



**MOMENT CARDS**

**PRINT 'N PLAY PDF**



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## REST

The last evening you may all share.

*How and where do you spend it?*

### CHOOSE ONE PROMPT:

1. A fireside conversation about what you all will do if you survive this ordeal.
2. A friendly competition breaks out, fueled by drink and comradeship.
3. Memories are shared of what you each left behind.

### OUTCOME:

Each player may either take 1 Heart ♥ or 1 Power ⚡.

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## CURSE

A vengeful curse for past misdeeds.

*Who amongst you bears this curse and how does it manifest?*

### CHOOSE ONE PROMPT:

1. You can see every future, each one bleaker than the last.
2. A malevolent spirit haunts you and desires your ruin.
3. A stone curse creeps up your limb and will eventually consume you.

### OUTCOME:

The cursed player and one other player of their choice each lose 1 Heart ♥.

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## HEAL

Clean bandages for messy wounds.

*What is the cure for what ails you?*

### CHOOSE ONE PROMPT:

1. Whoever is closest to death confides a secret, in case they don't make it.
2. During the recovery, you each swap stories of battle and old wounds.
3. Lingering injuries stay with you until the end of your journey.

### OUTCOME:

Distribute up to 3 Heart ♥ between any players.

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## TRADER



A mysterious stranger approaches you.

*What do they refuse to sell you?*

### CHOOSE ONE PROMPT:

1. The trader leads you through a divination ritual to choose which items they will offer you.
2. The trader asks for a tale, poem, or song as an additional cost for each item.
3. Each item grants a vision of its previous owner and what they failed to accomplish.

### OUTCOME:

Draw a number of Loot Cards 🃏 equal to one less than the number of players, and reveal them face up to all players. Each player may discard one Loot Card 🃏 and take one of the face up cards. All untraded cards are discarded.

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## FRIEND

You speak privately with a trusted ally.

*What have you been hiding from them?*

### CHOOSE ONE PROMPT:

1. You each swear an oath that becomes your bond.
2. You confide in each other and share your burdens.
3. You feel a connection that can't be put into words. Your fates are intertwined.

### OUTCOME:

You and the player you spoke with each **take 2 Soul** ♠.

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## FEUD

An old argument resurfaces.

*What grievance is being aired?*

### CHOOSE ONE PROMPT:

1. Tempers flare and the debate becomes a brawl.
2. Insults get personal and a friendship is broken.
3. It ends quickly, but resentments are left to fester.

### OUTCOME:

All players **lose 1 Power** ⚡.

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## ABANDONED

A deserted building provides a brief respite.

*What did the previous owners leave behind?*

### CHOOSE ONE PROMPT:

1. You sharpen blades, adjust armor, and plan your next move.
2. Spirits linger here, eager to convey their last wishes.
3. This place brings back memories, some of which you'd rather forget.

### OUTCOME:

Each player may either **take 1 Heart** ♥ or **1 Power** ⚡.

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## NIGHTMARE

No rest for the wicked.

*What terrors haunt your sleep?*

### CHOOSE ONE PROMPT:

1. Within the nightmare, a terrible secret is revealed.
2. You each wake bleary-eyed and irritable for the day's long journey.
3. The nightmare fuels doubts about your companions, your quest, and yourself.

### OUTCOME:

All players **lose half their Soul** ♠ (rounded down).

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## DREAM

But it felt so real.

*How do these dreams inspire hope?*

### CHOOSE ONE PROMPT:

1. A ghastly portent grants each of you knowledge of the coming battle.
2. You share this dream with your greatest allies, and coordinate your forces.
3. Figures from your pasts appear and offer words of encouragement.

### OUTCOME:

All players **take 2 Soul** ☞.

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## SUPPLIES

Their loss is your gain.

*What happened to the previous owners of these supplies?*

### CHOOSE ONE PROMPT:

1. You each recognize this fallen hero by their legendary items.
2. The spirit of the fallen appears, asking you all to avenge them.
3. One of you recognizes these items, as they belonged to a loved one.

### OUTCOME:

Each player rolls a die. Anyone who rolls a 5 or 6 draws a **Loot Card** ☞.

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## VEHICLE

A welcome rest for weary feet.

*Who offers you a ride, and what does their vehicle look like?*

### CHOOSE ONE PROMPT:

1. You each fill the long stretches of quiet in your own way.
2. You all witness the destruction wrought by your adversaries as you pass.
3. The journey reminds you all of one from your pasts, the one which led you here.

### OUTCOME:

Draw and reveal the next two cards in the Challenge Deck. As a group, chose one to discard from the game, and return the other to the top of the deck.

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## MEAL

Fills the belly, warms the soul.

*What special ingredient was saved for this meal?*

### CHOOSE ONE PROMPT:

1. This may be the last meal you all share together, and that thought leads your conversation.
2. This feast has an air of festivity, and your tongues loosen as the drink flows.
3. The nostalgic taste makes you each think of your home and why you left it.

### OUTCOME:

**Distribute up to 5 Soul** ☞ between any players.

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