

Fig Faeth

Emily Axford as Fig Faeth

SEASON 3



RACE
Tiefling

CLASS
Bard 10 / Paladin 3 / Warlock 1

LEVEL
14

BACKGROUND
—

STR
+0

DEX
+1

CON
+2

INT
+1

WIS
+1

CHA
+5

ARMOR CLASS
19

HIT POINTS
—

LEVEL
14

PROFICIENCY
—

End of season 3 — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Fantasy High wiki (fan project), every value links to its moment on the site.

Fig Faeth

FULL SHEET

Skills

- —

Saving throws

- Wisdom +1

Features

- **Hexblade's Curse** — Crits on a 19 with the curse; combined with Hex on the same target. S3E1 00:50:06, S3E1 00:50:09
- **Bardic Inspiration (d8)** — Gives a d8 Bardic Inspiration die to an ally. S3E1 00:47:30, S3E5 00:35:59
- **Lucky** — Spends a Luck point to reroll a poor roll. S3E1 01:03:42, S3E1 01:35:29
- **Cutting Words** — Spends it on a roll to subtract from it (minus 6 on Gorgug's lasso roll). S3E2 00:07:47
- **Eldritch Mind** — Advantage on a Concentration save (natural 20 on the roll). S3E2 00:16:20, S3E2 00:48:38
- **Actor feat** — Advantage on Persuasion while performing as Wanda Childa. S3E3 01:42:29
- **Divine Sense** — Her first Divine Sense, as a paladin: "I know anything within 60 feet." S3E10 01:29:27
- **Divine Smite** — Wants to learn Smite from Porter in downtime; Porter says her Divine Smites are very powerful. S3E10 01:39:57, S3E10 01:45:15
- **Lay on Hands** — Uses Lay on Hands as a paladin. S3E12 00:33:36
- **Bardic Inspiration (d10)** — Her Bardic Inspiration die is now a d10. S3E14 01:17:05
- **Steed: Daymare** — A flaming chariot horse from Find Greater Steed, called a Daymare; anything she casts on herself also affects it. S3E14 01:00:27, S3E14 01:02:52
- **Steed name: Gerard Neigh** — Her Daymare steed is named Gerard Neigh; Fig rides off with it into the clouds. S3E17 03:09:02
- **Sacred Weapon** — Buffs herself with Sacred Weapon at the doors. S3E19 00:27:56

Spells

- **Eldritch Blast** — Shoots it from her bass. S3E1 00:49:35, S3E1 00:51:06
- **Hex** — Cast on the Night Yorlb. S3E1 00:47:43, S3E1 00:50:09
- **Healing Word** — Bonus action Healing Word on Fabian, 2nd level, for 12. S3E1 00:51:29
- **Armor of Ayda** — Attackers who hit her take 15 fire damage. S3E2 00:15:47
- **Fireball** — 4th-level Fireball over her shoulder. S3E2 01:08:23
- **Minor Illusion** — Used to make an illusory Ecaf. S3E2 01:17:51
- **Prestidigitation** — Adds sound to the illusion. S3E2 01:18:25
- **Disguise Self** — Casts it on herself as an emo girl. S3E3 01:02:39
- **Darkness** — Casts Darkness on herself so she is hidden in darkness. S3E4 01:54:56
- **Counterspell** — Wants to counter Hold Monster; has no 5th-level spell, so casts at 3rd level. S3E5 00:09:28
- **Suggestion** — Cast on a mage chosen for low Wisdom. S3E5 00:34:22
- **Shatter** — Strums her guitar and shatters the windows in front of Porter. S3E7 01:34:29
- **Dream** — Took the Dream spell; sends dreams of Wanda to Ruben. S3E7 01:53:01
- **Fear** — Casts Fear, creating an image of a huge nefarious spiderweb. S3E7 00:27:14
- **Dimension Door** — Offers to Dimension Door Gorgug up to Grix. S3E8 01:27:23
- **Mislead** — Casts Mislead on herself and sends the double off. S3E11 02:58:19
- **Searing Smite** — Bonus action Searing Smite. S3E12 00:58:02
- **Find Greater Steed** — Takes it as a new spell and creates a flaming horse. S3E14 01:00:27, S3E14 01:02:56
- **Spirit Guardians** — Running as dancing, moshing red shards. S3E14 01:29:36
- **Booming Blade** — Uses it as a reaction attack. S3E14 01:49:13
- **Hellish Rebuke** — 3rd level Hellish Rebuke for 24 damage. S3E15 00:58:27
- **Green-Flame Blade** — Uses it with her battleaxe. S3E15 02:08:59
- **Ceremony / Atonement** — Casts the paladin spell Ceremony to do Atonement. S3E17 00:21:52
- **Feign Death** — Casts Feign Death on herself. S3E17 00:32:50

- **See Invisibility** — Has it prepared in place of Silvery Barbs. S3E19 00:17:01
- **Atonement** — Casts Atonement on Mary Ann; needs a 20 Wisdom check and has a plus one. S3E20 02:18:32

Items

- **Double-necked bass** — Her double-necked bass; the Eldritch Blast shoots from it. S3E1 00:07:50
- **Squeem pedal** — Squeem is a pedal on her bass. S3E1 00:51:22
- **Skateboard** — A skateboard glued to her combat boots. S3E1 00:08:26
- **Astral surveillance earpiece** — Added to her inventory when she Counterspells; her security detail earpiece. S3E5 00:09:50
- **MCAT (Zara)** — Her MCAT is signed by Zara for the warlock class. S3E7 01:02:45
- **MCAT (Porter)** — Her MCAT is signed by Porter. S3E7 01:35:29
- **Mask of Beasts** — An old wooden orangutan mask; casts Animal Friendship on an animal. S3E11 02:22:14
- **Yak Bak** — Takes Telemaine's Yak Bak. S3E11 01:19:01
- **Warlock agreement (gold-ink)** — Bill offers a fake agreement for 40 gold pieces; the agreement is written for Fig as an archdevil, for her magic to reign in Avernus. S3E13 00:26:38, S3E13 00:27:12
- **Battleaxe** — Uses a battleaxe for damage. S3E15 02:09:37
- **Incredibly sick bass** — Takes it from Ayda's geocache. S3E17 01:09:11
- **Feather of the Vulture King** — Eats the Feather and puts on the orangutan mask so the vultures are nice to her. S3E18 00:08:59
- **Skull of the Vulture King** — Wears it for advantage on Deception, Persuasion and Intimidation. S3E19 00:18:44
- **Plus-two weapon** — Has a plus-two weapon now. S3E20 01:40:07