

ONE LAST FIGHT™

Illuminate Expansion



NEMESIS 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.

HARLEQUIN



A figure in a grinning mask concealing evil schemes, they pull the strings and watch the puppets dance.

- *Whose lives do they wish to ruin?*
- *How do they plan to do it?*
- *Who have they tricked into doing their dirty work?*
- *Where can their laughter be heard from?*

P

CORRUPTED MONARCH



A ruler corrupted in a dark deal gone wrong, their tyranny dooms their subjects.

- *What new and frightening edicts do they enforce?*
- *What do they demand of their subjects?*
- *What malevolent entity corrupts them?*
- *What defenses keep you from their castle?*

P

HARLEQUIN



ABILITY:

☠ **Hidden Agents.** Challenges that include a **Key** ⚔ Attribute require an additional success of 3 or higher.



APPROACH (I):

SOLO

Their minions draw poisoned daggers and attempt to assassinate a high ranking citizen.

How do you protect the target?



4 4

SUCCESS:

You foil the harlequin's minions and apprehend them.

Take 2 Power ⚡ and add 1 Insight ◉ to the Insight tracker.

DEFEAT:

The target is killed, and you are framed for their murder.

Lose 1 Power ⚡ and 1 Soul ☠.

LAIR (II):

PARTY

They dance in the king's court, under the watchful eyes of their many agents.

How do you remain inconspicuous as you corner the harlequin?



5 5

SUCCESS:

You sneak past the harlequin's agents and surround them.

Take 2 Soul ☠.

DEFEAT:

The harlequin's agents spot you and interfere.

Lose 1 Heart ♥.

END (III):

SOLO

In a burst of glitter they disappear, emerging behind you with their dagger drawn.

What do they reveal to you in your last moments?



4 4 4

SUCCESS:

You dodge just in time.

Take 1 Power ⚡ and 2 Soul ☠.

DEFEAT:

You succumb to the dagger's poison.

Lose All Power ⚡.

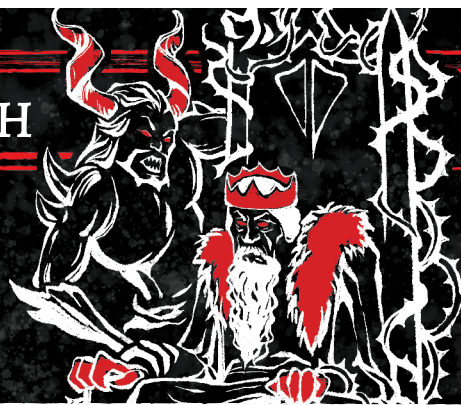
P

CORRUPTED MONARCH



ABILITY:

☠ **Strong Defenses.** Players roll one less die when attempting Challenges that include a **Sword** ⚔ Attribute (to a minimum of 1).



APPROACH (I):

PARTY

Their soldiers burst into the tavern and round up citizens for human sacrifice.

How do you protect the citizens?



5

SUCCESS:

You ensure no one is taken.

Take 2 Soul ☠.

DEFEAT:

The monarch now has what they need.

Lose 1 Heart ♥.

LAIR (II):

PARTY

They sit on their throne, within a well defended castle the walls of which will not be easily breached.

How do you get inside?



5 5

SUCCESS:

You reach the throne.

Take 2 Soul ☠ and 1 Power ⚡.

DEFEAT:

You are captured and thrown in the dungeon.

Lose 1 Heart ♥ and All Soul ☠.

END (III):

PARTY

Their shadow takes on a sinister form. With fell power, they command you to kneel.

What shape does the monarch's shadow assume?



4 5 4

SUCCESS:

The monarch's shadow recoils. Take 2 Power ⚡. If at least half the party succeeds, add 1 Insight ◉ to the Insight tracker.

DEFEAT:

You drop your weapons and fall to your knees.

Lose All Power ⚡.

P

HEADLESS NOBLE



A beheaded noble returned by a fell curse, collecting the heads of those who wronged them.

- What crime led to their beheading?
- Why have they returned?
- What songs do their subjects sing?
- Where do they keep their victim's heads?

P

HUNGRY HOUSE



A dwelling awakened by tragedy, transformed into a thing that traps and consumes.

- Who last owned it?
- Who feeds it now?
- How did you become trapped inside?
- How does it consume you?

P

HEADLESS NOBLE



ABILITY:

☠ **Horrid Minions.** To attempt a Challenge that includes a **Sword** Attribute, that player must **lose 1 Soul** ☠ (if able.)



APPROACH (I):

PARTY

Their minions break into the estate you were hired to guard and abduct your charge.

How do you stop them?



5

SUCCESS:
You defend your charge and are rewarded handsomely.
Draw 1 Loot Card 🃏.

DEFEAT:
Your charge is killed.
Lose All Soul ☠.

LAIR (II):

PARTY

They are sequestered on the upper floor of their estate, surrounded by the heads of their enemies.

How do you gain access?



5

5

SUCCESS:
You confront the noble in their chambers.
Take 1 Power ⚡. If at least half the party succeeds, add 1 **Insight** 👁 to the Insight tracker.

DEFEAT:
You are dragged before the noble by their guards.
Lose 1 Heart ♥.

END (III):

PARTY

They lift their disembodied head high and let out an inhuman scream.

What does it feel like as their scream pierces your soul?



5

6

5

SUCCESS:
You grit your teeth and press the attack.
Take 2 Power ⚡.

DEFEAT:
You are immobilized by fright.
Lose All Power ⚡.

HUNGRY HOUSE



ABILITIES:

☠ **No Way Out.** Whenever a player fails a Challenge, they **lose 1 Soul** ☠ in addition to any other penalties for failure.



APPROACH (I):

SOLO

A spirit haunts the halls, trapped here after they were devoured by the house.

How do you communicate with the spirit?



5

SUCCESS:
You calm the spirit and it tells you what it knows.
Take 5 Soul ☠.

DEFEAT:
The spirit unleashes a horrid wail and flees.
Lose 1 Heart ♥.

LAIR (II):

PARTY

Rooms warp and shift in impossible ways, a maze that hides its hateful heart.

How do you find your way through the maze?



4

4

SUCCESS:
You discover the room where the tragedy took place. **Take 2 Power** ⚡. If at least half the party succeeds, add 1 **Insight** 👁 to the Insight tracker.

DEFEAT:
You are caught in the house's trap.
Lose 1 Heart ♥ and 1 **Power** ⚡.

END (III):

PARTY

The floor falls away, revealing a fleshy chasm filled with teeth.

What does the house's roar sound like?



4

5

4

SUCCESS:
You leap to the chasm's edge, and not a moment too soon.
No reward.

DEFEAT:
You are swallowed, and now haunt the house as a ghost. **Face Death.** Add 1 **Insight** 👁 to the Insight tracker.

ILLUMINATE



An angel shining with unearthly radiance descends to usher in the apocalypse.

- ☠ *Under whose Word do they act?*
- ☠ *For what do they Judge the world?*
- ☠ *Who follows in the hope of appeasing them?*
- ☠ *Where will they descend upon the earth?*

P

VAMPIRE



An immortal creature, stalking the shadows and sinking its fangs into the ripe flesh of life.

- ☠ *What have they taken from you?*
- ☠ *Who do they control with fear and deception?*
- ☠ *What must you pass through to reach their castle?*
- ☠ *What special feature does the castle have?*

P

ILLUMINATE



ABILITY:

Harsh Radiance. When the first “End (III)” card is drawn, all players **lose half their Soul**, rounded down.



APPROACH (I):

PARTY

Their faithful cause unrest in the streets proclaiming that the end is nigh.
How do you keep the citizens calm?



5

SUCCESS:

You quell the unrest and rally the populace.
Take 1 Power ⚡ and 2 Soul ♠.

DEFEAT:

The city is thrown into panic and chaos.
Lose 1 Heart ♥.

LAIR (II):

PARTY

They emanate a light that blinds the unfaithful and sickens the impure.
How do you make it through the divine radiance?



5

5

SUCCESS:

You brace yourself and push through.
Take 2 Power ⚡.

DEFEAT:

You are blinded and sickened.
Lose 1 Heart ♥ and All Power ⚡.

END (III):

PARTY

They raise a sword of blazing light and bring it down with divine force.
What is their expression as they swing their radiant blade?



ALL YOU'VE GOT!

5

6

5

SUCCESS:

Your soul endures the scouring brightness.
Take 1 Heart ♥.

DEFEAT:

You are scorched to a pillar of salt.
Face Death.

P

VAMPIRE



ABILITY:

Bloodsucker. During “End (III),” any time a player **loses 1 or more Heart** ♥ during a Challenge, **remove 1 Insight** 🗞 from the Insight tracker.



APPROACH (I):

SOLO

The villagers regard you with suspicion, uncertain if you serve the vampire.
How do you prove your good intentions?



5

SUCCESS:

You learn about the vampire's curse.
Add 2 Insight 🗞 to the Insight tracker.

DEFEAT:

The villagers won't help you.
Lose 1 Power ⚡.

LAIR (II):

PARTY

They sleep in their coffin, in a castle occupied both by their victims and their thralls.
How do you make it past their thralls?



5

5

SUCCESS:

You reach the sleeping vampire's chamber.
Take 2 Soul ♠. If at least half the party succeeds, add 1 Insight 🗞 to the Insight tracker.

DEFEAT:

The vampire wakes and confronts you.
Lose 1 Heart ♥.

END (III):

SOLO

They smile hypnotically and command you to obey.
What false form does their appearance take to compel you to serve them?



4

5

4

SUCCESS:

Your heart rebels, and you remain free.
Take 2 Power ⚡.

DEFEAT:

You fall under the vampire's sway.
Choose another player, they Lose 1 Heart ♥.

P