

FREE PREVIEW

HALCYON

A Narrative Hall Cyberpunk-Noir One-Shot

CYBERPUNK NOIR · THE DELETED · ONE NIGHT · SYSTEM-
AGNOSTIC

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.

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HOW TO USE THIS ONE-SHOT

This is a complete, self-contained cyberpunk-noir mystery for **one session of about three to four hours**, runnable with **any tabletop system you already own**. No stat blocks, no mechanics inside, just a city, a vanishing person, a handful of suspects, and a single night against a clock. Bolt it onto whatever rules you like, or run it rules-light by talk and tension.

What it is. In the perfect megacity of Halcyon, the worst thing isn't being killed, it's being *deleted*: scrubbed from the records, erased from the systems that are the only proof you're real. Tonight a woman named Dani Cho is being made Quiet, in stages, and her partner Mara is the last person who still remembers she exists, and Mara has found the only people in the city who can help: the players, fixers who work the cracks the corps would rather no one saw. The crew has until dawn to find out who's erasing Dani and why, and to put her back, into the record, or at least into a memory the city can't reach, before she's gone from the last mind that holds her.

Before you start: a quick safety check. Disappearance, corporate murder by erasure, a person being unmade in real time. Two minutes for an X-card or lines-and-veils at the top.

The uncanny, at the table. Halcyon's horror is bureaucratic, not supernatural. A deletion leaves a *hole*, the traces and inconsistencies the scrub couldn't reach, and the crew reconstructs the truth from the shape of what's missing. Netrunning and chrome are narrative, not a minigame. Narrate it; if your system wants a roll, gate how much of the hole the crew maps, never whether it's real.

This is also a doorway. This one night is the opening of a full season. If your table wants more, *Halcyon: Campaign Codex + GM Kit* turns this case into the first of many and uncovers the program behind the deletions. See the last page.

THE PITCH (read to your players)

“Halcyon is the perfect city, safest, brightest, happiest on Earth, run by a megacorp called Meridian that owns the data that says who you are. You’re fixers, working out of the rain and neon down in the undercity, taking the jobs that don’t officially exist. And at two in the morning a woman comes through your door soaked and shaking, and her name is Mara, and she says her partner Dani is disappearing, not dead, disappearing: Dani’s accounts are voiding, her face is gone off the building system, the photos on Mara’s own phone are coming back ‘no image found,’ and when Mara called Dani’s mother an hour ago, her mother said, ‘I’m sorry, who?’ Mara says she can feel her own memories of Dani going soft at the edges, like a dream after waking, and she’s terrified that by sunrise she won’t remember she ever had a partner at all. She heard, somewhere down here, that there are people who can find the deleted. The sun comes up in about six hours. After that, as far as the city is concerned, Dani Cho was never born.”

The clock. The crew has one night. By dawn the scrub completes: Dani is fully purged from every system, and the last analog and human traces, including Mara’s own memory, finish dissolving. Find the truth and put Dani back, in some form, before then, or she’s gone for good, and the people who erased her start to wonder who else was asking.

Want the rest?

This is just the opening. **Halcyon: Cyberpunk-Noir 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)