

Apple of Chaos

(from Polyhedron Newszine #26)

The apple of chaos is a 5" diameter apple of gold. If thrown, its material form disappears where it lands, but its image remains (a phantasm), affecting all creatures within 40 feet of it.

All victims are affected as if by the 4th level magic-user spell *confusion* (as the druid spell). Normal fighters (not paladins or rangers), illusionists, creatures with Intelligence 4 or less, and monsters that do not use magic may each make a saving throw vs. spell to avoid the effect; no other creatures gain a saving throw. The confusion lasts for 20 rounds until the phantasmal apple disappears. The image (and the effect) may be removed by a *dispel magic* spell, but checked against 20th level magic use.

XP Value: 300

GP Value: 3,000