

ONE LAST FIGHT™

Illuminate Expansion



CHALLENGE CARDS

- 2 APPROACH (I) CARDS
- 2 LAIR (II) CARDS
- 1 END (III) CARD
- 2 *SLAY THEM!* CARDS

PRINT 'N PLAY PDF



One Last Fight: Illuminate Expansion 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.



NOBILITY

SOLO



Privilege and wealth allow them to ignore the darkness.

How do they benefit from the Nemesis' actions?



4 4

SUCCESS:

You charm your way past them, liberating some of their wealth in the process.

Draw 1 Loot Card

DEFEAT:

Their sneers and condescending tone demoralize you.

Lose all Power

P

TOMBSTONE

PARTY

A forgotten hero in a nameless grave.

What do you leave in tribute?



5

SUCCESS:

You connect with the soul buried here.

Take 1 Power .

DEFEAT:

You utter a simple prayer and carry on.

No effect.

P

RAVENOUS

SOLO

Rumbling stomachs and dry throats.

What was the last thing you remember eating?



6

SUCCESS:

You scrape together a simple meal from what grows and crawls here.

Take 2 Soul

DEFEAT:

Out of desperation, you bite a friend while they sleep.

Choose another player to lose 1 Heart

P

SPAWN

SOLO

Born of the Nemesis itself.

What does the Nemesis give of itself to create them?



5 5

SUCCESS:

You fend them off in the dark.

Take 1 Power .

DEFEAT:

They stalk you, waiting for their next chance to ambush you.

Add 1 Insight to the Insight tracker. Keep this card.

The next challenge you attempt requires an additional success of 4 or higher. Then discard this card.

P



SLAY THEM

SOLO

The Nemesis is well protected,
and has but one oversight.

How did you learn of the Nemesis' weakness?

- 1 This Challenge has the same Attribute(s) shown on the Approach Challenge on the Nemesis card.

5 6 5

SUCCESS:

*What words are said
as life leaves them?*

You Slay the Nemesis.

DEFEAT:

*They fight back
and adapt.*

Lose 1 Heart ♥.
Lose 2 Insight ☙,
then pass this card
to the next player.

P

TERRIFY

PARTY

The Nemesis twists into
a frightening form.

*How do they manipulate your own
fears against you?*



4 5 4

SUCCESS:

*You see through their
illusion and rally.*

**Take 2 Soul ☞ and
Add 1 Insight ☙ to
the Insight tracker.**

DEFEAT:

*They see you cower
before them.*

Lose all Power ⚡.

P

SLAY THEM

SPECIAL

You can only end them together.

What shared bond channels this final attack?

- 1 Each player attempts this challenge and contributes successes to the total required, adding dice to their pool equal to the current amount of Insight as normal. If all players collectively get all the successes required, they succeed. Otherwise, they fail.



ALL YOU'VE GOT!

4 4 4 4
5 5 5 5 6 6

SUCCESS:

*What final sacrifice
do you each make?*

You Slay the Nemesis.

DEFEAT:

It just wasn't enough.

**You Face Death
together and lose
the game.**

P