

Spetum

Spetums can [disarm](#). To disarm with a spetum, the disarm attempt must be declared in lieu of an attack roll (disarming does no damage). Disarmer must hit AC 8, modified by the target's pluses to-hit from strength and magic weapons. For example, if the target has +2 from strength and a +3 longsword, the disarmer must hit AC 3 ($8-2-3 = 3$). If this number is hit, go to the [disarming rules](#).

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