Spetum
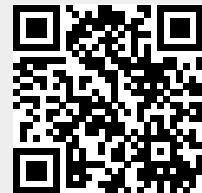
Spetums might disarm an opponent during normal use. A spetum has a chance to disarm an opponent when the attacker would hit AC 8, modified by the target's plusses to-hit from strength and magic weapons. For example, if the target has +2 from strength and a +3 longsword, the disarmer must hit AC 3 (8-2-3 = 3). If this number is hit, go to the disarming rules.

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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