

FREE PREVIEW

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# HALCYON

A Narrative Hall Campaign Codex

CYBERPUNK NOIR · CORPORATE MYSTERY · THE DELETED ·  
SYSTEM-AGNOSTIC

A few opening pages of the campaign. The full campaign, 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 CODEX

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This is not a rulebook. It contains no statistics, no encounter math, and no system mechanics. It is a **story bible**, a complete cyberpunk-noir world with a season of connected cases, a full cast, mapped places, and a session-by-session shape you can run with any tabletop system you already own.

You only need three things in your head before the first session.

1. **The premise.** Halcyon is a corporate megacity where identity is data, and the worst thing that can happen to you isn't dying, it's being *deleted*: scrubbed from the records, erased from the systems that are the only proof you ever existed. The players are fixers who find the deleted and work the cases no one official ever will, and across the season those cases braid into a quiet corporate program erasing the city's inconvenient people, and the truth of who runs it and why.
2. **The tone.** Cyberpunk noir. Rain and neon and corporate dread, high tech and low life, and a human heart under the chrome. The stakes are real and the city is hard, but the campaign is solved by **legwork, nerve, and the truth**, not by who has the biggest gun. This is the detective story under the cyberpunk, not the firefight.
3. **The fair-play promise.** This is a real mystery, run honestly. Every deletion leaves a hole, and holes have shapes; the truth is always reconstructable from what the city forgot to scrub, who still remembers, and what doesn't add up. The players solve it by working it. The city's data is both their best tool and their worst trap.

**A note on the chrome.** Halcyon has cybernetics, netrunning, and megacorps like any cyberpunk setting, but kept *narrative*, not statted. A hack is a scene, not a minigame; an implant is a character detail, not a stat line. Wherever the tech bites, you'll find a **Light GM Hook** sidebar on staging it in your system. Run the netrunning as tense investigation, not a separate board, and the noir stays front and centre.

**A note on the violence.** It's cyberpunk: the city is lethal, the corps have guns, and a case can go loud. But the campaign is built so the *interesting* path is the investigation, and so that violence, especially the players', tends to make things worse, because you can't shoot a cover-up and you can't gun a deleted person back into existence. Keep the killing consequential, use a safety tool for the heavier themes (corporate murder, disappearance, the disposability of the poor) at session zero, and let the mystery carry it.

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# CAMPAIGN BACKGROUND

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Halcyon is the city that won. While other megacities choked on their own sprawl, Halcyon got *clean*, the safest, brightest, most optimized metropolis in the world, a vertical paradise of mirror-glass spires and humming maglev and streets where the crime rate is a rounding error and the quality-of-life index only ever goes up. Meridian, the megacorp that runs the city's data and identity infrastructure, your ID, your record, your credit, your *self*, all of it Meridian's servers, likes to say that Halcyon proves a city can be perfect, if you just manage it well enough. The billboards agree. The statistics agree. Everyone agrees, because in Halcyon, agreeing is easy and disagreeing is data, and data can be managed.

Here is how Halcyon got perfect: it deletes the people who spoil the picture. Not all at once, not with death squads, quietly, administratively, one inconvenient person at a time. A witness who saw the wrong thing. A debtor who can't pay. A protestor, a journalist, an addict, an old woman whose rent-controlled tower is worth more as a development. Meridian's "Civic Optimization" division simply *edits them out*, scrubs their ID, voids their record, disappears them from the systems that, in a city run on data, are the only proof a person is real. One day you exist; the next, there's no record you ever did, your apartment was always empty, your friends' memories are a glitch they learn not to mention, and the quality-of-life index ticks up another decimal because you were dragging it down. The city calls it nothing, because the city can't see it. The street calls it being **made Quiet**.

Most people can't fight it, because you can't report a crime against someone the system says never existed. But in the gap between the corps and the street, there are **fixers**, and a few of them have made it their work to find the deleted: to keep the off-grid records the corps can't scrub, to reconstruct the people the city erased, to be the memory Halcyon outsourced and then edited. The players are these fixers, a crew working out of the undercity, taking the cases no one official will touch: a client whose sister was made Quiet, a death the system never recorded, a person who is slowly being deleted in real time and is begging someone, anyone, to remember them before they're gone.

The season begins with a deletion that hits home: **Ada Okafor**, the fixer who built the crew's off-grid Archive and taught half of them the trade, is made Quiet, scrubbed clean, her Archive raided, her name a hole in the records. Finding out who deleted Ada, and why, pulls the crew case by case into the machinery of the Quiet itself: a systematic program, run by Meridian's Director of Civic Optimization, **Adrienne Voss**, who believes, sincerely, chillingly, that she is

not murdering anyone but *optimizing* a city, editing out the noise to reveal the perfect signal underneath, and that a deletion is a mercy and a tidy correction, not a death. And the crew comes to the question Halcyon was built to never ask: *what makes a person real, who gets to decide you never existed, and is the city brave enough to remember what it spent so much to forget?*

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# ADVENTURE HOOKS

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Five ways to put a crew on the streets of Halcyon. Mix them, the best tables give each player their own reason to care about the deleted.

**The Protégés.** The players ran with Ada Okafor, she trained them, built the Archive they work out of, was the closest thing the undercity had to an institutional memory. Now she's been made Quiet, and they're the only people left who remember she existed. *Best for parties who want it personal from the first scene.*

**The Found Crew.** The players are a fixer crew already, a netrunner, a face, a wheel-runner, a street doc, taking jobs in the gap between corp and street, when a client walks in with a case that turns out to be a deletion, and the deletion turns out to be a thread, and the thread turns out to be the whole city. *Best for parties who want the classic crew-for-hire shape.*

**The One Being Deleted.** One player is being made Quiet *right now*, their record glitching, their accounts voiding, their friends starting to forget, and they've found the only people in Halcyon who can still see them: the crew. Solving their own deletion is the way in. *Best for parties who want the stakes carved into a character.*

**The Corp Defector.** A player is ex-Meridian, worked Civic Optimization, or near it, signed off on something they're only now understanding, and walked out with a head full of what the company does to the people it edits. The corp wants them back, or Quiet. *Best for parties who want the villain's machinery from the inside.*

**The Client's Case.** The players take a straightforward job, find a missing person, and discover the person wasn't lost; they were *deleted*, and the client is the only one who remembers them, and remembering is starting to look dangerous. *Best for parties who like to fall into the deep end through an open door.*

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# Want the rest?

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This is just the opening. **Halcyon: Campaign Codex + GM Kit** 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)**