

# 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.

<sup>1)</sup>

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.

From:

<https://www.demonidol.com/> - **Demon Idol**

Permanent link:

<https://www.demonidol.com/disarm>

Last update: **2025-04-13 23:35**

