2025-11-04 23:05 1/1 Disarm

## **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 any 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.<sup>1)</sup>

We do not use the full 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.

1)

This is supported by the UA disarm rules, by *whip* on UA 55, and by good reason, since if the weapon were easily recoverable in a segment or two, disarm would be terrible.

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