



NEMESIS CARDS

PRINT 'N PLAY PDF



One Last Fight is Copyright © 2025 Hit Point Press Inc., 2487 Kaladar Ave, Unit 213, Ottawa, Ontario, K1V 8B9, Canada. All rights reserved. All characters and their distinctive likenesses are property of Hit Point Press Inc. in Canada, US and other countries. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express permission of Hit Point Press Inc. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Hit Point Press, *One Last Fight* and its associated logos are trademarks of Hit Point Press Inc.

Disclaimer: This is a work of fiction. Names, characters, businesses, places, events, locales, and incidents are either the products of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.

CULT



A legion of followers, spreading the malevolent message of a dark entity.

- What twisted being do they worship?
- How do they dress, and what is their emblem?
- Who leads the cult?
- Where do they conduct their fell rituals?

p

DEMON LORD



A violent, demonic being, hellbent on dominating the world.

- How are they entering your world?
- What evil do they represent?
- What does their army look like?
- Where sits their throne, and what is it made of?

p

CULT



ABILITY:

☠ **Unwavering Loyalty.** During “End (III),” any Challenge that includes a **Crown** 👑 Attribute require an additional success of 4 or higher.



APPROACH (I):

PARTY

Their chant bends wills, turning innocents into supplicants.

How do you disrupt the Cult's recruiting efforts?



4

SUCCESS:
You drown out their voices.
Take 2 Soul ☠.

DEFEAT:
Their word spreads further.
Lose 1 Power ⚡.

LAIR (II):

SOLO

A profane congregation guards their secret rites.

How do you gain entry?



5 5

SUCCESS:
You discover the ritual chamber.
Add 1 Insight 👁 to the Insight tracker.

DEFEAT:
You are apprehended.
Lose 1 Heart ♥.

END (III):

PARTY

They call forth the vestige of their master.

What form does it take?



5 6 5

SUCCESS:
You resist the urge to scream.
Take 1 Power ⚡ and **add 1 Insight** 👁 to the Insight tracker.

DEFEAT:
You wail in terror as your senses leave you.
Lose all Power ⚡.

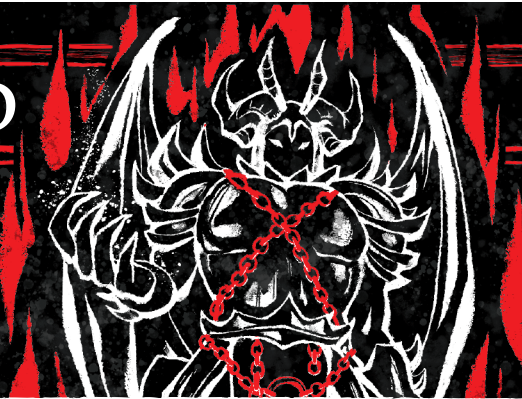
P

DEMON LORD



ABILITY:

☠ **Bound.** During “End (III),” any Challenge that includes a **Key** 🔑 Attribute require an additional success of 4 or higher.



APPROACH (I):

SOLO

Their army of the damned marches to seize a holy site.

How do you defend the clergy and the sacred relic they guard?



5

SUCCESS:
You obtain a holy relic.
Draw 1 Loot Card 📜 and **take 1 Soul** ☠.

DEFEAT:
The holy site falls and the relic is lost.
Lose 1 Heart ♥.

LAIR (II):

PARTY

Upon their throne they sit, devouring souls and gaining strength.

How do you defeat their generals?



5 5

SUCCESS:
You interrupt the Demon Lord's feasting.
Take 1 Power ⚡.

DEFEAT:
The Demon Lord is glutton with power.
Lose 1 Heart ♥ and **1 Soul** ☠.

END (III):

PARTY

They fully emerge into the world, engulfing you in a dimension of terror and pain.

What does their true form look like?



4 5 4

SUCCESS:
You stand firm against the darkness.
Take 2 Power ⚡.

DEFEAT:
Your soul sinks into the abyss.
Lose all Soul ☠.

P

DRAGON



A creature of scale and flame, scouring the land for treasure and worshippers.

- What did you do before they destroyed your town?
- How did the party meet after the tragedy?
- Who worships them like a god?
- Where do they nest and what do they hoard?

P

SORCERER



A potent spellcaster calling on dark energies beyond mortal understanding.

- Who has a personal tie to them?
- What drove them to evil?
- How do they and their minions look?
- Where will their tower appear next?

P

DRAGON



ABILITY:

☠ **Scales of Steel.** During “End (III),” any Challenge that includes a **Sword** Attribute require an additional success of 4 or higher.



APPROACH (I):

SOLO

They scorch a village with volleys of flame.
How do you rally the villagers to defend their home?



6

SUCCESS:
You save the village. Draw and resolve a **Moment Card** from the unused Moment Cards.

DEFEAT:
The village is destroyed.
Lose 1 Heart ♥.

LAIR (II):

PARTY

In a lair full of natural hazards they sit atop a their hoard.
How do you navigate the dangers that keep you from the beast?



5 5

SUCCESS:
You reach the Dragon's hoard.
Draw 1 **Loot Card**.

DEFEAT:
You are badly injured.
Lose 1 Heart ♥.

END (III):

PARTY

They inhale deeply before spitting a torrent of all-consuming fire.
What does dragon's breath sound like as it tears through the air?



5 6 5

SUCCESS:
You find cover from the deadly heat.
Take 2 **Power** and add 1 **Insight** to the Insight tracker.

DEFEAT:
You are incinerated.
Lose 2 Heart ♥.

P

SORCERER



ABILITY:

☠ **Shattered Defenses.** During “End (III),” any Challenge that includes a **Shield** Attribute require an additional success of 4 or higher.



APPROACH (I):

PARTY

Their minions try to steal an eldritch grimoire from an ancient library.
How do you safeguard the grimoire?



5

SUCCESS:
You now possess the eldritch grimoire.
Take 2 **Power**.

DEFEAT:
The sorcerer obtains what they desire.
Lose 1 **Power** and 1 **Soul**.

LAIR (II):

PARTY

They stand atop a tower filled with sinister illusions and ingenious traps.
How do you defeat the tower's tricks?



5 5

SUCCESS:
You surprise the Sorcerer.
Take 1 **Soul**. If at least half the party succeeds, add 1 **Insight** to the Insight tracker.

DEFEAT:
The Sorcerer is prepared for you.
Lose 1 Heart ♥ The next player rolls one less die for this Challenge.

END (III):

PARTY

They summon deadly arcane figments that tear through land, buildings, and people.
What forms do their figments take?



4 5 4

SUCCESS:
You just barely avoid being shredded.
Take 2 **Soul** and add 1 **Insight** to the Insight tracker.

DEFEAT:
You are torn to pieces.
Lose 2 Heart ♥.

P

NECROMANCER



A wizard who has extended their life beyond death with profane rituals and evil magic.

- Who were they before the ritual?
- What purpose drives their Undying Wish?
- Who do they influence from the shadows?
- Where do they hide their soul?

p

WORLD EATER



An unknowable god drifting through the void, consuming whole worlds with cold indifference.

- Who first whispered their name?
- What evidence of their coming did you unearth?
- When they spoke, what did you hear?
- Where must you fight them? Why?

p

NECROMANCER



ABILITY:

☠ **Protective Wards.** During "End (III)," any Challenge that includes a Magic 🪄 Attribute require an additional success of 4 or higher.



APPROACH (I):

PARTY

The dead rise from their graves, hungry for the light of the living.
How do you prevent the living dead from overrunning this city?



5

SUCCESS:

You beat back the undead legion.
Take 3 Soul ☠. If at least half the party succeeds, add 2 Insight 🧠 to the Insight tracker.

DEFEAT:

The undead legion grows.
Lose 1 Heart ♥.

LAIR (II):

SOLO

Within the ancient catacombs they bind souls to their will.
How do you avoid their deathless sentries?



5

5

SUCCESS:

You reach their sanctum before they can assemble their army.
Add 2 Insight 🧠 to the Insight tracker.

DEFEAT:

You lose precious time.
Remove half the Insight 🧠 (rounded down) from the Insight tracker.

END (III):

PARTY

They point a rotted finger toward you and speak an ancient curse.
What foul words do they utter?



5

6

5

SUCCESS:

Your soul surges, holding the curse at bay.
Take 2 Power ⚡ and add 1 Insight 🧠 to the Insight tracker.

DEFEAT:

You are overcome by the curse.
Lose 2 Heart ♥ and **All Soul ☠.**

WORLD EATER



ABILITY:

☠ **No Hope.** When the first "End (III)," card is drawn, all players **lose half their Power ⚡**, rounded down.



APPROACH (I):

SOLO

An omen of their arrival is looming.
What horrible event does it portend?



6

SUCCESS:

You discern the hour of their coming.
Add 1 Insight 🧠 to the Insight tracker.

DEFEAT:

You are too late.
Lose All Power ⚡.

LAIR (II):

PARTY

A pocket of unreality cradles their form within the unfamiliar sky of a lost dimension.
How do you reach them?



6

6

SUCCESS:

You stand small beneath the Eater of Worlds.
Take 2 Soul ☠ and **1 Power ⚡.**

DEFEAT:

You have drawn the World Eater's ire.
Lose 1 Heart ♥.

END (III):

PARTY

They open their infinite maw to swallow your very existence.
What does it feel like?



ALL YOU'VE GOT!

6

6

6

SUCCESS:

You hold onto your fragile being a moment longer.
Take 2 Power ⚡ and add 2 Insight 🧠 to the Insight tracker.

DEFEAT:

You cease to exist and vanish from the world completely.
Face Death.