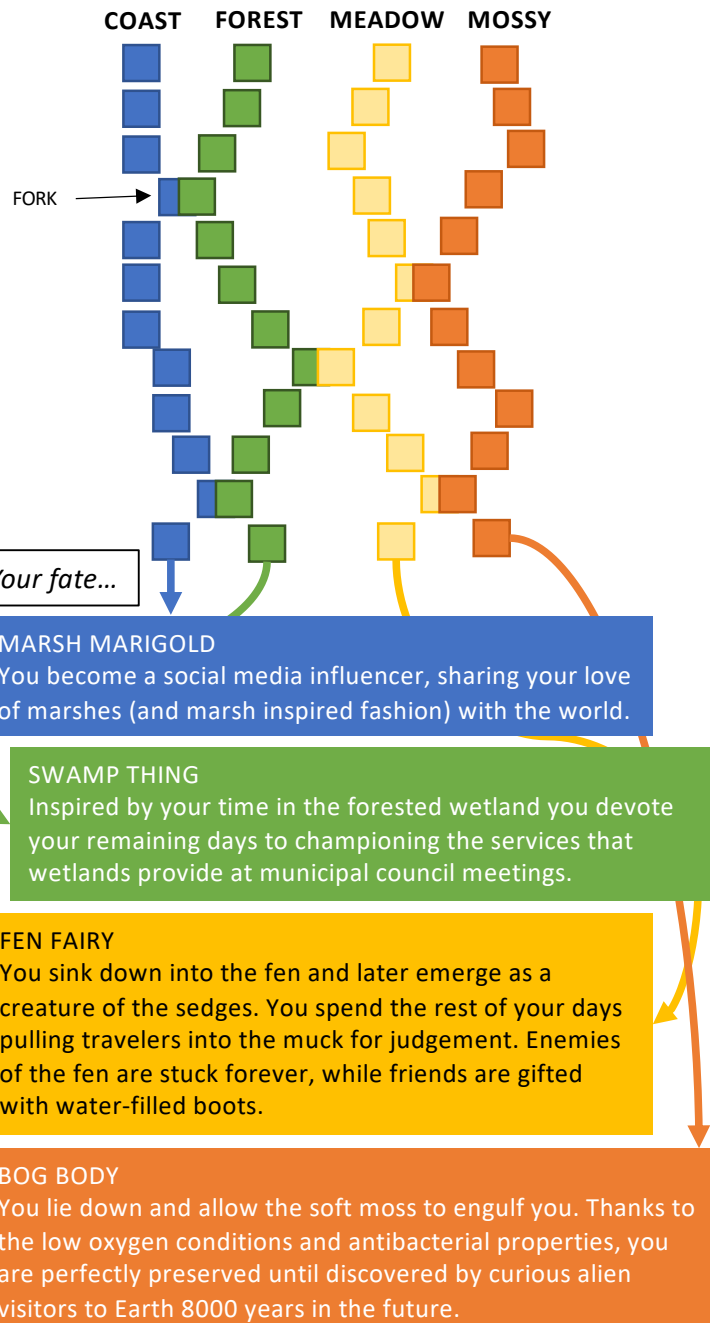


Wandering in the Wetlands

To celebrate World Wetlands Day, you pull on your favourite pair of rubber boots, grab your backpack, and head out for a tromp across some soggy ground. You encounter 4 paths in the wetland. Roll a six-sided die (d6) to determine which one you choose.

1, take the coast path; **2,3**, take the forest path; **4**, take the meadow path; **5** take the mossy path; **6**, you decide to eat a snack before you start, roll again.

If you encounter a fork (see example below) in your trail, you can choose which path to continue (or retreat) along.



RULES: Once you determine your path, roll a d6 and advance (ADV) or retreat (RET) according to the instructions. Take turns with friend(s) or play alone. If told to RET/ADV to fork and none are before/after, RET to start and reroll a d6 to choose a new path/ ADV to path end to determine your fate.

A one-page
RPG from:



PATHS

COAST

1. You weave some [cattails](#) into a dress. Strut. The wetland is now your catwalk, **ADV to fork**
2. A friendly wildlife photographer offers you a ride in their canoe, **ADV 1**
3. You become disoriented in a patch of invasive [Phragmites](#), **RET 1**
4. You identify some critical habitat for the [Blanding's turtle](#) and advocate for its protection. The turtles thank you by uncovering a secret path; **ADV 1**
5. You come across disturbed area and are swept away by a storm surge. **RET to fork**. [You wish you had a wetland for protection](#).
6. [Songs of sandhill cranes](#) raise your spirits and speed your travel, **ADV 2**

FOREST

1. You find a patch of delicious [blueberries](#), **ADV 1**
2. You discover a sulphur-smelling spring that confuses you with fumes, **RET 1**
3. A [woodland caribou](#) shows you a shortcut across the lichen, **ADV to fork**
4. You encounter a scientist in the woods and help determine [how much carbon is stored in the soil](#), **ADV 1**
5. You are lost. You sit down beside a stream where you meet a [six-spotted fishing spider](#) who uses its 8 eyes to help you find your way, **ADV 2**
6. You are swarmed by blackflies and forgot your bug net, **RET to fork**

MEADOW

1. You get an energy boost from some [cranberries](#), **ADV 1**
2. You catch a glimpse of a [will-o'-wisp](#) and run ahead to catch it, **ADV to fork**
3. A [zombie fire](#) emerges from the peat in front of you, **RET to fork**
4. You hitch a ride on a friendly moose, **ADV 1**
5. You [help a beaver](#) build a dam, rewetting an area that was previously drained, **ADV 2**
6. Your boot becomes inextricably stuck, **RET 1** (in soggy sock feet)

MOSSY

1. You befriend a carnivorous [pitcher plant](#) who blesses your journey in return for a handful of mosquitoes, **ADV 2**
2. You identify the moss at your feet as [Sphagnum](#), **ADV 1**
3. You find a [rare orchid](#) and marvel at its beauty, **ADV 1**
4. You learn that the moss has diligently been [recording history](#) under your feet and now have the power of time travel, **ADV to fork**
5. You make a mountain out of a [hummock](#), **RET to fork**
6. You fall into a bog pool and become disoriented, **RET 1**

POND MER-PERSON

If at any point in your travels, **you roll a 6 three consecutive times**, you spot a lake beside the path. You dive in to cool off, only to quickly discover the water is less than 2 m deep, meeting the definition of a SHALLOW OPEN WATER WETLAND. You grow a tail and swim with the bubbles of methane for eternity.