



Valpiedra

Descensus ad tenebras

Frequently Asked Questions

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Errata

The rulebook of the first edition (2025) contains an erratum in the **Components** section, regarding the amount of Creatures of each rank. The correct amount is as follows:



18 Rank-1
Creature cards



14 Rank-2
Creature cards



12 Rank-3
Creature cards


Clarifications

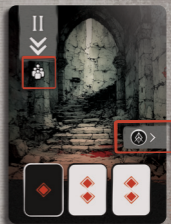
Everything listed below are clarifications to the rulebook, so that players have the fewest possible doubts when playing Valpiedra.

No rules stated in the game's rulebook are modified.

Setup with 4 Heroes

When playing with 4 Heroes, the level cards marked with the 4 Heroes icon must be used.

- These cards present a different distribution of creatures.
- During the descent, in levels I, II, and III, Evil  increases by +1 at the beginning of each round except the first, indicated by the corresponding icon.




Heroes

Hero abilities can be used at any time and as many times as desired, as long as their requirements are met.



Beltrán Menéndez

If he attacks the first creature in the line, he ignores its Defense (*if it has one*). This applies only to the first creature, even if his range increases.

Sr. Agnes Ermilia


When using a , she exhausts it instead of discarding it. Exhausted equipment cards cannot be used and have no effect, recovering only during the **Rest Phase**.

Iria Melgar

Her Attack value  increases by +1 when attacking creatures at range 3 or more. Instead, she reduces her Attack value  by -1 if she attacks the first creature in the line.

Astón Fajardo

He does not have a virtue against creature weaknesses. Instead, he can reroll one of his dice in each attack.

His ability allows him to swap the position of two adjacent creatures, increasing evil by 1 () each time he uses it. He can use this ability as many times as he wants, paying the corresponding evil cost.





Phase Clarifications



Combat Phase

Heroes freely decide the order in which they attack each round. Therefore, it is possible for a hero to attack twice if they make the last attack of one round and the first of the next.

Each attack must follow these steps:


1. Select a creature within your range. If you are going to use equipment that increases your strength or range, you must activate it at this time.
2. Roll as many dice as your Attack value (maximum 6 dice) and check the result.
3. You can activate equipment cards to alter the roll's result.
4. Declare the final result and assign damage tokens to the creature.
 - The creature receives 1 damage token for each die showing 1, 2, or 3, and for each icon on the hero and their equipment that matches any of its weaknesses (even if no die inflicts damage).
5. Check the result of the attack:
 - If the damage equals or exceeds its health, remove the creature from the game and the creatures behind it advance one position.
 - If the creature survives, the heroes receive 1 damage point, even if the attack inflicted no damage.

During combat, Heroes can spend the experience  of defeated creatures to activate the quick effects  indicated on the Valpiedra card.

These effects can be used at any time, even in response to an effect that would cause the game to be lost due to damage  or evil .

End of Round

If at the end of the round several effects occur at the same time, resolve them in the following order:

1. Resolve all creature abilities with the text "**End of round**", from left to right.
2. Check how many creatures remain undamaged in the level and increase evil  that many times. *(Keep in mind that some effects may have removed damage before this step).*
3. At the beginning of the round, if the heroes are ascending and there are creatures left in lower levels, all creatures in each lower level ascend one level. Creatures entering the heroes' level are revealed immediately and activate their "**On reveal**" abilities if they have any.

Remember that Start of round effects are not activated in the round in which the Heroes enter the level.

Rest Phase


During this phase, heroes can use defeated creatures to:


➤ **Add them to their equipment.**


Heroes can swap equipment with each other, as long as they meet the requirements to equip the received cards. They can also discard equipment they no longer want, but in that case they will not be able to use the experience of those cards.

Or:



➤ Spend their experience on actions from the Valpiedra card:

a) Reduce the Heroes' received Damage <  .

b) Reduce evil <  .

c) Increase the group's health.  > .

Each creature can only be used for one of these actions, and those not used are discarded at the end of the phase. Keep in mind that you can combine the experience of several creatures for one or more actions.

In addition, Heroes can remove all damage  in this phase, in exchange for generating enemies  in all levels except the level where they are resting.

These actions can only be performed during this phase. During combat, Heroes cannot equip or swap equipment.

Ascent

After resting in level IV, Heroes must resolve the text indicated on the relic, following these steps:

Cursed Relic

1. Flip the Valpiedra card and all level cards to their ascension side. Now all actions increase their experience cost.
2. Summon a creature of the rank indicated in black on each level (on its ascension face), including level IV where the heroes are located. In games with 3 or 4 heroes, summon an additional creature on each level.

3. Advance the Heroes token to level III and summon the creatures of the rank in white indicated on that card. It does not matter if there are creatures left in level IV.

Unholy Relic

Follow the same steps as with the Cursed Relic, but add an additional creature in step 2.

During the ascent remember the following:

- All creatures in the level where the heroes are located have their **health increased by +1 or +2**, as indicated on the level card. If a new creature enters that level for any reason, it gains the same increase.
- At the beginning of each round (except the first), all creatures in each level lower than the heroes' ascend one level.
- If the heroes defeat all creatures on a level, they proceed to the rest phase and then ascend to the next level, even if there are still creatures left in deeper levels.

Level Changes

Creatures can change levels due to different game effects. When this happens, keep the following in mind:

- Only creatures that are on the same level as the Heroes are revealed. If a creature is summoned or enters that level, it is revealed immediately and activates its “**On reveal**” ability, if it has one.

- If a creature is summoned or moves to a level different from the Heroes', it is placed face down. If it had counters on it, they are removed. If it possessed an “**On reveal**”, ability, this will be activated the next time it is revealed.

Creature Abilities

All temporary creature effects are removed when they are defeated.

For example, if a creature grants +1 health to others, they lose that bonus when the creature granting it is defeated.

However, effects that modify the game state, such as damage, evil, or exhausted equipment, are not reversed upon defeating the creatures that originated them.

Creature Clarifications

Several creatures are listed below with clarifications regarding their abilities and their loot.



Taunting Fiends

Ability: Remove 1 damage token from each creature on its level. This effect resolves before checking how many creatures remain undamaged to increase evil at the end of the round.

Ring: Grants a virtue and allows rerolling one die. You can choose not to use any of those options, but any unused option is lost.

Undead

Ability: Its health increases by +1 for each creature to its right. You can use +1 Health tokens to mark its total value, but remove them if a creature to its right is defeated, as its health is reduced accordingly.

Howling Demon

Ability: Heroes choose the adjacent level where the summoned creature will be placed. Keep in mind that level I is only adjacent to level II; and level IV is only adjacent to level III.

Ring: Grants a virtue and allows rerolling one die. You can choose not to use any of those options, but any unused option is lost.

Warden of Bones

Ability: It only possesses a shield while damaged. If an effect removes all its damage, it loses the shield immediately.

Skeleton Archer

Ring: A single result of 4/5 in the roll inflicts 1 damage point. The effect only applies to one of those results, even if you have obtained more than one 4/5.

Wandering Spirit

Ability: It does not gain +1 health if it is on level 1.

Holy Text 1: Doubles the damage tokens a creature has, in exchange for increasing evil by +1. Remember that before doubling the damage, it must have been previously assigned to the creature, so the heroes will have received 1 damage point in response.

Holy Text 2: Choose two creatures on your level to swap positions with each other. If they had damage, they keep it. It does not affect the rest of the creatures on the level.



Winged Demon

Ability: The damaged creature is placed last in the row, keeping its damage, and the rest of the creatures behind it advance one position.

Subjugator Demon

Ability: Heroes choose one card from their equipment to exhaust it. Exhausted cards, regardless of their type, cannot be used and have no effect until they are recovered in the rest phase. *For example, an exhausted Holy Text cannot be activated, or an exhausted armor grants you no abilities.*

Blighted Oracle

Ability: Heroes choose the adjacent level where the summoned creature will be placed. Keep in mind that level I is only adjacent to level II; and level IV is only adjacent to level III.

Arcane Demon

Ability: If this creature is defeated, the other creatures lose the additional health bonus it granted. If, upon losing said bonus, any creature is left with damage equal to or greater than its health, it is defeated immediately.

Abomination

Weapon: Each result of 1 in the roll inflicts 2 damage points instead of 1.



Carrion Wretch

Ability: It is only necessary to reroll the results of 1 obtained in the first roll. If 1s are rolled again in subsequent rolls, they are kept and it is not mandatory to reroll them again.

Sentinel of the Aether

Ability: Summon a creature of the rank indicated in black on each level where the heroes are not located.

Echo of the Final Cry

Ability: Gains +1 health for each creature in play, regardless of which level they are on. If Heroes defeat creatures on their level, they must adjust this creature's health accordingly.

Ring: Inflicts 1 damage point to a revealed creature. The creature may or may not have previous damage tokens, and the Heroes do not receive damage as a result of this effect.

Mindbreaker

Ability: It only reduces strength and range if it has damage on it.

Armor: If the attacked creature receives more damage than its health, the excess is transferred to the next creature in the row. This damage ignores shields and other limitations of the creature receiving it. If the next creature also exceeds its health from damage, the excess is not transferred again.

Fallen Angel

Ability: No effect can assign damage tokens to it. By not receiving damage, it is not affected by effects that grant it a shield or weaknesses, although its health can increase due to other effects. It can only be defeated by a single attack whose total sum of dice exceeds its health.

Armor: At the end of the round, the equipped Hero can ready another of their equipment cards.

Blasphemous Warden

Ability: When attacked directly, it only receives damage from results of 1 and from the virtue of **gm**. If an adjacent creature is attacked, first it is calculated how much damage it would receive (considering its weaknesses), and that amount of damage is transferred to this creature.

Ring: When activated, **each result** of 2 in the roll inflicts 2 damage points instead of 1.

Eternal Hatred

Ability: If an adjacent creature is defeated, summon at the end of the row a creature of the rank indicated in black on the active level. At the end of the turn, it inflicts 1 damage point to adjacent creatures, activating their abilities upon receiving damage, if they have any.

Ring: Gains the abilities of another equipment card (of any type) possessed by any hero. These abilities are maintained only during the turn in which the ring is activated. If it copies the ability of a Sacred Text, neither the ring nor the text are discarded.

Burning Summoner

Ability: Summons the creature even if it is defeated during the attack.

Holy Text: The hero of your choice gains an additional attack before the round ends.

Martyr of Silence

Ability: At the end of the turn, permanently reduces the maximum health of the Heroes. If by doing so their maximum health equals the accumulated damage, the heroes lose the game.

Ring: During that attack, ignore the ability of the chosen creature (you can choose a different creature than the one you are attacking). This effect cannot cancel "Upon revealing" or "End of Round" abilities, since they do not occur during the attack.

Bearer of Thorns

Ability: Each time an attack does not defeat the creature, evil increases by +1, in addition to the damage the heroes receive for not defeating it.

Ring: When activated, removes 1 damage point from the Heroes or reduces evil by 1. Only one of the two options can be chosen.