

# Claydonia (Formerly Clay-O-Rama)

## The Official House Rules

### Part 1: THE CREATION

Everybody gets one can of Play-Doh. Everybody makes a monster. Monsters can be **ANYTHING!** The more creative you are, the kinder the Clay Master will be. I have seen things to many extremes, including a Puddle, a Mutant Hot Dog, a Legged Log, & a Carnivorous Plant. Your imagination is the limit here. However, it is a good idea to give your creation some legs (or equivalents) & something with which it can attack. Typical attacking limbs are Arms, Tails, Horns, Claws, & the like, but you are not IN ANY WAY limited to these sorts of things. Anything which could conceivably be used for attacking.

Additionally you can begin the game with less than a full can, & save a portion of your Play-Doh for missiles, which you can use to do damage at range during play. Doing so, however, means that your Claydonian will be able to take slightly less damage than normal (as explained later). Your monster should be able to stand up. Try to keep these things stable. Make sure to wet them down so they don't have limbs falling off left & right. The more durable the monster is, the better. It's bound to take a beating.

Get together & show off your monsters. Give them names & personalities or sound effects. Each monster has 50 hit points (effectively, Health). The Clay Master determines the MOVEMENT & ATTACK abilities of each monster in coordination with each player. Some basics:

0 legs	1 hand-span of movement	(typically 5-6 inches)
1-2 legs	2 hand-spans of movement	
3-4 legs	3 hand-spans of movement	
5 or more legs	4 hand-spans of movement	

Attacking Limbs do Damage based upon their size. The larger they are, the more damage they do. Additionally, the harder they are to hit with. It is important to note that you may not have more than 5 attacks in a round. You can have extra limbs in case some others get ripped off or destroyed, but you may not use more than 5 in a round.

Small Attack	1d6 Damage	7 to hit
Medium Attack	2d6 Damage	8 to hit
Large Attack	3d6 Damage	9 to hit
Giant Appendage	4d6 Damage	9 to hit
One huge attack	5d6 Damage	10 to hit
No appendages - Just whole body	6d6 Damage	10 to hit

Arms are NOT the only attacking appendages. Mouths, Spikes, Horns, Whatever you can come up with, just run it by the Clay Master. Generally speaking, players should be able to do more than 12d6 of damage in a turn. In order to achieve that sort of damage, the majority of your Claydonian would have to be large attacking appendages. I also tend to bump up attacks, which seem to be more ornate, or more interesting looking.

Missiles work in a similar manner. They are thrown in combat to do damage at range. Damage is determined by the size of the missile, & as usual, the Clay-Master has to determine exactly how much each missile is worth, & how much damage you take, but usually; Marble-sized missile = 2d6, 1/5th of a Can = 6d6

Missiles will lower the starting hit points of your Claydonian by 2 points per 1D6 of missile.

Imagination is positively encouraged. Interesting Claydonians will be rewarded with greater strength. Military thinking is tolerated, but the more you go for game mechanics, the unhappier you will make the Clay Master--& you don't want to make the Clay-Master unhappy.

### Part 2: THE POWERS

For all purposes a Standard "To-Hit" roll is a 7 or higher on two dice. All powers should be declared to the Clay-Master, or written on paper beforehand. Other players, however, do not need to know your power beforehand.

**BITE:** Against my better judgment, I am including a Bite power. This will allow the sick bastard who is using it to lean over & bite off a piece of their target. This is in place of all attacks, & requires a successful to hit roll. You may not use your hands, & Physical damage done is not permanent. Damage is distributed as seems fit by the Clay-Master. Chances are it won't do less than 8. The possessor of this power is held responsible for their own throwing up, & for cleaning up of all disgusting results of this power. Oh yeah, *no swallowing!*

**BLOBS OF DEATH:** Before the game, you MUST tell the Clay-Master that you have chosen this power. You will then receive 2 Blobs of Death. A blob of death, though looking like a normal missile, will allow you (if it hits) to give your target one good solid punch. No drilling. Just pound him into the table. You must indicate to the Clay Master that the missile you are using is, in fact, a Blob of Death, otherwise it will be

considered a normal missile. These missiles otherwise do normal damage & act as normal missiles would. Targets with Missile Mastery may not absorb Blobs of death. They may, however, reuse them. Ouch!

**BORROW POWER:** On ANY successful to hit, this Claydonian may declare that they want to borrow a power. If the power is an attacking power, the Claydonian must immediately use this power on an applicable foe. They have no choice. Some powers will be useless (Flight, Blobs of Death, Shape-Shift, Divide Self) but may still be borrowed. This Caledonian keeps the pertinent power till the end of the round, at which points the opponent regains it. Powers that are in place of "all attacks" must be used on the first successful hit or not at all, & they will use all the borrowing Claydonian's remaining attacks. You can choose between multiple powers in the case of mutants or champions.

**THE BOWL:** In place of one normal attack, roll a standard to hit roll. If successful, you bowl them across the battlefield. In doing so you must remember to keep them on the board, or the attack will do no damage. This is NOT "Toss." There should be almost NO vertical change here. This automatically does 1d6 damage for each hand-span bowled, plus appearance.

**CHARGE:** This power allows you to make a charging attack. You must have an appropriate charging appendage (head butt, horns, Log, Body Slam). When a charge is declared, you will receive 2 additional hand spans of movement. Movement must be in a straight line. Damage is equal to (2+number of hand spans moved) d6. Charges hit on an 8. If you fall short, then you are confused, & may do nothing but counterattack for your next action. **You may only charge every other round.**

**CHANGE PLACES:** After a successful attack, this Claydonian may switch the places of any two players on the field. They need not be anywhere near him. He may change his own position with another Claydonian if he wishes. In this manner, a Claydonian may attack & then change someone else into his position, so they receive the counterattacks from the victim of the attack. Additionally, the "changer" may decide to do Change Places even if there is no one to attack by using one attack & successfully hitting, even if he is not near anyone. Note: this does use an actual attack for the round.

**DIVIDE SELF:** You may, at anytime, split your Claydonian in two. By doing so, each will have half the hit-points of their former being, attacks & movement appropriate to their new forms. Additionally, a randomly selected power is chosen from the rules to be used by these new monsters. However, only one of the pair may use this power in any given round. They may not reform until after the match. If one dies, the other will, if it survives the match, be able to raise its alternate from the dead after the match. Claydonians with this power really ought to be easily split. If the split looks really painful, the Clay Master may allocate some damage to one or both of the resulting monsters.

**THE DROP:** This works the same as Bowl, but instead of bowling them away, merely lift your target 3' into the air & drop them close to you. This is effective, for if they bounce right, they may not be able to counterattack. Additionally, you may attack with most of your limbs & leave the last one for "The Drop!" A successful "Drop" automatically does 2d6 damage + damage based upon appearance. The limb itself also does damage. You may only use this multiple times in a round, though it may require that you move to follow up your attack.

**ENDURANCE:** At the beginning of the Game, before Claydonians are placed, you must roll 8d6. This is added to your starting hit points at the beginning of the game.

**FLIGHT:** The Claydonian must have wings or some sort of apparatus (jet pack, rotor blades, etc.) to possess flight. This must be declared beforehand to the Clay Master. Flight movement is based upon 3 hand-spans for every flying limb (max of 9). In addition, flying Claydonians may make a swooping attack, requiring a standard to hit roll. If successful, the Claydonian may make 1d6 attacks (up to their normal maximum) without chance of being counter attacked. If unsuccessful, your opponent may counter as normal. Finally, flying Claydonians who successfully swoop must not finish their movement next to their targets. Tosses & drops do 2d6 less damage to you with a successful to hit roll.

**MISSILE MASTERY:** You may create missiles at any time. To do so, merely rip off a portion of your Claydonian. The Clay-Master will determine how much damage the missile will deal when thrown (1d6-5d6). Additionally, so long as your missiles don't roll off the table, you can retrieve them. Also, you can absorb your missiles back into your body (only during your turn) & gain hit points back. The hit points lost & the hit points gained are halved, as normal. Finally, you may catch enemy missiles with a successful "to-hit" roll.

**MOVEMENT MASTERY:** You may take your turn at any time during the round. Additionally, in place of any one attack you may double your movement for that round. You must, however, take your entire turn at that point, & may not move again later in the round.

**MUTATION:** Instead of taking the normal power, from the above list, you may make your creature chaotic. Twisted by the hands of fate, this creature is bestowed two powers, both of them rolled randomly from the list. Additionally, you must immediately lose 15 hit points, caused by the damage of this horrible mutation.

**POISON:** Each biting, claw, horn, or other sharp attack does an additional 1d6 of damage Attacks must be relatively sharp. I need teeth. I need a Pointy Thing. No Poisonous Clubs or contact poison.

**POKE:** On any successful attack, you may jab your finger into opposing monster. This is a JAB not a DRILL. Determine Damage by consensus from visual appearance. This may be done with any attack, which seems apt to "Poke." Thusly, Biting attacks are not applicable when poking. Neither are most leg attacks.

**REGENERATE:** Your monster heals 1d6 of damage every time it moves (once per turn) but not above their normal maximum (in cases without missiles, 50)

**SCAVENGER:** You are the scum of the battlefield. You feed of the waste of other Claydonians. Anytime there is a missile fired, a Claydonian killed, or any other clay bits sitting around you may go & take hit points from what is left over. Missile will provide 1d6 hit-points. Dead Claydonians provide (Max hit points/10) d6. Sources disappear after use.

**SHAPE-SHIFT:** When creating your Claydonian, be sneaky & create a second (or do it beforehand). Then, at anytime during your turn, you may attempt to shape change. You are required to roll a successful "to-hit" roll to succeed. Your lost hit-points will carry over from one shape to the next. So, if you have a 50 point Claydonian who takes 30 damage & you shape shift into your other Claydonian who only has 31 hit-points (because it has missiles) then you have a meager 1 hit point left. Note that the lost hit points are what carries over, not those that are left. You may only attack with one form per round. Multiple changes in a round are possible, but you may not attempt to change the same round you are unsuccessful.

**SLAM:** On a successful to hit roll of 8 or higher, in place of all attacks, you may pick up your opponent & throw them straight downward onto the playing surface. This is No-Hold's-Barred, but damage is based purely upon their appearance.

**STOMP:** Only successful twice per game, this power is in place of ALL attacks for the round. You must declare beforehand that you are attempting to use your power. If you make a successful to-hit, take off your shoe & smash it down upon the opponent's head, crushing it to tiny bits. Enjoy. You may hit more than one Claydonian with this power, but you MUST hit the targeted one (you must be adjacent to your target). Stomps automatically do 12d6 of damage to be spread out among anybody physically affected as deemed by the Clay Master, including "he-who-stomped". You can do this only twice per game.

**TELEPORT:** Must roll 7 or more on 2 dice to succeed, in which case your monster goes where you want. Minor failures mean your monster moves in a different direction or distance (determined by a d8 & a d6). This is handy for chasing down those fast little buggers. You may attempt to use this to prevent counterattacks, teleporting immediately after you attack. This requires the standard to hit roll of 7, but if you fail, your opponent gets counterattacks as is normal. If successful, you teleport away before they can attack you back. You may only teleport once a round.

**TOSS:** This is in place of all attacks for the round, even if unsuccessful. With a successful to-hit roll of 7, throw your opponent against the ceiling. Damage by visual appearance & by sound. If it looks good & sounds good, it does damage. No holds barred.

**TRADE BODIES:** This allows (with a successful to hit roll) you to Trade bodies with any adjacent Claydonian. It is used in place of all attacks. If successful, you will house their body, gaining their hit-points, attacks, movement, & their good looks. They, likewise, will gain yours. However, you will not change powers, even if they are dependent on physical characteristics (such as flight).

**USE OPPONENT AS MISSILE:** If you hit with 3 or more attacks, you may, as is your wish, throw your target at another Claydonian on the table. You must do so ONCE you have successful hit with 3 attacks, however. If you decided against it, you may not attack again, hit & then throw. You are not forced to throw if you do not wish though. Damage is distributed by appearance & 2d6 for thrown Claydonian & 4d6 for target.

**USE SELF AS MISSILE:** Pick up your monster. Throw it at another one. You take damage too. Many monsters with this ability have no appendages, as this provides movement & attack capability. You will do damage based upon your size, & physical appearance of the target Claydonian. A 50 hit point Claydonian will do 7d6 damage. 40 hit points Claydonian will do 6d6. Base is 2d6 + 1d6 per 10 hit-points (current) of the thrown Claydonian. "Missile-Claydonians" will take 1d6 damage + appearance when they throw themselves.

**VAMPIRIC REGENERATION:** For every Successful dice of damage inflicted, you regain 1d3 hit-points. You may not gain more than your normal maximum using the regeneration.

### **PART 3: THE ARENA**

You now have:

\* Monster (w/ cool name)      \* Attacking limbs w/ dice      \* Movement limbs      \* Special Ability  
\* 50 HP or missiles & a few less HP's

Everybody rolls TWO dice for initiative. Players' initiative scores are ranked from lowest to highest, with the lowest placing their monsters first. Once all Claydonians are introduced & placed, players move in order from lowest initiative to highest.

**Movement, Missiles, Attacks:** In order of initiative, players may move, attack, throw their missiles (up to 3 in a turn) & use their powers (if applicable). You may move, attack, & then move again (once your opponent has counterattacked).

**Counterattacks** Each round you Claydonian has a set number of attacks (up to 5). It may use as many of those as it like to attack with, or it may save some for counter attacking. Counterattacking takes place once you have been attacked. You are then allowed to attack out of turn, hitting them back.

**The "Off-the-Table-Rule"** If you throw someone off the table, they take no damage from that attack. If you throw yourself off the table, you will take damage based upon your appearance.

This progresses till all Claydonians are dead but one. There are no dropping walls. As an alternate version you can have the walls of the arena drop at a set round, allowing Claydonians to escape with their lives, but this has a tendency to make players avoid combat, not wanting to risk their skins.

**THE WINNER** heals to 50 HP again. Then it gets 4d6 additional hit points, another special power, rolled randomly. Store it in an empty, upside-down peanut-butter jar with a few drops of water. Call it the "Victory Chamber."

Monsters with 3 or more special powers are called "Weirdoes." Jihad them.

When you're playing, don't sit in corners & wait for people to attack you - GO KILL THEM. Get in the fray. Hope your monster dies (so you can be to one to go order pizza). If you don't have the right attitude, expect people to gang up on you. ENJOY!

There are other additionally rules which may go into effect for any individual game, as per the choice of the Clay-Master & the players involved. (Power players, Jump circles, etc.) Be creative. If you like these rules, or have suggestions, write to [lgreene@lclark.edu](mailto:lgreene@lclark.edu) I am happy to hear what you have to say.

### Optional Rules

**Critical Hits:** In order to spunk up the game a bit, we have taken the advice of our southern brothers & added critical hits to the game. Essentially if any attacking (or counterattacking) Claydonian rolls a double 6 on their to hit roll, they may choose to perform a randomly chosen power from the following list as determined by a 2d6 roll.

#### Critical Hit Table (1d12)

2	Stomp	8	Change Places
3	Use Opponent As Missile	9	Poke
4	Slam	10	Vampiric Regeneration
5	Bowl	11	Vampiric Regeneration/Poison
6	Drop	12	Choose One
7	Poison		

**Electric Motivation:** Occasionally players will play this dumb waiting game. They'll circle each other & avoid each other, somehow always trying to get the advantage without actually taking action. This rule has been made to counter such cheap, wimpy activities. If any Claydonian goes for 3 rounds without making some offensive action, it will take 2d6 damage. "Offensive Action" doesn't necessarily mean it has to be attacking, merely moving towards the combat with the intention of dealing (& taking) damage. Missile use can be classified as "Offensive Action" though. Generally speaking, this rule prevents games, which go on forever when a slow Claydonian pursues a fast, but weak enemy.

### Random Powers Table

#### Mutation/Divide Self Table (1d20)

2-3	Choose One	12	Vampiric Regeneration
4	Stomp	13	Scavenger
5	The Bowl	14	Poison
6	Trade Bodies	15	Movement Mastery
7	Drop	16	Endurance
8	Change Places	17	Toss
9	Poke	18	Borrow Power
10	Regenerate	19	Slam
11	Teleport	20	Choose Two

#### Victory Rewards Table (3d10)

3-4	Choose One	17	Vampiric Regeneration
5	Blobs of Death	18	Endurance
6	Stomp	19	Poison
7	The Bowl	20	Movement Mastery
8	Drop	21	Missile Mastery
9	Flight	22	Toss
10	Slam	23	Scavenger
11	Borrow Power	24	Use Self As Missile
12	Trade Bodies	25	Use Opponent As Missile
13	Bite	26	Charge
14	Poke	27	Change Places
15	Regenerate	28	Divide Self
16	Teleport	29-30	Choose Two