

# ONE LAST FIGHT™

*Illuminate Expansion*



**MOMENT CARDS**

**PRINT 'N PLAY PDF**





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## COVET

SOLO

An irresistible temptation.

*Why do you deserve it more than them?*

❗ Hand this card to a player with the fewest cards, then they pick a card from the player with the most. That player must now attempt this Challenge.



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### SUCCESS:

*You take it without consequence.*

### DEFEAT:

*You are caught.*

The other player chooses one:

- **Scold.** You lose all Power ⚡.
- **Forgive.** They give the card to you freely. Lose 1 Power ⚡.

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## SHADOW

SOLO

As you take watch, the darkness stirs.

*What hunts you?*

❗ If you draw this card, you must Challenge it.



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### SUCCESS:

*You survive its attack and slay them. What is left?*

Take 1 Soul ☠.

### DEFEAT:

*It strikes you and slithers back into the dark.*

Lose 1 Heart ♥.

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## WHISPERS

An invisible horde babbling about the secrets they have plucked from your mind.

*What knowledge is shared?*

### CHOOSE ONE PROMPT:

1. Your deepest regrets.
2. Your brightest wishes.
3. Your fore-most thoughts about the player on your left.

### OUTCOME:

Roll a die and take that many Soul ☠.

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## MONOLOGUE

The Nemesis speaks!

*How does this conversation feel different than you would expect?*

### CHOOSE ONE PROMPT:

1. The Nemesis gives you a chance to give up.
2. The Nemesis goads you before leaving dramatically.
3. The Nemesis attempts to convince you to join them.

### OUTCOME:

For each Power ⚡ you have, roll a die.  
For each die showing a 1 or 2, lose 1 Power ⚡.  
For each die showing a 5 or 6, take 1 Power ⚡.

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## SANCTUM

A place sacred to the Nemesis


*What truths are gleamed about them?*

### CHOOSE ONE PROMPT:

1. The obscure origins of the Nemesis.
2. The reason the Nemesis fears you.
3. A softer side of the Nemesis,  
now ruined.

### OUTCOME:

All players may roll a die in turn.

On a 2-6, **add 1 Insight**  to the Insight tracker.

On a 1, **remove all Insight**  to the Insight tracker.