

# Spetum

Spetums might [disarm](#) an opponent during normal use. A spetum has a chance to disarm an opponent when the attacker would hit AC 8. If this number is hit, go to the [disarming rules](#).

Since the target of the attack might have a lower AC than the AC required to disarm, it is possible that a spetum could disarm an opponent even if the attack misses.

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