

MONSTERS

Power = 0-4

The number of dice a monster always starts rolls with. Monsters usually have 1 ADV on a roll type.

Might = Power x2

Damage. 1 or more Damage / Hit

Special. May also have Spells, Powers, or Extraordinary Abilities.

Morale. At 0 Might, Hard Spirit Roll. If no successes, run away or surrender.

Hearts. Like Characters, Monsters have 3 ❤️'s each in **Body, Mind and Spirit.**

No Saves. Monsters don't roll Saves against Magical Effects.

Converting Monsters from other dungeon-games: **Power = HD**

ELECTRIC MEDUSA

Power. 3 (Rolls 3d12)

Might. 6

Advantage. Mind

Extraordinary. Electric Gaze. Meeting the gaze: take 2 Damage.

Spell. Screaming Snakes. (Roll 4d12 to cast: P3 + ADV Mind)

Carries. A whip.

Wants. Revenge.

SPELLS

Make up your own! Examples:

Air Walk	Shimmering Wall
Protect Other	Big Hammer
Slip Foot	Body Swap
Fire Hands	Destroy Magic
Elastic Body	Electric Breath
Ice Vision	Floating Hand
Living Fog	Magic Arrow
Magic Rope	Smoke Form
Healing Touch	Immovable Object
Terrible Speed	Stone Rain
Wizard Lock	Cat's Leap
Horrible Wind	Invisible Cape

POWERS

Make up your own! Powers should be limited, specific, and a ton of fun. They shouldn't reference a game mechanic. Ref decides what's allowed.

Good Powers

I turn into a dire wolf.
I teleport a short distance: BANG!
I know people everywhere.
I sing to stones, and they sing back.
I transfer my urine to someone else.

Bad Powers

I turn into anything I want!
I am invincible!
I know everything!
I get infinite Might!
I succeed at everything!

MONSTER ABILITIES

Pseudopods	Replicating
Sticky	Skeletal
Flying	Saddening
Destroys Gear	Liquifying
Fear	Incomprehensible
Petrifying	Absurd
Transmuting	Gigantic
Infecting	Invisible
Maddening	Hideous
Poisoning	Royal
Flaming	Whimsical
Silencing	Ghostly

MAGIC TREASURE TYPES

Scroll	Any Spell, 1 use
Wand	Any Spell, 4 uses
Potion	Any Power, 1 use
Ring	Any Power, 4 uses
Weapon	+1 Damage
Armor	Occupies 1/2 Gear slots
Magic Gear	Living rope, etc
Scrying Mirror	See through another's eyes

*Magic items still require Rolls & use of Might.

GEAR

You have 10 gear slots, one per line. Most items take up 1 slot. Some take more, like Armor. Some might bundle: 10 candles per slot, etc. Ref sets prices.

Benchmarks

Mundane Items:	5c
Complex / High Quality Items:	20c
Exotic / Specialty items:	100c

ARMOR

Armor blocks all damage from a number of hits. If it gets to 0 hits, it's useless until repaired. 1 gear slot & 100c / hit blocked. Shields are different. :

Leather	2 hits, 2 gear slots, 200c
Chain	4 hits, 4 gear slots, 400c
Plate	6 hits, 6 gear slots, 600c
Shield	3 hits, 2 gear slots, 100c & occupies a hand. (No Spells.)
Optional	DIS on Spells if Armor > 5

Repair. Cost to repair 1 Hit: 50c

SAVES (AVOIDING MAGIC)

When you would be affected against your will by magic, roll a Standard Spirit Roll. This is a Save.

With 1 Success, you lessen the effect.
With 2, Successes, you avoid it.
Ref decides the precise effect.

EXPERIENCE

You gain XP when you fail, when you find treasure, and when you achieve quests. The ref awards it.

XP Guidelines

1XP / Failed Roll
2XP / Treasure Find
5XP / Quest Completed

At 10XP, choose a Feature. Reset your XP to 0.

FEATURES

Not today, Death. When at 0 Might and in mortal danger, roll a Standard Spirit Roll on your turn. On a success, gain 1 Might.

Powerful. Gain a Power. Must have 2 free lines under Magic.

Learned. Learn a Spell. Must have 1 free line under Magic.

Mighty. Gain 3 Might. (Max 20)

Dangerous. When you do damage, do 1 extra damage.

Tough. When you are hit, take 1 less damage. (Minimum 1 / Hit)

Hauler. You can use free lines under Magic as extra Gear Slots.

3x5 HEARTBREAKER

A tabletop roleplaying game that fits in your pocket. You'll need: 3d12, a pencil, and maybe some index cards.

I made it so I could play with my 7 year old on a long train ride. I wanted it to encourage creative thinking.

When folded along the double lines, this play kit holds 3x5 cards. It also stands up: Character facing the player and nametag out, or rules in.

Mechanically, it's built around balancing 3 key resources as you adventure: Might, Gear Slots, and Advantages.

Spiritually, it's about enabling that wonder-full and totally Bonkers style of play you had, back before you really understood rules.

3d6. To use d6s, make 5-6 a success. (But d12s are better. Fight me.)

This is a shorthand guide. For complete rules and more 3x5 card nerd stuff:

[3x5Arcana.com](http://3x5arcana.com)

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