

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.

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