HERCULES

The most famous demigod, Hercules is the son of Zeus and the mortal woman Alcmene. Blessed with incredible strength, Hercules accomplished incredible feats, gaining renown throughout all the land for not just his strength, but his endurance.

Touched by Madness. Hera, in a bout of jealousy, reached out and sent Hercules into a maddened rage. Without control of his faculties, he slaughtered his wife and his six sons. He spends the remainder of his life atoning for what he had done.

HERCULES

Medium humanoid (human), chaotic good

Armor Class 16 (nemean lion pelt) Hit Points 153 (18d8 + 72) Speed 30 ft.

STR	DEX	CON	INT	WIS	СНА
22 (+6)	12 (+1)	18 (+4)	11 (+0)	13 (+1)	12 (+1)

Senses passive Perception 11 Languages Common Challenge 7 (2900 XP)

Herculean Rage. Hercules goes berserk and begins attacking the nearest creature. While under Herculean Rage, Hercules gains advantage on all attack rolls and his Strength score increases by 4, up to a maximum of 26.

Herculean Rage ends when Hercules reduces a creature below 0 hit points. Once the effect ends, Hercules gains one level of exhaustion.

Hera's Madness. If Hercules fails a saving throw against a spell with a mind-altering component, he ignores effects of the spell and enters *Herculean Rage*.

Unbelieveable Strength. Hercules can wield two-handed weapons with a single hand.

Actions

Multiattack. Hercules can make two attacks with his greatsword and one with his maul.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Maul. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Boulder Toss. Hercules rips a large rock from the Earth and tosses it up to 50 feet away. All creatues within a 5 foot radius of the landing point must succeed a DC 17 Dexterity saving throw or take 6d6+18 damage and be knocked prone. On a successful save, targets take half damage and are not knocked prone.