Fate of Eric

Moonstone Community Event
25 July – 5 Sept 2022
E*ric is more than a mere squire. Queen Diana has sensed it. Priestess Gwendoline has seen it. Baron von Fancyhat has always known it. Eric has power in his blood that lays dormant, waiting for ancient and powerful magics to awaken his potential.

But what does that mean? And how can Eric help Tauber during one of its darkest ever times? All the factions know is that he must be recruited at all costs, so that he will fight holding their banner!

Will Eric grow to become the Commonwealth hero of his dreams? Will he see Leshavit’s green light and become a true convert to the Leshavult cause? Or, will the Dominion make him an offer he can’t refuse?

You decide!

As a future release, Goblin King Games will be making an evolved version of fan favourite, Eric the Squire. The new version will be a mounted knight on a powerful steed. The twist however; we don’t yet know which faction he will belong to!

The Fate of Eric is a community event which will take place over the course of roughly 2 months and give players the chance to shape the future of Moonstone.

During the Fate of Eric Community Event, Moonstone players are encouraged to report the outcomes of their games via social media using the hashtag #FateOfEric, or directly to us via email. The faction racking up the most wins will have swayed Eric to fight for their cause, getting a new model, rules and affecting the overall story for Moonstone with their new version of Eric!
The fox watched the top of the Wizards' Tower rip apart, her expression quizzical. She sat as two figures shot out of the door, a blue cloud pouring after them glittered into nothingness. A lone figure soared into the Tower, followed by another three marching across the open space at a slower pace.

Curious, she thought.

The eclipse-orange sky had been overtaken by blue, with pieces of the destroyed moon hurtling towards the land as sparkling trails. From the top of her hill, she dispassionately watched the streaks and waited for the eventual sound of approaching footsteps. Cocking her head, she listened to three sets of feet on a gravel path. Mumbled voices. A cackle. Then Zorya was at the top, the grin on her face melting away when she saw the fox.

Zorya hissed. "Stay away, fox!"

The fox stared at the witch in amusement.

Antonia joined her sister, her cheeks ruddy. "Oh dear, you best stay away."

The fox merely blinked.

Finally, Danica joined the others and thrust her palm outwards towards the fox. "Begone, odious phantasm, there is nothing for you here!"

The fox looked at them each in turn, stood, and trotted away, tail swishing. The three pairs of eyes followed her as she sauntered down the hill, her mouth open in a dog-like grin.

Very curious, she thought.

The human and the faerie-goblin were making so much noise it was very easy for the fox to find them. The faerie-goblin, or Herbert as she'd heard him called, was gentle footed but seemed to like the sound of his own voice. The human, Eric, was quiet but tramped through the undergrowth like a giant. The fox sat in the shade of a large tree and watched them pass by, discussing someone called Gwendoline. They didn't see her and she silently trotted after them, passing them easily she sat regally in a ring of holly. They passed her again. She repeated her chase twice more. "I'll have to be more conspicuous, she thought and sat in a thicket of hemlock, her tail flicking. Herbert spotted her and pushed his hand back towards Eric, his expression worried. "Oh, now that's not a good sign." "What isn't?" "That fox."

Eric peered at her and scratched his head. "Why isn't the fox a good sign?"

Herbert gave him an incredulous look before carefully examining her again. "Foxes are bad luck, always up to no good, and can draw things to you. Bad, spirit, type things."

"The fox cocked her head and did her best to look sweet. Eric smiled and their eyes met for a moment. "It doesn't look that bad to me."

What was a moment to Eric was a rush of a magical vision to the fox and she panted her surprise. Herbert shook his head and stalked forwards, beating his wings and flailing his arms.

"What are you doing?" Eric laughed.

"What does it look like?" Herbert muttered then shouted at the fox, "Go on, get out of here! Shoo!"

The fox waited until he was in striking distance then stood suddenly and scampered off into the vegetation.

"Oh, oh my. No wonder the witches wanted to keep me away."

They had been walking for hours and finally the sun was setting. Eric was tired, his legs hurt, and he was confused about what had happened these past days and weeks. Streaks of debris from the moon were still careening across the sky, giving the woods a flame-orange glow as they passed.

"This'll be a good spot for a camp," Herbert said cheerfully.

Eric nodded weakly and plonked down onto a log.

"Go and gather some firewood while I clear the space and get things sorted."

"Do we have any food?"

"That's what I'll sort." Herbert grinned.

Eric hauled himself to his feet and wandered into the nearby trees, accompanied by Herbert's cheerful whistling. The sound grated his ears, so Eric walked until the whistles were barely audible and stopped in a hollow surrounded by large oak trees. He began to gather wood while he pondered what had happened.

How did the Census journey turn into... Whatever that was? I still don't understand what was going on. Were the Elrich working against us the whole time? Did they cause the eclipse or cure it?

He grasped a furry stick and yelped in surprise, scrabbling away he dropped the wood he had collected. The fox looked at him and he thought, It can't be smiling at me but somehow it looks amused.

"Shoo..." Half-heartedly he waved his hands towards the fox. To his surprise it stood and trotted away, around a thick oak trunk. He leant to his right to watch it scamper off but didn't see any movement up the embankment. He paused, listening for footfalls, but there was still nothing.

Slowly he crept around the tree, looking at the roots for the small fox-shape in the shadows. Sandled-feet came into
view and Eric yelped, stumbling backwards into a blackberry bush.

“It’s quite rude to shoo people, you know?” The red-haired woman smiled, her large amber eyes sparkling. Leaning against the tree she looked relaxed, the ribbon-like whisps of her skirt gently waving around her legs gave her an ethereal air.

“I didn’t… That is… What?” Eric frowned, untangling himself from the thorny grip.

She scrunched her mouth in a sideways smile and hopped away from the tree. “Never mind, Eric, it doesn’t matter.” Her accent was unusual, Eric couldn’t place where she was from.

“How do you know my name?”

“May I call you Ric instead? It’s far friendlier and I’m sure we’re going to be firm friends.”

“Ummm…”

“Thank you, Ric!” She strode forwards and took his arm, her long red hair brushed his shoulder and he caught the scent of wild roses.

“You’re welcome.” Eric found himself being led by her further into the forest. When they reached a clearing dappled with golden sunlight she stopped and turned to face him, her amber eyes boring into his own.

“What are you doing, Ric?”

“Fetching firewood…”

She sighed. “I don’t mean this evening, I mean in your life.”

“What? What do you mean?”

“You want to be a knight, don’t you?”


“Why?”

“Do you wish to walk your path? To be guided and shown the bends in the road ahead?”

“Yes, well, I think so…”

She grinned. “Excellent. You will have three tasks that will show you the paths you can choose; then you may make your final choice. I vow, Eric of the Glade, after a year and a day, you will have everything you need to become a knight.”

Goosepimples ran up Eric’s arms. “I don’t understand.”

Her smile dwindled and looked sad. “You will.”

He stepped out of her grasp and narrowed his eyes. “Why should I trust you?”

She laughed, a pealing pleasant sound. “Oh, Ric. You shouldn’t!” She spun away from him, her green skirts flaring sending petals from her flower belt cascading behind. Eric flinched and when he looked back a fox was running into the bushes, the young woman nowhere in sight.

“What was that all about? He thought, scanning the trees for the woman and for the many birds that were still singing.

“Eric! Eric, where are you?” Herbert called, his voice rattling around the trees, “Oi, Ric!”

Eric grasped a few sticks and jogged back into the trees, heading for Herbert’s voice. The golden light from the sunset was replaced by dimness among the trees as night marched closer.
Fate of Eric: How it Works

This event is open to everyone during the event period. Simply agree with your opponent before any standard scenario or 2-4 player game if it counts towards the 'Fate of Eric'. If so, all players may use one of the special, temporary Eric the Unsure characters (shown below) with any allowable Upgrade Cards, dependent on the week (see page 6), which fits with the relevant faction.

These intermediary form Erics are only designed for use in this event, although their unique rules may also reflect what to expect from his new version if your faction wins!

You are not required to use them or the Upgrade Cards in order to play a 'Fate of Eric' game, but they are a lot of fun.

The faction that gets the most wins over the course of the campaign will win the next version of Eric!

We would recommend trying to play against a different faction when you play a 'Fate of Eric game' but if this is not possible then players may play the same faction.

Submitting Results

The event will be split across 4 phases, each lasting 2 weeks. During each phase, any individual can submit up to two results from different games provided those games haven't already been submitted by their opponent.

To do so, simply take a photo of your game and post it to Instagram, the Moonstone Facebook Page, the Moonstone Players Facebook Group, or the Moonstone Discord channel, and add #FateofEric, the names of the players involved and which Faction won the game. If you're unable to post on social media then we can take submissions directly via email through support@moonstonethegame.com.

"Mayhem & Mischief 4, The Goblet of Squire" is a special tournament that will be held on 27th August in Bristol, UK. The tournament will allow the use of Eric the Unsure equipped with 2 Upgrade Cards as part of troupe lists for all Factions. All results from games at The Goblet of Squire tournament will be added into the Fate of Eric results by Goblin King Games staff.

If you would like to organise a similar event contact us at support@moonstonethegame.com so we can incorporate your dates and scores. Games that take part during a tournament or other such organised event don't count towards the limit of games each player can report. The event organiser may instead report the results of all games from their event.
Levelling Up: From Squire to Sire!

Upgrade Cards
To show Eric’s progression from lowly squire to mighty hero, Eric the Unsure may be equipped with a new Upgrade Card at the end of each Phase (so starting with 0 upgrades during weeks 1-2, 1 upgrade during week 3-4, 2 upgrades during week 5-6 and 3 upgrades during week 7-8). Players can choose any upgrades acceptable for their faction (observing any keyword restrictions), and in doing so tell their own story of Eric’s journey!

Example:
Leshavit Eric, Phase 4.

Timeline

Phase 1  – (25 July 22 – 07 Aug 22), 0 Upgrades
Phase 2  – (08 Aug 22 – 21 Aug 22), 1 Upgrade
Phase 3  – (22 Aug 22 – 04 Sept 22), 2 Upgrades
– 27 Aug 22 Tournament: Mayhem & Mischief 4, The Goblet of Squire, 2 Upgrades
Phase 4  – (05 Sept 22 – 18 Sept 22), 3 Upgrades

Follow for Progress Updates!
As the campaign progresses we will reveal more back-story, teasers of art and rules for the final form of Eric across our social media accounts. Follow us so you don’t miss out!
Eric, the Unsure Stat Cards

**Eric, the Unsure**

**Neophyte:** Whenever any character within 4" is slain or suffers a Catastrophe, this character gains +1 energy.

**Leather Jerkin:** Reduce Slicing and Piercing Dmg suffered by -1.

**Rupture (4) 4"**

- Once per game.
- All enemy models within the pulse suffer 3 Magical Dmg.

**Revitalise (1) 4"**

- Target Cultist or Faun restores X Wds.
- This character loses up to X energy. Target Cultist or Faun gains that much energy.

**Catastrophe:** This model suffers 3 Wds.

**Base:** 30mm

**Signature Move on a Low Guard.**

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**You’ll Regret That**

**Upgrade for Low Guard**

**Opponent Keys:**
- High Guard
- Falling Swing
- Thrust
- Sweeping Cut
- Rising Attack
- Low Guard

**End Step Effect:** If this model is not slain, swap the positions of this model and a friendly model within 4".

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