

# RITUAL CARDS<sup>1</sup>

**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)