

Basic: 2 Damage

Proficient: Spend 5 Mind to do 5 damage on next attempted Strike. Within 5 minutes of first picking up a forage card from where it was Seeded you may use this ability on your next attempted Strike for 1 Mind.

Master: Spend 10 Mind to do 15 damage on next attempted Strike. Within 5 minutes of first picking up a forage card from where it was Seeded you may use this ability on your next attempted Strike for 2 Mind.

Scavenger: After picking up a Forage card from where it was seeded Upsurge 5 Mind.