

## Agra's Ambush

### Abjuration, Mentalism

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg. (when cast) ½ (when triggered)

This spell is used against psionic opponents. When cast, it creates a mental trap in the subject's mind. An unwilling recipient of this spell is allowed a saving throw vs. spell to prevent Agra's ambush from being set in its mind.

This trap instantly discharges upon any psionic contact or attack, as well as mind-contacting spells such as ESP and telepathy. The trap causes 1d4 hit points damage, plus 1 point per level of the caster to the initiator of the contact, save vs. spell for half damage.

The material component is some roughly ground glass, which must be sprinkled in a circle around the recipient.

Notes: Uncommon or rare for mentalists and psionic spellcasters; otherwise very rare. (Updated from POLYHEDRON Newszine.)