

Amulet of Proof Against Detection and Location

(from the 1e Dungeon Master's Guide. Elaborated upon by DM Superelf)

This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through *clairaudience*, *clairvoyance*, *ESP*, *telepathy*, crystal balls, or any other scrying devices. No aura is discernible, and predictions cannot be made regarding the user unless a very powerful being is consulted.

[DM Superelf Addendum: Fully 25% of these items are of the more powerful variety that will prevent the scrying upon of any creature, item, or place within 200' of the amulet's current location. These have been used at least twice in the Sixles Campaign to absolutely confound my players!]

	XP Value	GP Value
Normal Amulet:	4,000	15,000
Greater Amulet (200' r. version):	7,000	25,000