Hello Seekers! You're likely at the heart of the game and a question has come up? Well you're in the right place! This is the one-stop-shop for all your queries about Kinfire Delve. I'm Belita, your friendly local trainer. I normally specialize in hand-to-hand combat, but right now you've got questions and I've got answers!

From action sequence, to specific challenges, the Masters, dice rolls, to any content clarification or general questions – we'll do our best to support you!

If you have questions or want to share tidbits of information from your play-through and experience, please comment on our bgg page or send us a message! We're looking forward to hearing about your adventures!

Email us at help@incredibledream.com.
Click here, here**, or** here **to go to our BGG pages!**

1.0 ERRATA

A few necessary changes have been made to the Kinfire Delve games since their release.

1.1 VAINGLORY'S GROTTO

No errata.

1.2 SCORN'S STOCKADE

Tidal Force (Naz's skill card): Treat the word "cards" as "challenges". It can no longer move progress between non-challenge cards.

The Witness (Gauntlet card): Treat this card's penalty as -1 ⚔ rather than –.

The Ancient Lock (Challenge card): Treat its ability as "You cannot attempt or place progress on this challenge." This generally behaves the same, but closes up a few weird exploits with this card.

1.3 CALLOUS' LAB

Callous' Cipher (Challenge card): Treat this card's penalty as -1 ⚔ rather than –.

Quick Shot (Valora's skill card): Ignore the 🏹 special symbol on this card.

2.0 GENERAL QUESTIONS

Q. Does a skill card's ability activate when it is used to boost an action?

A. No. When a skill card is used as a boost.

Q. If I don't roll the dice, am I considered to have rolled a 🗿?

A. No. If you don't roll the dice you can't roll either a 🗿 or ⚜. That can be quite useful sometimes.

Q. What exactly does "discarded" mean in game terms?

A. Skill cards are only considered to be "discarded" when they are discarded due to a penalty or other game effect (such as being discarded at the start of turn for an effect or when emptying your hand when exhausting). Skill cards played as actions or boosts go to the discard pile after being resolved, but they do not trigger "discarded" effects when they do so.

Similarly, challenges are only "discarded" when a card effect specifically "discards" them (they go facedown in the Well discard pile, as they do when you delve). Completed challenges are not considered to be "discarded", and go in the completed challenge pile.

Q. Can I "discard" a skill card that I've played as an action to activate its "discard" effect?

A. No, if a skill card tells you to discard it for an effect (such as Khor's "Vengeance of Stone" or Asha's "Survivor"), you must discard that skill card from your hand in order to use its effect, which you can't do if you've already played it as an action.

Q. What order do cards go to your discard pile?

A. When sending your action and/or boost cards to your discard pile for the turn, you may do so in whatever order you choose. This rarely matters, of course.

Q. When can you exhaust to draw a new hand?

A. Only at the start of your turn. You'll exhaust yourself, discarding any remaining cards you have left, putting an exhausted card into play, and then draw a new hand of cards based on your player count. Afterwards, take the rest of your turn as normal.

Q. Why is some text bolded on cards?

A. **Bolded text** is global text that takes effect whether you are attempting that challenge or not. It is used as a reminder when attempting challenges as it may affect other challenges or your decision making in choosing a challenge. For example, "**You must attempt this challenge.**" You won't have a choice when choosing which card to interact with in this case.

2.0 GENERAL QUESTIONS CONT.

Q. What happens if a card gets discarded while refilling the board at the end of turn?

A. While refilling the board at the end of the turn, if a card is discarded for some reason (such as Naz's lantern), immediately replace it. Keep refilling the board until it is full to its maximum capacity (usually 4 cards).

Q. Is an event card a challenge?

A. No. Effects that target challenges do not affect events. This can be troublesome, yes.

Q. Is there a way to regain health?

A. Yes, some challenges, events, or skill cards will restore your health, but they are pretty limited in quantity, and your health may never exceed its starting value.

Q. When a card refers to "all challenges/Well cards", what exactly does that mean?

A. This only refers to all challenges/Well cards currently in play on the board. It doesn't include those in the Well deck, discard pile, or completed pile, nor does it include challenges that have been previously set aside or attached to a Seeker or Master.

Q. What are the special symbols (such as Khor's 🛡) in the boost area of skill cards for?

A. These are simply redundant reminders that this special effect also takes affect when boosting with the card. Do not count them in addition to the symbols on the upper left of the card.

Q. When multiple cards enter play at once (such as the start of game or when refilling the board with more than 1 card) what order do they enter play in?

A. All of the new cards enter play simultaneously, and therefore cannot trigger any effects on each other that have to do with cards entering play (such as the Noble in Vainglory's Grotto).

Q. Do Masters count as "challenges" before you reach the bottom of the Well?

A. No. Masters only become challenges when they flip over for the final battle.

Q. When I "ignore the penalty" of a challenge, what does that include?

A. The challenge's penalty includes anything in its penalty box, as well as any text on it that begins, "If failed". You still failed the challenge, however, so other cards, such as Vainglory's Symphony, may still punish you in some way.

Q. At what point in the turn does <card effect X> trigger?

A. Please see the ***Detailed Timing Breakdown*** at the end of this document. If multiple effects trigger in the exact same timing window (such as "before this action"), players choose their order.

3.0 VAINGLORY'S GROTTO QUESTIONS

EXHAUSTED CARDS

Q. How does "Vainglory's Web" work?

Vainglory's Web has no immediate effect upon entering play. However, it reduces the board's maximum capacity of Well cards by 1. So, when you refill the board at the end of each turn, if 1 Vainglory's Web is in play, you'd only refill the board up to 3 Well cards instead of 4. And if there are 2 Vainglory's Webs in play, you'd only refill the board up to 2 Well cards. As stated on the card, this does not prevent the Gauntlet cards from entering play when you reach the bottom of the Well.

GAUNTLET CARDS

Q. If you discard the card "Grace" or "Beauty", does the discard ability on the card count towards itself?

A. Yes. If you discard Grace or Beauty (such as with Asha's lantern) they will damage you before leaving play.

Fun Fact: If you use Asha's lantern to discard both Grace and Beauty, you'll suffer 6 damage, since each of them will hit you with their damage twice, as you're discarding two challenges.

CHALLENGE CARDS

Q. How do you triple the rewards for "The 3 Fountains"?

A. If there are two "The 3 Fountains" in play, and you complete one, delve down 9 cards instead of 3. If all three "The 3 Fountains" cards are in play and you complete one, delve 27 cards instead of 3.

Q. When I complete the Hall of Memory (challenge card) when does my action return to my hand?

A. The action you played this turn is only returned to your hand after fully resolving that action, when it would normally otherwise go to the discard pile.

Q. Is there a way to get rid of "Crown of Ashes" once attached?

A. No, sorry. Enjoy your new headgear for the rest of the game.

EVENT CARDS

Q. What exactly does "The Grand Ball" do?

A. The Grand Ball discards all challenges in play (not including events) as well as itself to the bottom of the Well deck. This makes way for new cards to refill the board at the end of the turn.

3.0 VAINGLORY'S GROTTO QUESTIONS CONT.

ASHA'S CARDS

Q. Can "Odd Raven Charm" be discarded at any time?

A. Not quite, you may only discard this card from your hand when a Seeker suffers damage to prevent up to two damage. If you play Odd Raven Charm as an action, you cannot activate its ability since you can't then discard it from your hand.

Q. If I play "Survivor" and fail the challenge, do I get to charge the lantern or discard an exhaustion card?

A. No, you do not as you only get to that if you discard Survivor from your hand upon failing a challenge. Since you played it as an action, it's no longer in your hand to be discarded.

Q. Can I use "Snake Eyes" to add progress to a challenge in time to use my Opportunist ability? How about Coup de Grâce?

A. If you look at the *Detailed Timing Breakdown* at the end of this document, you'll see that Snake Eyes triggers after Opportunist, so you can't add progress with it fast enough to get your Opportunist bonus. On the other hand, Coup de Grâce triggers at the same time as Snake Eyes, so you could choose to have Snake Eyes trigger first and then get the Coup de Grâce bonus with it.

KHOR'S CARDS

Q. For "Crush", can you discard as many ⚔ as you want for +4 each?

A. No, you may only discard one card with one or more ⚔ symbols on it, and doing so only gives you the +4 value bonus once.

Q. How about "Shard Whip" or "Aftershock"? Can you discard as much ⚔ as you want?

A. Yes. Each ⚔ symbol you discard from your hand gives Shard Whip +2 value or has Aftershock place 2 progress. (Remember that Taunt has 2 ⚔ on it).

Q. When I play "Accept the Blow" against a Master, what happens?

A. Since you typically only suffer a Master's penalty when you both fail the challenge and roll 🌀, you would not suffer any ill effect from playing this card, since you did not roll 🌀 when doing so.

Fun Fact: If playing against Scorn's "Three Strike" form, this doesn't use up one of your three failures, since you suffer the penalty "as though" you'd failed it, but don't actually fail it.

When I get a new hand from "Tireless", can I immediately boost Tireless in a solo game?

A. Yes. Tireless gets you your new hand immediately, so in a solo Seeker game, you can immediately boost yourself with your new cards.

4.0 SCORN'S STOCKADE QUESTIONS

MASTER CARDS

Q. If I fail "Three Strikes" but ignore its penalty, does that still count as one of my three failures?

A. Yes. Just because you don't suffer its penalty doesn't mean you didn't fail the challenge.

EXHAUSTED CARDS

Q. If "Discarded" is in play, do I lose the game any time "Asha's Dagger" goes to my discard pile ?

A. No, only if it is "discarded" due to a penalty or other game effect. Playing it as an action or boost and letting it go to your discard pile doesn't count as "discarding" it. There's a question near the start of this document that describes "discarding" in more detail.

CHALLENGE CARDS

Q. What happens if I use Naz's lantern to complete a "Bound Prisoner", but there's excess progress on it when I do so ?

A. Since both Naz's lantern and Bound Prisoner have their effects trigger "when completed", they go off at the same time, so the player may choose the order in which they go off, so you may have Naz's lantern go first, yanking the Bound Prisoner out of play attaching it to the lantern, preventing its effect from going off.

Q. Does Naz's Lantern affect cards with the same name that are different colors?

A. Yes. All Bound Prisoner cards are considered to be the same challenge, regardless of color. The same is true for Husks in Callous' Lab.

Q. What happens if "Soul Mask" is in play when I draw a new hand?

A. First, you draw your new hand, then for every card you just drew, either discard it or suffer 1🩸. Yes, this is really bad. You should probably try to avoid doing it.

NAZ'S CARDS

Q. Does Naz's lantern still discard copies of challenges attached to it if the lantern is currently facedown?

A. Yes, that was the design intent, though it is admittedly an odd case. We didn't want to put text on the back of the card.

5.0 CALLOUS' LAB QUESTIONS

MASTER CARDS

Q. What happens to the progress on Callous when I reach the bottom of the Well?

A. Any tokens on Callous when you reach the bottom of the well stay on him when he flips over. You may notice that the difficulty of his Master challenges are a bit higher than usual to account for this.

GAUNTLET CARDS

Q. When "Immortality" is facedown and you're attempting Callous' Master challenge, what color is the challenge?

A. The Master challenge is the color you declared (which Callous must be currently vulnerable to) when attempting it. See also pg. 17 in the rulebook

EXHAUSTED CARDS

Q. How does "Looming Doom" work?

A. If drawn before you reach the bottom of the Well, Looming Doom is simply shuffled back into the exhausted deck – it does not stay in play. If drawn after you reach the bottom of the Well, you suffer 2 damage, and then it's shuffled back into the exhausted deck.

CHALLENGE CARDS

Q. If "Resonant Stone" and "Observer are both in play and you fail a challenge, what then?

A. Observer will generally override Resonant Stone, since you will discard the failed challenge and it will leave play before you can fail it again. "The Gigant" is a notable exception to this, given that it doesn't leave play when being discarded.

Q. How does "Failed Experiment" interact with "The Gigant"?

A. Since the Gigant gains progress instead of being discarded, Failed Experiment doesn't trigger.

ROLAND'S CARDS

Q. Can the card drawn from Roland's True Friend ability be used to boost immediately?

A. No. You cannot use the draw from Roland's ability to immediately boost, as the opportunity for boosting has already passed at that point.

Q. For "Firebolt", Can you discard as much 🔥 as you want?

A. Yes. Each 🔥 symbol you discard from your hand gives Shard Whip +2 value.

A. PLAYER'S TURN BEGINS

1. "Start of turn" effects trigger. If the player wants to/must exhaust for new hand, do so now.
2. "Discard at the start of turn" effects may be used. Discarded cards do not enter your discard pile until after they've been resolved.

B. PLAYER SELECTS A CARD TO INTERACT WITH.

1. "When you attempt" effects trigger.

C. PLAY A SKILL CARD AS AN ACTION (IF DESIRED).

1. A skill card may be played as an action. The played action is no longer in its player's hand.
2. "Before this action"/"If attempting a" effects trigger (any challenges completed now are dealt with immediately).

D. BOOST THE ACTION UP TO 2 TIMES.

1. Up to 2 skill cards may be played as boosts. Played boosts are no longer in their players' hands.
2. "If boosted"/"When boosted"/"Each time you boost" effects trigger. Cards gained from these effects cannot also be used to boost, as the time for boosting has passed.

E. ROLL THE DICE

1. "Before rolling"/"before any Seeker rolls" effects trigger.
2. All 4 dice are rolled.
3. Any re-rolls may be used. A re-roll re-rolls all 4 dice and completely replaces the previous roll.
4. "After rolling"/"If you roll ☺/⚜" effects trigger.

F. COMPLETE OR FAIL THE CHALLENGE

1. Add up any action's value + the value of any boosts + the die roll and add that much progress to the challenge.
2. "If you complete"/"If you fail" effects trigger.
3. The player receives the reward or suffers the penalty from completing or failing the challenge, as appropriate.
4. The attempted challenge, if completed, is moved to the completed challenges pile, with any progress on it being returned to the pool of unused progress. **Bold** effects on it now end.
5. "After this action" effects trigger.
6. Played action and boost cards are moved to their owners' discard pile (and/or the used lantern card flips facedown). Remember: This does not count as them being "discarded".
7. "End of turn" effects trigger.
8. Refill the board. If there are fewer than 4 Well cards in play, draw from the Well deck and place those cards in play until there are.