

Occult Golf

Beat your par
Curse your enemies

Picking your clubs



To play golf you first need to get some clubs! Clubs are represented by dice of different sizes. Each golfer should have 3 dice of any number of faces. Having 1 larger dice (1-20), 1 medium dice (1-12) and 1 smaller dice (1-4) is a good start. You can all have different sized dice.

How to play

Start with whoever is winning. That player then chooses a club, rolls it, then adds or removes that total to their ball's position. Once the ball lands, check to see if it is on a hazard or the hole. Then the next player goes. The winner is whoever took the least shots on each hole.

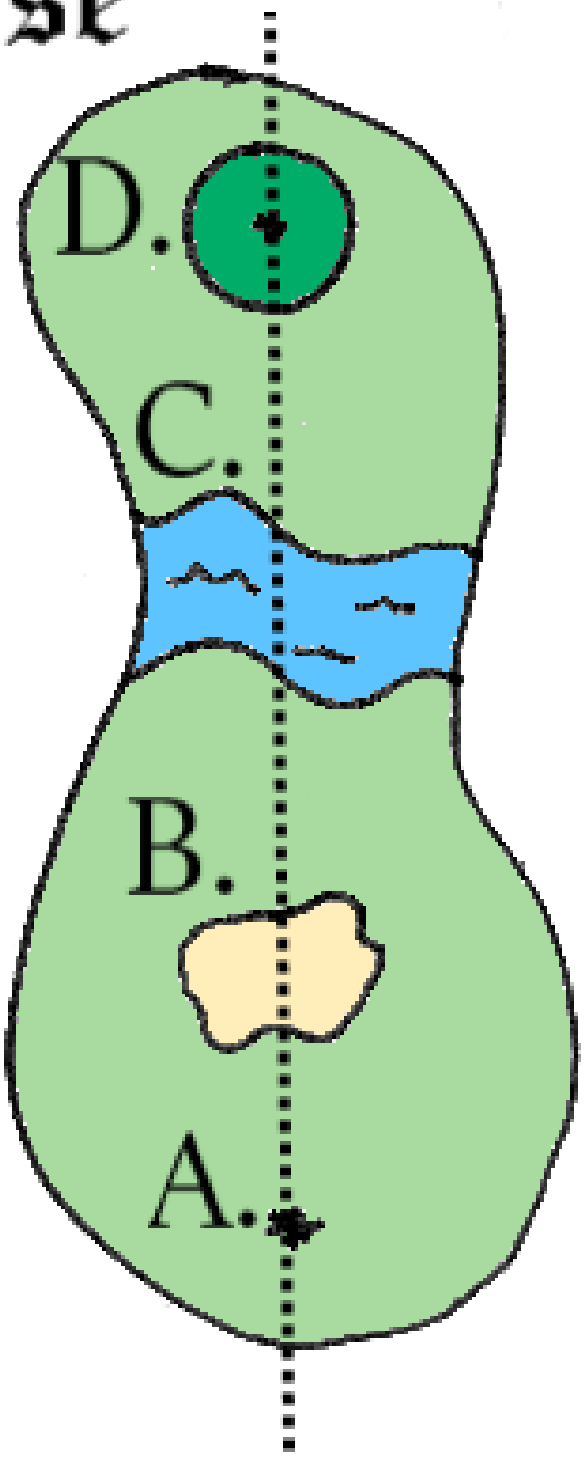
Example Course

A (0) The tee: where you start each round.

B (10-15) A bunker: half the distance you take on any shot in the bunker.

C (30-35) A river: you lose your ball, add one shot to your total and place your new ball at the river's edge.

D (40) The hole: if your ball reaches this number you complete this hole



Other Hazards

Hungry maw: eats your ball, go back to start.

Portal: your ball moves to any other portal.

Tomb: ghouls get you if you roll < 10 next turn.

Time warp: don't add a shot this turn.

How to cast spells

You can interupt any player's turn before they roll (including your own) to cast a spell. You can only do this once a turn. At the start of each hole, choose 3 spells you can cast. You can cast each of these spells once for free. To cast it again roll one of your dice, if the result is even you cast the spell as normal. If it's odd your soul is pulled into your golf ball. Your body falls limp and play continues without you. In this state you can still cast spells (roll your dice first, fails on odd). You may still move on your turn as you roll yourself a distance equal to a roll of your smallest die. If you complete the hole your body is returned to you.



Warp Magic

Reality Split

Rip the timeline in twain and pull the threads of multiple realities, the ball splits in two, roll separately for each. After this, reality stitches itself back together and the spellcaster chooses which ball stays and which fades into the ether.

Fold Space

Warp spacetime around you. Choose whether the next shot will have its distance hit doubled or halved.

Gravity Well

Choose any point on the course, every ball is pulled 4 spaces towards this point, (if they are less than 4 spaces away they are instead flung 6 spaces past the gravity well).

Conjuration Magic

Summon Mediocre Golfer

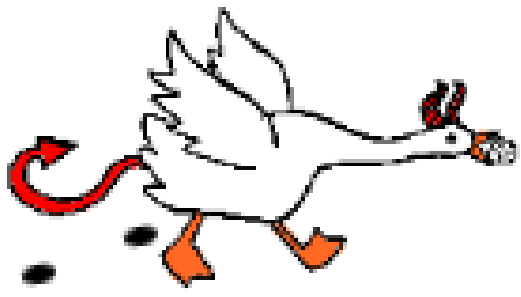
This turn, Ched the so-so golfer swings with whatever club you give him, do not roll any dice, instead take the average of whatever club you select (round up).

Summon Elemental Titan

Awaken the very land itself, swing a club of your choice and move any hazard, hole or tee forward or back by that amount.

Summon Demonic Duck

The current players ball is stolen by Lucifowl, the duck devil. Move their ball equal to one roll of your smallest die. If Lucifowl reaches a hazard, the ball is reset back to the tee.



Storm Magic



Luminary's Lightning

Strike the ball with lightning. Any ball it passes over this turn is flung back 10 spaces.

Guardian's Gale

Summon a wall of howling wind to ward off attackers. Choose a point on the course which is not occupied by a hazard, the tee, hole, or any balls. The next ball that would go past this point stops at the point the gale was placed on.

Trickster's Torrent

The heavens open up as a biblical flood pours forth. Create a new 10 wide river hazard at any point of your choice. The river cannot overlap a ball, the tee or the hole.

Vermillion Greens Golf Course

Here is an example course to play with the location of the holes and bunkers.

1. Par 3, Hole (20)
2. Par 4, Bunker (15-20), Hole (25)
3. Par 3, River (5-15), Hole (20)
4. Par 3, Bunker (10-15), River (15-20), Hole (22)
5. Par 5, River (22-27) Hole (30), River (33-43)
6. Par 4, Time warp (7-13), Hole (25)
7. Par 3, Portal (5), Hole (20), Portal (25)
8. Par 3, Maw (14), Hole (15), Maw (16), Hole (17)
9. Par 5, Bunker (10-20), Maw (25-30), Hole (31)

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