

# Disarm

Some weapons are capable of disarming. These include the [spetum](#) and khopesh.

A combatant being disarmed can save vs petrification to avoid the disarm, but this does not negate the other effects of being hit by the weapon (damage, etc.). A combatant must spend one round recovering a disarmed weapon before being able to use it again.

We do not use the UA disarming rules - only the above weapons are able to be used to disarm, and they can do so while simultaneously attacking. However, we do apply the saving throw, as seen above.

From:

<https://demonidol.com/> - **Demon Idol**

Permanent link:

<https://demonidol.com/disarm?rev=1717305835>

Last update: **2024-12-22 15:53**

