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MYSTERY AT THE ROOTERVILLE STATION

A FRINGEWORTHY ADVENTURE

**BY S. L. VILKMAN
& MEL NATCHER**



**EZ
Rules**

MYSTERY AT THE ROOTERVILLE STATION

A FRINGEWORTHY ADVENTURE

Special supplement for Richard Tucholka's Fringeworthy RPG

by S.L. Vilkman & Mel Natcher



Tri Tac Games, Books & Graphics
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Dedication

We dedicate this book to Richard Tucholka, a man that shared his vision of other worlds with our world. We will miss him forever. Without his devotion to his ideas, this book would never have been possible.



Table of Contents

Introduction.....	5
Setup and Encounter Guidelines.....	6
Jail Encounter Table.....	6
Bar Encounter Table.....	7
Bribe Chart.....	7
Sparkles Nail Salon.....	7
The Payoff.....	8
Appendix A: Rooterville.....	9
Appendix B: Bog Encounter.....	14



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Rooterville Station 217



Introduction

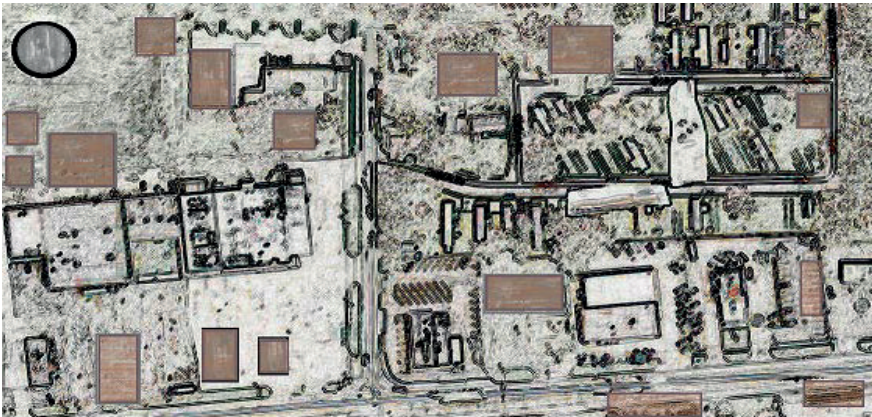
The Rooterville outpost was built by a collective of very industrious people who realized that Fringe travelers would be happy to find a safe resting place where they could relax, restock and refuel their vehicles. What started as a small inn, fuel station and general store, grew into a small city devoted to the needs of Fringe adventurers. The station has become so popular that IDET has established their own small trade facility to encourage locals and travelers to bring in items of interest. This facility, and the artifacts and gadgets it has been shipping to Earth Prime, is the reason for your team's current mission.

There has been a recent upsurge in the number of unusual and valuable items sold or traded to IDET. More than half the business owners in town are offering to trade exotic items, including crystals and occasional contraband, to the IDET trading post. Odd comments from local merchants indicate that some of the items come from customers who are paying for services with curiosities, but names are never shared with IDET. Unfortunately, the local "don't ask, don't tell" policy has made deeper probing unwise.

The task of your players is to discover where the sudden influx of Tehrmelern artifacts is coming from, without setting off an incident with the locals.

The Setup

Rooterville Station consists of three inns, two bars, four restaurants, two fuel stations, a large farmers market, a butcher shop, two bakeries, two general stores, two pawn shops, two clothing stores, a nail salon, a tanning salon, two hair dressers, two barbers, three mechanic shops, a fix it shop, a clinic, and assorted kiosks and food carts that pop up randomly and disappear just as unexpectedly.



The ring station and the IDET trading post are shown in the northwest corner of the map to the left. The area near the ring station borders on one of the outpost's largest farms. Surrounding the rest of the city is more farmland. A shimmering fence separates the city from the farms.

There is no industrial development on this world.

Encounter Guidelines

Direct questioning of locals will turn those questioned unfriendly and, if they feel badgered, downright hostile. Investigating businesses that IDET claims have traded the greatest number of items will give clues, as will bribing employees.

Owners cannot be bribed and will be insulted by the attempt. If the group attempts to bribe an owner, at the least they will be ordered to leave. At the worst, the security for the shop will be called.

Asking the wrong questions in the bars, restaurants and inn tavern rooms will give a chance for the team to be poisoned with a sleep drug and transported out to bogs that are a several hours walk from the city, with nothing but the clothing on their backs. The bogs are populated by large hungry snakes that *will* notice the group's invasion of their territory.

JAIL ENCOUNTER TABLE

—Roll d100—

- | | |
|-------|--|
| 01-05 | An uneventful night in a quiet jail cell. No one else shares a cell with any of the PCs. |
| 06-07 | There is a drunk singing to himself in the corner of one of the cells. If left alone, he will sing off key all night long. There will be no sleeping in this jail tonight. |
| 08-09 | After a long interrogation, each of the captured PCs is placed in one of the tiny, windowless cells. They will be guests of this jail for 1d4 days, or until George Masterson intervenes. |
| 10 | The drunk in the corner is belligerent, picking a fight with the PC sharing his cell. Both the PC and the drunk end up cuffed to their cots for the night. Both will face more charges in the morning. A hefty fine will be imposed and must be paid before the PC can leave the jail. |

BAR ENCOUNTER TABLE

–Roll 1d10 or simply choose an outcome for your players.–

- 01-03 Some information was gathered and no one was offended.
- 04-07 Some information was gathered, but someone was offended and a brawl takes place. If the team uses weapons they will be arrested. (See Jail Encounter Table, page 6.)
- 08-09 The team failed to see just how annoying they are becoming to the locals and something they ate or drank was drugged. The entire team wakes up in the bogs outside town with no idea how they got there, and with all their equipment missing. (It can be found in a crate at the ring station along with a note suggesting they leave Rooterville.)
- 10 The bribes they have been offering turn up a well-placed local who knows where to find the source of the influx of contraband and artifacts. The amount of the bribe will reflect the quality of information provided. (See Bribe Chart, page 7.)

BRIBE CHART

–Roll d100–

- 01-25 The bribe was small in the recipient's eyes. You are told that your appearance is pretty shabby and you might want to look into places to improve your look.
- 26-50 The bribe is average and you are told the name of one of the people furnishing the latest batch of items. With a little more persuasion, you can get their home address.
- 51-75 The bribe is above average, so you are given the names of the trio of women that have suddenly become the primary source of trinkets and oddities in the city, as well as their home addresses.
- 75-00 The bribe is so impressive you are given the names of your quarry, and locations where your suspects live and work, and a suggestion that getting your nails done would be the best way to snoop around and not spook the trio of women you are looking for.

Sparkles Nail Salon

The three women supplying the crystals and artifacts are named Lacy, Angie and Roxy. They all live in an apartment complex not too far from the ring station. They all work at Sparkles Nail Salon as manicurists. Helena Sparks owns and manages the shop.

Sparkles Nail Salon employees are taking care of most of their needs by bartering trinkets and artifacts of varying value – including a few of great value. Doing some snooping around the shop, or making friends with some of the employees, will give more insight into the origin of the items.



The Payoff

In the backroom of the Sparkles Nail Salon, the women are running a Pangolisk only side business, providing special pedicures for the creatures that include everything a human would expect, plus claw sharpening and scale painting. Pangos leave the back room with sparkling, bedazzled scales and manicured claws on all six of their feet. The Pangolisks pay for these services with the random – and occasionally rare and very valuable – small items they have picked up on the Fringepaths and carry in their pouches.

Asking the Pangos where they found any item generally elicits nothing but odd sounds and confused looks from the beast. Sometimes one will reply with something like “le he igg ue ock”, but even knowing the item was found by a “big blue rock” provides little in the way of useful information. Neither the women nor the Pangos are aware that part of what they are trading is contraband.



Pangolisks (aka Pangos)

Pangolisks have the appearance of six-legged marsupial anteaters covered in both fur and scales. Their middle set of legs end in small but dexterous manipulative hands, while the front sport a formidable set of digging claws. Pangos are both mildly telepathic and moderately intelligent, and can understand simple language. Nonetheless, their attempts to vocalize human speech are cryptic at best, and can create massive confusion.

Pangolisks are mighty diggers, and have been instrumental in finding unusual artifacts and bringing them to the attention of Fringeworthy explorers. Groups of Pangolisks will cluster about IDET explorers like cats, showing them pretty shiny bits while chirping incomprehensibly and tugging them in random directions. Regardless of how the Pangolisk feels about an IDET team's members, however, they will occasionally wander off for a minimum of a day. If they truly like the group, they may return within a week.

Pangos are also known to follow individuals of other species who have been genetically manipulated by the Tehrmelern, wandering away when they become bored or cease to consider those they follow to be friends. A sure way to their hearts is offerings of peanut butter or shiny objects.

This marsupial-like species lays eggs, and keeps their young safe in a large belly pouch -- along with anything else they deem interesting. Old Men are known to manufacture vest-pouch harnesses for their favorites.

Pangolisks secrete a natural paralyzing toxin that they can spit 30 feet when they are under duress. They become extremely alarmed in the presence of Mellor in any form, and use their toxin to incapacitate attacking Mellor. Originally engineered to be the “Saint Bernards” of the Fringepaths, their genetic imperative is to “out” and immobilize the Mellor threat long enough for them to escape and bring rescuers to those in danger.

They are natural pacifists and will not actively take part in Mellor hunts. In fact, they will become offended if they are treated as Mellor detectors or discover that the group they are following is actively hunting Mellor.

APPENDIX A: ROOTERVILLE



A	Sheriff's Office	O	Brewster Fuel and Repairs
B	Dusty Adventurers Pub	P	Lee's Engine Repair
C	Crusty Loaf	Q	Fancy Farmer General Store and Market
D	Rooterville Family Restaurant	R	Wardrobes and Sundries
E	IDET Trading Post & Money Exchange	S	Kiosks pop up here
F	Toasters to Trucks Repair Shop	T	Morning Glory Inn
G	Red Oaks Inn & Restaurant	U	Dancing Cake Café
H	Wirtshaus	V	The Grumpy Crate
I	T&K Pawnshop	W	Rooterville Warehouse
J	Thunderblade Outfitters	X	The Bogs – snakes live here
K	Beauty and the Barber	Y	Angelwing Medical Clinic
L	Sparkles	Z	Emerald Oven
M	All About Hair	Ring	The Ring Station
N	Chop Shoppe	*	The City Park

There are assorted homes, apartment buildings and garages scattered around the station, as would be found in any normal town. The roads are not as wide as the Fringepaths, but are easily wide enough for two large vehicles to pass unhindered. There are also a few small parks with playgrounds, but no formal school building. The vegetation is what you would expect in a suburban working-class settlement – grass, trees, some shrubs and various flowers.

Assorted civilians may be found roaming the town, in any business or on any street. If the NPCs already identified are not enough to provide the information needed, feel free to make up your own NPCs.

NPC Information To Go With The Map Locations

- A In the Sheriff's Office** – Sheriff Charles Jackson and Deputy Jake Robinson. Both of these men are dedicated to keeping their town crime free and have little time for rumor mongers and silly questions. If a law is broken, they will arrest the criminal and let them enjoy the comforts of their four-cell jail.
- B Dusty Adventurers Pub** – The owner of the pub is Alan Harrison and the bartender is Ezra Fordham. Both of these men are friendly but neither one finds spreading rumors of any interest, so they have very little useful information about the artifacts. If pushed too far, they will introduce the offender to their bouncer, Chet Jantz, a local body builder with no sense of humor.
- C Crusty Loaf** – The bakery is owned by Benjamin Mallory, a retired army cook. The primary baker for the bakery is Penny O'Day. She is friendly and eager to find something in the bakery to suit whoever enters the shop. Her goal is for no one to leave empty handed.
- D Rooterville Family Restaurant** is owned by Adrienne Rooter and her brother Leo Rooter. This is one of the first permanent structures built in this town and they are very proud of their history here. The restaurant has a small bar left over from when they were the only place in town to eat or get a drink. The primary cook for the restaurant is Thomas Rooter (Leo's son), the bartender is Steffi Graham (Thomas's girlfriend) and their kitchen and wait staff consists of Karl Franklin, Cheri Lucas, Leslie Wright, Herb Brandt and Conner Poole.
- E IDET Outpost & Money Exchange** – George Masterson is in charge of the trading post and Ian Blakely is in charge of the money exchange. Eric Graham (Steffi's Graham's brother) works as the general clerk for both Masterson and Blakely. George will give as much information as he has, but it is quite limited – at best he can show what kind of items have been turning up recently. The money exchange also functions as the town's bank. Ian keeps it open six hours a day as a bank, and the small window next to the entrance has a call button to alert him that someone wants to do a money exchange during the off hours.
- F Toasters to Trucks** is a place where people take almost anything to get it fixed. The owner is Joe Anderson and he loves to tinker with small mechanical items. For big repairs, he relies on his mechanics, Mitch Richie and Amy McKay. They can fix almost any engine they are presented with, if it is at all fixable.
- G Red Oaks Inn** is found in a small grove of red oak trees and is owned by Isaac Jones. He rarely talks to anyone unless there is a problem or situation his manager, Laurie Russo, cannot handle. The reception desk is manned by Denise Stein and the attached restaurant is run by manager Serena Rose. The cooks and waitstaff include John Mathews, Scott Gaines, Mark Smythe, Erica Mercer and Olivia Taney.
- H Wirtshaus** is an inn with a small tavern attached to it. The owners are Harry and Kelly Wirts. They were Fringe travelers until they came to settle down. They run the quiet inn themselves and leave the tavern to their bartender, Denny Harper. They do have part time staff that help out when they are really busy, Matilda and Jasper Harlow, a local retired couple that find part time work perfect for their schedules.
- I T&K Pawnshop** takes its very boring name from its equally boring owners, Tyler Hart and Kyle Rhodes. Neither one has much of a sense of humor and if you are not there to pawn something or buy something off their shelves they really do not have much interest in chatting. They have a security guard named Lewis Copeland who has even less of a sense of humor than his bosses.

- J Thunderblade Outfitters** is more of an outdoorsman's paradise than a true clothing store. They have everything an outdoorsman would want including camping, fishing and hunting gear. The owner/manager of this store, Brandon Wilkenson, is well versed in all things related to his inventory and has general knowledge of the best hunting and fishing spots around the area. His clerks are Marty Phipps, Dylan Peters, and Claire Lechner. He has two security guards who take their jobs seriously, Jack Neill and Edgar Bailey.
- K Beauty and the Barber** is one of two local places where getting hair cuts and gossiping go hand in hand. The owners are Katy Lancaster and Fred Moreau. They have a couple of stylists working for them named Natalie Ballard and Merissa Maine. At any given time, there can be 2-4 random residents of Rooterville in the shop getting something done to their hair.
- L Sparkles** is a nail salon with a set of tanning beds off in a separate room. Helena Sparks is the owner and her manicurists are Lacy Turner, Angie Weiss and Roxy Nisco. They have stations around the main room for manicures and pedicures as well as a small spa room off in the rear.
- M All About Hair** is the second hair cut shop in town, run by Andrew Lang. He has two employees, Sofie Gavra and Wes LeBeau. This is a much smaller shop that has only two hair cut stations and a small shop of hair care products.
- N Chop Shoppe**, the only butcher shop in town, is run by Vernon Mueller. His family owns and operates one the largest meat producing farms in the area. All his meat is fresh and reasonably priced, which is a testament to his character, considering he is the only butcher in town. He is friendly and knows every customer by name after their second visit, as well as their favorite cuts of meat. He has two assistants that are apprenticing to become butchers, Karina Ericson and Ed Nye.
- O Brewster Fuel** is the larger of the fuel stations in town, with both gasoline and diesel pumps available. They also do repairs on most car and truck engines. Cole Brewster is the owner and his manager is Chelsea Hastings. His mechanics are Larry Corbet and Betsy Monfrey. He has his nephew, Richie Brewster, manning the pumps and doing window washes on the vehicles that stop at the station for fuel.
- P Lee's Engine Repair** is more than just a mechanics shop, they also handle body work that needs to be done to a vehicle. Lee Rutherford owns the shop and is well known for being able to fix just about any damage. His mechanics, Arron Yoder and Warren Gundy, are known for being equally adept at fixing just about any engine issues they are faced with.
- Q Fancy Farmer General Store** grew out of a need for the various odds and ends that farmers discovered they were lacking when they came in to set up the daily farmer's market. Montgomery Stuckley took it upon himself to set up a general store filled with the bits and sundries that make daily life more livable. He also manages the spots at the farmer's market, making sure that no one gets put in the same place every time and that everyone has access to the best locations at some point during the month. He has an assistant in the shop named Rebecca King. There are also three security guards that wander the shop and the market to keep the peace. They are Elliot Soto, Vera Backman and Earl Fafziger. At any given time, there will be six to nine different farmers setting up areas in the market. Local farmers include: Tyler Yound, Jerold Blye, Marie Fisher, Susan Kathis, Marvin James, Tony Alexander, Javier Guetzia, Ray Samuelson and Darien McCoy. Each farmer will have a supply of fresh food available to sell at reasonable prices.

R Wardrobes and Sundries is a general clothing store where people can go to get regular clothing for daily use. The store also stocks basic household items people need, cleaning products. and a good selection of dairy products. The owners of this shop, Robert and Valier McMannus, own and operate the largest dairy farm in the area. The clerks that keep everything running smoothly for the McMannus family are Zeek Anthony, Chase Ingram, Cricket Hammond, Luke Slagel and Tasha Lantz.

S This is the location in town where all the short-term Kiosks pop up daily. There are usually at least six available on any given day, with as many as ten or twelve on days there is a lot of Gate traffic. The kiosks handle everything from fast food to handmade craft items. Some of the kiosk owners that may be found here are; Carlo Rivera, Niki Spencer, Bernadette Carlson, Lyza Wilcox, Casey Jamison, Pete Hurst, Joy Roth, Jessie Brady, Craig Majit, Chad Roche, and Justin Michaels.



T Morning Glory Inn has a quaint appearance and a buffet style restaurant attached. Diedre Lloyd owns and manages the inn, while her sister Shannon manages the kitchen and buffet. Cooks and waitstaff include Monica Norman, Malachi Redhoof, Millie Wynn, Julian Schumer, Travis Garner and Max Meyers.

U Dancing Cake Café is a small café that has a specialty bakery attached. Ashley Vandes decided that even with Fringe traffic, Rooterville did not have enough demand to support another simple café. So she hired two offworld bakers, Marilee Angus and Tina Leeson, to provide unique baked products to set the café apart from all the other eateries in town. The baristas that work for Ashley include Katy Berri, Jillian Marcs, Colin Grant and Ross Hodges.

V



The Grumpy Crate got its name from one of the more peculiar items sold to its owner, Burt Fleming. In the front window of the shop is a large crate that he carefully adds water to each day. It growls if anyone comes near the crate without grapes in their hands. He still has no idea what is inside, other than it has no interest in being out of the crate and is quite violent towards anyone that tries to open the crate. Burt has two employees that help keep his business running, Kerry Oscar and his security guard Stanley Cross.

W This warehouse is used by many of the town businesses and is patrolled by four security guards on a regular basis. Austin Bechler, Logan Glick, Geoffrey Zehr and Jason Osmot have been in charge of keeping the contents of the warehouse safe for many years and they take their jobs seriously.

- X This is the bog outside the town.** It is populated with vicious snakes, leeches and assorted nasty insects. It is not a fun place to explore, and it is quite easy to get lost within its borders. There are very few guides willing to venture into the bog.
- Y Angelwing Medical Clinic** is this town's medical one-stop shopping place; it has all the things you could medically need. There is a dentist, two general practice doctors, and a surgeon. There are also two medical assistants and three nurses. The clinic is managed by Dr. Evelyn Sharpe and Dr. Phillip Burcy. The town itself owns the clinic and regulates the prices charged for the different services. The dentist, Dr. Rysa Bowen, is always on call but is likely to be found on her family's farm when she has no scheduled appointments. The surgeon, Sebastian Troyer lends a hand around the clinic doing emergency treatments and doubles as the town's medical examiner. The nurses, Abby Kemp, Missy Wittmer and Brenda Carver, rotate shifts so there is always at least one nurse available any time of day. The medical assistants, Karl Schrock and Melanie Garber, run the lab tests and keep all the records straight and also lend a hand whenever needed around the clinic. One of the more secure rooms in the clinic has been stocked as a pharmacy, but the supplies of prescription medicines is limited. They have to send out to one of the Primes nearby for anything unusual.
- Z The Emerald Oven** is the newest restaurant in town. The owners, Shae and Sean O'Riley, moved to Rooterville recently and decided to set up shop. They were tired of the rigors and dangers of the Fringepaths and want to start a family. They were both chefs before discovering they were Fringeworthy, and decided that it was time to get back to their roots. They are the primary cooks for this restaurant, and while it hasn't been open very long, it has earned a reputation for delicious food. Their waitstaff consist of four hard workers; Aria Conley, Elaine Danine, Brianna Grand and Paul Knight.
- * **The city park** has a number of trees, picnic areas and a couple of playgrounds. If there is a town festival taking place, it will happen here. There is a creek that runs through the park, and during the hotter days, it is common to see people cooling off in the water.

APPENDIX B: BOG ENCOUNTER

The team wakes up in the center of a small raised clearing surrounded by bog water. It appears to be about midday, by the sun's placement in the sky. There are three sodden paths leading away from the clearing, all of which show signs of recent use.



Using tracking or survival skills, PCs can identify markings on all three paths as side-winding snake tracks.

If anyone in the group has a navigation or astronomy skill, the night sky can lead them back to town once the sun sets.

The large clearing where they wake up is in the dead center of the bog, which puts it 3+1d10 hours trek away from any of the edges when crossing through the water. **The GM should determine which is the correct path to lead back to Rooterville and not inform the players if they have chosen correctly.** It is up to the GM to decide whether they end up reaching a location that is close to the town or one further away that forces them to march around the bog to finally get back to Rooterville.

While the adventurers are trying to sort out where they are and the direction toward which they should head to get back to Rooterville, they will be attacked by **a swarm of golf-ball sized flies**. The flies are nuisances that buzz around the group and bite randomly, distracting the PCs from paying attention to their surroundings. The flies are fairly easily chased off with smoke, fire, or bug repellent, and can also be distracted by something they find more appetizing than the team. If the group is especially noisy, or dawdle unnecessarily, they have a 5% chance of having their thrashings provoke a snake attack.

All encounters on the paths are with one snake per each two PCs. The correct path will lead the party to a dusty gravel road that eventually deposits them on the outer edges of Rooterville.

If the GM decides that the team has chosen the wrong path, the PCs have the option of returning to the clearing after they have their snake encounter, or they can reach a dead end. The dead ends of the two incorrect paths are small cabins typically used by hunters who need safe resting places in the bog. The cabins are stocked with firewood and a small cistern of fresh rain water. The PCs can spend the night in the cabins unharmed.

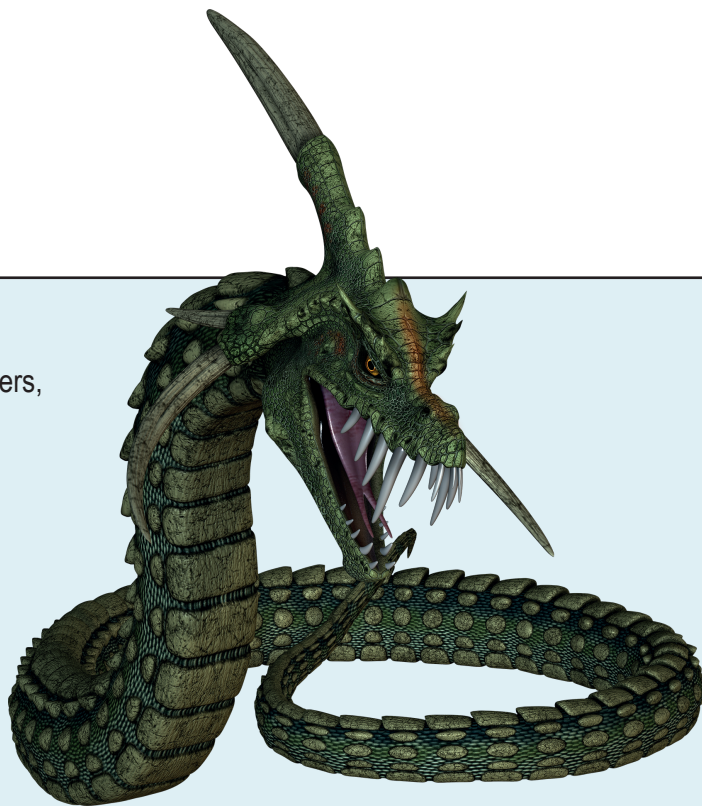
If the group decides to cross through the bog without following any of the pathways, they will be plagued by **leeches**, as well as face **more than one snake encounter**, with the snakes having a serious advantage in the murky waters of the bog. The snakes can swim and attack while underwater, and the PCs will have to deal with snakes ambushing their legs as they slog through the muck. The opacity of the water will give the snakes cover, effectively increasing their armor values to well above average.

The first encounter with the snakes (if crossing through the bog in the water) will be only 1-2 snakes – enough to warn the PCs about their mistake in going into the bog water. **If they continue through the water, instead of backtracking and following a path, GMs are advised to increase the rate of snake encounters to one every hour, until they have reached the edge of the bog.**

Bog Snake

The snakes are the same level as the players, but are low health creatures.

Health	below average
Armor	below average
Size	medium
Damage	above average
Dexterity	above average
Intelligence	very low
Charisma	very low
Strength	average



The snakes have vicious fangs; their primary attack is a bite. Once they latch on to a PC, snakes will wrap themselves around their victims (to avoid being dislodged) while they use the rest of their teeth to rip off chunks of flesh to swallow. A snake's constriction is treated as a grappling situation, but it does leave them vulnerable to attacks from other sources. They can swim and attack with no penalty, and gain bonuses against their victims when in water. They are less agile out of the water, but suffer no major penalties until they are wrapped around their target. At that point they lose their dexterity/agility bonus and are easier to damage.

MYSTERY AT THE ROOTERVILLE STATION



Any Rules

USE YOUR FAVORITE RULES

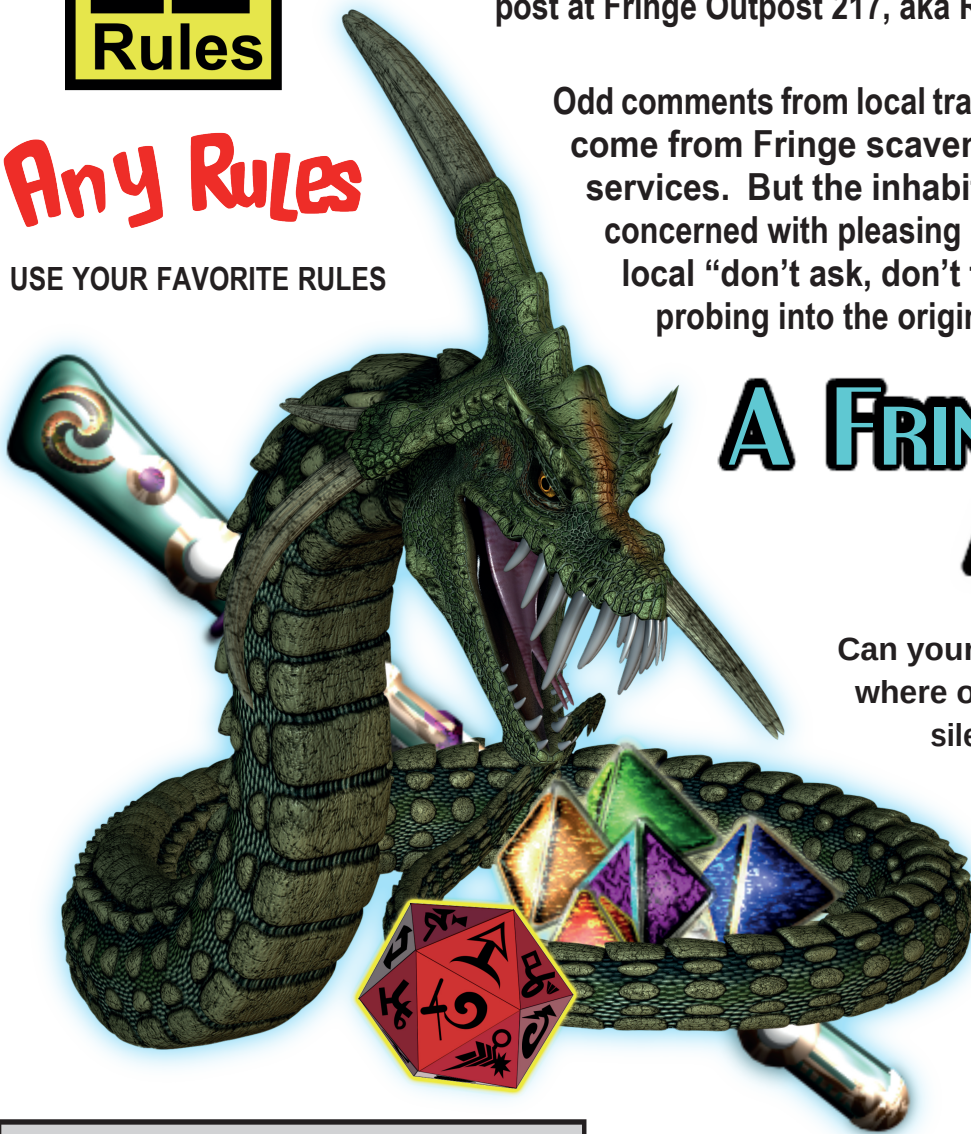
Unusual items, including contraband and crystals, are finding their way to the IDET trading post at Fringe Outpost 217, aka Rooterville Station.

Odd comments from local tradesmen indicate that the items come from Fringe scavengers trading curiosities for services. But the inhabitants of Station 217 are less concerned with pleasing IDET than with profits, and the local “don’t ask, don’t tell” policy has made deeper probing into the origin of the items unwise.

A FRINGEWORTHY ADVENTURE

Can your Fringeworthy team succeed where others have failed, piercing the silence and uncovering the source of the enigmatic artifacts of Rooterville Station?

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