

TOAD KING



Toad King starts in the Cursed Clade. If he lands on a character who is turned into a toad, that character is blessed and replenishes all Fate points. If the Toad King lands on any other character, they must roll 1 die:

- 1) *'Join me!'* You become a toad for 3 turns.
- 2) *'Give me that magic thing!'* Immediately discard one Magic Object. If you have no Magic Objects, see #5 below instead.
- 3) *'Thank you for replenishing my power!'* Immediately discard all of your character's Spells. If you have no spells, see #5 below instead.
- 4) *'So you wish to hear the ballad of my exploits?'* Miss 1 turn to listen.
- 5) *'Oh flies and crickets! Where was I going?'* Move the Toad King 1 space in either direction within the Middle Region.
- 6) *'[Squish!]'* You stepped on the Toad King; remove him from the game and gain your full complement of spells.
The next time a character acquires a magic object or cast a spell within the middle region, the Toad King is rehatched and placed in the Cursed Clade.



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Not all curses stay within the Cursed Glade, for on that lost night when it was first cursed, one muddy egg was about to hatch. So was born the Toad King, oldest of toads in the Land and perhaps immortal.

Odd tales are told of his comings and goings, though those who do the telling have never met him firsthand. All wonder what happened to those who did so. Legends say he possesses unimaginable power, though perhaps not the wits that should go with it. Obsessed with magic, he eats it like flies, and thereby grows stronger upon the spells he consumes.

It is also said he is lonely among his own toadly and toad-witted kind. Imagine if you had no one of your own to which to talk. Now imagine what—or who—serve in his retinue and what—or who—they once were. Could you be next to follow in the Toad King's steps... or hops?

1. PREPARATION

1. Before play begins, place a toad miniature or another of your choice on the Cursed Glade to represent the Toad King.

2. When he is moved by any of the following rules, he may not move out of the Middle Region.
3. He cannot be moved or removed in any way other than as designated on this rule card or his card.

2. MOVEMENT

1. The Toad King is attracted by magic. *Each time* any character in the Middle region casts a Spell or acquires a Magic Object, that character must immediately move the Toad King one space toward itself by the shortest route. The Toad King can (and may) move more than 1 space during any turn.
2. If a character is on the same space as the Toad King when it casts a Spell or acquires a Magic Object, that character must immediately encounter the Toad King.



