

Demon Sword

This +2 bastard sword is a Polymorphed Nalfeshnee and can throw all the spells that such a creature could throw. The wielder should not be told this. The demon will cast whatever the wielder asks. The sword will exact its payment each midnight in hit points (1 Hp + 1 Hp for each power used). You could scale this up to reflect the different spell levels, if the character can take the losses.

The sword communicates through telepathy. The wielder can only get rid of the sword if *Remove Curse* releases the demon from its imprisonment in the sword, free to cause mayhem on the party.