something is thrown at a Claydonian with this power, the Claydonian makes a “to hit” roll. If successful, the Claydonian catches the item thrown at it. If the item happens to be a missile, the Claydonian catching it can reuse the missile. If the thrown object is another Claydonian, the target Claydonian catches it and takes no damage. If the Claydonian is unsuccessful in its “to hit” roll, it takes full damage.

Teleport. A Claydonian can use this power in place of all its missile attacks. The Claydonian with this ability can reappear anywhere on the game surface and, if possible, attack right away. To teleport, the player must specify a vacant spot on the game surface for his or her Claydonian to occupy. The player then rolls the “to hit” dice, teleporting to the chosen location on a successful roll. If unsuccessful, the player instead must roll 1d6 twice. The first die roll determines a random direction in which the Claydonian teleports (see the table below). The second die roll determines the distance (in number of hand-spans) that the Claydonian moves.

1d6	Direction
1-2	North
3	West
4-5	South
6	East

Use Self as Missile. This power allows a player to throw his or her Claydonian in the same way one would throw a missile. The referee or players not involved in the attack assess the damage taken by both the missile and the target.

Trade. In a desperate situation, a Claydonian with this power can choose an opponent in an adjacent area and

make a “to hit” roll. If successful, the player trades his or her Claydonian for the target Claydonian. This power can only be used once per game, in place of all attacks for that turn. The player plays the new Claydonian with its shape, hit points, attacks, and movement, but retains the original Claydonian’s powers. Likewise, the other player retains his or her original Claydonian’s powers, but is now stuck with the body of the first player’s Claydonian.

Speed. A Claydonian with this power can double its movement for 1 turn in place of an attack.

Paralyze. On a successful “to hit” roll, a Claydonian can cause an adjacent opponent to stop moving and attacking for two rounds. This attack takes the place of all normal attacks. The paralyzed Claydonian cannot initiate any action for two rounds. This power can be used every 3 turns.

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