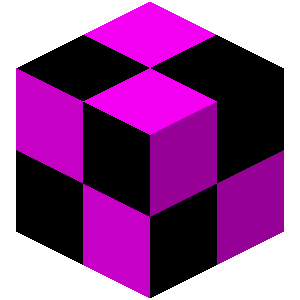
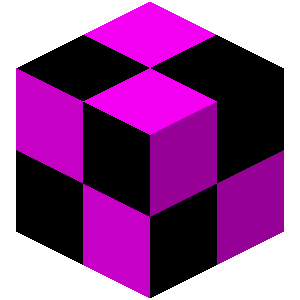
Quest: Have a on your field, reward: costs 0.

: Abilities become optional.

Monster: +1 ATK +1 DEF.

Reconnaissance: +1 SPD +2 DEF.





**The Farlands**



