

RITUAL CARDS

Meteor - Spend X souls. Deal $X/2$ damage in $X/2$ inch radius rounded up.

Cold Snap - Spend X souls to remove X Cards from your opponent's card pool, cards are returned at the start of your next turn.

Earthquake - Spend X souls to remove $X/2$ pieces of terrain round down.

Gust of wind - Spend X souls to push a unit $2X$ inches

Rebirth - Revive a unit of up to $D(2x)$