

DEF

-5	-4	-3	-2	-1
1	2	3	4	5

HP

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

ATH

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
1	2	3	4	5	6	7	8	9	10



+2 DEF	+2 ATH	+2 DEF	+2 ATH	+1 ATH +1 DEF	ACTIVATE A POWER
3	3	3	3	5	
2	2	3	3	2	ACTIVATE A POWER
3	3	2	2	2	
0	0	0	0	0	ACTIVATE A POWER
+1 ATH	+1 DEF	+1 ATH	+1 DEF	+2 GOLD	



Tab the Merchant

Gold

-3	-2	-1							
1	2	3	4	5	6	7	8	9	10

0	1			1	
+2 GOLD	+1 ATH +1 DEF	2	3		
+1 DEF	+2 GOLD	+2 ATH	ATH = COST		
+1 ATH	+2 GOLD	+2 DEF	DEF = COST		
+1 ATH/DEF	+2 GOLD	SWAP ATH/DEF	GOLD = COST		
+1 ATH	OPP -1 HP	OPP LOWER 1	+2 GOLD	4	5
+1 DEF	+1 HP	OPP EXHAUST 1	+2 GOLD	RAISE 1	SWAP GOLD/ATH
				READY 1	SWAP GOLD/DEF

