

Classic Edition Expansions

| Curse | Set | Cards | Curses | Play along | Content | Order |
|------------------------------|-----------------------------|-------|--------|------------|--|-------|
| The Crystal's Song | Starter Set | 40 | 1 | | 4 alternate play modes, 1 divider | 1 |
| The Voracious Goddess | Core Box | 849 | 1 | | 34 dividers, 5 characters and 4 fires standees, 3 curses | 2 |
| An Offering to the Guardians | Core Box | - | 1 | Y | - | 3 |
| The Bloody Hunt | Core Box | - | 1 | Y | - | 6 |
| The Icy Maze | Curses Pack | 96 | 1 | | | 4 |
| The Forbidden Sanctuary | Curses Pack | 96 | 1 | | | 5 |
| A Prison of Clouds | What Goes Up Must Come Down | 169 | 1 | | 4 dividers, 1 hot air balloon standee | 7 |
| Veins of the Earth | What Goes Up Must Come Down | 149 | 1 | | 4 dividers, 1 barge standee | 8 |

| Expansion | Set | Cards | | Content |
|------------------------------|-----------------------------|-------|--|------------------------|
| Path of Repentance | Curses Pack | 30 | | |
| Facing the Elements | Allies and Foes | 40 | | 5 element standees |
| Fear the Devourers - Classic | Allies and Foes | 30 | | 7 rock worm standees |
| The Flying Roots - Classic | Allies and Foes | 40 | | 6 flying root standees |
| Comfort Creatures | Allies and Foes | 30 | | |
| Forgotten Passages | What Goes Up Must Come Down | 115 | | 3 character standees |

Kickstarter Exclusive Curses (not available in Classic edition)

1. The Dark Chest of the Damned
2. The Swamp of Madness
3. A Beacon in the Night
4. Armageddon