Rules:

- The entire playthrough must be completed in character as Hercules. No changing gear between labors!
- No weapon infusions
- Soul level must not exceed 45 as that is the approximate average age Hercules may have been when he performed some of the labors
- Starting class is Deprived
- Player may only put levels into Vit, End, Str, and Int (though Int is pointless for this)
- Labors must be performed IN ORDER, though levelling to 45, obtaining/levelling weapons, and other playthrough objectives can be completed at any time
- Must wear only hollow waistcloth (soldiers or warriors) or go naked
- Unless otherwise specified, the only weapons allowed are unarmed/Caestus, Short Bow, and Club
- NO SHIELD, Hercules didn't use no damn shield
- NO NINJA FLIP, Hercules stronk, not fast
- In case the weapon restrictions aren't enough: no magic, miracles, or pyro

1. Nemean Lion

- ♦ Weapons: Caestus, Short Bow
- Goal: Defeat at least one of the Great Cats of Darkroot Garden
- Relation: The myth says that Hercules killed the lion with either his bare hands or bow. The cats are the closest thing to a lion outside of the DLC.

2. Lernean Hydra

- ◆ Weapons: Short Bow, Club
- Note: Can use one summon for help. Summon has to use Fire Club (no randoms)
- ♦ Goal: Kill the Hydra in Darkroot Garden
- Relation: The enemy is obvious. The myth says that Hercules called upon a friend to help him cauterize the neck wounds so the heads wouldn't grow back.

3. Ceryneian Hind

- Weapons: Club only (Moonlight Butterfly), Short Bow only (Capra Demon)
- Goal (choose one, or do both if you're edgy):
 - Kill Moonlight Butterfly with three Firekeeper Souls in inventory, then obtain the Moonlight Butterfly horn (yes before moving on to the next labor)
 - Kill the Capra Demon using only the Short Bow
- Relation: I really could not come up with a very good way to represent this.
 Hopefully one or the other makes sense!

4. Erymanthian Boar

- Weapons: Unarmed/Caestus
- Goal: Kill five NPCs (NPCs killed during or between previous labors do not count), then kill any Fang Boar while unarmed (caestus)
- Relation: The myth says that Hercules had to kill a bunch of friendly Centaurs that went aggro before he caught the boar barehanded

5. Augean stables

- Goal: Collect 20 Dung Pie items, then throw them all into New Londo and then drain it
- Relation: Pretty obvious. The draining of New Londo represents Hercules using the river to clean out the dung.

6. Stymphalian birds

- ♦ Weapons: Short Bow
- Goal: Kill every Harpy in the Painted World of Ariamis
- Relation: Hercules used only his bow against the birds

7. <u>Cretan Bull</u>

- Weapons: Unarmed/Caestus
- ♦ Goal: Kill the Taurus Demon boss
- Relation: Taurus means bull, Hercules caught the Bull barehanded

8. Mares of Diomedes

- ♦ Weapons: All allowed
- Goal: Kill four mini-bosses Golden Crystal Golem (Shining), Pharis (Swift),
 Xanthous King (Yellow), and Titanite Demon (Terrible)
- Relation: This was a tough one to represent in-game. The myth is more about how Hercules fed Diomedes to his awful horses than Hercules defeating the horses themselves. But there were four and they're names all had meanings I tried to represent in-game (one is literally named Xanthos).

9. <u>Belt of Hippolyta</u>

- ♦ Weapons: All allowed
- Goal: Kill Crossbreed Priscilla
- Relation: The myth is mostly about the Amazons getting tricked by Hera to fight Hercules, forcing him to kill Hippolyta, the Queen of the Amazons. Priscilla is the toughest female boss so she represents the Queen of the Amazons.

10. Cattle of Geryon

- Weapons: All allowed (only bow for giants)
- Goal: Kill the three giants in Sen's Fortress with only poison arrows, then kill all of the Taurus Demons in Demon Ruins
- Relation: In the myth Hercules has to kill the three-headed giant Geryon, represented by the three giants, to get the cattle. Since you can't herd cattle in this game, I skipped to the part where they're sacrificed, represented by killing all the Taurus Demons

11. Golden Apples of the Hesperides

- Weapons: Unarmed/Caestus (Havel) all allowed (hellkite drake)
- Goal: Kill Havel unarmed, Kill the Hellkite Drake, collect three Divine Blessings (Divine Blessings collected during or between previous labors do not count)

Relation: the myth says Hercules fought a guy by bear-hugging him to death and then one version says he fought a dragon for the apples, which was easier to represent than Hercules fooling Atlas into getting the apples for him

12. <u>Cerberus</u>

- Weapons: unarmed/caestus
- Goal: Defeat the best boy Sif unarmed, then cry
- Relation: Cerberus is a three headed dog, Hercules is only allowed to take him under the condition he doesn't use weapons

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