

# Potions, Explanation of: Nightfall

**Area of Effect:** All regions. See: "Immunities"

**Avoidance-roll:** None.

**Doses:** 1

**Damage:** None.

**Duration:** Until the day dawns once again.

**Effect time:** 3 turns (15 seconds)

**Explanation:** When this powerful potion is imbibed, the drinker will cause night to fall in all the areas of Utaemia, no matter the distance. This will be the normal type of nighttime occurrence that will last as long as daylight would normally continue. When nighttime falls, the normal night will ensue. Upon the rising of the next sun, the day will continue on as normal.

Simply put, this potion merely brings on night earlier than is normal.

When nightfall occurs, encounters will have a 50% chance of being Undead.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown

**Immunities:** Enchanted Forests are not effected by the power of this potion.

**Invoke time:** Not applicable.

**Liquid color:** Black.

**Liquid texture:** As honey.

**Liquid taste:** As water.

**Liquid smell:** As water.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Preparation:** Drink potion.

**Range:** As "Area of Effect"

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 280,000 white-gold