Todd arrived at Gladiator Island with Arakiya, acting as an official messenger to deliver an order to Governor Gustav. Knowing the letter's contents were potentially dangerous, Todd prepared by researching Gustav's personality to better navigate the situation. He learned Gustav was fiercely loyal to the emperor and proud of this allegiance, but also adhered to his own principle that warriors should only die in battle. Consequently, Gustav had improved the island's living standards significantly, offering gladiators good medical care, meals, and even a library, all to minimize deaths outside of combat. Regular sparring and mandatory viewing of new fighter matches ensured gladiators remained battle ready.

Todd surmised this approach likely stemmed from Gustav's inherent good nature and desire to prevent unnecessary casualties, a theory supported by the fact Gustav had never employed a known curse associated with the island.

Upon meeting Gustav in his office, Todd continued his assessment. The office's simple and functional layout improved Todd's understanding of Gustav's practical mindset. Todd engaged in seemingly casual conversation to probe deeper, confirming, for example, that Gustav held no particular pride in his ancestor, Kurgan.

- My discussion with Gustav verified that the curse is indeed real and present on the island.
- Gustav presents himself as fundamentally decent, valuing the lives under his care, yet he remains a dedicated Vollachian patriot adhering strictly to the idea that warriors belong on the battlefield, not dying elsewhere.
- Throughout his lifetime as governor, Gustav has demonstrably refrained from ever activating the curse.
- Gustav showed an unwavering commitment to the Emperor's commands, even to the point of self-sacrifice. His specific order was to grow the gladiators into loyal imperial soldiers, an instruction fundamentally at odds with the nature of the curse. Nevertheless, the curse is essential for maintaining control over the island and stopping escape attempts. Therefore, despite clashing with the Emperor's will, the curse mechanism remains operationally necessary for Gustav.
- Given the inherent danger and importance of the curse tool, Gustav would not have concealed it somewhere easily discoverable, like his office, that would be far too reckless.
- Gustav's unusual practice of carrying a large number of keys on his person, seemingly enough keys to secure every lock in Ginunhive.

Conclusion: The location for Gustav to hide the curse tool is within his own body.

Initially, Todd tried to use persuasion, presenting the minister's order as if it came directly from the emperor, hoping to use Gustav's loyalty and avoid violence.

This failed because the emperor had previously given Gustav a direct, personal command to nurture the gladiators into fine warriors loyal to him, specifically instructing Gustav to ignore any subsequent orders that contradicted this primary mission. Bound by this conflicting directive, Gustav refused the minister's order, leaving Todd to enact his contingency plan of force

During the ensuing confrontation, Todd instructed Arakiya to target Gustav's head, believing the tool couldn't be concealed there. However, events took an unexpected turn when a young boy intervened, snatched the curse tool, and escaped with a companion using a clever bluff and demonstrating preparedness for Arakiya's magic. The escape resulted in property damage and the loss of the crucial tool, further complicated by the companion's apparent camouflage ability.

Todd ordered Arakiya to pursue the boy. Simultaneously, he shouted to incite chaos, blaming the "dark-haired boy" and his "gray lizardman" companion for Gustav's murder and declaring Arakiya the new authority. He stoked fear by implying the curse would kill everyone unless the alleged murderers were eliminated first. This instantly created a situation where Subaru and Hiain couldn't establish their innocence amidst the panic, their credibility as gladiators far outweighed by Todd's official status.

Todd then directed Arakiya to kill the gladiators drawn by the commotion, but to keep the bodies relatively intact for later identification. This carefully constructed chaos achieved numerous goals at once:

- By publicly accusing Subaru and Hiain of Gustav's murder, Todd effectively deflected any potential suspicion from himself, crucial given his status as an assassin. Pinning the blame on gladiators also granted Todd greater authority and control over the unfolding events.
- The announcement instilled fear of the curse, directly motivating the gladiators to hunt down Subaru and Hiain for their own survival.
- The Ginunhive personnel, hearing the declaration from an official emissary now backed by Arakiya, the acting governor, were left with little choice but to accept the story. The added threat of the curse affecting them too ensured their obedience in pursuing Subaru and Hiain.
- Todd anticipated that the guards, seeking to protect themselves and follow orders, would likely release the island's controlled mabeasts. These creatures would pose a significant danger, unable to differentiate between Subaru and other gladiators, thus escalating the overall danger and chaos for everyone.

- The commotion deliberately drew gladiators towards Arakiya's location, allowing her to eliminate them more efficiently while simultaneously amplifying the atmosphere of panic and desperation among the survivors.
- Todd used the general fear of the curse without revealing that its activation tool had actually been stolen. By omitting this crucial detail, he prevented anyone else from searching for the tool while still using the threat of the curse to manipulate the island's inhabitants. Even if Subaru were killed and the tool found on him, others wouldn't recognize its significance or function.
- Despite the setback of losing the curse tool, Todd could still fulfill the minister's implicit order to eliminate the gladiators using Arakiya's overwhelming combat power (unaware at this point of Cecilius's presence).
- By ensuring the theft remained secret, Todd preserved the widespread belief that the curse could be activated at any moment by the one in control. This perceived omnipresent threat gave him a significant strategic advantage.
- With Arakiya, the new acting governor, indiscriminately targeting gladiators, the guards were implicitly forced to adopt the same policy to demonstrate loyalty and avoid becoming targets themselves. This amplified the chaos, created uncertainty for Subaru about who was an enemy.
- The sheer weight of multiple, simultaneous dangers of being hunted by gladiators, guards, and beasts under the threat of a curse was used to place immense psychological stress on Subaru, hindering his ability to think clearly and execute countermeasures.
- By instructing Arakiya to avoid completely obliterating the gladiators' bodies, Todd ensured that their deaths could be officially identified and counted, confirming the successful execution of his orders.
- The widespread chaos and focus on Subaru allowed Todd to remain concealed, granting him freedom of movement and the element of surprise for any subsequent actions.
- The ensuing conflict and destruction reduced the number of viable hiding places for Subaru and Hiain, making them easier to locate amidst the large number of pursuers.
- The overwhelming and immediate danger left Subaru with two options, hide temporarily or act decisively. The former was unsustainable, thus pressuring Subaru into making rapid decisions, potentially increasing the likelihood of errors Todd could exploit.

As Todd predicted, Subaru made a move, but its nature surpassed expectations. Subaru approached with his group, openly holding the curse tool, announcing its existence and disrupting Todd's carefully managed control. Compounding this, local belief in rumors about the emperor's illegitimate child, associated with Subaru, gave his words weight

and neutralized Todd's bluff. Todd noted two immediate threats, Weitz, projecting ironclad determination, and Tanza, radiating confidence.

To prevent losing control, Todd instantly labeled Subaru a liar. He then devised a grim tactic.

Witchbeasts resent their controllers and devour them upon death. By killing a guard and throwing the severed head towards Subaru's group, Todd intended to turn a mabeast upon them. However, Weitz kicked the head aside, foiling the attack. Recognizing Weitz's threat, Todd crippled his arm and eye with his axe, killing him. Seeing Subaru stunned by the rapid violence, Todd deliberately explained the events slowly, aiming to deepen his shock into paralyzing despair.

When Tanza intervened, Todd used her light weight to easily throw her from the building. He then shifted focus to Hiain and Indra. Knowing Indra was no fighter but Hiain had camouflage, Todd feigned targeting Indra, successfully baiting the hidden Hiain into attacking. Todd cut the lizardman in half, leaving only Indra and Subaru, whom he killed effortlessly.

What followed were numerous of Subaru's repeated attempts to alter the outcome, each futile as Todd instantly adapted and countered every strategy. Miraculously, after many failures, Subaru managed to escape the building once, but Todd still caught and killed him. Todd consistently prepares and uses tactics designed to induce fear, impairing his opponents' ability to fight back.

Todd's original idea was to kill Gustav, activate the curse, and massacre all gladiators and guards. Unable to blame Subaru, he would have killed everyone on the island and fabricated a lie, using the curse tool to easily identify the corpses afterwards.