

## Coward Sword

This appear to be a magical long sword, but whenever a character tries to use the sword against a monster whose level is greater than the plus of the sword, the sword will scream "Yikes!" and put itself back in its sheath. The sword will not come out of its sheath until the monster is no longer within striking distance. The sword is cursed so that the possessor will think it the best sword in the world and will never willing discard it no matter how many times it fails to perform (often resulting in a bad mauling or death of the hapless wielder). The only way to free oneself of the sword's curse is to touch it to a *Vacuous Hole* or the like or to have a 20<sup>th</sup> Level cleric cast a *Remove Curse* on the sword.