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only one tassel charm at a time unless it is a double weapon, in which case each end can have its own tassel, as a tassel charm attached to a double weapon only benefits one end.

A tassel charm cannot grant any ability that would increase the affected weapon's total effective bonus above +10. For an epic weapon, this limit is increased to +20. Also an individual tassel can possess only up to +7 total equivalent bonus worth of abilities, but the Craft Epic Wondrous Item feat allows the creation of tassel charms that have a total equivalent bonus of up to +15.

A tassel charm's caster level and aura are determined by the most powerful ability stored in it. The prerequisites to create one include the Craft Wondrous Item feat, plus all prerequisites to create a weapon with the desired qualities (including item creation feats such as Craft Magic Arms and Armor). The market price of a tassel charm is equal to the market price of a weapon that has four-thirds the enhancement bonus of the tassel, rounding up.

**Deathbane Tassel:** Broken finger-bones and split teeth are tangled in the thin leather strips of this charm. Any weapon with this tassel attached gains the disruption and ghost touch qualities.

14th-level divine wondrous item; strong conjuration; Craft Wondrous Item, Craft Magic Arms and Armor, *heal, plane shift*; Price 32,000 gp; Cost 16,000 gp + 640 xp.

**Flying Tassel:** This tiny arrow is tied with linen thread around a thrown weapon and grants it the qualities of distance and returning.

7th-level arcane wondrous item; moderate conjuration; Craft Wondrous Item, Craft Magic Arms and Armor, *clairaudience/clairvoyance, telekinesis*; Price 18,000 gp; Cost 9,000 gp + 360 xp.

**Grievous Tassel:** This tassel looks like the head of a miniature morning star, secured with a fine chain. It grants the vicious and wounding qualities to its attached weapon.

10th-level arcane wondrous item; moderate evocation; Craft Wondrous Item, Craft Magic Arms and Armor, *enervation, mage's sword*; Price 32,000 gp Cost 16,000 gp + 1,280 xp.

**Incandescent Tassel:** The crystal star at the heart of this gold wire tassel is almost painful to look at. It transforms the attached weapon into pure fire, giving it the flaming and brilliant energy properties.

16th-level arcane wondrous item; strong transmutation; Craft Wondrous Item, Craft Magic Arms and Armor, *continual flame, fireball, gaseous form*; Price 98,000 gp, Cost 49,000 gp + 1,960 xp.

**Razor Tassel:** This tassel looks like three shuriken driven through each other at right angles and must be handled with care. It hangs from a cord braided of adamantine filaments and spider silk. It confers the vorpal and keen qualities on an attached slashing weapon.

18th-level arcane wondrous item; strong necromancy and transmutation; Craft Wondrous Item, Craft Magic Arms and Armor, *circle of death, keen edge*; Price 128,000 gp; Cost 64,000 gp + 5,120 xp.

**Third Eyes:** These appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. With the proper command thought, the crystal self-adheres to the center of the wearer's forehead (the same command thought causes the third eye to disengage). Only one third eye can be worn at a time.

**Apprehend:** Anyone meeting the gaze of this third eye opens his thoughts and intentions to the wearer unless he succeeds at a Will save (DC 14), granting the wearer a +3 insight bonus to AC against the victim's attacks and a +3 insight bonus to hit him that round. Treat this as a gaze attack.

5th-level psionic universal item; faint telepathy; Craft Universal Item, *combat anticipation*; Price 30,000 gp; Cost 15,000 gp + 1,200 xp.

**Intuit:** The wearer of this third eye benefits continually from the effects of the *aim true* power, choosing one known target each round and reducing that target's benefits from concealment; the wearer may reroll the miss chance once for any attack that misses that target due to concealment, knows the target's location, and total concealment of the target will not deny the wearer dodge bonuses against that target's attacks.

4th-level psionic universal item; faint clairvoyance; Craft Universal Item, *aim true*; Price 16,000 gp; Cost 8,000 gp + 640 xp.

**Mesmerize:** Anyone meeting the gaze of this shimmering third eye must succeed at a Will save (DC 11) or be dazed that round. The victim is not stunned (so attackers get no special bonuses against him) but he can take no action. Treat this as a gaze attack.

3rd-level psionic universal item; faint telepathy; Craft Universal Item, *brain lock*; Price 12,000 gp; Cost 6,000 gp + 480 xp.

**Torc of Awareness:** This is a band inlaid with precious metal, worn around the neck or upper arm. It grants the wearer a +4 insight bonus to Psicraft checks and a +2 insight bonus to saving throws against psionic effects, including powers. (Unless the Psionics are Different rule is in effect, it also grants a +4 insight bonus to Spellcraft checks and a +2 insight bonus to saving throws against magical effects, including spells.)

5th-level psionic universal item; faint clairvoyance; Craft Universal Item, *metaphysical intuition*; Price: 15,000 gp; Cost 7,500 gp + 600 xp.

**Torc of Diversion:** This is a band inlaid with precious metal, worn around the neck or upper arm. The wearer can manifest *divert blow* once per six rounds as a free action at no power point cost as long as she is psionically focused.

6th-level psionic universal item; moderate psychoporation; Craft Universal Item, *divert blow*; Price 10,800 gp; Cost 5,400 gp + 432 xp.

**Torc of the Wolf:** This is a band inlaid with precious metal, worn around the neck or upper arm. The wearer gains scent in a 30 ft. radius (see the MM or the spell *wolf's nose* in this book for a complete description of the scent quality). Once per day, the wearer can change into a wolf-like creature for 8 rounds as the spell *lupine berserk* cast by an 8th-level druid.

8th-level divine wondrous item; moderate transmutation; Craft Wondrous Item, *wolf's nose, lupine berserk*; Price: 44,672 gp; Cost 22,336 gp + 1,786 xp.

**Velvet Glove:** This glove is typically black but comes in other colors. It never remains soiled for more than a few minutes, shedding dirt rapidly even if it is white. The wearer gains a +2 enhancement bonus to all Strength-based checks that involve strength of grip, such as Climb checks, disarm checks, grapple checks, and break object checks (when the item to be broken is held in the hand and bent or struck against something). The wearer's unarmed strikes with the gloved hand also deal lethal damage and are considered armed attacks, but this is not always readily apparent; the first time in each combat that she makes such an unarmed strike, her target must make a Sense Motive check (DC 15) or be caught flatfooted by the attack, unable to make his attack of opportunity against his "unarmed" assailant. Wearing velvet gloves on both hands increases the bonus gained to +3 (the bonuses combine synergistically rather than stacking or overlapping).

5th-level arcane wondrous item; faint transmutation; Craft Wondrous Item, *bull's strength*, Bluff 5 ranks; Price 17,800 gp; Cost 8,900 gp + 712 xp.

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