

# HELL

# HOLES



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You have been held in Hell for hundreds of years. Now, finally, you have been given a chance to escape; by winning the golf tournament held every 666 years! Can you defeat the other competitors to escape from Golf Hell, or will you be trapped here for all eternity?

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Hell Holes is a competitive fantasy golf dice game for 1 to 6 players. (Or more. I'm not the boss of you. It'll just slow down.) You must make your way through the nine circles of Old Hell Downs, attempting to get the lowest score each time. The player with the lowest score at the end of the nine circles wins, and escapes Golf Hell. But watch out; at the end of each circle after the first, the demonic Caddy interferes to help out the player with the highest score. If you are playing solo, the Caddy never helps you, and instead of trying to beat the other players, your goal is to beat par, representing the abstract legions of damned souls you compete with.

To do this, you'll select a club. The club you select will tell you what dice to roll to add to your distance. You will then roll those dice and add the indicated amount to your distance; hopefully you stay on the fairway and don't run into any terrain like falling into a pit of damned souls! Once all players make it to the hole, you record your score and move on to the next circle.

The clubs that all players have available, and their Distance values, are listed below in the Golf Bag table. The demonic Caddy might also give you other clubs during the game; those clubs are described in the circle they might be handed out after. 1d100 means that you should roll two ten-sided dice, reading one as the tens place and the other as the ones place. 2d10 means that you should roll two ten-sided dice and add the results together, while 1d10 means to roll a single ten-sided die.

## GOLF BAG

CLUB	DISTANCE
Driver (1 wood)	1d100 + 150 yards
3 wood	1d100 + 100 yards
5 wood	1d100 + 50 yards
5 iron	2d10 + 20 yards
7 iron	2d10 + 10 yards
9 iron	2d10 + 5 yards
Putter	1d10 feet

### CLUB DISTANCE

Players who know anything about golf might notice that these distances are much, much shorter than would be expected in the real world. It's Golf Hell, not Golf Heaven. No one gets any decent distance out of their clubs.

### METRIC UNITS

If you prefer to use metric units, just convert all mentions of yards into meters, and use a Putter's Distance of  $1d10 * 33$  cm. It's not a correct conversion, but it's close enough and will maintain gameplay.

# Playing the Game

The course of play for Hell Holes occurs in rounds. Each player gets one stroke (they get to hit the ball) once in each round. For the first round on the first circle, determine turn order however you like. For subsequent rounds within a circle, turns go from the player with the lowest Distance to the player with the highest Distance. For the first round on a circle after the first one, turns go in order of highest score to lowest score. Basically, whoever's doing the worst right this second goes first, and whoever's doing the best goes last.

When you start a new circle, everyone's Distance resets to 0; you are at the tee.

On your turn, select a club. Add one to your score, and then roll the dice your club says to roll and add the result to your Distance. (If you overshot the hole and want to go backwards, you can subtract it from your Distance instead.) If you rolled two dice, and rolled the same number on both dice, then your stroke was either a **hook** or a **slice**. If the number you rolled was odd, it was a hook, and if it was even, it was a slice. (It doesn't actually matter whether you hooked or sliced.) This means that your stroke was off-center; to the left on a hook or to the right on a slice. (Or the other way around if you're swinging left-handed. Again, it doesn't actually matter.) Take the number you rolled \* 5 yards and compare the result to the Circle Width of the circle you're on. If your result was greater than or equal to the Circle Width, you have gone off-course. The circle description will tell you what that means. It's bad, you don't want that to happen. You can also go off-course by getting a Distance past the

maximum Distance listed for the circle, which means you went past the end of the circle.

After checking for a hook or slice, check the circle description and see what it says about your new Distance value. If you're putting, and your Distance is not a round number of yards, you can round it however you want. (You can round 140.1 up or 140.9 down if you want. It's fine.) Do whatever the circle says to do at that Distance. After that, your turn is done.

The maximum score you can get on a circle is 6. If your score is 6, you can just pick up your ball and go gently and shamefully place it in the hole. When every player has gotten their ball in the hole, the circle is over. Check what the circle description says to do at the end of the circle, and do that as required. Then move on to the next circle. (Or to the end of the game, if you just finished the ninth circle).

**Special:** If you have gotten a score of 6 three circles in a row, a demon appears to interfere with your opponents. For the duration of the next circle, all your opponents need to roll 1d10 every time they take their turn. On a roll of 1-3, the demon grabs their ball out of the air and puts it back where it was; they still add 1 to their score, but their Distance does not change. The demon only interferes with a given golfer once; once they have had the actual interference happen, they don't need to roll any more. After the circle the demon appears on, you need to get three more scores of 6 in a row before another one shows up to help you.

## DEFINITIONS

If a circle description tells you to take an X stroke penalty, that means "add X to your score". As normal, this can't bring your score above 6.

# Old Hell Downs Circles

## Circle 1: Abandon Hope

**Par:** 4

**Circle Width:** 30 yards

**Off Course:** You are in the wailing forest. Take a 1 stroke penalty.

**0-100 yards Distance:** *Obsidian Fairway.* A ball that lands on the obsidian fairway rolls an additional 2d10 yards.

**101-175 yards Distance:** *River Acheron.* Take a 1 stroke penalty, and set your Distance to 100 yards.

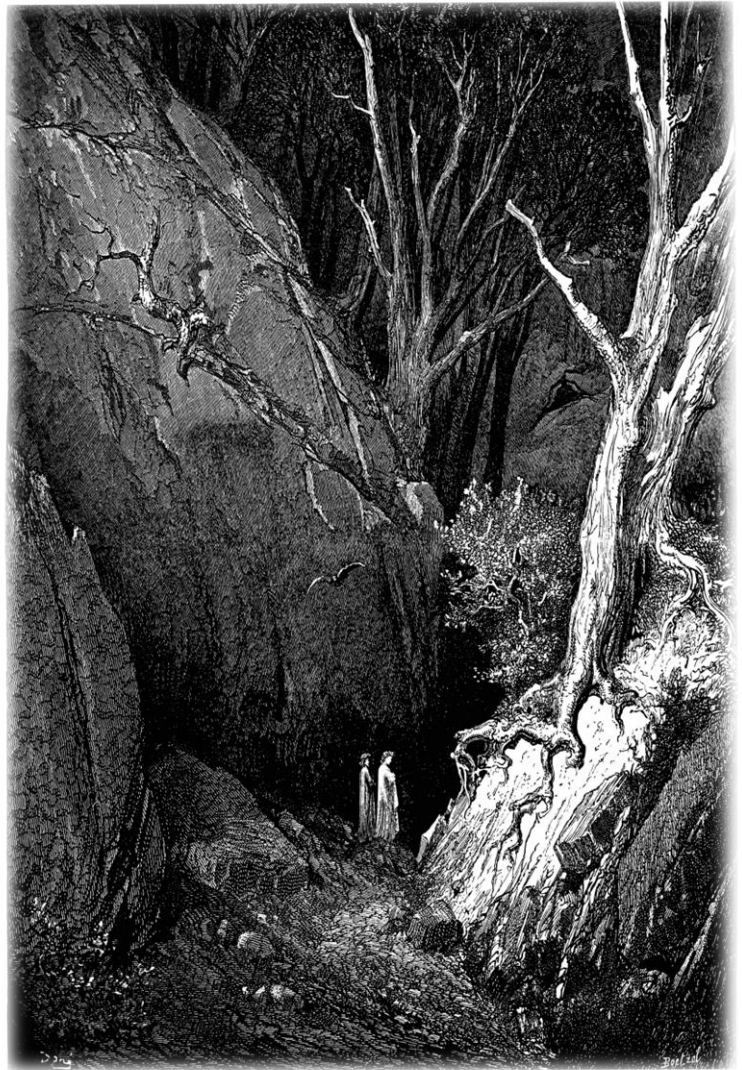
**176-225 yards Distance:** *Obsidian Fairway.* A ball that lands on the obsidian fairway rolls an additional 2d10 yards.

**226-230 yards Distance:** *Pit of Damned Souls.* Take a 1 stroke penalty. When you hit out of the pit of damned souls, any wood travels only 1d10 yards, and any iron travels half distance.

**231-240 yards Distance:** *Green.* No special effect.

**235 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**Circle Completion:** The Caddy shuffles their golf bag ominously, but doesn't give out a club. Move on to the next circle.



## **Circle 2: Forgotten Waters**

**Par:** 4

**Circle Width:** 40 yards

**Off Course:** You have landed in an arm of the River Lethe that surrounds this circle. Take a 1 stroke penalty and set your Distance to 50 yards.

**0-50 yards Distance:** *Clutching Fairway.* When you hit out of the clutching fairway, on your roll for Distance, subtract 1 from one die of your choice.

**51-200 yards Distance:** *River Lethe.* Take a 1 stroke penalty, and set your Distance to 50 yards.

**201-275 yards Distance:** *Clutching Fairway.* When you hit out of the clutching fairway, on your roll for Distance, subtract 1 from one die of your choice.

**276-400 yards Distance:** *River Lethe.* Take a 1 stroke penalty, and set your Distance to 50 yards.

**401-440 yards Distance:** *Clutching Fairway.* When you hit out of the clutching fairway, on your roll for Distance, subtract 1 from one die of your choice.

**441-450 yards Distance:** *Green.* No special effect.

**445 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**451-475 yards Distance:** *Clutching Fairway.* When you hit out of the clutching fairway, on your roll for Distance, subtract 1 from one die of your choice.

**Circle Completion:** The Caddy gives the player with the highest score the *Locked Iron*. The Locked Iron is a 5 iron. When hitting with the Locked Iron, you never hook or slice no matter what you roll. Move on to the next circle.



### **Circle 3: The Spire**

**Par:** 3

**Circle Width:** 5 yards

**Off Course:** Your ball misses the thin spire, falling for thousands of yards before landing in the lava. Start over with a new ball and set your Distance to 0.

**0-75 yards Distance:** *Obsidian Fairway.* A ball that lands on the obsidian fairway rolls an additional 2d10 yards.

**76-85 yards Distance:** *Green.* No special effect.

**80 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**Circle Completion:** The Caddy gives the player with the highest score the *Ghost Wedge*. The Ghost Wedge is a 7 iron. When you hit out of a Pit of Damned Souls with the Ghost Wedge, you do not suffer any penalty to Distance. Move on to the next circle.

### **Circle 4: Hungry are the Damned**

**Par:** 4

**Circle Width:** 30 yards

**Off Course:** The wall of damned souls surrounding the circle grabs your ball and hurls it backwards. Add the Distance you rolled as normal, but take a 1 stroke penalty and subtract 2d10+20 from your Distance.

**0-50 yards Distance:** *Pit of Damned Souls.* Take a 1 stroke penalty. When you hit out of the pit of damned souls, any wood travels only 1d10 yards, and any iron travels half distance.

**51-200 yards Distance:** *Highway to Hell.* The highway to hell is sloped around the edges. If you land within 20 yards of a pit of damned souls, roll 2d10. Your ball rolls the Distance you

rolled towards the pit, possibly falling in. (You do not take the penalty if you fall in in this way.)

**201-230 yards Distance:** *Pit of Damned Souls.*

Take a 1 stroke penalty. When you hit out of the pit of damned souls, any wood travels only 1d10 yards, and any iron travels half distance.

**231-280 yards Distance:** *Highway to Hell.* The highway to hell is sloped around the edges. If you land within 20 yards of a pit of damned souls, roll 2d10. Your ball rolls the Distance you rolled towards the pit, possibly falling in. (You do not take the penalty if you fall in in this way.)

**281-310 yards Distance:** *Pit of Damned Souls.*

Take a 1 stroke penalty. When you hit out of the pit of damned souls, any wood travels only 1d10 yards, and any iron travels half distance.

**311-320 yards Distance:** *Green.* No special effect.

**315 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**Circle Completion:** The Caddy gives the player with the highest score the *Noxious Wood*. The Noxious Wood is a 3 wood. When your ball lands in a Diving Hellhawks or Hellhawk Nest area, if it was hit there by a Noxious Wood, the hellhawks never consume your ball. Move on to the next circle.

## **Circle 5: Let Loose the Hawks of Hell**

**Par:** 4

**Circle Width:** 25 yards

**Off Course:** A hellhawk grabs your ball and throws it  $2d10+20$  yards towards the nearest Hellhawk Nest. Take a 1 stroke penalty.

**0-20 yards Distance:** *Hellhawk Nest.* The hellhawks consume your ball. Take a 2 stroke penalty.

**21-200 yards Distance:** *Diving Hellhawks.* Roll  $1d10$ . On a roll of 1-5, the hellhawks were hungry, and your ball is consumed; take a 2 stroke penalty. On a roll of 6-10, your ball is left uneaten, for now.

**251-260 yards Distance:** *Hellhawk Nest.* The hellhawks consume your ball. Take a 2 stroke penalty.

**261-380 yards Distance:** *Diving Hellhawks.* Roll  $1d10$ . On a roll of 1-5, the hellhawks were hungry, and your ball is consumed; take a 2 stroke penalty. On a roll of 6-10, your ball is left uneaten, for now.

**381-430 yards Distance:** *Obsidian Fairway.* A ball that lands on the obsidian fairway rolls an additional  $2d10$  yards.

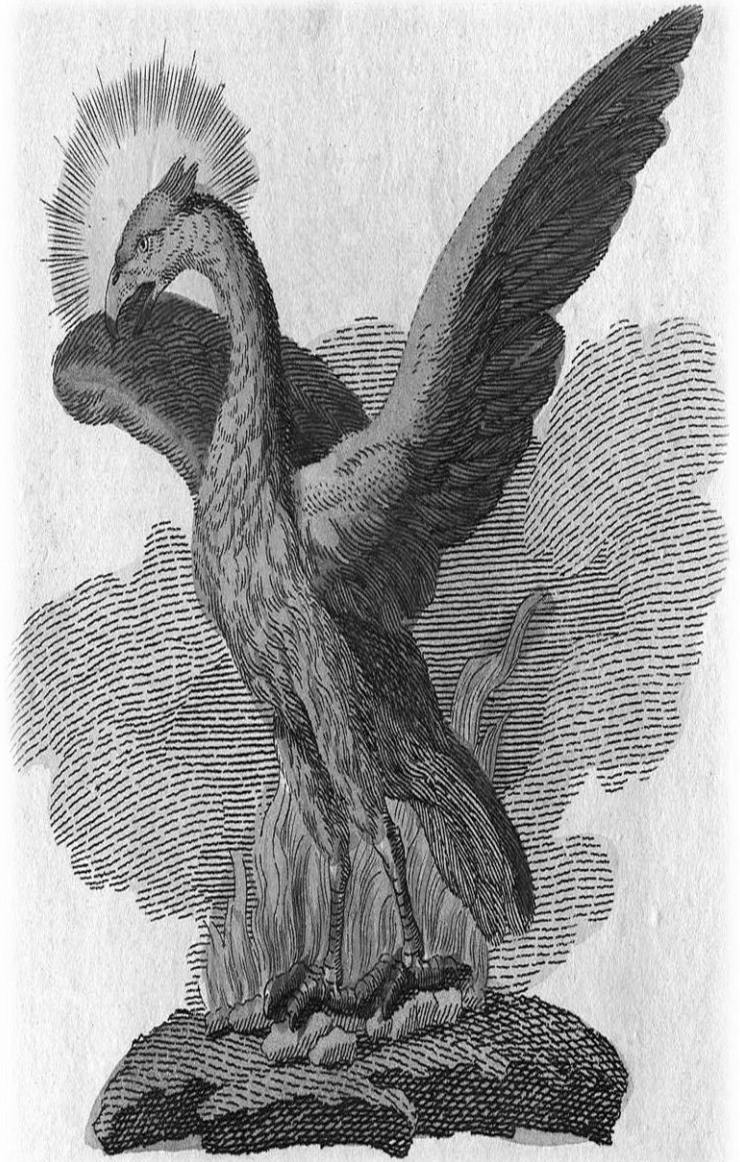
**431-440 yards Distance:** *Hellhawk Nest.* The hellhawks consume your ball. Take a 2 stroke penalty.

**441-500 yards Distance:** *Diving Hellhawks.* Roll  $1d10$ . On a roll of 1-5, the hellhawks were hungry, and your ball is consumed; take a 2 stroke penalty. On a roll of 6-10, your ball is left uneaten, for now.

**501-510 yards Distance:** *Green.* No special effect.

**505 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**Circle Completion:** The Caddy gives the player with the highest score the *Magma Iron*. The Magma Iron is a 5 iron. When your ball lands in a Molten Caldera, if you have the Magma Iron, you can use it to hit out of the Molten Caldera instead of the normal effects of the Molten Caldera. Move on to the next circle.



## **Circle 6: The Heat is Tremendous, I Believe It Is Lava Related**

**Par:** 4

**Circle Width:** 40 yards

**Off Course:** Your ball sinks into lava. Take a 2 stroke penalty.

**0-40 yards Distance:** *Molten Caldera.* The heat inside a molten caldera is far too intense for you to retrieve your ball. Set your Distance to 0 yards and take a 1 stroke penalty.

**41-200 yards Distance:** *Jagged Cavernway.* Your ball weaves between stalagmites reaching up like teeth and rolls an additional 2d10 - 1d10 yards. (It can roll backwards, if it hits a stalagmite and bumps off.)

**201-300 yards Distance:** *Molten Caldera.* The heat inside a molten caldera is far too intense for you to retrieve your ball. Set your Distance to 200 yards and take a 1 stroke penalty.

**301-320 yards Distance:** *Cavern Mouth.* Dense stalagmites make it difficult to roll through. Your ball rolls an additional 1d10 - 2d10 yards. (It can roll backwards.)

**321-390 yards Distance:** *Jagged Cavernway.* Your ball weaves between stalagmites reaching up like teeth and rolls an additional 2d10 - 1d10 yards. (It can roll backwards, if it hits a stalagmite and bumps off.)

**391-440 yards Distance:** *Molten Caldera.* The heat inside a molten caldera is far too intense for you to retrieve your ball. Set your Distance to 390 yards and take a 1 stroke penalty.

**441-450 yards Distance:** *Green.* No special effect.

**445 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**Circle Completion:** The Caddy gives the player with the highest score the *Ice Driver*. The Ice

Driver is a 1 wood. When your ball is in a Frozen Waste and you hit it with the Ice Driver, ignore the effects of the Frozen Waste. Move on to the next circle.



## **Circle 7: Out of the Frying Pan And Into The Freezer**

**Par:** 5

**Circle Width:** 1,000 yards

**Off Course:** This circle stretches a vast distance in all directions. It is not possible to go off course.

**0-200 yards Distance:** *Frozen Wastes.* When you hit a ball out of a Frozen Waste, roll 1d10. On a roll of 1-2, the ball is frozen and does not move. Add 1 to your score as normal, but do not change your Distance.

**201-220 yards Distance:** *Pit of Frostbound Souls.* Take a 1 stroke penalty. When you hit out of the pit of frostbound souls, any wood travels only 1d10 yards, and any iron travels half distance.

**221-400 yards Distance:** *Frozen Wastes.* When you hit a ball out of a Frozen Waste, roll 1d10. On a roll of 1-2, the ball is frozen and does not move. Add 1 to your score as normal, but do not change your Distance.

**401-420 yards Distance:** *Pit of Frostbound Souls.* Take a 1 stroke penalty. When you hit out of the pit of frostbound souls, any wood travels only 1d10 yards, and any iron travels half distance.

**421-600 yards Distance:** *Frozen Wastes.* When you hit a ball out of a Frozen Waste, roll 1d10. On a roll of 1-2, the ball is frozen and does not move. Add 1 to your score as normal, but do not change your Distance.

**601-620 yards Distance:** *Pit of Frostbound Souls.* Take a 1 stroke penalty. When you hit out of the pit of frostbound souls, any wood travels only 1d10 yards, and any iron travels half distance.

**621-630 yards Distance:** *Green.* No special effect.

**625 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**631-∞ yards Distance:** *Frozen Wastes.* When you hit a ball out of a Frozen Waste, roll 1d10. On a roll of 1-2, the ball is frozen and does not move. Add 1 to your score as normal, but do not change your Distance.

**Circle Completion:** The Caddy gives the player with the highest score the *Assassin's Iron*. The Assassin's Iron is a 9 iron. When you hit a ball into Hellfire Barrens with the Assassin's Iron, your Distance can never be reduced even if you lose the roll. Move on to the next circle.



## **Circle 8: My Knife, Your Back**

**Par:** 3

**Circle Width:** 15 yards

**Off Course:** When you go off course, move your ball 2d10+20 yards towards the closest player. Take a 1 stroke penalty. If this movement places your ball inside a Hellfire Barrens with another player, add 2 to your d10 roll for the Hellfire Barrens effect.

**0-30 yards Distance:** *Hellfire Barrens.* When your ball lands in a Hellfire Barrens, if at least one other player's Distance places them in the same zone, each player in the zone rolls 1d10. The player who rolls the highest sets their Distance to the end of the zone. Any player who rolled less than the highest sets their Distance to the beginning of the zone. If two or more players tie for highest, players who tied do not move; players who rolled less than the tie still set their Distance to 0 yards.

**31-60 yards Distance:** *Obsidian Fairway.* A ball that lands on the obsidian fairway rolls an additional 2d10 yards.

**61-90 yards Distance:** *Hellfire Barrens.* When your ball lands in a Hellfire Barrens, if at least one other player's Distance places them in the same zone, each player in the zone rolls 1d10. The player who rolls the highest sets their Distance to the end of the zone. Any player who rolled less than the highest sets their Distance to the beginning of the zone. If two or more players tie for highest, players who tied do not move; players who rolled less than the tie still set their Distance to 0 yards.

**91-120 yards Distance:** *Obsidian Fairway.* A ball that lands on the obsidian fairway rolls an additional 2d10 yards.

**121-150 yards Distance:** *Hellfire Barrens.* When your ball lands in a Hellfire Barrens, if at least one other player's Distance places them in

the same zone, each player in the zone rolls 1d10. The player who rolls the highest sets their Distance to the end of the zone. Any player who rolled less than the highest sets their Distance to the beginning of the zone. If two or more players tie for highest, players who tied do not move; players who rolled less than the tie still set their Distance to 0 yards.

**151-160 yards Distance:** *Green.* No special effect.

**155 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**Circle Completion:** The Caddy loses the score card. All players roll 1d10. On a roll of 1-3, subtract 1 from your score. On a roll of 4-6, subtract 2 from your score. On a roll of 7-10, subtract 3 from your score. The player with the highest score always subtracts 3, as if they had rolled a 10. Move on to the next circle.

## **Circle 9: The Final Countdown**

**Par:** 5

**Circle Width:** 25 yards

**Off Course:** Your ball is utterly consumed by the ravaging horde of demons avidly watching the final round of the tournament. Set your Distance to 0 yards and take a 1 stroke penalty.

**0-75 yards Distance:** *Obsidian Spireway.* A ball that lands on the obsidian spireway rolls an additional 2d10 yards. The obsidian spireway is extremely thin; if a ball that travels through or lands within its Distance hooks or slices at all, you go off course.

**76-275 yards Distance:** *Frozen Wastes.* When you hit a ball out of a Frozen Waste, roll 1d10. On a roll of 1-2, the ball is frozen and does not move. Add 1 to your score as normal, but do not change your Distance.

**276-325 yards Distance:** *River Lethe.* Take a 1 stroke penalty, and set your Distance to 275 yards.

**326-425 yards Distance:** *Hellfire Barrens.* When your ball lands in a Hellfire Barrens, if at least one other player's Distance places them in the same zone, each player in the zone rolls 1d10. The player who rolls the highest sets their Distance to the end of the zone. Any player who rolled less than the highest sets their Distance to the beginning of the zone. If two or more players tie for highest, players who tied do not move; players who rolled less than the tie still set their Distance to 0 yards.

**426-500 yards Distance:** *Molten Caldera.* The heat inside a molten caldera is far too intense for you to retrieve your ball. Set your Distance to 425 yards and take a 1 stroke penalty.

**501-550 yards Distance:** *River Lethe.* Take a 1 stroke penalty, and set your Distance to 275 yards.

**551-625 yards Distance:** *Diving Hellhawks.* Roll 1d10. On a roll of 1-5, the hellhawks were hungry, and your ball is consumed; take a 2 stroke penalty. On a roll of 6-10, your ball is left uneaten, for now.

**626-650 yards Distance:** *Pit of Damned Souls.* Take a 1 stroke penalty. When you hit out of the pit of damned souls, any wood travels only 1d10 yards, and any iron travels half distance.

**651-660 yards Distance:** *Green.* No special effect.

**655 yards Distance:** *Hole.* You have completed this circle; record your score and wait for the other players to finish.

**Circle Completion:** The player with the lowest score wins, and escapes Golf Hell. All other players are condemned to remain here for all eternity...or at least until the next tournament.

## **Optional Rule: Progression**

Hell Holes can be played as a more RPG-like game with a progression mechanic if desired. When played in Progression Mode, each player begins the game with one point to assign between Power, Control, and Will. Each time you complete a circle with the highest score on that circle, you gain one more point to spend. Each time you complete a circle without having the highest score, you gain one tick. When you have collected two ticks, you gain a new point to spend.

**Power:** For each point of Power you have, you can add one to each die you roll. (For example, when making a drive with a 1 wood, if you roll a 12 and have one point of Power, you could instead add one to each die and treat your roll as 23.)

**Control:** For each point of Control you have, you can reroll one die that you rolled. You must use the most recent result. You can reroll the same die multiple times if you have multiple points of Control.

**Will:** When the circle would have an effect on you, you can use your Will to ignore that effect. You can do this a number of times per circle equal to your points of Will. You cannot ignore the Off Course effect. (For example, if you try to hit your ball out of a Frozen Waste but roll a 1, you can spend a point of Will to ignore the terrain effect and hit the ball normally.)