TEMPLE OF EDEN

1926 / ASHGLASS NIGHTS / TABLETOP



THE SILVER HERON

The bird is found. The account remains.

GM PREVIEW / OPENING SCENE ONLY

Full adventure and evidence kit on itch.io

EXCERPT / OPENING SCENE ONLY

Opening: The case is too light

Open at the Waterbridge exhibition hotel receiving room on the day of the planned display, or at Cheap Seats if the players already know Celia. The time of that later day is chosen by the table; **do not retroactively put the investigation on the 16:10–16:35 removal timetable.** Ada has opened the transport case, now stripped of its bird. The exterior closure has a continuous wax seal, applied by her at 16:35; the interior shows a clean circular oil trace and two crushed depressions in the velvet where the legs stood.

Ada does not present herself as a bereaved heroine. She unfastens the empty cradle again, although it is already plainly empty. Then she asks the porter to stop touching the lining. 'The feet have left marks. I can tell it was there,' she says. 'I cannot tell you when it stopped being there.' This is not a rehearsed riddle. She is ashamed of how little she checked.

Ada can pay reasonable travel and investigation expenses from her actual purse; set a declared sum at the table, rather than conjuring a blank cheque. She requests **recovery without public accusation until there is evidence**. She knows her daughter protested the label. She will volunteer that when asked directly, but initially says only 'There was an argument about how the card was worded.' She will not invent insurance paperwork or accuse the porter to make this harder. Players may accept, refuse, contact Celia, inspect the case, call the authorities, or negotiate an honest return before making a single check.

At the hotel, the organiser is postponing the demonstration rather than displaying an empty case. The sale is conditional on showing an intact working object; if the heron is never recovered, the transaction fails or is deferred, not completed by narrative fiat. The buyer and exact contract are not predetermined; establish any relevant terms openly when characters investigate, and then keep them consistent. Handout A is the public exhibition card, freely visible. Handout B is Ada's case receipt and diagram, obtainable when she shares it or players inspect the case. Do not give a later handout merely because a player has reached the theatre.

Full 16-page GM adventure and evidence kit: $4.99 USD minimum.
templeofeden.itch.io/the-silver-heron
AI-generated writing and illustrations; not independently human-playtested.
This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.
SRD material adapted for Temple rules; excerpt from the adventure.