

FREE PREVIEW

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# DEADLIGHT

Hold Your Breath

SURVIVAL HORROR · ONE-SHOT · SYSTEM-AGNOSTIC · ONE  
SHIFT IN THE DARK

A few opening pages of the scene. The full one-shot, with every scene, NPC, map note, and handout, is the complete download on [narrativehall.com](https://narrativehall.com).

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# HOW TO USE THIS ONE-SHOT

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This is a complete, system-agnostic science-fiction survival-horror scenario for a single evening of play. One Game Master, a small crew, any ruleset you already own. No stat blocks, no math. It teaches the engine of the full Deadlight campaign in one sitting: a dead ship, a perfect predator, and the one rule that keeps you alive in the dark.

Read **The Pitch** aloud to start. Everything after it is for your eyes only. Where the night turns on an uncertain action, resolve it however your system resolves uncertainty. The horror is not in the dice. It is in the held breath.

A note before you begin: this scenario is body horror, claustrophobia, death in the dark, and the loss of self. Run a quick safety check first (Session Zero, Lines and Veils, an X-Card or pause word anyone can call). Keep it quiet and tense, not gory.

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# THE PITCH (read to your players)

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The bulk-hauler *Ourane* went dark eight months ago and has been drifting the deep leg of its route ever since, a kilometer of cargo and silence. A silent ship with a full hold is salvage, and salvage is money, and your little crew got there first, ahead of the company recovery ship that is still a day out.

You came aboard to grab one thing: a single sealed container, deep in the number-three hold, that the manifest values at more than your whole crew will earn in a decade. In and out. One container. Easy.

The *Ourane* is colder than it should be. The lights are dead. The crew are not aboard, or so the empty bunks suggest. Your torches are the only light in a kilometer of dark, and as you push toward the hold, your beam catches something that should not be: the dust in the air is drifting, pulled by a current, even though the ventilation died months ago.

Someone, before you, scrawled four words on the bulkhead by the boarding lock, in grease-pencil, in a shaking hand. You are about to find out they were not a joke.

The words are: **DON'T MOVE.**

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# Want the rest?

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This is just the opening. **Deadlight: Hold Your Breath (Sci-Fi Survival-Horror One-Shot)** is ready to run: a complete, system-agnostic kit you can drop into any tabletop game.

Get the full download at

**[NARRATIVEHALL.COM](https://narrativehall.com)**