

Torment

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Causing to suffer, torture Torment (1924 film)*

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The feeling of pain or suffering

Causing to suffer, torture

Tormented

Tormented refers to someone that has been subjected to a torment, such as the tormento della corda. It may also refer to: Tormented (1960 film), a thriller

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It may also refer to:

Planescape: Torment

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Planescape: Torment is a 1999 role-playing video game developed by Black Isle Studios and published by Interplay Entertainment for Windows. The game takes place in locations from the multiverse of Planescape, a Dungeons & Dragons (D&D) fantasy campaign setting. The game's engine is a modified version of the Infinity Engine, which was used for BioWare's Baldur's Gate, a previous D&D game set in the Forgotten Realms.

Planescape: Torment is primarily story-driven, with combat taking a secondary role. The protagonist, known as The Nameless One, is an immortal man who forgets everything if killed. The game focuses on his journey through the city of Sigil and other planes to reclaim his memories of previous lives, and to discover why he was made immortal in the first place. Several characters in the game may join The Nameless One on his journey; most of these characters have encountered him in the past or have been influenced by his actions in some way.

The game was not a commercial success, but it received critical acclaim and has since become a cult classic, claimed by video game journalists to be the best role-playing video game of 1999. It was lauded for its immersive dialogue, for the dark and relatively obscure Planescape setting, and for the protagonist's unique persona, which shirked many characteristics of traditional role-playing games. It is commonly cited as one of the greatest video games of all time. An enhanced version for modern platforms was made by Beamdog and released for Windows, Linux, macOS, Android, and iOS in April 2017 and for Nintendo Switch, PlayStation 4, and Xbox One in October 2019.

Torment: Tides of Numenera

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Torment: Tides of Numenera is a role-playing video game developed by inXile Entertainment and published by Techland Publishing for Microsoft Windows, macOS, Linux, PlayStation 4 and Xbox One. It is a spiritual successor to 1999's Planescape: Torment.

The game takes place in The Ninth World, a science fantasy campaign setting written by Monte Cook for his tabletop RPG Numenera. Torment: Tides of Numenera, like its predecessor, is primarily story-driven while placing greater emphasis on interaction with the world and characters, with combat and item accumulation taking a secondary role.

The game was crowd-funded through Kickstarter in March 2013. At the campaign's conclusion, Torment: Tides of Numenera had set the record for highest-funded video game on Kickstarter with over US\$4 million pledged. The release date was initially set for December 2014, but was pushed back to February 2017.

Halls of Torment

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Halls of Torment is a role-playing video game developed and published by Chasing Carrots. It entered early access in May 2023. The full game was released on September 24, 2024 for Windows and Linux. A port of the game for Android and iOS was developed by Erabit Studios and released on October 10, 2024.

Torment (novel)

Torment is the second novel in the Fallen series written by Lauren Kate. It is a young adult, fantasy, paranormal romance published in 2010 under Delacorte

Torment is the second novel in the Fallen series written by Lauren Kate. It is a young adult, fantasy, paranormal romance published in 2010 under Delacorte Press. It continues the story of Lucinda Price, who is cursed by being reincarnated every 17 years after involving herself in a romantic relationship with a fallen angel named Daniel. Something seems to be different during this lifetime, and Daniel is determined to keep Luce safe from hostile forces while he teams up with other angels and demons in an eighteen-day long truce. He installs Luce at the prestigious Shoreline school in Northern California, where she meets a number of nephilim students who have yet to choose between good and evil. Luce is frustrated by Daniel's unwillingness to be honest with her and is determined to discover the truth on her own. The book still revolves mostly around the concept of religion, fallen angels and reincarnation with the introduction of shadow travel.

Most reviews were just favorable, rating 3.9/5 in Goodreads, 3/5 in Common Sense Media and 8.7/10 in Fantasy Book Review. Carrie R. Wheadon of Common Sense Media said, "This book is romance purgatory -- stuck and seemingly going nowhere. Oh sure, Lauren Kate had a good thing going in the first book -- that is, if you liked Twilight at all and wished the vampires really had wings instead." while Book, Nerd & Critic said, "This book was just incredible. Once you reach a certain high in the book, you just can't stop reading! With twice the amount of drama, suspense, mystery and passion as the last book..."

Torment debuted at #1 on the New York Times Bestseller List, remaining at that position through the week of October 17, 2010. Like its predecessor, the book has also been translated in more than 30 languages.

Chris Avellone

the designers of Fallout 2 (1998) and the lead designer of Planescape: Torment (1999), the latter of which has been regarded as "one of the best-written

Chris Avellone (/ˈævəlɒn/) is an American video game designer and comic book writer. He is known for his roles on a large number of video games, primarily role-playing video games, praised for their writing across his three-decade career.

Avellone joined Interplay in 1995 and was one of the designers of *Fallout 2* (1998) and the lead designer of *Planescape: Torment* (1999), the latter of which has been regarded as "one of the best-written and most imaginative video games ever created". After departing Interplay in 2003, he became one of the co-founders and the chief creative officer of Obsidian Entertainment, where he was the lead designer of *Star Wars Knights of the Old Republic II: The Sith Lords* (2004) and a senior designer on *Fallout: New Vegas* (2010). From 2012 on, he was involved with some of the most successful crowdfunding campaigns on Kickstarter, becoming known as a "human stretch goal".

Avellone departed Obsidian in 2015 and has since worked as a freelancer for various companies on games such as *Prey* (2017), *Divinity: Original Sin II* (2017), *Pathfinder: Kingmaker* (2018), *Star Wars Jedi: Fallen Order* (2019) and *Pathfinder: Wrath of the Righteous* (2021).

In 2009, he was chosen by IGN as one of the top 100 game creators of all time and by Gamasutra as one of the top 20 game writers. In 2017, he was named by GamesTM as one of the then 50 most influential people in gaming.

Odyssey (Magic: The Gathering)

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The Odyssey is a Magic: The Gathering expert-level block. It consists of a trio of expansion sets: Odyssey (September, 2001), Torment (February, 2002) and Judgment (May, 2002).

Torment (comics)

"Torment" is a comic book story arc written and illustrated by Todd McFarlane that encompasses the first five issues of the new ongoing Spider-Man series

"Torment" is a comic book story arc written and illustrated by Todd McFarlane that encompasses the first five issues of the new ongoing Spider-Man series. It was published in 1990 by Marvel Comics. The comic was a record-breaking sales success and helped start the next stage of development in the Modern Age of Comic Books, which would lead to the formation of Image Comics and the rise of the speculator market.

Tantalus

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Tantalus (Ancient Greek: Τάνταλος Tántalos), also called Atys, was a Greek mythological figure, most famous for his punishment in Tartarus: for either revealing many secrets of the gods, for stealing ambrosia from them, or for trying to trick them into eating his son, he was made to stand in a pool of water beneath a fruit tree with low branches, with the fruit ever eluding his grasp, and the water always receding before he could take a drink. This punishment, although the most well-known today, was a more unusual detail in surviving early Greek sources, where variants including a stone suspended above his head are more commonly recorded.

The ancient Greeks used the proverb "Tantalean punishment" (Ancient Greek: Ταντάλειοι τιμῆται Tántaleioi timḗtai), in reference to people with nice things who are unable to experience them. His name and punishment are also the source of the English word tantalize, meaning to torment with the sight of something

desired but out of reach; tease by arousing expectations that are repeatedly disappointed. 'The rock of Tantalus' was also used as a proverbial expression by Pindar and Archilochus, in the same vein as the Sword of Damocles, to suggest being unable to enjoy something because attempting to do so places one in a position of perpetual imminent peril.

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