

Gorgug Thistlespring

Zac Oyama as Gorgug Thistlespring

SEASON 3



RACE
Half-orc

CLASS
Barbarian 5 / Artificer 9

LEVEL
14

BACKGROUND
—

STR +4	DEX +1	CON +3	INT +3	WIS +1	CHA +0
ARMOR CLASS 14	HIT POINTS 144	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.

Gorgug Thistlespring

FULL SHEET

Skills

- Athletics +8

Saving throws

- —

Features

- **Reckless Attack** — Zac says he will attack recklessly in the fight against the Night Yorb. S3E1 00:58:11
- **Homunculus servant** — Brennan asks whether Gorgug has his homunculus here; Zac: "His homunculus is not here today." S3E1 00:13:16
- **Rage** — Fighting while raging; Zac says he is already raging and Acid is not part of rage. S3E2 00:54:36, S3E2 01:04:44
- **Frenzy** — Zac makes a frenzy attack after his rage attack: "And then frenzy. Nat 20." S3E2 00:55:32, S3E2 01:11:48
- **Homunculus servant (Cloaca)** — Artificer homunculus servant, a mechanical bird; Gorgug rejects the name "Cloaca" ("No"), the bird introduces itself as Cloaca, and Gorgug insists on "Chloe". S3E3 00:23:47, S3E3 00:27:43
- **Frenzy (with Reckless Attack)** — Frenzy attack taken together with Reckless Attack: "I'm gonna Frenzy and be in a Reckless." S3E5 00:41:54
- **Steel Defender (Clobica)** — Artificer steel defender, a gecko named Clobica. S3E8 01:30:08
- **Returning Weapon** — Zac: "I have Returning Weapon"; throws his axe at the target, two attacks, recklessly. S3E9 00:17:19
- **Artificer infusion** — Gives Riz the magic item Medal of Wit as an artificer infusion. S3E10 01:58:18
- **Mindless Rage** — While raging he cannot be charmed or frightened: "I have Mindless Rage, so I can't be charmed or frightened while raging." S3E12 01:06:18
- **Savage Critical** — Two critical hits in a row: Zac asks "I have Savage Critical, which means I roll 3d12 per axe hit?" and Brennan confirms. S3E12 00:49:26, S3E12 00:49:29
- **Flash of Genius** — Adds his Intelligence bonus to a roll: "Flash of Genius, give you three." S3E13 01:24:04, S3E13 01:20:29
- **Barbificer subclass** — Brennan: "we formally unlock the barbificer subclass"; Gorgug combines barbarian and artificer in a Batman-style vest of gadgets with Cloaca's brain in it. S3E14 00:30:44, S3E14 00:31:08
- **Scanner** — Barbificer bonus-action gadget: discovers all information in one category (resistances, immunities, vulnerabilities, condition immunities or creature type). S3E14 00:31:54
- **Primal Focus** — Cannot cast spells while raging but can concentrate on them and drop rage as a free action to cast a reaction spell. S3E14 00:32:57
- **Hologram Displacement** — Uses his reaction to make an attack roll against him at disadvantage. S3E15 01:56:53
- **Elemental Rage** — New barbificer feature, announced by Brennan. S3E18 00:54:30
- **Great Weapon Fighting** — Brennan: "You have Great Weapon Fighting, so you re-roll ones and twos." S3E18 00:54:36
- **Relentless Endurance** — Zac: after a hit left him at 6 HP, the next would have dropped him "except that I have Relentless Endurance, and so I stay up at one." S3E18 01:08:52
- **Tool Knack** — Zac: "lets me basically just hit something if it doesn't work" Brennan: "Yes, you get to re-roll." S3E18 01:12:36, S3E18 01:12:48

Spells

- **Jump** — "I still have Jump"; jumps 30 feet in the air to swing his axe. S3E2 01:11:23
- **Mending** — "I have Mending." Used to mend Ecaf. S3E2 01:38:12
- **Heroism** — Casts Heroism on Gertie. S3E6 01:26:41
- **Warding Bond** — Casts it on Fig: +1 AC and saving throws and resistance to damage. S3E11 02:53:11
- **Branding Smite** — "I will cast Branding Smite now." 4d6 radiant. S3E12 00:50:10, S3E12 00:50:25
- **Enlarge** — "I'll use Enlarge on myself to become huge," then rages (concentration on it during rage). S3E14 00:32:42

- **Cure Wounds** — "I Cure Wounds." S3E14 00:42:34
- **Enhance Ability** — Casts it on himself (Bull's Strength), together with Jump. S3E14 01:31:35
- **Absorb Elements** — Drops rage and casts Absorb Elements against elemental damage. S3E15 00:50:51
- **Haste** — "I'm Hasting", holding concentration on it. S3E19 00:30:29
- **Fly** — "I have Fly and I have Haste. So I have 120 movement." S3E19 01:23:35

Items

- **Solar lasso** — Built by Gorgug over four months; Brennan: "Astride the solar lasso that you have spent the last four months constructing". S3E1 00:10:04
- **Bandolier of gadgets** — "A little bandolier of stuff, little gadgets and things"; the solar lasso on the van is something he built. S3E1 00:09:40
- **Heavy Metal Axe** — His axe; on a natural 20 it knocks the target prone (tied to "Zelda's mixtape"). S3E5 01:29:36
- **Medal of Wit** — Magic item Zac uses: "I'm gonna use this Medal of Wit". S3E9 00:59:32
- **Potion of Fire Giant Strength** — Handed to him by Riz: for one hour his Strength becomes 25. S3E11 02:20:52
- **Mask of Beasts** — His secret-Sylvan gift to Fig: lets the wearer cast Animal Friendship on an animal. S3E11 02:22:14
- **Mask of Beasts** — lost: given to Fig as a gift S3E11 02:22:41
- **Lantern of Revealing** — Pulls it out: 30 feet of dim light. S3E11 02:56:41
- **Heart of the Vulture King** — Eats it: "I'm eating the Heart of the Vulture King with no milk or blended." S3E18 00:08:46
- **Potion of Fire Giant Strength** — lost: drunk before going in; "Makes my Strength 25." S3E19 00:28:22, S3E19 00:18:23