










 <p>TORMENT</p> <p>Play after a Character / Nemesis die explodes. The die does not explode (it is only a 6).</p>	 <p>TORMENT</p> <p>Play after a Character / Nemesis die explodes. The die does not explode (it is only a 6).</p>	 <p>TORMENT</p> <p>Play before target player rolls for movement. That player must pass a skill test 5 in the attribute of your choice else miss this turn.</p>	 <p>TORMENT</p> <p>Play before target player rolls for movement. That player must pass a skill test 5 in the attribute of your choice else miss this turn.</p>
 <p>TORMENT</p> <p>Play at any time. Force a player to take two Pain tokens.</p>	 <p>TORMENT</p> <p>Play at any time. Force a player to take two Pain tokens.</p>	 <p>LUCK</p> <p>Play at any time. Reroll one of your dice.</p>	 <p>LUCK</p> <p>Play at any time. Reroll one of your dice.</p>
 <p>FLEET</p> <p>Play instead of rolling for movement. Move to the nearest left or right corner space.</p>	 <p>FLEET</p> <p>Play instead of rolling for movement. Move to the nearest left or right corner space.</p>	 <p>FLEET</p> <p>Play instead of rolling for movement. Move to the nearest left or right corner space.</p>	 <p>FLEET</p> <p>Play instead of rolling for movement. Move to the nearest left or right corner space.</p>