

**Sway**  
Action

3

3  
Champions you acquire this turn cost 1 less.

Gain control of target champion until end of turn.

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**Sway**  
Action

3

3  
Champions you acquire this turn cost 1 less.

Gain control of target champion until end of turn.

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**Fearless Charge**  
Action • Warrior

8

5 5  
Draw two cards.

Prepare all of your champions.

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**Olara, the Slayer**  
Champion • Human Mage

4

2  
or  
Deal 2 damage to each opposing champion.

5

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**Veteran Squire**  
Champion • Human

3

Gain 2 for each champion you control.

He does a lot more than hold your horses.

3

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**Veteran Squire**  
Champion • Human

3

Gain 2 for each champion you control.

He does a lot more than hold your horses.

3

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**Pelleas, the Seeker**  
Champion • Elf

5

3  
or  
Put an action from your discard pile on top of your deck.

4

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**Con Artist**  
Champion • Human Rogue

2

2  
or  
Gain 1 for each champion you stunned this turn.

2

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**Con Artist**  
Champion • Human Rogue

2

2  
or  
Gain 1 for each champion you stunned this turn.

2

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