

Tabletop Adventures Presents:

# DESTINATIONS: CHARON'S WALL

By Martin Ralya

## Introduction

*Destinations: Charon's Wall* is the third spaceport in the Destinations line from Tabletop Adventures. This mini-PDF presents a fully described spaceport that can be dropped into any sci-fi campaign featuring space travel. It needs little or no preparation – just read the overview, and you're good to go. *Charon's Wall* is 100% description (no rules material or crunchy bits), making it entirely system-neutral.

Throughout this PDF you will find sections of text that are designed to be read aloud to your players. They follow this format:

### Scene Name

*Read-aloud text.* [Notes for the GM, not to be read aloud.]

### Where Can I Use This Spaceport?

*Charon's Wall* is intended to be situated on a world with Earthlike gravity and a breathable atmosphere, and near a reasonably large community.

Depending on the nature and flavor of your campaign, though, it can easily be placed on a non-Earthlike world by making just a few changes. For instance, if you set *Charon's Wall* on a world with a poisonous atmosphere, most activity at the port will take place inside the Wall itself, and everyone in the landing zone will need to wear breathing gear.

## Overview

This grim spaceport is tucked away into a cliff face and its entrance shows signs of a recent attack.

## Charon's Wall from the Air

*Your ship skims down through the atmosphere, approaching the Charon's Wall spaceport. As you get closer, all you can see is a cluster of bombed-out buildings sitting on the edge of the cliff – no ships, no ground crews, no spaceport. With the engines whining as your ship begins to brake, you roar past the decrepit buildings – and suddenly, you see Charon's Wall. Far below you at the bottom of the cliff face is the spaceport's landing area, a wide circle of bare permacrete with smaller lanes radiating out from it.*

*As your ship makes a wide turn, coming in for a landing, you can see other spacecraft below – but something is not right. Instead of being covered in lane markings, the spaceport's landing area looks like a war zone. Large craters dot the surface and you can see huge piles of debris pushed off to the sides of each lane. As your ship angles up hard for its final approach, there is no time to change your mind – but you have to wonder if coming here was a good idea.*

### About the Author

Since 2004, Martin Ralya has been a freelancer for the RPG industry, with work in print and PDF from Paizo Publishing, Goodman Games, Necromancer Games and Tabletop Adventures, among others. Previously, Gnome-in-Chief at Gnome Stew, and formerly the author of *Treasure Tables* RPG blog, Martin has been gaming since 1987 and GMing since 1989.

As the name suggests, Charon's Wall is a rather grim place. This spaceport sits at the base of a massive cliff, with its landing lanes radiating outward from the rock face in a sunburst pattern. Hangars and other buildings hug the cliff and tracks for the port's shuttle network criss-cross the landing area. Everything from the architecture to the equipment feels out of date - which most of it is - and the port's overall appearance is not helped by the fact that nearly everything is gray.

There is one more factor that makes Charon's Wall (often just called "Charon's") even less welcoming: Only a few weeks ago, the port came under attack, leaving many of its facilities badly damaged. Despite the damage, Charon's Wall is still a functional spaceport - for the most part.

Given its dated technology, industrial appearance and now the recent damage, one might wonder why anyone would land at Charon's Wall. The answer to that question is the same now as it was before the attack: Price.

Kilo for kilo, Charon's Wall is one of the cheapest spaceports in the galaxy. There are no landing fees, and port services - hull work, repairs, restocking, hauling, etc. - are all provided at rock-bottom prices. There is also an added attraction, which frequent visitors sum up with the saying, "What's outside the Wall, stays outside the Wall." (The Wall, of course, is the cliff that looms over the spaceport.) This spacer's adage refers to the devil-may-care attitude of the port's owners and staff, who are focused on keeping Charon's Wall from going out of business. It is not a smuggler's haven (like the cursed spaceport of Trident Vespa, described in *Destinations: Trident Vespa*, also available from Tabletop Adventures) but there is a lawless quality to doing business at Charon's Wall, and that is something many of its customers have come to value.

## Who Attacked Charon's?

In order to make this PDF as broadly useful as possible, the exact nature of Charon's Wall's attackers is left up to you to decide, as are their motivations. Descriptions of the damage that the

spaceport suffered are written with the following assumptions in mind:

- The attackers set out to cripple the port, taking out its defenses and its control center so that they could have free rein to shoot up the landing area.
- They made no effort to get at the port's main facilities, which are buried deep inside the Wall.
- They attacked from the air with a variety of weapons, including cannon and bombs.

Depending on the needs of your campaign, perhaps no one knows who attacked Charon's Wall, or why. (In that case the PCs may have landed on the spaceport to uncover the mystery.) The spaceport could have been attacked by raiders, trying to force the port's traffic to land elsewhere (perhaps at a spaceport under their control) - or as retaliation for failing to pay protection money. If you are running a more martial campaign, Charon's Wall could have been taken out in a military strike. On a planet with strong rivalries between factions and communities perhaps a faction hired mercenaries to cripple the spaceport, denying their rivals its vital income. Another possibility is that one of the PCs' longtime enemies could have been behind the attack, and destroyed the port while looking for an alien artifact or other item that is also of interest to the PCs.

## Damaged Spaceport:

*Crossing Charon's landing area, it is hard to imagine that a few weeks ago it must have looked worse. As one of the port's shuttle trains clatters by, you pick your way over a pile of rubble and then skirt the ten foot-deep blast crater on the other side. Bits of permacrete and shards of metal crunch underfoot, and you step over a wide streak of dried blood. Looking up, you see that the Wall did not escape damage, either.*

*Where once it was dotted with weapons pods and defense turrets, now only blackened craters break up the cliff's sheer surface. One pod was completely vaporized, leaving only a*

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