E.N. Arsenal
Two-Bladed Sword

A Complete Weapon Sourcebook - Volume III

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The Two Bladed Sword

Welcome to the 3rd book of the E.N.Arsenal, a series of d20 "mini-sourcebooks" focusing on particular weapons and their role in real-world history and in classic d20 fantasy games. Each book concentrates on a single weapon, describing not only the weapon itself, but those who use it, its history, and variations on the theme. Each book in the series is quite rules-intensive and includes many optional rules throughout the text, often in sidebars. Some of these rules work independently, but a majority work best when all the optional rules are applied, as some detract from the usefulness or usability of the weapon while others enhance the weapon.

Unlike most weapons in the d20 fantasy rules set, the two-bladed sword has no historical precedent. Instead, it is one of the key weapons that set the style of the d20 fantasy RPG games. It is a weapon based entirely on style with no historical routes, though it does bear a resemblance to various staff weapons, particularly the English quarterstaff. The resemblance is more in technique (hands rarely exit on the quarterstaff and then mostly on the middle section) then a resemblance of the actual weapon.

Within these pages we attempt to bring the two-bladed sword to life through expansion the theme presented. This material is designed to be usable in any medieval fantasy setting that incorporates or is thinking of incorporating the two-bladed sword.

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Statistics

A typical two-bladed sword is about six feet in length, measured from tip to tip. Each blade has about two feet of steel with a two-foot hilt. While this is an unusually long length for a hilt, it is necessary to control the balance of such a heavy and unwieldy weapon and permits some hand movement while still giving a great deal of control and leverage. The blades are invariably double-edged, allowing for rapid spinning motions, while the hilt may be wood or metal and left unadorned or wrapped in wire or leather as with any other sword. Guards tend to be small – closer to *tsuba* on katanas than the bars of longswords – both to save on weight and because locking blades and close parries are disadvantageous to the wielder of a two-bladed sword.

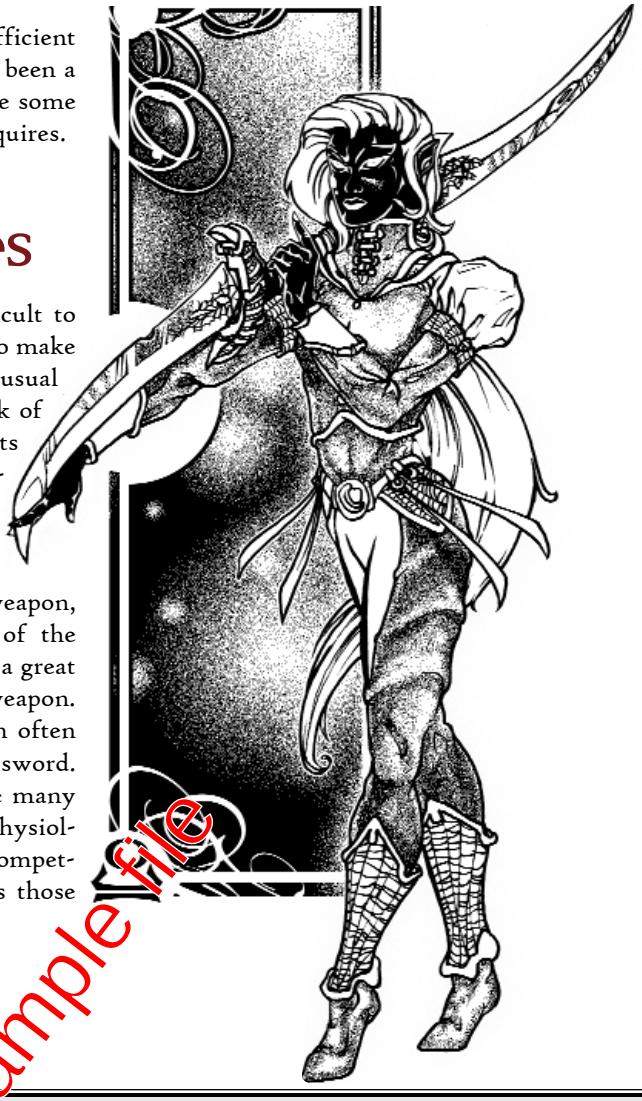
Several methods of sheathing the two-bladed sword have evolved. Some of the more barbaric cultures eschew scabbards entirely; they merely keep the sword well oiled to protect it from the elements and laugh at any warrior foolish enough to cut himself on his own weapon. Other cultures simply put a short-sword sheath on each end, clipping it on so it doesn't fall off during travel. Unfortunately these sheaths are hard to remove quickly in battle. Though few gnomes take up the two-bladed sword, an enterprising smith has developed sheaths with mechanical locks that fly off the blades at the press of a button.

While traditional two-handed weapons are carried across the back, with double-weapons this prevents easy access, as an over-the-shoulder draw is nigh impossible. Some travellers try to carry it in hand or use it as a staff, but given the weapon's great weight, this can be wearying over

Table 1.1: Weapon Statistics by Size Category

Weapon	Cost	Damage	Crit	Weight	Type	Hardness/HP
Tiny	50 gp	1d4/1d4	19-20/x2	2.5 lb.	Slashing	10/4
Small	100 gp	1d6/1d6	19-20/x2	5 lb.	Slashing	10/8
Medium	100 gp	1d8/1d8	19-20/x2	10 lb.	Slashing	10/15
Large	200 gp	2d6/2d6	19-20/x2	20 lb.	Slashing	10/30
Huge	400 gp	2d8/2d8	19-20/x2	40 lb.	Slashing	10/60
Gargantuan	800 gp	4d6/4d6	19-20/x2	80 lb.	Slashing	10/120
Colossal	1600 gp	4d8/4d8	19-20/x2	160 lb.	Slashing	10/240

distance for even the strongest warrior. No truly efficient method has been developed as yet, though there has been a recent trend in carrying it across the shoulders while some of the wealthier users swear up and down by their squires.



Racial Preferences

The origins of the two-bladed sword are difficult to trace. Some believe that the dwarves were the first to make them, citing the dwarves' propensity for creating unusual weapons, but others point to the dwarves noted lack of interest in swordsmanship and remind their opponents that the dwarves already have a popular double-weapon: the urgosh. Perhaps the dwarves did invent the two-bladed sword, but if so they no longer use it. Others claim the elves invented the two-bladed sword. While it is true that many elves take up the weapon, enjoying the rapidly spinning, dance-like nature of the style, elves rarely excel beyond the basics as it takes a great deal of strength and stamina to truly master the weapon. Of the common races, it is usually humans, though often half-orcs, who become masters of the two-bladed sword. Amongst the monstrous races, however, drow have many infamous two-bladed sword masters. While drow physiology is not best suited for the two-bladed sword, the competitive nature of the society ensures there are always those drow willing to push themselves.

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Optional Rules

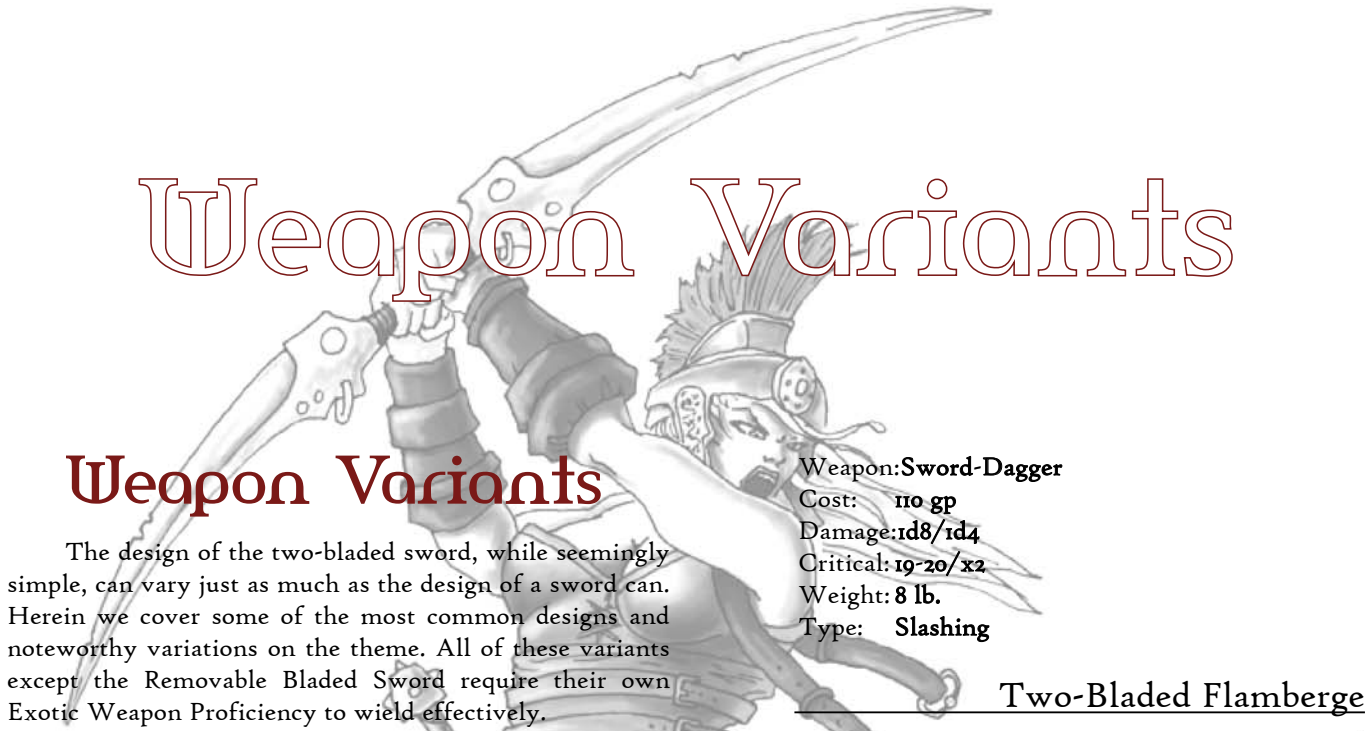
Drow Masters

Drow are more powerful than elves according to their racial entry, but few of their additional abilities are directly useful in melee combat. True, the Intelligence bonus means they can more easily qualify for feats that would otherwise be beyond their reach (e.g. Combat Expertise and Whirlwind Attack) but otherwise they are no more advantaged than other races. Imagine, however, a drow fighting academy. It would be ruthless and sadistic, filled with masters who delight in making their students suffer and students backstabbing each other (literally and figuratively) to earn their master's favour and extra training. In such a place, only the strongest would survive. While normally additional class levels would represent this, some of the abilities of surviving students are so basic they would be part of their inborn abilities and thus represented as racial traits. The following racial abilities only apply to graduates of the Drow Fighting Academy, but at the GM's discretion may apply to the top students at the Academy. Needless to say, only drow are ever admitted to the Academy and they are always members of PC classes; members of NPC classes are simply too weak to survive the training.

Drow Fighting Academy Graduate Traits (Ex):

These traits are in addition to the drow traits, except where noted.

- +2 Strength, +2 Dexterity (stacks with high elf bonus for a total of +4).
- Weapon Proficiency: An academy graduate is automatically proficient with all simple and martial weapons.
- +2 racial bonus to Balance, Hide, Move Silently, Jump, and Tumble.
- Favoured Class: Fighter. This trait replaces the drow's favoured class.
- Level adjustment +3. This replaces the drow's level adjustment.
- Challenge Rating: drow fighting academy graduates have a CR equal to their character level +1.



Weapon Variants

Weapon Variants

The design of the two-bladed sword, while seemingly simple, can vary just as much as the design of a sword can. Herein we cover some of the most common designs and noteworthy variations on the theme. All of these variants except the Removable Bladed Sword require their own Exotic Weapon Proficiency to wield effectively.

Two-Bladed Scimitar

One of the easiest ways to modify the two-bladed sword is to change the shape of the blade. By curving the blade and sharpening it as a scimitar, a vicious more precise cut can be executed that takes advantage of the sword's rapid spinning and the changing angle of the wound. While less precise wounds tend to be less damaging, these vicious wounds are inflicted more often. Most drow who use two-bladed weapons use two-bladed scimitars, although this weapon requires a different Exotic Weapon Proficiency to wield effectively. A character can use the Weapon Finesse feat to apply his Dexterity modifier to the two-bladed scimitar instead of his Strength modifier.

Weapon: **Two-Bladed Scimitar**
Cost: **150 gp**
Damage: **1d6/1d6**
Critical: **18-20/x2**
Weight: **10 lb.**
Type: **Slashing**

Sword-Dagger

Adjusting the length of one of the blades is another easy modification to make. With this variant long, far-reaching strikes can be rapidly pulled back into position, as it is possible for the wielder to cross the blade directly in front of her body without eviscerating herself. Furthermore, because of its small size and tendency to "hide behind the hilt," attacks with the dagger end are often harder to see. Attacks with the dagger end gain a +1 circumstance bonus to hit.

Weapon: **Sword-Dagger**
Cost: **110 gp**
Damage: **1d8/1d4**
Critical: **19-20/x2**
Weight: **8 lb.**
Type: **Slashing**

Two-Bladed Flamberge

The flamberge is a greatsword with a wavy blade produced primarily in Germany and Switzerland during the middle ages. Smiths believed that the waves on the blade caused a more vicious wound and unnerved opponents by the weapon's intimidating appearance. The truth of the former point is debatable but the latter is certainly true and soon a few smiths discovered that by putting waves on other swords – rapiers, for example – they could cause a jarring sensation in their opponent's hand that caused him to drop the weapon. If a character uses a two-bladed flamberge to make a sunder attack on his opponent's weapon, after the attack he may make a disarm attack as a free action with a –2 penalty. This disarm attempt does not provoke an attack of opportunity and the opponent may not attempt to disarm the character in return.

Weapon: **Two-Bladed Flamberge**
Cost: **200 gp**
Damage: **1d8/1d8**
Critical: **19-20/x2**
Weight: **15 lb.**
Type: **Slashing**

Removable Bladed Sword

A gnomish invention, this weapon appears to be a normal two-bladed sword until a button on the hilt is pressed and the blade is ejected. This is not a forceful ejection and is unlikely to do any damage, but thanks to the remaining blade the sword may be used as a bastard sword. If both blades are ejected, the hilt may be used as a club. Re-attaching an ejected blade is a full-round action that provokes an attack of opportunity. Unless the person doing the attaching is wearing a protective chain glove or a gauntlet, he or

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Table 2.1: Weapon Variants

Weapon	Cost	Damage	Critical	Weight	Type	Special
Two-Bladed Scimitar	150 gp	1d6/1d6	18-20/x2	10 lb.	Slashing	Finessable
Sword-Dagger	110 gp	1d8/1d4	19-20/x2	8 lb.	Slashing	+1 to off-hand attack
Two-Bladed Flamberge	200 gp	1d8/1d8	19-20/x2	15 lb.	Slashing	Free disarm with sunder
Removable Bladed Sword	200 gp	1d8/1d8	19-20/x2	10 lb.	Slashing	Can use as a bastard sword
Two-Bladed Greatsword	250 gp	2d6/2d6	19-20/x2	20 lb.	Slashing	-2 penalty to hit
Two-Bladed Longsword	250 gp	1d8/1d8	19-20/x2	15 lb.	Slashing	Has reach
Two-Bladed Dagger	40 gp	1d4/1d4	19-20/x2	2 lb.	Piercing or Slashing	One-handed
Three-Bladed Sword	300 gp	1d8	19-20/x2	15 lb.	Slashing	+4 to attacks of opportunity
Two-Bladed Bokken	100 gp	1d8/1d8	x2	8 lb.	Bludgeoning	Nonlethal damage

she takes slashing damage equal to 15 – his or her Craft (weaponsmithing) check (min 0). Because of the weakness of the joint where the blade locks into the hilt, the removable bladed sword has half the hardness and half the hit points of a normal two-bladed sword. All feats that apply to the two-bladed sword apply to the removable bladed sword.

Weapon:**Removable Bladed Sword**
Cost: **200 gp**
Damage:**1d8/1d8**
Critical: **19-20/x2**
Weight: **10 lb.**
Type: **Slashing**

Two-Bladed Greatsword

While many people think orcs invented this weapon, it was actually created by the human Yuthar the Overcompensating. Yuthar was a fair duellist, though no master, but when challenged by a greatsword-wielding barbarian found that his rapier lacked the reach to strike the barbarian and the dagger lacked the strength to parry. While trained in the use of the greatsword, Yuthar was reluctant to abandon his training in using his off-hand to attack and defend. This weapon was the result.

The two-bladed greatsword is a heavy, bulky weapon, very difficult to inflict precise wounds with. Because of its awkward weight there is a permanent –2 circumstance penalty to attacks. This penalty increases to –4 when confirming critical hits.

Weapon:**Two-Bladed Greatsword**
Cost: **250 gp**
Damage:**2d6/2d6**
Critical: **19-20/x2**
Weight: **20 lb.**
Type: **Slashing**

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Two-Bladed Longsword

Unfortunately, Yuthar lost the duel. While he had built a powerful double-weapon it was incapable of giving the reach needed to strike the barbarian. Yuthar's daughter, Igraine, the Overconfident, vowed to avenge her father's death and devised this weapon. Forswearing the great strength of her father's blade, Igraine developed a lengthy double weapon that she could strike with from a distance. She then spent five years developing a new style of double-weapon fighting to use her new weapon: due to the weapon's great length it could not be spun in front of her and thus relied on the wielder herself to spin and generate the power behind the blows. Ultimately, Igraine failed and the barbarian killed her too.

The two-bladed longsword is an exhausting weapon to use. It is heavy and the wielder must be in constant motion. Each round the wielder must make a Fortitude save (DC 10, +5 for every previous save). The Endurance feat grants a bonus to this save. A character who fails a save become fatigued (-2 to Strength and Dexterity, cannot run or charge). A fatigued character who fails a save becomes exhausted (-6 to Strength and Dexterity, move at half speed). An exhausted character who fails a save falls unconscious. The damage and conditions may be removed by a *remove fatigue* spell, a *heal* spell, a *remove disease spell*, or 5 minutes rest. In addition, a two-bladed longsword has reach. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Weapon: **Two-Bladed Longsword**
Cost: **250 gp**
Damage: **1d8/1d8**
Critical: **19-20/x2**
Weight: **15 lb.**
Type: **Slashing**

Two-Bladed Dagger

The two-bladed dagger is that rarest of weapons, a double weapon used in one hand. Basically a small (one foot long) baton with blades coming out of each end, someone with the Two-Weapon Fighting feat or the Two-Weapon Defence feat can use the two-bladed dagger as a double weapon in one hand. The other weapon may be used for defence (including use of a defending weapon or a shield) but if it holds a weapon that weapon may not be used to attack in the same round as the two-bladed dagger is used as a double weapon.

Weapon: **Two-Bladed Dagger**
Cost: **40 gp**
Damage **1d4/1d4**
Critical: **19-20/x2**
Type: **Piercing or Slashing**

Three-Bladed Sword

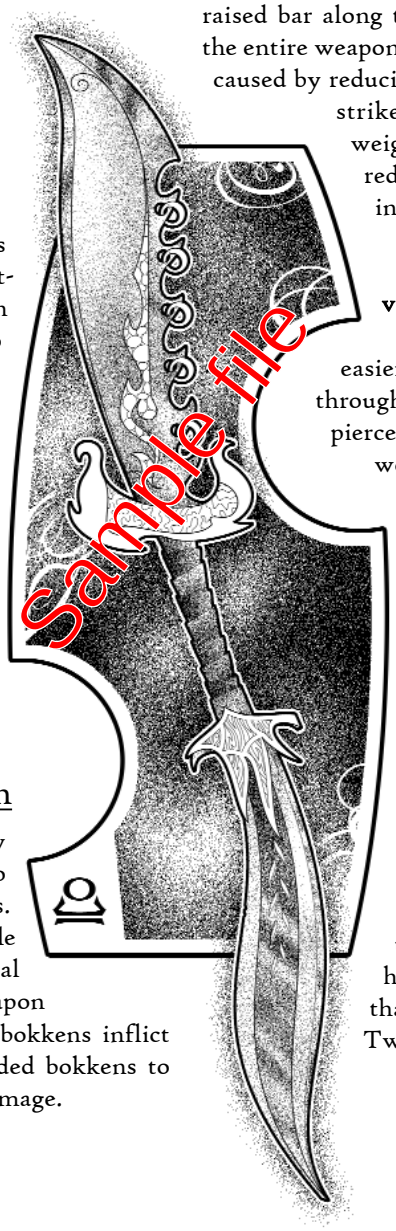
Igraine's lover, Josephine the Fair, created this weapon to avenge the death of her love. A simple enough expansion on the theme of the two-bladed sword, the blades here are arranged in an inverse-triangular pattern rather than the classic bar. This weapon is characterized by blade's rapid spinning to deflect an opponent's weapon. Despite its multiple heads, the three-bladed sword is not a triple weapon, or even a double weapon. One simply attacks with whatever blade is at hand after a deflection. This constant readiness gives the wielder a +4 circumstance bonus on attacks of opportunity.

Weapon: **Three-Bladed Sword**
Cost: **300 gp**
Damage: **1d8**
Critical: **19-20/x2**
Type: **Slashing**

Two-Bladed Bokken

A simple enough weapon, this is simply a long piece of hardened wood shaped to resemble the curves on a pair of katanas. While some might see the weapon as little more than a glorified quarterstaff, a great deal more work goes into learning to use this weapon to say nothing of making it. Two-bladed bokkens inflict nonlethal damage, Rogues can use two-bladed bokkens to make sneak-attacks that inflict nonlethal damage.

Weapon: **Two-Bladed Bokken**
Cost: **100 gp**
Damage: **1d8/1d8 nonlethal**
Critical: **x2**
Type: **Bludgeoning**



Craftsmanship

Many smiths have tried to come up with their own modifications for the two-bladed sword. While many are modifications that could be applied to any sword, some are uniquely designed to take advantage of the two-bladed sword's rapid movement and striking. Some of the more common modifications are presented here.

Lightened Blade – Craft DC 20, 600 gp value

A variety of methods may be used to lighten the blade of a sword and a greater variety to strengthen them in compensation, but the unique design of a two-bladed sword allows for an unusual solution: a full body support bar. A raised bar along the length of the blades and handle gives the entire weapon a solidity to compensate for the weakness caused by reducing the weight and allows rapid full power strikes. A two-bladed sword so modified weighs three-quarters the listed amount and reduces the penalties for two-weapon fighting by 1.

Greased Blade – Craft DC 15, 300 gp value

Greasing the blade allows it to move easier, both against an opponent's weapon and through a wound. A greased blade that has pierced the opponent may slide through the wound, bringing the character into close contact with him. If the character makes a successful critical hit against an opponent, he may attempt to start a grapple as a free action that does not provoke an attack of opportunity. At the GM's discretion this may work against some creatures (i.e. most undead and constructs) that are immune to critical hits, though not all (i.e. oozes).

Reinforced Hilt – Craft DC 18, 200 gp value

A reinforced hilt has been strengthened to withstand punishing blows so that it can be used to block. A reinforced hilt grants a +1 shield bonus to armor class that stacks with the shield bonus from the Two-Weapon Defence feat.