

# Super Dungeon Babies: An SDExplore Mod v0.01

For those familiar with Super Dungeon Explore, this is a special twist on the standard format: 2 or more players will compete for freedom as they attempt to escape.

The key difference is that instead of battling one another in combat, the Heroes have been babified! They're attempting to crawl their way out of the Dungeon Daycare to escape the Big Bad Evil Babysitter.

## Number of Players

One player will pick a Boss to be the Babysitter.

2-8 players will pick a Hero or MiniBoss to be a Baby.

## Daycare Tile

All Babies start in the "Playpen" (2x4 area near one of the exits).

The Babysitter starts adjacent to the Playpen.

## Monsters

Non-Boss Monsters are not used for this scenario.

## Goals

The game is over when there are no Babies left to treat.

A Hero wins by escaping the Daycare through one of the 3 exits on the Daycare tile.

A Babysitter wins if they manage to treat more Babies than escape.

The Babysitter treats Babies by keeping them in the Playpen for 2 rounds.

## Play

Starting with the Babies, each player activates their character(s).

After the Babysitter's activation a new round starts.

If a Babysitter can keep a Baby in the Playpen for 2 rounds, it is considered "Treated".

### Shared Basic Actions

Inner Power Heal: All Actions: Self. Remove all Status Effects and Wound Tokens.

### Baby Basic Actions

Help Hand: 2 Actions: Range 1. Move another Baby from the Playpen to a square adjacent to this Baby.

All Better: 2 Actions: Range 1. Target another Baby. Remedy.

Kisses: 2 Actions: Range 1. Target another Baby. Heal 1.

### Baby Keywords

Baby Legs: Movement costs are doubled, even for models with Fly.

No Bottle Good Enough: Babies do not drink Potions.

Nap Time: Any time a Baby is reduce to 0 Health, it immediately becomes Immobile and must use Inner Power Heal on its next turn.

### Babysitter Basic Actions

Stop right there: 1 Action: Range 1. Target Baby is Immobile until this Babysitter's next turn and this Babysitter is adjacent to the target Baby.

Grabby Grabby: 2 Action: Range 1. Target Baby remains adjacent to this Babysitter as this Babysitter moves. This Babysitter decides the actual placement of the Baby.

### Babysitter Keywords

They're Just Babies: A Babysitter reduced to 0 Health suffers a permanent -1 Max Health Penalty, gains Immobile, and must use Inner Power Heal on the following turn.