



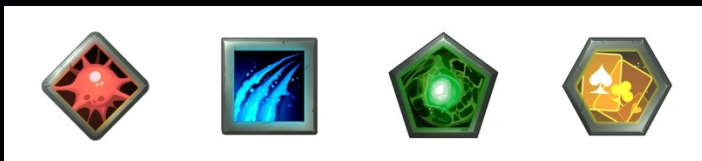
The creatures in the Mythic expansion are more powerful than those in the base *Cards of Power* game – they have a stronger power signature, so they're more difficult to capture, but they are also worth more Victory Points!

Setup

Add the shuffled Mythic cards to the Creature Deck in Step 3 of the game setup.

New Magic

Mythic creatures also have **four** new types of magic; Poison, Sound, Nexus and Toy magic:



New Abilities

Some of the Mythic creatures have the same abilities as those from the base game (Hide, Transfer, Liberate and Discard), although Mythic creatures' abilities have stronger effects (e.g., Transfer two cards instead of one).

However, two *new* abilities are also present for some of the Mythic creatures: **Stun** and **Drain**.

Stun

Flip the specified card(s) over. For your next turn, these cards are excluded from the Card Core. They cannot be used to battle but can still be affected by an ability.

Example: the Mythic Butterfly uses its *Poison Pollen* ability on you, which stuns two Nexus magic cards. You only have one Nexus card in your Card Core, the Ultimate Bunny, so this is your only Nexus card to be stunned.

You flip the stunned Ultimate Bunny card over, so it's face down. On your next turn, you cannot use your Ultimate Bunny's ability, and its power cannot contribute towards capturing another creature. Its Victory Points are also not counted if the game happens to end before your turn completes. However, whilst stunned, the Ultimate Bunny is still susceptible to abilities used against it.

Once your turn is complete, you flip the Ultimate Bunny card back over, so it's face up. The Ultimate Bunny is no longer stunned and is part of your Card Core as per normal play.

Drain

Return the specified wild magic crystals to the game box.



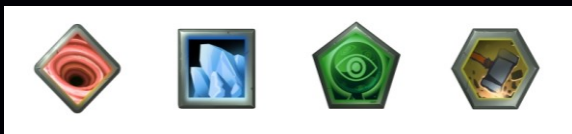
The creatures in the Deity expansion are more powerful than those in the base *Cards of Power* game or Mythic expansion – they have a stronger power signature, so they’re even more difficult to capture, but they are also worth more Victory Points!

Setup

Add the shuffled Deity cards to the Creature Deck in Step 3 of the game setup.

New Magic

The Deity-level creatures have **four** new types of magic; Wind, Material, Psychic and Craft magic:



Secondary Abilities

Deity-level creatures have a Primary *and* a Secondary ability! When a Deity creature counterattacks you, it will always use its Primary Ability. However, once a Deity-level creature is in your Card Core, you can choose to use either its Primary or Secondary Ability – they both have the same Wild Magic crystal cost (i.e., the creature’s power signature).

New Abilities

Some of the Deity-level creatures have the same abilities as those from the base game and Mythic expansion (Hide, Transfer, Liberate, Discard, Stun and Drain), although Deity creatures’ abilities have stronger effects (e.g., Discard *three* cards instead of one or two). However, two *new* abilities are also present for some of the Deity creatures: **Reserve** and **Deflect**.

Reserve

Reserve the specified card from the Protected Zone by moving it below (but not part of) your Card Core. In future turns, your opponents can’t attempt to capture that creature or use an ability against it - only you may attempt to capture the creature by rolling the counterattack die once per turn for that reserved creature. If you roll an empty (i.e., white) face on the counterattack die, the creature has been captured and you must add the creature’s card to your Card Core, granting you its power, abilities and Victory Points.

However, if a black dot is rolled on the counterattack die, the creature will use its Primary Ability against you without being captured! It continues to be reserved until it’s captured.

Deflect

If the specified magic ability is used against you, you may choose to deflect the attack, so it has no effect. The magic type of the creature that used the ability against you must match the magic type specified by the Deflection (e.g., “Deflect any Fire Magic ability used against you”).

You must still pay the required cost in Wild Magic crystals (i.e., the creature’s Power Signature) for the Deflection to work.