ONE LAST FIGHT

Decks Booklet

Using the guide in this booklet, you can play *ONE LAST FIGHT* with a set of gaming dice or two decks of playing cards. If playing with a die, re-roll any duplicate entry. If playing with cards, use one deck for the Nemesis, Character, Starting Gear, and Loot tables, and the second for *The Approach*, *The Lair*, and *The End*.

If you are using the digital PDF version of this booklet, then you will find that the entries in the tables are hyperlinked, for easier referencing.

In either case, you will want a a way to record which cards you have pulled and your character's attributes, abilities, and treasures they've collected along the way.

NEMESIS TABLE

d12	Cards	Title
1	A♠	Clown
2	2♠	Cult
3	3♠	Demon Lord
4	4♠	Dragon
5	5♠	Evil Sorcerer
6	6♠	Forgotten Monarch
7	7♠	Headless Baroness
8	8♠	Hungry House
9	9♠	Illuminate
10	10♠	Lich
11	J♠	Vampire
12	Q♠	World Eater

CHARACTER TABLE

d10	Cards	Title
1	A♡	Astrologer
2	2♡	Beast
3	3♡	Fool
4	4♡	Heavy
5	5♡	Illusionist
6	6♡	Knight
7	7♡	Orator
8	8♡	Scoundrel
9	9♡	Wayfinder
10	10♡	Witch

STARTING GEAR

d8	Cards	Title
1	A♣	Ashen Wand
2	2♣	Star Token
3	3♣	Crest Shield
4	4♣	Magic Weapon
5	5♣	Impossible Pocket
6	6♣	Bundle of Scrolls
7	7♣	Paper Charm
8	8♣	Vigor Brew

LOOT TABLE

d12	Cards	Title
1	A♢	Bloodstone
2	2♢	Evils Bane
3	3♢	Cursed Weapon
4	4♢	Horned Helmet
5	5♢	Talisman
6	6♢	Shimmerboots
7	7♢	Vim
8	8♢	Coin of Life
9	9♢	Jewels
10	10♢	Gold
11	J♢	Shattered Crown
12	Q♢	Surprise

The APPROACH

d20	Cards	Title
1	A♢	Cart
2	2♢	Ambush
3	3♢	Gatekeeper
4	4♢	Rot
5	5♢	Minion
6	6♢	Bloody
7	7♢	Burden
8	8♢	Brute
9	9♢	Legend
10	10♢	Glittering
11	A♡	Barrage
12	2♡	Crypt
13	3♡	Maze
14	4♡	Crossing
15	5♡	Incorporeal
16	6♡	The Hand
17	-	The Hand
18	-	The Hand
19	7♡	Rest
20	-	Rest

The LAIR

d20	Cards	Title
1	A♠	Truth
2	2♠	Pact
3	3♠	Old Friend
4	4♠	Colossus
5	5♠	Death
6	6♠	Bridge
7	7♠	Vault
8	8♠	Swarm
9	9♠	Captain
10	10♠	Horde
11	A♣	The Second
12	2♣	Destruction
13	3♣	Sigil
14	4♣	Trapped
15	5♣	Schemer
16	6♣	Curse
17	7♣	Heal
18	-	Heal
19	8♣	Trader
20	9♣	Moment

The END

d10	Cards	Title
1	J♢	Attack
2	Q♢	Advance
3	K♢	Maneuver
4	J♣	Spell
5	Q♣	Rally
6	K♣	Warcry
7	J♡	Gauntlet
8	Q♡	Control
9	K♡	Barrier
10	Q♠	Ultimate
-	K♠	SLAY THEM

ONE LAST FIGHT

NEMESIS DECK

CLOWN

What do they want?

How do they plan to do it?

Who have they tricked into doing their dirty work?

Where can their laughter be heard from?

CULT

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?

DEMON LORD

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?

DRAGON

How old were you when your town was destroyed by them?

How did the party meet after the tragedy?

What worships them like a god?

Where do they nest and what do they hoard?

EVIL SORCERER

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?

FORGOTTEN MONARCH

What realm did they once rule?

What do they demand of their subjects?

Why did history forget them?

Where have they carved their new domain?

HEADLESS BARONESS

What crime led to her beheading?

Why has she returned?

What songs do her subjects sing?

Where does she keep her victim's heads?

HUNGRY HOUSE

Who last owned it?

Who feeds it now?

How did you become trapped inside?

How does it consume you?

ILLUMINATE

Under whose Word
do they act?

For what do they
Judge the world?

Who follows in hopes
to appease them?

Where will they
descend and how will
that place be destroyed?

LICH

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?

VAMPIRE

What have they taken from you?

Who do they control with fear and deception?

Where must you pass through to reach their castle?

What special feature does the castle have?

WORLD EATER

Who first spoke of them?

What evidence of their coming did you unearth?

When they spoke, what did you hear?

Where must you fight them? Why?

ONE LAST FIGHT

CHARACTER DECK

ASTROLOGER

What do the stars wish of you?

What do the stars say of another?

Portend

Roll a die and place it on this card.

Before any roll, roll one less die and use this die instead.

You may then roll and keep a new die.

BEAST

How do you keep your anger in check?

Who showed you your first kindness?

Silverblood

You may lose a Treasure and take **Heart** and **Bonus**.

Rage

When an ally loses Heart, take **Blood**.

FOOL

What is the source of your good fortune?

Who makes your luck fail when they are near?

Fortunate

Take 2 **Bonus** at the start if the game.

Lucky

Whenever you roll at least two dice and they show the same value, you may re-roll them.

HEAVY

Why do you need to be strong?

Who would you take an arrow for?

Tough

You start with 2 extra **Heart**.

Selfless

If an ally would lose **Heart**, you may lose **Heart** instead.

ILLUSIONIST

How did you learn your first trick?

Who always sees through your deceptions?

Legerdemain

3

You may re-roll any number of die on a roll.

Glamour

If you would Meet Death, instead discard this card and take Heart. Your true self is revealed.

KNIGHT

What is the main Tenet of your faith?

Who tests that faith regularly?

Grace

3

Between adventure draws you may take **Heart** to keep or give to an ally.

Sacrifice

When you would Meet Death, an ally takes 3 **Bonus**.

ORATOR

What gives you your aura of authority?

Who do you wish to hear you most?

Quip

Whenever you fail a challenge take **Bonus**.

Inspire

Before another player makes a roll, you may give them one of your **Bonus**.

SCOUNDREL

What misdeeds were you infamous for?

Who makes sure you keep out of trouble now?

Crafty

3

Add Keys to any challenge.

Inventive

Any Treasure that does not grant a symbol grants a Key.

WAYFINDER

What do you seek, but may never find?

Who keeps you from losing yourself?

Sidepath

3

You discard the current drawn card and draw a similar card not in the adventure deck. If you challenge this new card, take **Bonus**.

Cannot be used on Must Play" cards.

WITCH

What do people find most unnerving about you?

Who keeps your heart ?

Waste-Not

If you lose **Heart**, take 2 **Blood**.

Hex

Lose 2 **Blood** and gain a **Sword** and **Magic** for your next challenge.

ONE LAST FIGHT

Starting Gear

ASHEN WAND

A wand of ash.

Where was it grown?

STAR TOKEN

A token made from a star.

For what service was it awarded?

CREST SHIELD

A metal shield bearing a crest.

Whose crest is it?

MAGIC WEAPON

Mark of a true hero.

What is its name?

IMPOSSIBLE POCKET

A magical pocket.

What was the strangest thing produced from it?

BUNDLE OF SCROLLS

Magics bound to paper and ink.

What is the name of this spell?

The current Challenge becomes a **Magic** or **Crown** Challenge.

3

PAPER CHARM

A simple charm, nearly spent.

How do you activate it?

After rolling dice, you may re-roll any 1 or 2.

If this changes the outcome, lose this card.

VIGOR BREW

A container of reddish liquid.

What does it taste like?

One character can either take **Heart** or 2 **Bonus**.

Then lose this card.

ONE LAST FIGHT

Loot Deck

BLOODSTONE

A deep red stone that pulses with power.

Why does it sing for you?

As long as you hold this card, you may lose 2 **Blood** to take **Bonus**. You may lose this card to take 3 **Blood**.

EVILS BANE

You held this weapon before.

How did you lose it?

If you have any **Blood**, lose it.

You cannot gain **Blood**.

CURSED WEAPON

A wicked magical weapon.

What lies does it tell you?

When using this card, if you ever roll exactly two "1"s in a single roll, lose **Heart**.

HORNED HELMET

Ornate and resplendent.

Whose voice do you hear when you wear this?

When you would lose **Heart**, you may instead lose this card.

TALISMAN

Artifacts made to give and take.

What inconvenient curse has overcome you?

You can lose **Heart** and take 3 **Blood**, or lose 4 **Blood** and take **Heart**.

SHIMMER BOOTS

They sparkle when you run.

What feelings do these boots give to their wearer?

When using this card, if you ever roll exactly two "1"s in a single roll, lose **Heart** and give this card to the player to your right.

VIM

A container of thick, red liquid.

What about you changes when you drink its contents?

One character can either
take 2 **Heart** or
take 4 **Blood**.

Then lose this card.

COIN OF LIFE

An unusual coin.

What essence is it made of?

One character recovers all **Heart** or Deaths returns an ally back to life. They take 1 **Heart**.

Then lose this card.

JEWELS

Precious stones valued more than lives.

If you survive to the epilogue while holding this card, answer:

What do you do with your share?

GOLD

More coin than a farmer might ever see.

If you survive to the epilogue while holding this card, answer:

What do you do with your share?

SHATTERED CROWN

A silver crown cracked and leaking starlight.

Who once wore it?

While holding this card, if you would lose **Heart**, lose an additional **Heart**.

SURPRISE

Riches spoiled by hunger.

What shape did it entice you with?

4 4

You **Slay** it.
Loot its remains.

ELSE

You **Slay** it, but not before it was sated.

Lose **Heart**, take **Loot.**

If you draw this card, you must play it.

ONE LAST FIGHT

APPROACH

CART

Someone's livelihood now abandoned.

What picks at its bones?

4

Slay the scavengers.

Keep this card.

ELSE

The scavengers are vicious. Lose **Heart** and abandon this place.

AMBUSH

Hidden blades cut deepest.

What told you their presence?

4

You turn their attacks and **Slay** them.

Keep this card.

ELSE

You protect your allies.

Lose **Heart**.

GATEKEEPER

Cowards make excellent protectors long as the walls hold.

How do you open the doors?

4

None are the wiser of the secrets you steal.

Keep this card.

ELSE

You are caught! **Slay** them and lose **Heart**.

ROT

Evil corrupts the land.

How has the Nemesis ruined your home?

4

You save what you can, and it grants you its power.

Keep this card.

ELSE

Remember and grieve.
Lose **Heart**.

MINION

Trying their best, but no threat.

Why are they so devout to the Nemesis?

4

They join you instead. **Keep** this card. If you would ever lose Heart you may instead lose this card.

ELSE

You easily **Slay** them.

BLOODY

Stained in hatred.

How did the Nemesis drive them to slaughter?

4 4

You **Slay** and **Loot** them.

How do the people thank you?

ELSE

You nearly became like them. Lose all **Blood**.

BURDEN

A reoccurring villain who always manages to escape.

Why are they so determined?

6

You **Slay** them.

In your relief, take 2 **Bonus**.

ELSE

They wound you and escape once more.
Lose **Heart**.

Remember this and Keep this card.

BRUTE

A monstrous creation.

Why did you fail to stop their construction?

4 4

Impress another.
Take **Blood**.

ELSE

Protect another.
Lose **Heart**.

ALWAYS

Together, you **Slay** it.

LEGEND

You dare not speak its name.

Where did you first learn its tale?

4 4

You were prepared.

Slay it. Take **Bonus**.

ELSE

You hold it off while others escape.

Lose **Heart**.

GLITTERING

A fountain awaits one with greed in their heart.

Why do you seek riches?

4 4

Something sparkles at the bottom. Take **Loot**.

ELSE

You nearly drown before you are pulled out.

Lose **Heart**.

BARRAGE

Your Nemesis harries your approach.

How do you protect your allies?

You feel emboldened in your defense.

Take **Bonus**.

ELSE

You cannot protect everyone. Choose an ally. They lose **Heart**.

CRYPT

Cold stones and older bones.

Whose voice seeks an audience?

4 4

You ignore Death's allure and **Loot** its tombs.

ELSE

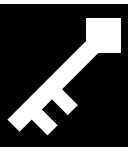
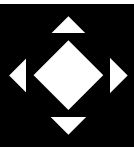
This place weighs on the spirit.

Lose **Heart**.

MAZE

It feeds upon the unwise.

How do its walls change?

  4 4

You find your way through.

Loot its depths and escape.

ELSE

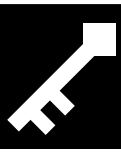
You grow frustrated and **Slay** the maze.

Lose all **Bonus**.

CROSSING

Poorly maintained.

Why does no one travel here anymore?



4

You make it safely across.

ELSE

Lose **Heart**.

Who helps prevent your death?

INCORPOREAL

Something without substance.

Why does it follow you?

6

You **Slay** it and steal its essence. Take 2 **Bonus**.

ELSE

They become a part of you. Lose all **Bonus**.

Remember this and Keep this card.

THE HAND

The Nemesis' trusted lieutenant.
What stories have you
been told of them?
What do they know of you?

ALL YOU GOT 4 5 4

You **Slay** and **Loot** them.
Take 2 **Bonus**.

ELSE

The battle is hard won.
Slay and **Loot** them.
Lose **Heart**.

If you draw this card, you must play it.

REST

The last evening you may all share.

How and where do you spend it?

Each player may either take **Heart** or take **Bonus**.

ONE LAST FIGHT

The LAIR

TRUTH

Mad scribbles upon the walls.

Who is the author?

5 5

What did you once believe,
only now to find false?

Keep this card.

ELSE

Lies and nonsense.
Slay the writing.

PACT

An old statue flaking with dried blood.

What does the stone ask of you?

5 5

Slay it, releasing its victims. Take 5 **Blood**.

ELSE

You accept. Lose **Heart**. *Remember this and keep this card.*

OLD FRIEND

Turned to the influence of the Nemesis.

How did you betray them?

5 5

Your words are like blades to their soul. They turn to your cause. **Keep** this card.

ELSE

You must **Slay** them. Lose **Heart**.

COLOSSUS

A construction of impossible size.

For what purpose was it made?

5 5

Slay it and absorb its might. **Keep** this card.

What curse comes with it?

ELSE

It self-destructs.
Lose **Heart**.

DEATH

They have many names.

Why have they come for you?

5 5

You are marked in their service. *Remember this*. **Keep** this card.

ELSE

You are marked.
You die once the Nemesis is defeated.

BRIDGE

Something blocks the only path.

What challenge do they issue to you?

4 5 4

You beat them at their own game. They offer you **Loot**.

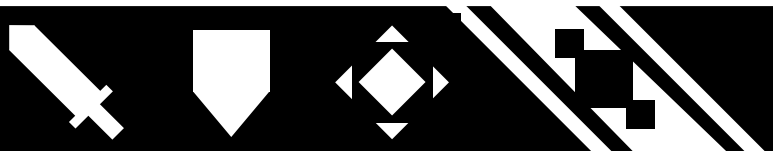
ELSE

You cheat. **Slay** them. Lose all **Bonus**. Their body falls off the bridge. *What awaits them below?*

VAULT

Treasures unearned by those that keep them.

What protects it?



4 5 4

You **Loot** from the vault.

ELSE

Lose **Heart**, but you provide a distraction. The next character rolls an additional die.

SWARM

Something chitters and echoes down darkened tunnels.

What are you most afraid of?

5 5

You strike it as it surrounds you.

Take 3 **Blood**.

ELSE

Lose **Heart** and all **Blood** as it rushes over you.

CAPTAIN

You break through their company to challenge them.

How have they hurt you?

4 5 4

Slay and **Loot** them.

Take **Bonus**.

ELSE

Lose **Heart** and **Bonus**.
Wounded, they escape.

Remember this and keep this card.

HORDE

An army forged in fear.

When was the first time you encountered them?

5 5

You **Slay** your share.

Take additional **Blood** for every 6 you roll.

ELSE

There are too many.
Lose **Heart**.
If someone helps you, they take **Blood**.

THE SECOND

The Nemesis' closest companion.

How have they defeated you before?

4 5 4

You harm them.
Take **Bonus**.

ELSE

They counter your blow.
Lose **Heart**.

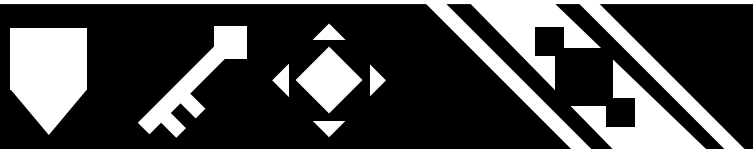
Together, you **Slay** them.

ALWAYS

DESTRUCTION

The Nemesis' power, unbarred.

When was the last time you saw this power?



5 5

You escape winded but unscathed.

ELSE

Lose **Heart**.

SIGIL

Forbidden magic bars your path.

How do you break the spell?

4 5 4

It screams and shatters.

Take **Blood** and **Heart.**

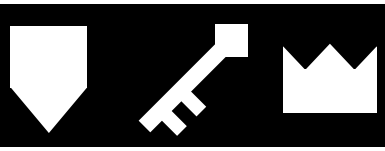
ELSE

It takes much from you.

Lose all **Blood** and all **Bonus**.

TRAPPED

Death, hidden and eager.
What betrays its design?



454

You clear the trap.

Take **Bonus**.

ELSE

You sure did disarm it.

Lose **Heart**.

SCHEMER

Their quiet words reach many.

What plots have you fallen for before?

4 5 4

Slay them and undo their plans. Take 3 **Bonus**.

ELSE

You must substitute wits with force.

Slay them, but lose **Heart** and all **Bonus**.

CURSE

Scars from the past.

How does it present itself now?

You may lose a number of **Blood** to roll an equal number of dice.

If you roll a 6, nothing happens.

Else, you lose **Heart** and take 3 **Bonus**.

If you draw this card, you must play it.

HEAL

Clean bandages for messy wounds.

What words are shared?

Choose a character.

They take **Heart**.

If they thank you, take **Bonus**.

TRADER

A mysterious stranger approaches you.

What is their catch phrase.

You may lose a **Treasure**.

If you do, draw 2 **Loot** and choose one to keep.

The other Treasure goes back into the deck.

If you don't use the Trader, lose **Heart**.

MOMENT

You speak alone with another.

What have you been hiding from them?

Choose a character.

If your moment becomes heated, both take 3 **Blood**.

Otherwise, they take **Bonus**.

ONE LAST FIGHT

The END

ATTACK

An opportunity presents itself.
How do you strike the Nemesis?

5 5

A mighty blow.

Add to **Last**.

ELSE

They block your attack.
Lose **Heart**.

How do they mock you?

ADVANCE

You rely on your fortitude to break past the Nemesis' attacks.

How do you defend yourself?

5 5

You exhaust and knock them off balance.

Add 2 to **Last**.

ELSE

You are gravely injured.

Lose 2 **Heart**.

MANEUVER

The Nemesis keeps much in their lair that could prove useful.

What catches your eye?

5 5

The advantage is yours!

Add to **Last**. Take 3 **Bonus** and distribute them.

ELSE

The plan backfires.

Lose **Heart**.
Lose 3 **Bonus**.

SPELL

Words of power and anger.

Where did you learn this incantation?

5 5

Destruction is unleashed.

Add 2 to **Last**.

ELSE

You are interrupted.

Lose all **Blood** and all **Bonus**.

RALLY

Inspiring words can turn a battle quicker than any sword.

What do you say?

5 5

Your words raise morale.

Everyone takes **Bonus**.

ELSE

The Nemesis deflates your words.

Remove all **Last**.

WARCRY

Beckoned by the Nemesis, their minions flood the scene.

Why do they still fight?

4 5 4

Take **Blood** for every die rolled that is 4 or higher.

ELSE

You are lost in the din.

Lose **Heart**.
Lose all **Blood**.

GAUNTLET

The Nemesis attacks with perfectly calculated rhythm.

But how can it be avoided?

4 5 4

You dodge and weave through their attack.
Add to **Last**.

ELSE

Lose **Heart** and **Loot**.

It was slowing you down.

CONTROL

The Nemesis attempts to lock down your movement.

How can it be resisted?

4 5 4

You avoid the attacks and strike while they're distracted. Add to **Last**.

ELSE

You are caught.

Lose **Heart**.
Lose all **Bonus**.

BARRIER

The Nemesis thinks they can continue to hide behind walls.

What protects them?

4 5 4

More than half the party must succeed, or Else. Add to **Last**.

ELSE

The Nemesis has time to recover.

Remove all **Last**.

ULTIMATE

Desperation given form.

What about you scares the Nemesis?

4 5 4

You withstand the attack and strike while they are weakened. Add to **Last**.

ELSE

Lose 2 **Heart**.

ONE LAST FIGHT

SLAY THEM

A fight nearly won.

How do you plan on ending this?

ALL YOU GOT 4 5 6 5 4

You Slay the Nemesis.
What words are said as they clutch to life?

ELSE

Lose 2 **Heart**.
Add to **Last**. Pass this card to the next player.

If you draw this card, you must play it.