

ONE LAST FIGHT™

Stretch Goal Expansion



CHALLENGE CARDS

- 2 APPROACH (I) CARDS
 - 2 LAIR (II) CARDS
 - 2 END (III) CARD
 - 3 MOMENT CARDS
- 3 LOOT CARDS - **COMING JAN 2025**

PRINT 'N PLAY PDF



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Tavern

PARTY

Violence disguised as recreation.

What do you order before the brawl begins?



4 4

SUCCESS:

You escape relatively unharmed.

Take 1 Power ⚡.

DEFEAT:

You are forcibly removed.

Lose 1 Heart ♥.

P

Errand

SOLO

A quick job to pay for travel expenses.

What unexpected expense troubles you?



4 4

SUCCESS:

Even simple tasks still have lessons.

Take 2 Soul ⚡.

DEFEAT:

No job is ever "simple."

Lose 1 Heart ♥ or lose all Power ⚡.

P

Dungeon

SOLO



The smell of death wilts your humanity.

Who still suffers here, and why do they protect it?



4 5 4

SUCCESS:

The wardens carry something borne from this place's sorrow.

Take 1 Soul ⚡ and draw 1 Loot Card 🗡.

DEFEAT:

You lose your way in the endless corridors of darkness.

Lose 1 Heart ♥, then replace this card with an unused Lair card.

P

Corridor

SOLO



Stretching for an eternity.

What taunts you along the way?



4 4

SUCCESS:

You endure and solve its riddle.

Draw 1 Loot Card 🗡.

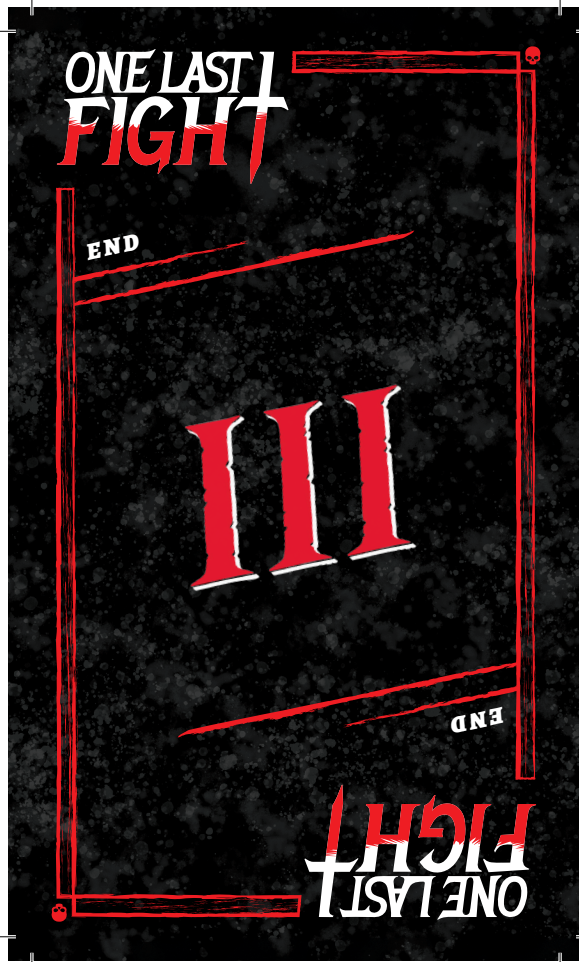
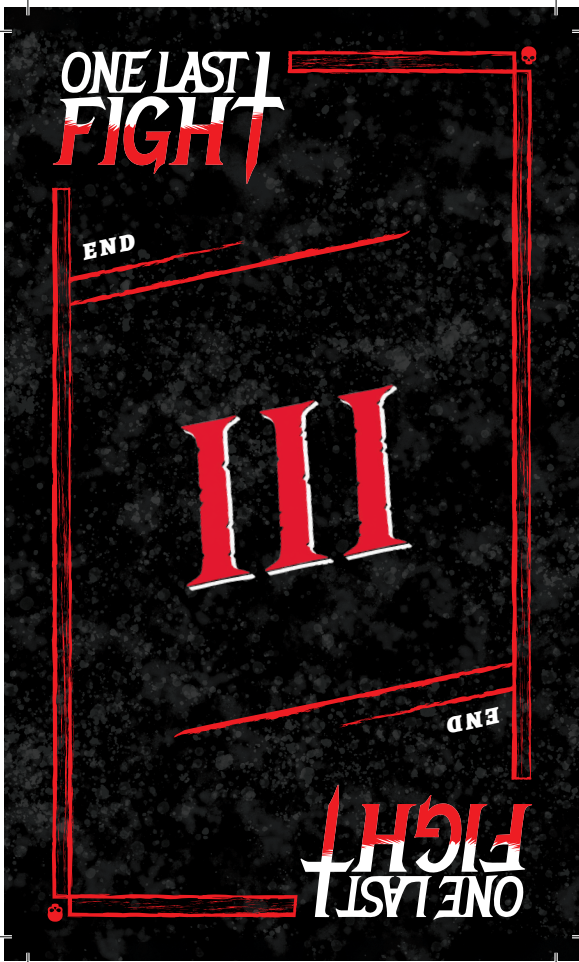
DEFEAT:

It whittles at your soul.

All players lose 1 Soul ⚡ or 1 Heart ♥.

Then hand this card to another player. They must attempt it.

P



ISOLATE

SOLO

The nemesis tries to corner one of you.

How does it lure you?



5 5

SUCCESS:

You stay unified.

Add 2 Insight  to the Insight tracker.

DEFEAT:

You're on your own.

Immediately draw and resolve the next Challenge card. You must challenge it alone, even if it is a Party challenge.

P

COLLAPSE

PARTY

The nemesis collapses a part of its lair on you.



What crumbles?



4 5 4

SUCCESS:

You duck and weave the rubble.

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

DEFEAT:

The debris damages your gear.

Lose 1 Loot Card .

P

COMPETITION


Staying sharp by challenging the best.

Who do you challenge and who usually wins?

CHOOSE ONE PROMPT:

1. A sparring match between rivals.
2. A game of wits and wagers.
3. A test of endurance and willpower.

OUTCOME:

The winner takes the loser's **Soul** , but the loser may **take 1 Heart** .

P

MONOLOGUE



A suspicious hideaway full of loot!

Who could have hidden away these valuables?

CHOOSE ONE PROMPT:

1. An old pirate! Could it be cursed?
2. A manner of beast! What would it consider treasure?
3. A adventurer on the same path as you. What personal effect did they leave behind?

OUTCOME:

One player takes **1 Loot** , but **loses all Soul** .

P

ONE LAST
FIGHT

MOMENT



MOMENT

ONE LAST
FIGHT

FESTIVAL

An excuse to forget hardship
and embrace joy.

What is the occassion?

CHOOSE ONE PROMPT:

1. Celebration of a great triumph!
2. To honor a god or similar being.
3. A haunting facade to lure you in.

OUTCOME:

You may **lose** all **Power** ⚡ to take an equal
amount of **Heart** ♥. Otherwise take
1 **Power** ⚡.