Meteor - Spend X souls to deal X damage in an X inch radius.

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

Earthquake - Spend X souls to remove 2x inches of terrain.

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

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