

The 3 of Clubs (Adventures in Wonderland)

By Shane O'Connor

This creature looks like nothing so much as a four-foot-tall playing card that grew arms, legs, and a head. Clutching a mace in one hand, it wears only a quiver on its back containing a few javelins. The symbols on its body mark it as being the three of clubs.

Card Person (Three of Clubs) CR 1 XP 400

Male card person cleric 2
N Small humanoid (card person)
Init +1; **Senses** Perception +2

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +1 padded armor, +3 natural)
hp 14 (2d8+2)
Fort +4, **Ref** +1, **Will** +5
DR 2/slashing
Weaknesses +1d6 damage from fire;
-4 on saves versus fire or wind effects

OFFENSE

Speed 20 ft.
Melee heavy mace +3 (1d6+1)
Ranged javelin +3 (1d4+1)
Special Attacks battle rage (+1, 5/day), channel positive energy (4/day, 1d6, DC 12); resistant touch (5/day)
Spells Prepared (CL 2nd)
1st – *bane* (DC 13), *magic weapon* (DC 13), *sanctuary*^D (DC 13), *shield of faith* (DC 13)
0 – *light*, *mending* (DC 12), *resistance* (DC 12), *virtue*
D domain spell; **Domains** Protection, War

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 8, **Wis** 14, **Cha** 13
Base Atk +1; **CMB** +1; **CMD** 12
Feats Selective Channeling
Skills Knowledge (local [Wonderland]) +4, Knowledge (religion) +3, Profession (gardener) +6; **Racial Modifiers** +(3+HD) Knowledge (local [Wonderland])
Languages Common
SQ card person traits

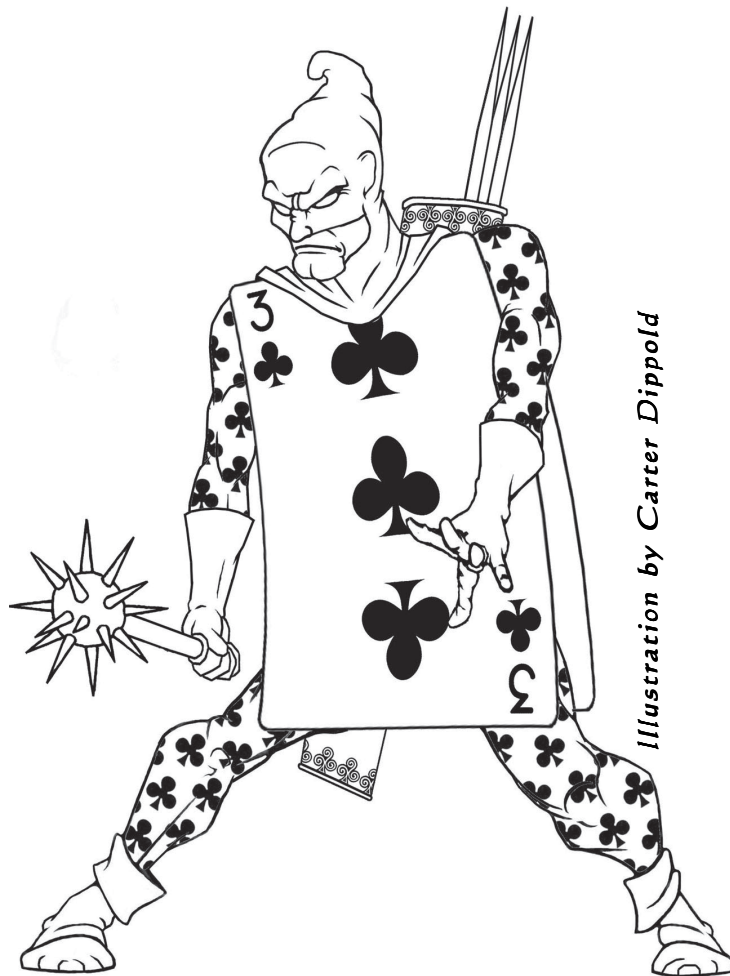


Illustration by Carter Dippold

ECOLOGY

Environment Wonderland
Organization hand (5-7), suit (13), pack (52)
Treasure NPC gear (small heavy mace, 3 small javelins, other treasure)

Standing a single rung above the lowest of the card people, a three of clubs likes to act as though it were far more important than it is. Most people know better however, and treat them the same as their deuce counterparts. In battle, they usually hang back and try to cast buffing spells and channel energy to aid their comrades. Otherwise, they can often be found with other low-value cards tending the queen's gardens.

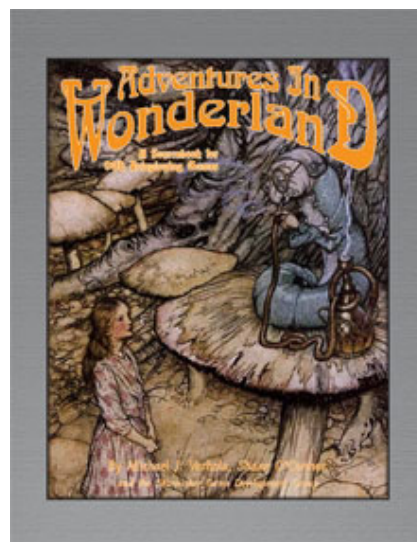
Welcome to Wonderland, a strange, sometimes creepy alternate world that incorporates aspects of a fairytale land, the elements of children's nightmares, and a demi-plane of chaos!

The monster presented on this handout is a Pathfinder conversion of one of the creatures that appears in the Skirmisher Publishing LLC book *Adventures in Wonderland: A Sourcebook for OGL Roleplaying Games* (SKP E 1011, \$7.99, authors Michael J. Varhola and Shane O'Connor). It is inspired by the works of Lewis Carroll, including his *Alice's Adventures in Wonderland*, *Through the Looking Glass*, and a number of poems.

This sample "Three of Clubs" Card Person and more than two-dozen other creatures will appear in a Pathfinder edition of the book currently in development.

Adventures in Wonderland: A Sourcebook for OGL Roleplaying Games is available through a number of online sales venues, among them the Skirmisher Game Store (skirmisher.cerizmo.com) and DriveThruRPG (www.DriveThruRPG.com). It contains:

- * More than 20 monsters and NPCs native to Wonderland.
- * Chapters of Wonderland Skills, Feats, Spells, and Magic Items.
- * A Wonderland Gazeteer
- * Wonderland Adventure Hooks
- * Tables for selecting Random Wonderland Items



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