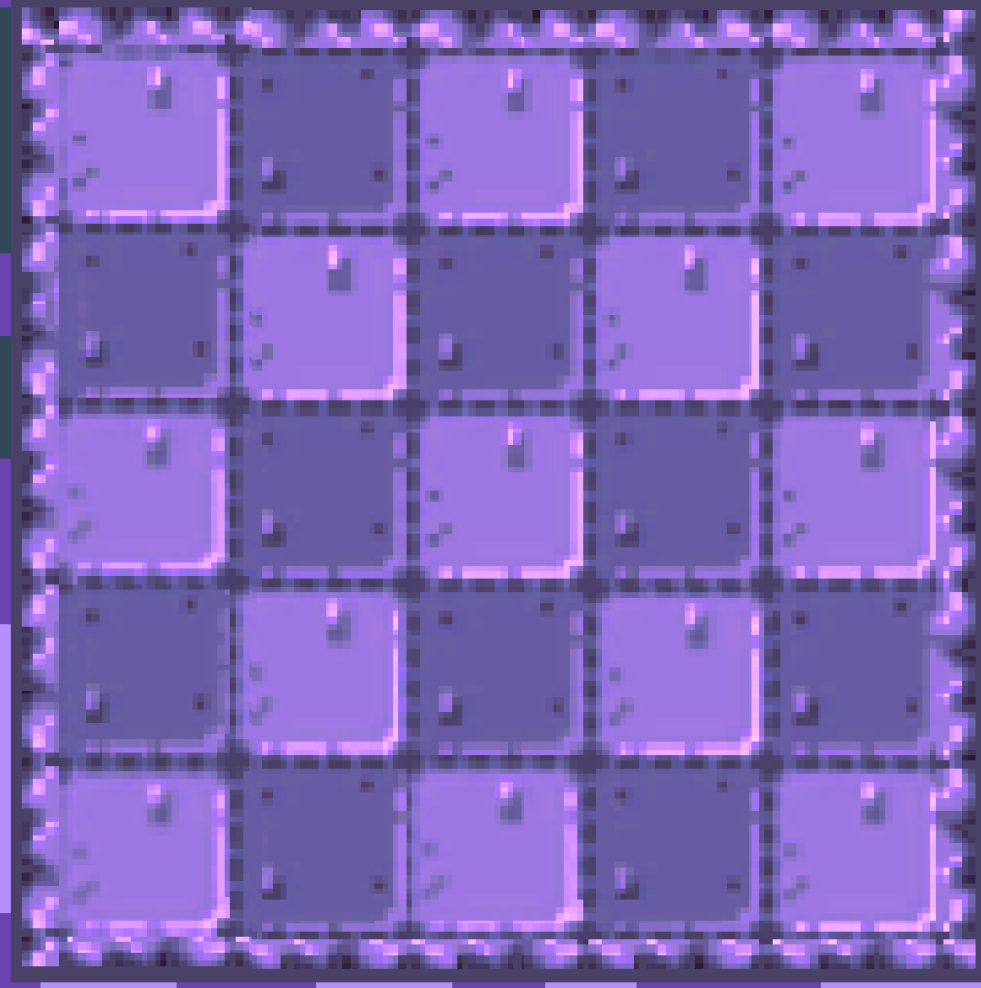
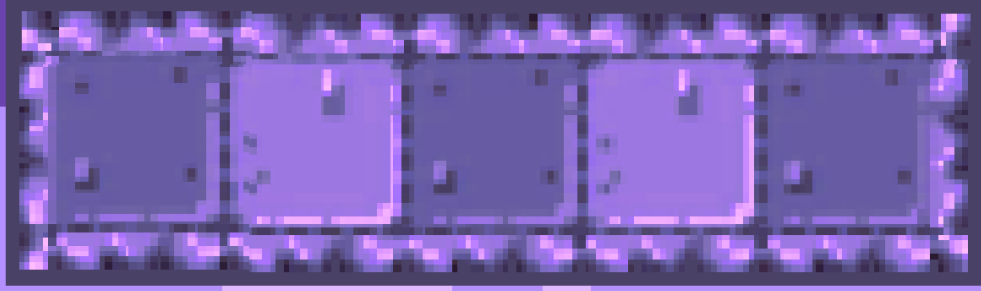
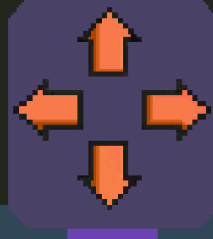


# Vineyard of Eden



Step 1:



Move 1 space

Step 2:



Action

Step 3:



Enemy Turn



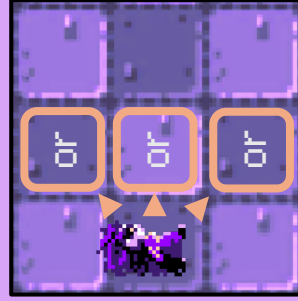
# RASMUS

HP: 12

SP: 6

 ATK: 1d4+1

 DEF:

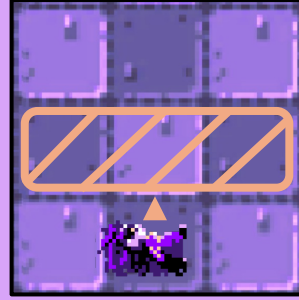


Enemy ATK on  
RASMUS reduced  
50% same turn

## SKILLS:

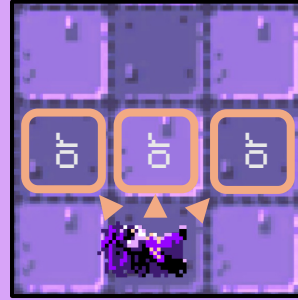
### Sweeping Strike:

3SP - Hit all enemies  
in area. Roll 1d4 on  
each enemy



### Sapping Roots:

3SP - 1d4 on enemy.  
Heal that amount, up  
to 3HP



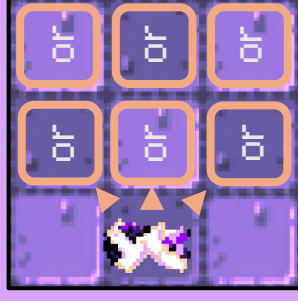
# EDTZE

HP: 7

SP: 12

 ATK: 1d2+1

 DEF:



Enemy ATK on  
EDTZE reduced  
50% same turn

## SKILLS:

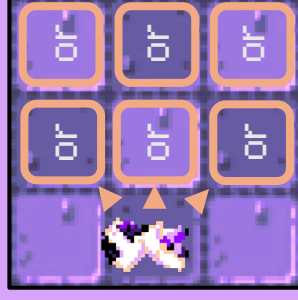
### Healing Charm:

3SP - Heal 3HP+2SP to  
self or Party in  
surrounding tiles



### Poison Dart:

3SP - 2 DMG to enemy,  
then 2 DMG next turn,  
then 1 DMG following turn



### Vines Row



### Player Sprites



### Enemy Sprites

