

ANDROSCOGGIN AFTER DARK

READER BONUS

# The Room 12 River Route Card

*A fictional route card + real-life North Country scenic drive*

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Drive the river. Read the shadows. Take the long way back.

NORTH COUNTRY LOOP

## ROOM 12

RETURN BEFORE FOG

Berlin -> Gorham -> Bethel -> Grafton Notch -> Errol -> Milan -> Berlin

**In the North Country, desire runs deep. So do the bodies.**

# How to Use This Route Card

*Spoiler-safe fiction meets a very real scenic loop.*

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01

## FICTIONAL ROUTE

Read these stops like a mood map for Androscoggin After Dark: motel rooms, river roads, bridges, old turnoffs, porch lights, diner windows, and the town secrets nobody volunteers.

02

## IN REAL LIFE DRIVE

Use the scenic loop as a road-trip companion: Berlin, Gorham, Bethel, Grafton Notch, Errol, Route 16, Milan, and back to Berlin. It is not a GPS replacement.

## THE RULE OF ROOM 12

Notice what feels ordinary. A souvenir shop. A bridge. A picnic table. A motel curtain. In these books, ordinary places are where secrets survive the longest.

Safety note: stop only where legal and safe. Check hours, weather, park access, road conditions, and daylight before you go.

# The Fictional Route

*No GPS required. Just the feeling that the river knows more than it says.*

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01

## THE NORTH STAR MOTEL

Start where the neon hums and the curtains never quite close. Room 12 is not the room everyone whispers about. That is exactly why you should pay attention.

02

## THE RIVER ROAD

Follow the road until the town lights soften behind you and the Androscoggin begins moving beside the trees. In every season, it carries something different.

03

## THE BRIDGE

Every small town has a bridge where people slow down without realizing it. Look both ways - not for traffic, but for memory.

04

## STILLWATER ROAD

Turn where the trees close in and the road feels older than the map. Some people come here to disappear. Some come to hide what they did.

## READER CHECKPOINT

What kind of secret would someone bring to a motel room instead of taking it home? What would the bridge remember: a warning, a confession, or the name of the person who never came back?

# The Long Way Back

*The pretty names start sounding less harmless.*

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05

## OLD GRANDE ROAD

The kind of road locals describe by memory instead of directions: past the old place, before the bend, where the plow turns around.

06

## FIREFLY LANE

Do not let the name fool you. Even pretty roads have ditches. Even soft names can cover hard endings.

07

## THE DINER WINDOW

Return to town before the fog thickens. Sit facing the window. Order something warm. Listen to who lowers their voice when the door opens.

08

## BACK TO ROOM 12

End where you started. The motel is quieter now. Somewhere nearby, someone is awake who should be sleeping.

## ROOM 12 PROMPT

At the end of the drive, write down three things: the person you suspect first, the person you trust too easily, and the place you would never go alone after dark.

# In Real Life: The River Loop

*A public-road scenic drive inspired by the mood of the series.*

Build it as a slow day, not a race: start on Main Street in Berlin, wander through Gorham, cross toward Bethel, climb into Grafton Notch, head north toward Errol, drop back down through Milan, and finish back in Berlin with a walk by the river and dinner downtown.



## SUGGESTED VIBE

Coffee or ice cream in Berlin. A weird Main Street browse. Picnic fixings and fudge in Gorham. A Bethel stretch. Pie in Newry. Waterfall mist and a picnic table in Grafton Notch. Road snacks in Errol. A Milan stop, a river pause, a Berlin Riverwalk leg stretch, and dinner or drinks downtown.



HYDRO ROUTE QR

OPEN ROUTE TO HYDRO

OPEN ROUTE TO FAGIN'S

Google Maps may reorder or omit stops on some devices.  
Use the written itinerary as the true route.

# Suggested Stops Part One

*Start sweet. Stock the picnic. Follow the mountain road.*

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01

## CUP & CONE - BERLIN

Start on Main Street with coffee, ice cream, breakfast, or something sweet before you head out. Every good mystery route needs a starting point.

[click for details](#)

02

## MIDDLE EARTH - BERLIN

A quick weird, local, memorable Main Street stop that makes the route feel like Berlin instead of a generic scenic drive.

[click for details](#)

03

## THE BUTCHER'S DAUGHTER - GORHAM

Your picnic-fixings stop: sandwiches, salads, bakery items, prepared sides, meats, snacks, and local-market browsing.

[click for details](#)

04

## SCOGGIN'S GENERAL STORE - GORHAM

Fudge, gifts, souvenirs, and small-town browsing. Exactly the kind of place where a character would overhear something important.

[click for details](#)

05

## BETHEL, MAINE

Stretch your legs, wander a little, and enjoy the shift from river-town mood to mountain-town charm.

[click for details](#)

06

## PUZZLE MOUNTAIN BAKERY - NEWRY

Grab a pie, maple cookies, whoopie pies, jam, or whatever is waiting at the roadside stand on the way toward the notch.

[click for details](#)

# Suggested Stops Part Two

*Waterfall mist, road snacks, river pause, dinner downtown.*

## 07 GRAFTON NOTCH

The drive gets dramatic here: waterfalls, stone, forest, mountain air, and the kind of scenery that makes secrets feel bigger.

[click for details](#)

## 08 SCREW AUGER FALLS

A waterfall stop for mist, photos, and atmosphere before the road keeps pulling you north. Stay back from slick edges and fast water.

[click for details](#)

## 09 SPRUCE MEADOW PICNIC AREA

The picnic-table pause. Make this the soft middle of the route: food, trees, mountain quiet, and one slightly ominous thought.

## 10 L.I. COTE - ERROL

Road snacks, drinks, souvenirs, outdoor gear, and the kind of store where you go in for one thing and leave with three.

[click for details](#)

## 11 MILAN LUNCHEONETTE & VARIETY

A quick local bite, drink, stretch, and return-to-town stop before the route eases back toward the Androscoggin.

[click for details](#)

## 12 NANSEN WAYSIDE PARK - MILAN

Bring the route back to the river. Picnic, breathe, look at the water, and remember: small towns keep secrets. Rivers keep the rest.

[click for details](#)

## 13 BERLIN RIVERWALK

A final leg stretch beside the Androscoggin before dinner. River views, fresh air, and one last walk by the water.

[click for details](#)

## 14 FAGIN'S PUB OR THE HYDRO TAVERN

Finish downtown with dinner and drinks, then talk about which fictional stop felt a little too real.

[click for details](#)

DINNER ROUTE: HYDRO

DINNER ROUTE: FAGIN'S

Stop cards are clickable where a public link is available; check hours before you go.

# Road Kit + Reading Game

*Make the drive part of the story without turning it into homework.*

## PACK THIS

- Coffee or cider
- Water + picnic lunch
- Pie/fudge/road candy
- Charged phone
- Paper map backup
- Flannel or rain layer
- Bug spray in summer
- A paperback for the picnic table

## ASK THIS

- ? Who would park facing out?
- ? Which bridge would remember?
- ? Who knows more than they say?
- ? Where would the river hide a secret?
- ? What ordinary place now feels haunted?
- ? What would you never do alone after dark?

## Androscoggin After Dark

Book One: When the River Freezes | Book Two: When the River Thaws | Book Three: When the River Runs | Book Four: When the River Burns

*In the North Country, desire runs deep. So do the bodies.*

[DOWNLOAD BONUS AGAIN](#)



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