

JOUSTING RULES

for Shadowdark



Designed for use with
ShadowDark RPG



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JOUSTING

Jousts are either non-lethal bouts of chivalry intended to test skill and win honors, or fearsome duels to the death.

Tournament or Field Jousts (non-lethal)

The goal is to touch your opponent's armor or shield shattering your lance, or to unhorse them. Blunted lances are used. Magic is forbidden!

There are three rounds or 'tilts' and points are scored for each knight. The most points win. Ties or mutual unhorsing results in a draw. Use normal melee rules to hit plus modifiers. No initiative roll. Attacks are simultaneous. Actual HP damage is halved.

Condition	Points
Miss/Fail to strike	0
Your lance is shattered!	2
Touch inflicts 1-3 hit points	1
Touch inflicts 4+ hit points	2

Normal lance damage is $2d6 + \text{STR bonus}$.

Shattering Lance

If a knight delivers a hit, roll an additional $1d6$. On a 1-2, their lance is shattered earning 2 points. This is good!

Unhorsed/Horse Damage

A knight who receives a hit/damage must roll $1d12$ and is unhorsed on a "1" instantly losing the contest and sustaining $1d4$ added damage. An unhorsed knight may never be attacked by a mounted opponent. On the same die roll, a results of "2" means the opponent's horse is mistakenly struck. Roll full damage inflicted. Injuring the opponent's horse results in disgraceful, ignoble defeat.

Battle (lethal)

No points. No rules. Just blood.

Use normal mounted combat rules from Shadowdark with full damage. Capturing famous knights for ransom is optional.