

Celestial Events

1	The Stars Are Right: Magic is powerful. All Saving Throws versus Magic are at -2 for the next 24 hours.
2	The Stars Are Wrong: Magic is weakened. All Saving Throws versus Magic are at +2 for the next 24 hours.
3	A Lunar Eclipse: Everyone gains a +4 bonus to Save versus mind affecting spells and abilities.
4	A Solar Eclipse: The entire world is plunged into magical darkness as the spell for the next 24 hours
5	A Rogue Comet: The dead rise! Any random encounter will be a type of undead. There will be at least one encounter within the next day.
6	Blood Moon: All attacks and spells do an additional 1d4 damage for the next 24 hours.
7	A Meteorite Falls From The Sky: It fell just a few miles away. What did it destroy? Did it bring anything with it? Maybe it's valuable.
8	Blood Moon: Lunacy reigns. Everyone must make a Saving Throw or is temporarily bat shit psycho insane for the next 24 hours.
9	Aurora Borealis: Magical surge. All the player characters make a Saving Throw versus Magic. Any character who <u>fails</u> has a random item enchanted. Whether this is bad or useless is up to the GM but it shouldn't be all good.
10	The Planets Align: Everyone (including the GM) rolls 1d12. Anyone rolling the same number as the GM gains +1 Saving Throws and Attack Rolls for the next day.
11	The Planets Misalign: Everyone (including the GM) rolls 1d12, Anyone rolling the same number as the GM gains -1 to Saving Throws and Attack rolls for the next day
12	A New Star Appears: It is awe inspiring. Player characters gain +10% XP for the next 24 hours.
13	A Star Disappears: It's frightening. Player character gain -10% XP for the next 24 hours.
14	Solar Flares: The Aether is in flux. All magic items cease functioning for the next 24 hours.
15	Ball Lightning: Mysterious spheres of energy dart around the sky. For next 24 hours, anytime a spell is cast, the caster must make a Saving Throw or have whatever spell he is attempting to cast turned into a Lightning Bolt.
16	Super Nova: A star flares brightly in the night sky then fades away. A random character gains a +1 bonus to a random Attribute's Modifier but permanently loses 1d6 HP.
17	Meteorite Rain: Run for cover. Everyone in the area must make Saving Throw or take 2d6 Damage. There is a 1 in 6 chance of the characters being in the area of effect each hour over the next 24 hours.
18	Mysterious Spot on the Moon: Any one who dies violently in the 24 hours and <i>succeeds</i> on a Saving Throw versus Magic is turned into a Wight.
19	Collision in the Heavens: Magical healing does not work for the next 24 hours.
20	A New Star: A new star suddenly appears in the heavens. In 1d6 days, a mysterious cult appears worshipping a strange new god.