

# The Temple of Portents - 516SuTePo

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The high oracle rarely got things wrong and the divinations that came from her and the council of four were as reliable as the sun setting and the moon rising. However, when they get a prediction wrong things start to go pear shaped for the High Oracle and Portent Quartet.

The party finds Lumos, a city in turmoil as divinations start to go wrong when the city is run on knowing the outcome of choice at all times. Will the party divine the truth or will their success be not in the stars?

**DM:** (The normal docile members of the order of Stone; those who form a fifth of the divination chamber of Lumos, are staging a coup after severing the connection of the similar orders of fire, water and air from the ley lines and the central temple.)

The party arrived in Lumos during the holiest month, when clerics and mages gathered to deliver divine messages believed to come directly from



the gods. The city had long prospered under the guidance of the High Oracle and the Portent Quartet, but not everyone was convinced. As they walked through the streets toward the towering ziggurat at the city's centre, a

mix of emotions filled the air; anticipation, doubt, and frustration. Some citizens complained of failed predictions, blaming the prophets for their misfortunes. From lost crops to ruined livelihoods, scepticism clouded the air, yet the crowds still gathered, kneeling before the temple, waiting for the sacred ritual to begin.

The High Oracle stood alongside the four elemental diviners, each performing symbolic gestures, the air clearing the sky, fire dimming all lights but a single brazier, water soothing the gathered crowd, and earth raising the platform into the sky. A rhythmic chant spread through the people as the temple lifted above them, and for a moment, the ceremony felt divine. But as the Oracle returned to the ground, something was wrong. Her voice trembled as she announced, "The stars are not aligned..." The flames reignited, the mist faded, and unease overtook the crowd. Panic and cries for mercy filled the air, marking a moment that the party would never forget.

**DM:** (Those present may panic and some fights of acts of violence may break out. None of it is life threatening but the party may want to step in and get involved. The commoners and guards have common stat-blocks and it should be a trivial encounter if the party decide to intervene, Refer to **516MoNoSt**)

As the night came to an uneasy end, the city guards stepped in to restore order, but it was the

Portent Quartet who truly calmed the crowds as they moved among them. With tensions high following the failed great divination, the party found shelter at an inn, securing an unusually good price amidst the uncertainty. The morning brought an



unexpected encounter—a woman in a red cloak, describing them in detail to the wary innkeeper. When they descended the stairs, both stared at them with contrasting expressions—one filled with distrust, the other with hope. The woman introduced herself as Tusicka Ignate, the Diviner of Fire, and offered to buy them a meal. As they ate, she explained the peculiar

accuracy of her vision, detailing how she had seen their faces, clothing, and surroundings in perfect clarity—something typically reserved for divine prophecy, not ordinary divination.

Tusicka believed their presence was no coincidence. Either they were responsible for the unsettling events or they held the key to solving them. Lowering her voice, she cast a magical barrier to shield their conversation and revealed her suspicion; someone within the temple was obstructing the Oracle's visions, disrupting the natural flow of magic to ensure false divinations. Her own ritual, conducted far from the temple, had led her directly to them, proving that its power had been compromised. She explained how magic, normally intertwined with life's chances and fate, ceased to influence those dedicated to the temple. Now, with luck failing even the Quartet and the Oracle, she urged the party to help uncover the truth before more chaos unfolded.

**DM:** (Many people within the city have their preferred diviners and to openly challenge anyone sect may cause problems. Tusicka would be careful to not mention who or what she suspects or to speak without forming an anti-divination barrier where it distorts what is heard from within. Refer to **516TuTulg**)

Tusicka led the party up the long ascent to the temple, where they saw numerous brown-robed figures with black scarves—Diviners of Earth, followers of Mistress Aeligica, whose connection to the gods had remained strong despite the city's turmoil. As they entered the vast, open space,



Tusicka quietly noted the dwindling numbers of other diviners; many had left to reconnect with their craft, while only a few remained out of faith or necessity. Aeligica approached with a stone-like

demeanour, greeting Tusicka and explaining that Water and Air had gone to retrieve more incense for the Oracle. When Tusicka asked about the Oracle, Aeligica's tone turned cold. She insisted that the High Oracle must not be disturbed and that only Earth's strength could restore the city's divinations.

**DM:** (The confrontation starts off as verbal before escalating to violence, Refer to **516WeDiSeCo**.)

Tension erupted as Aeligica suddenly attacked, throwing Tusicka across the temple with overwhelming force, disrupting her spell mid-chant. She declared Earth's dominance, explaining that shifting the temple's position had severed the other diviners from their power, ensuring that only Earth remained strong. Brown-robed figures quickly surrounded the few remaining priests in red, white, blue, and green. As the party prepared for a confrontation, flames surged behind them; Tusicka, battered but resolute, had reconnected with the ley lines and wreathed herself in fire. With newfound clarity, she confirmed their suspicions, something had deliberately disrupted the balance of magic, and now they faced a battle for the temple's future.

**DM:** (The encounter should be challenging to very challenging with several mages controlling the battlefield with walls of stone, air, ice and fire. Refer to the map on the next page as well as **516ThLuTe** for a simple map. Refer to **516FrBaTe**)



