

Terminology

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This document contains slang and other terminology specific to Dungeons & Dragons and its community. Many editions are represented, but this list is primarily of 3rd edition and Pathfinder terms. Each term includes what edition it is most used with, as well as which message boards originate or frequently use the term.

Jargon, Concepts

#

+1 Girlfriend (with Greater Magic Makeup) ^{3e, GitP}: Using a +1 weapon ^{DMG 222} and casting Greater Magic Weapon ^{PHB 251} to improve its enhancement bonus; cheaper than purchasing a +5 weapon

15-minute adventuring day ^{3e, GitP}: Resting for the day whenever your spells prepared count is low, such as after just one combat

339 Board: A now-defunct D&D optimisation discussion board run by Wizards of the Coast; succeeded by Gleemax. It was identified by the “339” in the URL.

A

Action Economy ^{3e, GitP}: The valuation of time (typically combat rounds) and effect created during that time

Action Economy Abuse ^{3e, GitP}: To gain significantly more than one's foe

Advantage ^{5e}: A mechanic in which you roll 2d20 and take the better result

A-Game Paladin ^{3e, GitP, WotC}: A build that uses a large number of alternate class features to optimize the effectiveness of a single-class paladin

Al-Qadim: A campaign setting with Arabian Nights flavour

AM BARBARIAN ^{PF, Paizo}: A barbarian that uses a lance and rides around on a dire bat, doing ridiculous damage and often screaming in an ALL CAPS RAGE. Used as a counter example when people inevitably ask why martials can't have nice things.

Angel Summoner and BMX Bandit ^{3e, GitP}: A comedy sketch by Mitchell and Webb that highlights the power difference between casters and mundanes

Arcanist ^{2e}: A user of arcane magic

[Archives of Nethys](#) ^{PF}: An online SRD for Pathfinder

[Arseplomancer](#) ^{3e, GitP}: Abuses Diplomacy ^{PHB 71} to turn people fanatic by crawling into people's rectum

Awful Good ^{3.P, Paizo}: Lawful Good played poorly/ shallowly on the 'lawful' aspect

B

Bag of Rats ^{3e, GitP}: A trick that involves releasing a large number of rats from a bag, usually to generate a large number of attacks by causing the rats to provoke attacks of opportunity and/or by abusing the extra attacks from Great Cleave ^{PHB 94}

Bag of Rats Test ^{3e, GitP}: A rubric where if a mechanic can be exploited by carrying around a bag full of rats, it's probably a bad mechanic

Balor Mining ^{3e, GitP}: Using shapechange to become a Balor and gain its Supernatural ability to have a Vorpal Sword. Drop that sword. Become a different Balor with a different sword. Break WBL.

Bardblade ^{3e, GitP}: (1) A type of bard/warblade build that uses the Song of the White Raven ^{ToB 32} to optimize Inspire Courage damage

Bardblade ^{3e, GitP}: (2) Any type of melee bard build

Bardsader ^{3e, GitP}: A type of bard/crusader build that uses the Song of the White Raven ^{ToB 32} to optimize Inspire Courage damage

Base Class ^{3e}: One of the eleven classes from the Player's Handbook. Contrast with Standard Class.

Basketweaving ^{3e, GitP}: Metonymy for heavily optimizing something pedestrian

Batman ^{3e, GitP}: A type of build that allows one to have a solution for any problem

Beatstick ^{3e, GitP}: A character who fights others in melee

Beer and Pretzel Gaming: Casual gaming

[Big 16](#) ^{GitP}: A set of 16 questions/ categories that are used to describe a game

Big 3 ^{3e, GitP}: The three core spellcasting classes: Wizard, Cleric, and Druid

Big 6 ^{3.P, Paizo}: The six items that are expected for all characters to have in order to stay close to the game's balance assumptions: magic weapon, magic armor, Amulet of Natural Armor ^{DMG 246}/ Bracers of Armor ^{DMG 250}, Ring of Protection ^{DMG 232}, Cloak of Resistance ^{DMG 253}, and primary stat increasing item (eg. Headband of Intellect ^{DMG 258} for wizards)

Big Stupid Fighter, BSF: A character who focuses on attacking monsters with their weapon, and likely does not have much other utility

[Birthright](#): A campaign setting that stresses the importance of bloodlines/ family ties and involving politics and rulership

Blackmoor: Dave Arneson's original campaign setting (older than Greyhawk) - originally published in the BECMI D&D history, also included as an area in Greyhawk, republished for 3rd Ed by Zeitgeist games.

Blasting ^{3e, GitP}: Primarily damage-dealing spells; a playstyle of heavy use of damaging spells

Blastlock ^{3e, GitP}: A type of warlock ^{CAR 5} build that focuses on ranged attacks with their eldritch blast

[Blue Text](#) ^{GitP}: Sarcasm

Book of Weeaboo Fightan Magic ^{3e, 1d4chan}: A derogatory or satirical name for the Tome of Battle, in reference to its wuxia-like elements (eg. the Desert Wind discipline ^{ToB 52})

Bounded Accuracy ^{5e}: A game design approach in which the maximum of a dice roll plus modifier is capped at an arbitrary number

Brilliant Gameologists, **BG**: Previously a high-op 3rd edition discussion board, now succeeded by MinMax. Although still online, it was hacked in 2012, and a great deal of posters/ content was moved to the minmaxboards forum.

Broken: Rules that do not mechanically work, or that are extremely over- or under-powered

Buff ^{3e, GitP}: Something beneficial, or to increase in benefit, power, or ability

Buffstack ^{3e, GitP}: All of the buffs that you have active on you at one time

Build ^{3e, GitP}: A "blueprint" of a character's existing or planned mechanics in terms of race, class levels, ability scores, equipment, etc.

Bunko's Bargain Basement ^{3e, GitP, BG}: A popular collection of affordable items

C

Candlekeep: A Forgotten Realms lore discussion board

Caster Stick ^{3e, GitP}: A weapon enchanted with passive benefits

Ceiling, Optimisation Ceiling ^{3e, GitP}: The maximum, typically the optimisation of a class; a class said to have a "high ceiling" would allow for a lot of effort to be put into it, while one with a "low ceiling" wouldn't gain additional power from investing increasing amounts of effort

Chain Binding ^{3e, GitP}: Using Planar Binding ^{PHB 261} to bind an Efreet ^{MM1 115} (or any other monster with Wish ^{PHB 302} as an SLA), then Wishing for a casting of Planar Binding, thus allowing you to control an arbitrarily large number of creatures

Chain Gating (Solars) ^{3e, GitP}: Casting Gate to call a creature that also has Gate as an SLA or spell, thus allowing you to control an arbitrarily large number of creatures; Solars ^{MM1 12} are a typical example

Chainmail: A tabletop tactics game developed by Gary Gygax, the predecessor to D&D

Chain Tripper ^{3e, GitP}: Using a Spiked Chain to trip foes

Chaotic Neutral ^{3e, GitP, Paizo}: An alignment that is frequently picked when evil is disallowed, and the character wants to play a character of antagonist morals

Chaotic Stupid ^{3e, GitP, Paizo}: A criticism of chaotic neutral characters being played as stand-ins for chaotic evil characters when evil is disallowed, often with little restraint or respect for common decency

Cheater of Mystra ^{3e, GitP}: A build that casts from within an AMF

Cheese ^{3e, GitP}: Using exploits, abusing the rules, or otherwise taking advantage of the system in a manner that is possibly unintended or is overly powerful

Christmas Tree Effect ^{3e, GitP}: The concept that as PCs gain levels, they also gain an increasing number of magic items which enhance their abilities. If the PCs are not receiving a sufficient number of magic items appropriate to their level, it can fundamentally undermine the balance of the game system in unintended and catastrophic ways.

Chuck E. Cheese ^{3e, GitP}: A build that can move quickly

Clawlock ^{3e, GitP}: A type of warlock ^{CAr 5} build that focuses on doing damage in melee with Eldritch Claws ^{Drag358 87}

Cleric Archer Phenomenon, CAP ^{3e, BG}: Metonymy for a class that performs better than another class that is purported to be the specialist at the task; eg. a Cleric Archer is better at archery than a Ranger

Cleric speed ^{3e, GitP}: Acting last in the initiative count, typically due to dumped dex or flaws ^{UA 91}

Clericzilla ^{3e, GitP}: Cleric Godzilla; similar to CoDzilla, but focused primarily on Cleric levels

CoDzilla ^{3e, GitP}: Cleric or Druid Godzilla; a type of highly-optimized build that can "solo" entire encounters without involving the other party members

Combat as Sport: A style of play in which combatants act in an unrealistic manner, but one that is better suited for using the game mechanics, often prioritising character skill rather than player skill

Combat as War: A style of play in which combatants attempt to win combat by any means, often utilising player skill rather than character skill

Critical Fumble, Fumble, Critical Failure ^{3.P, GitP, Paizo}: A houserule in which rolling a 1 means that not only do you fail at the attempted check or roll, but something deleterious also happens

Critical Success ^{3.P, GitP, Paizo}: A houserule in which rolling a 20 means that not only do you succeed at the attempted check or roll, but something additionally beneficial also happens

Controller ^{3.P, 4e, GitP, Paizo}: Someone that manipulates the battlefield. They might change terrain with spells or use polearms to keep certain enemies away. They 'set the stage' for their allies.

Core ^{3e, GitP}: The three standard rulebooks -- Player's Handbook, Dungeon Master's Guide, and Monster Manual 1

Cosmo ^{Paizo}: An elder god subdued by the staff at Paizo, he now works in customer service and sales, sowing chaos wherever he can. You can blame him for ALL of your problems.

Council of Wyrms: A campaign setting in which players may play as half/ dragons

Critfisher ^{3e, GitP}: A type of build focused on getting and confirming critical hits

Crunch ^{3e, GitP}: Mechanical rules content

Crystal Keep: A collection of game mechanic/ content lists created by Chet Erez

D

d2 Crusader ^{3e, GitP}: An infinite damage build

Dandwiki: A wiki infamous for hosting unbalanced and poorly-designed homebrew content that is frequently mistaken for "official" content. It has been forked several times (dnd-wiki.org and dungeons.wikia.com) in an attempt to clean up the content, but search engines still continue to rank it above even official websites.

Daring Outlaw ^{3e, GitP}: A Rogue/Swashbuckler build using Daring Outlaw ^{CS 76}

Dark Chaos Feat Shuffle, DCFS ^{3e, GitP}: Using Shun the Dark Chaos ^{FC1 95} + Embrace the Dark Chaos ^{FC 92} to permanently replace feats without using retraining rules

Dark Sun: A campaign setting prominently featuring psionics and the harshness of living on a dry planet under the oppressive foot of the Sorcerer Kings

daWizard ^{2e}: A well-known typo in the 2e Encyclopedia Magica Vol 1, in which many instances of "mage" were replaced with "wizard"

Dead Alewives: A comedy troupe; creators of a widely-known [D&D sketch](#)

Debuff: Something disadvantageous, to decrease in power or ability

Deck of Many Things, DoMT: An artifact ^{DMG 278} consisting of a deck of cards with powerful permanent effects. Drawing cards from a Deck of Many Things can cause your character to gain an unexpected increase in power or a severe decrease in power. The Deck has a history of destroying campaigns with unpredictable world-changing effects.

Degrees of Success: A mechanic in which beating a target number gives additional benefits depending on how much the number was exceeded; used in many non-D&D games

Difference Engine ^{3e, GitP}: Repeatedly draining and restoring levels for asymmetric power (for example, losing a level puts you to half the XP needed for the next level, while restoring one has no restriction, letting you use the difference for crafting).

Dip ^{3e, GitP}: To take just one or two levels in a class

Diplomancer ^{3e, GitP}: Using diplomacy to solve encounters as if it were magic

Disadvantage ^{5e}: A mechanic in which you roll 2d20 and take the worse result ^{5e PHB}

Dndtools ^{3e}: A site with a searchable database of most 3e content; it breaks IP/ copyright laws in many countries

Double 9s ^{3e, GitP}: Getting 9th level spells (or an equivalent such as powers) from multiple classes

Dragonsfoot: An older edition D&D board

Drawmij ^{OD&D}: The name of a spell and later a magic-user in Gary Gygax's original Greyhawk campaign inspired by spelling Jim Ward's name backwards

Dream of Metal ^{3e, GitP}: A trick that allows “rebooting” the universe

Dreamscarred Press ^{PF}: A popular third-party Pathfinder publisher, known for their ports of Tome of Battle and Psionics from 3e to PF

Drizzt Clone: A character that attempts to copy some aspects of Drizzt Do'urden, a popular fictional character created by R. A Salvatore. Typically characterized as a ranger wielding two scimitars, or a representative of a stereotypically evil race who is outcast by his own people and despised by the public even though he secretly has a good heart.

Drop Dead Studios ^{PF}: A popular third-party Pathfinder publisher, known for Spheres of Power

Drown Healing ^{3e, GitP}: The dysfunctional RAW of drowning that sets a character's HP to 0, even if they were already into the negatives

Druidzilla ^{3e, GitP}: Druid Godzilla; similar to CoDzilla, but focused primarily on Druid levels

Dump Stat, Dump ^{3.P, GitP, Paizo}: A stat which is unimportant to a character and thus ignored or left at as low a value as possible

Dungeon Crawl: A style of game in which characters primarily fight foes in an enclosed complex

E

Easy Bake Wizard ^{3e, GitP}: An elf wizard using several alternate class features to stockpile a large number of spells inside his mind, avoiding the need to carry around a spellbook.

Eberron ^{3e}: A campaign setting, primarily revolving around a collection of “Houses” and the Dragonmarks given to their members; has a steampunk/ magicpunk aesthetic

Electrum ^{2e}: Currency made of a gold and silver alloy; each piece is worth half a gold ^{2e PHB 35}

[Emerald Legion](#) ^{3e, GitP}: A means of mass producing [Ikea Tarrasques](#)

[EN World](#): A TTRPG discussion board, now primarily of 5th edition and non-D&D games

[Errata](#): Official updates and fixes for game mechanics

Exploding Dice: A mechanic in which when a certain number or range of numbers are rolled, you get to roll another die and add it to your total result; used in many non-D&D systems

F

[Fantasy Grounds](#): An online tabletop

[Fantasy Heartbreaker](#): a term coined by Ron Edwards that refers to an amateur game designer's attempt to create a revolutionary new fantasy RPG, only they don't recognize it as an overly complicated and derivative version of a professionally published game.

Feat Tax ^{3.P, GitP, Paizo}: (1) Requiring a weak or useless feat as a prerequisite for something else that's actually useful, such as another feat or a prestige class

Feat Tax ^{3.P, GitP, Paizo}: (2) A feat that's necessary for a class or build to function well, such that it's always taken, eg. Darkstalker ^{LoM 179} for Rogues, or Weapon Finesse ^{PHB 102} for dex-based builds

Flask Rogue ^{3e}: A type of Rogue build that uses alchemical flask touch attacks to deliver sneak attack damage

Flavour ^{3e, GitP}: Themed non-mechanical content

Floor, Optimisation Floor ^{3e, GitP}: The minimum, typically the optimisation of a class; A class said to have a "high floor" would require little optimisation to function well, while one with a "low floor" would not function well with little effort put in

Fluff ^{3e, GitP}: Backstory, description, and other non-mechanical content

Flurry of Misses ^{3e, GitP}: Another name for the Monk class's Flurry of Blows ^{PHB 40}, because it further reduces the already low to-hit on a class that doesn't have good BAB or high str

[Forge Combat Model](#) ^{PF, Paizo}: A system of combat tactics centered around the three distinct roles of arm, hammer, and anvil

Forgotten Realms: A campaign setting, with many high-level NPCs and powerful magic; includes the other settings of Maztica, Al-Qadim, Underdark, The Horde, and Kara-Tur

Front-loaded ^{3e, GitP}: A class that grants many of its useful abilities at low levels

Full Caster ^{3e, GitP}: A class with access to 9th level spells by 20th level

[Fumble Test](#) ^{3e, GitP}: A test to see whether fumble rules are valuable by seeing how long it takes folks to kill themselves while using them in a risk-free environment

G

Gamma World: A campaign setting in a nuclear post-apocalyptic land

Gestalt ^{3e}: Leveling two classes at the same rate as a single class ^{UA 72}

Ghostwalk: A campaign setting in which the living easily return as ghosts

[Giant in the Playground](#): A D&D discussion board, now primarily of 3rd edition and 5th edition

[Gish](#) ^{3e, GitP}: A spellsworn, a combatant who uses spells to improve their prowess with weapons

Glaivelock ^{3e, GitP}: A type of warlock build that focuses on doing damage in melee with Eldritch Glaive ^{DM 82}

Glass Cannon ^{3e, GitP}: A character whose purpose it is to damage to the enemy, but is frail (low HP and/ or defenses)

Gleemax: A now-defunct D&D discussion board run by Wizards of the Coast; Preceded by 339; succeeded by the Wizards of the Coast Forums.

GM Fiat ^{3.P, GitP, Paizo}: A GM's ability to decide the result of something arbitrarily

GNS Theory: A system of game design theory that suggests RPGs attempt to satisfy three different player needs: "Gamist" players want balanced/fair rules, "Narrativist" players want story-driven rules, and "Simulationist" players want rules that closely match the real world or a particular genre.

Goblin orphanage/ babies ^{Paizo}: A talking point emphasizing the vagueness/ arbitrariness of the alignment system compared to real-world morality

God Wizard ^{3e, GitP}: A character (typically a Wizard or other powerful spellcaster) whose purpose it is to secure victory for her party in combat by buffing allies, debuffing enemies, summoning minions, and/or altering the battlefield to provide a strategic advantage; and success in non-combat challenges through the use of divination magic, buff spells, summoned minions, and other utility spells. The distinction between a God Wizard and another spellcaster is that the focus of the God Wizard is not directly accomplishing tasks herself, but altering reality so that her party may accomplish more tasks and do so more efficiently.

Golarion ^{PF}: The default Pathfinder campaign setting

Greyhawk: The default campaign setting for 3e (with some Planescape elements added)

Gritty: A style of game in which rewards are scarce and death comes easily; often low-magic

Grod's Law ^{3e, GitP}: "You cannot and should not balance bad mechanics by making them annoying to use", posited by Grod_the_Giant

Grognard: A member of the "old guard" that prefers things the way they used to be

Guy at the Gym Fallacy ^{3e, GitP}: The concept that types of characters based on real-world things like swordfighting and martial arts are limited to what we as real humans can do, posited by bekeleven

H

H.I.V.E. ^{3e, GitP}: A build that abuses hiveminds

Hack 'n Slash: A style of gaming primarily focused on combat rather than roleplay

Hasbro: Owner of Wizards of the Coast

Healbot ^{3e, GitP}: A Cleric whose primary duty is to heal the other party members. Usually used as a derogatory term, either because the player does not enjoy this role, or the other players don't realize that the Cleric can do other things.

Healstick ^{3e, GitP}: A wand of Cure Light Wounds ^{PHB 215} or Lesser Vigor ^{SC 229}

Henderson Scale: A numeric value that expresses how thoroughly the plot has been derailed, usually as a fraction, with a "Full Henderson" (1.0) representing the campaign's entire plot has been irrevocably ruined beyond all hope of salvation.

Heroforge ^{3e}: A popular automated character builder

[Hi Welcome](#) ^{3e, GitP, BG}: A druid build that demonstrates class disparity by obviating the party fighter through a fleshraker animal companion and a bard cohort

[Hobson's Choice](#) ^{5e, GitP}: A choice between having something, or having nothing

Hollow World ^{BECMI}: A campaign setting under the crust of the earth, as if it were hollow; part of the Mystara setting

Holy Trinity ^{3e, GitP}: A set of three spells that allow a cleric to dominate melee combat: Divine Power ^{PHB 224}, Righteous Wrath of the Faithful ^{SC 177}, and Righteous Might ^{PHB 273}

Homebrew, Brew ^{GitP}: Rules created by players, not officially sanctioned by WotC

[Horizon Tripper](#) ^{3e, GitP}: A core-only build

House rule: A rule agreed on for use by a specific table or group, not part of the published rules

I

[Idiot Crusader](#) ^{3e, GitP}: Build with more manoeuvres readied than known

[Ikea Tarrasque](#) ^{3e, GitP, BG}: A creature designed to, like the tarrasque, be nearly impervious to harm, but like Ikea products, is build yourself from much cheaper parts, such as templates, feats, and so on. This is most commonly achieved by creating a creature with regeneration that cannot be bypassed by normal means (like a half- black dragon ^{MM1 146} [war troll](#)).

[IP Proofing](#) ^{3e, GitP, BG}: Iterative Probability Proofing; minimizing a character's failure rates (bad luck) and maximizing its defenses in order to increase the likelihood of surviving a campaign and all its inevitable possibilities of death and danger

[It's X Outside](#) ^{3e, TGD, GitP}: One of the setting books; Cold: Frostburn, Hot: Sandstorm, Wet: Stormwrack, Scary: Heroes of Horror, Crowded: Cityscape, Inside: Dungeonscape, Evil: Ravenloft

J

[Jack B. Quick](#) ^{3e, GitP}: A Fighter 20 build that relies on AoOs to generate multiple attacks. Every time you hit Jack B. Quick with an attack, he gets six attacks against you.

Jakandor: A campaign setting of a "self-contained campaign arena", featuring the clash between magic users and anti-magic barbarians

James Jacobs, JJ ^{PF, Paizo}: Creative Director of Paizo. He's very active on the forums and people often take his word as law for things that don't have a FAQ yet despite him continually reminding people that he doesn't have any rules authority

[Joker Bard](#) ^{3e, GitP}: An optimised bard equivalent to a "batman" wizard in power

[Jumplomancer](#) ^{3e, GitP}: A build that uses jump in place of diplomacy

K

Kara-Tur: A campaign setting inspired by the far east, replaced by Oriental Adventures/ Rokugan in 3e

Kender: A divisive race from the Dragonlance setting that is prone to thievery ^{DCS 28}

Killer GM: A game master whose games have a high mortality rate

Killing Cat Girls ^{3e, GitP}: Attempting to apply the rules of real-life physics to the D&D ruleset

Kingdoms of Kalamar: A campaign setting produced by [Kenzer and Co.](#)

King of Smack ^{3e, GitP}: A build with many natural attacks

Kit ^{2e}: AD&D's version of ACFs

Knights and Knaves Alehouse: An OD&D and 1e discussion board

Knights of the Dinner Table, **KoDT**: A comic strip out a group of gamers playing a parody of D&D called "Hackmaster", which was originally published as a feature in several gaming magazines, and is now published as a monthly comic book by Kenzer & Co.

L

Lankhmar: A campaign setting based on [Fafhrd and the Gray Mouser](#) by [Fritz Leiber](#)

Lawful Stupid ^{3e, GitP, Paizo}: A criticism of lawful good characters being played as rigid and uptight, so much so that they will make blatantly unwise decisions in order to adhere to their alignment

Linear Fighter, Quadratic Wizard ^{3e, GitP, WotC}: The tendency of mundanes to be stronger than casters at low levels, but to eventually end up weaker than them at higher levels

Locate City Bomb ^{3e, GitP}: A spellcasting/metamagic combo that attempts to hurt or kill a large number of people by stacking metamagic effects such as Explosive Spell ^{CAr 79} or Fell Drain ^{LM 27} onto the immense area of effect of Locate City ^{RoD 166}

Lockdown ^{3e, GitP}: A type of build focused on using reach weapons, trip attacks, and special abilities that discourage or deny movement through a threatened area

M

Magical Teaparty ^{GitP}: A style of play in which rules matter little; essentially a game of make-believe

Mahasarpa: A campaign setting, with a south asian theme

Mailman ^{3e, GitP}: A type of sorcerer build that deals lots of damage with Orb spells

-mancer ^{3e, GitP}: (Suffix) A magic user who specialises in a particular approach

Martial ^{3e, GitP}: A character using blade magic (martial adept) ^{ToB}, or a non-magic user (mundane)

Maztica: A campaign setting featuring many jungles

Meat Shield ^{3e, GitP}: A character whose purpose it is to slow down the enemy by using their body

Melee Can't Have Nice Things ^{3e, GitP}: A phrase critical of game design or reglementation that lopsidedly hampers mundane/melee characters, to the effect that these get overshadowed by spellcasters

Metagame: (1) The preferred style of play and balance *du jour*

Metagame: (2) Using information your character doesn't know to guide their decisions

Mettle ^{3e, GitP}: An ability that allows one to take no effect from spells which would otherwise be will save or fort save for half effect

Minionmancer ^{3e, GitP}: A caster who specializes in having a lot of summoned or controlled creatures under their command

MinMax: A high-op 3rd edition discussion board, and the successor to Brilliant Gameologists

Min-Max ^{3e, GitP, BG}: To minimise bad traits and maximise good traits

Mister Cavern ^{TGD}: Approximately meaning "Dungeon Master"; Intended to emphasize that the DM should not override the interests of the players in favor of their own

Monkday ^{3e, GitP}: Threads about how monks are "overpowered"

Monte Cook ^{3e}: One of the designers of 3e, 5e, and of many other RPG systems

Monty Haul ^{3e, GitP}: A style of game where treasure is given out liberally

Mook: A weak enemy that exists only to fill ranks

Mordenkainen ^{OD&D}: The name of Gary Gygax's magic-user character in his original Greyhawk campaign

Multiclass ^{3.P}: A character with more than one class, eg. Fighter 1/ Ranger 3

Munchkin ^{3e, GitP}: A cheater, or a player who bends rules or otherwise doesn't play in good faith

Mundane ^{3e, GitP}: A non-caster, or something without magical ability

Murderhobo ^{3e, GitP}: A PC, in their typical role of wandering the land and killing everything they see

Murlynd ^{OD&D}: The name of a magic-user played by Don Kaye in Gary Gygax's original Greyhawk campaign. After Don Kaye's unexpected death in 1975, Gary Gygax named several spells and magic items after Murlynd as a tribute to his friend.

Mystara: A campaign setting with no gods but instead ascended beings; includes the other settings of Blackmoor, Hollow World, and Savage Coast

N

Nanobots ^{3e, GitP}: A large group of individual allies or minions who use abilities or Aid Another ^{PHB} ⁶⁵ checks to enhance and support their controlling character

Nentir Vale (Points of Light) ^{4e, GitP, WotC}: The default 4th edition campaign setting; intentionally generic

Nerf: To reduce in power via an external force (eg. rules change, situation change)

Niche: A specific role or task that a character could participate in, eg. "finding traps" or "healing"

Niche Ranking System ^{3e, GitP}: Person_Man's niche system for ranking classes

Niche Protection ^{3e, GitP}: A design philosophy of allowing only particular classes the ability to interact with specific game mechanics, in order to maintain their utility regardless of their balance (eg. Rogue's Trapfinding)

Ninja'd: Used when another poster posted the same information you were going to while you were busy typing

Nova ^{GitP}: To expend many, all, or your best resources at once, to create a large, powerful effect

O

Oberoni Fallacy ^{3e, GitP}: The fallacy of "there is no inconsistency/loophole/mechanics issue with Rule X, because you can always Rule 0 the inconsistency/loophole/mechanics issue", posited by Oberoni

OD&D Discussion: An OD&D, BECMI, and OSR discussion board

Omniscificer ^{3e, GitP}: A build that defeated an early version of Pun-Pun

On a Stick: Having a single-use ability available repeatedly on an item

Open World: A style of play in which players are able to make choices about what to do freely
Optimisation: To build a character to maximise efficiency and to effectively reach a desired goal
Oradin ^{PF, Paizo}: Oracle/Paladin multiclass
Orb, Orb of X ^{3e, GitP}: A line of damaging conjuration spells ^{SC 150}
[Order of the Stick](#), OotS: A comedic D&D webcomic written by Rich Burlew

P

[Paizo Messageboard](#): A Pathfinder discussion board
Partial Caster, Half Caster ^{3e, GitP}: A class with access to only lower than 9th level spells by 20th level. Alternatively, a prestige class that does not grant spellcasting advancement at every level.
Pathfinder: A “3.75” edition, Paizo’s 3rd-party update and overhaul of the 3e system, created after Wizards announced 4e
[Pathfinder Society](#): Paizo’s organised play Pathfinder game
[Path of War](#), PoW ^{PF, GitP, Paizo}: A 3rd party port of Tome of Battle to Pathfinder, by Dreamscarred Press
Peasant Railgun ^{3e, GitP}: A TO physics trick where a million Commoners accelerate a stick to the speed of light by abusing the “drop an item” as a free action rule
Pelinore: A campaign setting focused primarily on the city
[Pelor, the Burning Hate](#) ^{3e, GitP, WotC}: A theory that Pelor is not actually a NG deity
Planescape: A campaign setting in which many different planes (parallel universes) host different extremes of environments and inhabitants
Playtest: To try out game mechanics in a semi/ public dry run before final publication
Pool ^{3e, GitP}: The sum of a particular type of expendable or limited resource
[Postmonster](#) ^{Paizo}: A reference to the image used for Paizo’s “404 Error” or “Server Unavailable” page
Pounce ^{3e, GitP}: To make a full attack at the end of a charge or move ^{MM1 313}
Power Gamer ^{3e, GitP}: A player who enjoys being extremely powerful, or who attempts to “win” D&D
Priest ^{2e}: A user of divine magic
[Primary Source](#) ^{3e, GitP}: The hierarchy of rules precedence, in which the source book from which a specific type of content is from overrides other books
[Psionic Sandwich](#) ^{3e, GitP}: A method to change bodies
[Pun-Pun](#) ^{3e, GitP}: A famously broken build
Pure Caster ^{3e, GitP}: A class that casts 9th level spells off a large list (eg. Wizard, Cleric, or Druid lists)
Purple Text ^{GitP}: Evil, used to indicate something is being said from an evil point of view

Q

Quadruple 9s ^{3e, GitP}: A build with 9th level arcane and divine casting, as well as 9th manifesting ^{XPH} and initiation ^{ToB} (Or some other 9-level subsystem)

R

[r/DnD](#): A general D&D discussion board

Railroad ^{3.P, GitP, Paizo}: A style of play in which players aren't able to make choices about what to do that stray from the GM's plans

Rainbow Warsnake ^{3e, GitP}: A type of build with spontaneous access to the entire Cleric list, using Rainbow Servant ^{CD 54} and a fixed-list caster (Warmage ^{CAr 10}, Dread Necromancer ^{HPH 84}, Beguiler ^{PHB2 6}), possibly with levels in War Weaver ^{HoB 112}

Rary ^{OD&D}: The name of a magic-user played by Brian Blume in Gary Gygax's original Greyhawk campaign. Rary was only played until 3rd level, at which point he earned the title "Medium", and could then be introduced as "Medium Rary". Gygax later used the name for two spells: Rary's mnemonic enhancer and Rary's telepathic bond.

Ravenloft: A campaign setting of the Demiplane of Dread, inspired by Bram Stoker's Dracula

[Reaper Miniatures](#): A well-known maker of lead (and now plastic) paintable miniatures

Ribbon ^{5e, GitP}: A type of ability that is more flavourful than useful ^{D&D 5e}

Rider, Rider Effect ^{3e, GitP}: An additional effect added to an ability, typically a spell

Robilar ^{OD&D}: The name of a fighter played by Rob Kuntz in Gary Gygax's original Greyhawk campaign

Rocket Tag ^{3e, GitP}: Combat characterized by high-powered participants where whoever gets to act first generally wins by obliterating the opposition before they can act

Rokugan: A campaign setting for the Legend of the Five Rings, based on feudal Japan

[Roll20](#), **R20**: An online tabletop

Rollplaying ^{3.P GitP, Paizo}: A derogatory term for caring more about the mechanical aspects of the game than the non-mechanical aspects

[RPG.net](#): A general RPG discussion board

[RPTools](#): A collection of software to allow tabletop players to play digitally

[Rudisplorking](#) ^{3e, GitP}: Optimising (or even just attempting to play the game well), seen as if it were cheating

Rule 0 ^{3e, GitP}: The ability of a GM to make houserules as they see fit

Rule of Cool ^{3.P, GitP, Paizo}: Allowing a player to do something that is fun, but not necessarily mechanically allowed

Rules Lawyer ^{3e, GitP}: A player who will argue rules minutia in order to get their way

S

[Same Game Test](#), **SGT** ^{GitP}: A method of testing classes against the same brace of encounters in order to compare their success rates

[Savage Coast \(Red Steel\)](#): A campaign setting with a swashbuckling aesthetic, featuring a plague that requires everyone to wear metal or else be mutated; part of the Mystara setting

Schrödinger's Wizard ^{3.P, GitP, Paizo}: A criticism of the Batman Wizard (or generally of wizards used in arguments) that they cannot have every single spell prepped at once -- they do actually have a finite number of spell slots per day

Scry 'n Die ^{3e, GitP}: A tactic in which one scrys on their enemy, then teleports in with many preparations in order to kill the foe before they can react

Sean K Reynolds, SKR ^{3.P}: One of the designers of both PF and 3e; a prolific poster and sometimes divisive figure among the community for his views on mundane/ caster balance

Session 0 ^{3e, GitP}: A first session, usually consisting of discussing houserules, the setting, and character building, rather than playing the game

Shadowpocalypse, Shadow Over the Sun ^{3e, GitP}: A scenario in which a Shadow ^{MM1 221} uses its ability to turn anything it kills into a shadow exponentially converts a city or the whole world into Shadows

Shax's Indispensible Haversack ^{3e, GitP}: Sets of useful equipment that fit into a Heward's Handy Haversack ^{DMG 259}

Skillmonkey ^{3e, GitP}: A class that fills the party's need for skill use, often the Rogue or Bard

Snowbluff Axiom ^{3e, GitP}: "All gaming systems should be terribly flawed and exploitable if you want everyone to be happy with them. This allows for a wide variety of power levels for games for different levels of players", posited by Snowbluff

Spelljammer: A campaign setting in a multi-universe of "crystal spheres", connecting every other campaign setting

Spellpower ^{3.0}: A discarded 3.0 mechanic in which you gain both +1 CL and +1 DC to spells ^{PGtF}

49

Spheres of Power, Spherecasting ^{PF, GitP}: A popular 3rd party system that replaces vancian magic

Splash: To take more than a "dip" in another class or other classes, usually three or more levels while still being significantly fewer in number than the levels in your primary class

Splatbook, Splat ^{3e, GitP, WotC}: Supplementary content rulebooks

Split Casting ^{3e, GitP}: Spellcasting modified by two ability scores, like eg. Spirit Shaman ^{CD 14}

Spoony, The Spoony Experiment: A comedy talk show about D&D

Squishy ^{3e, GitP}: Wearing light or no armour, or having low AC/ defenses

Stack Exchange (RPG): A general RPG discussion board

Standard Class ^{3e, GitP}: A class accessible from level one, but published in a splatbook. Contrast with Base Class.

Stats ^{3e, GitP}: A character's ability scores

Stormwind Fallacy ^{3e, GitP, WotC}: The idea that optimisation doesn't preclude roleplay, posited by Tempest Stormwind

Stub, Build Stub ^{3e, GitP}: The classes and levels used in a build, as a shorthand, eg "Rogue 2/ Fighter 2/ Ranger 14"

Succubus in a Grapple, SiaG ^{PF, Paizo}: An infamous thread on Paizo's boards

Swift Hunter ^{3e, GitP}: A scout/ ranger build type utilising the Swift Hunter feat ^{CS 81}

Swordsage'd ^{3e, GitP}: Ninja'd, used when another poster posted the same information you were going to while you were busy typing

System Mastery ^{3.P, GitP, Paizo}: Having a lot of experience and knowledge of the rules, available options, and their balance against each other

T

[Tale of Eric and the Dread Gazebo](#): A humorous anecdote about a misidentified “monster”

Tank: A character whose role it is to be on the frontlines, taking hits

[Team Solars](#) ^{3e, GitP}: An optimised party

Tenser ^{OD&D}: The name of Ernie Gygax's magic-user character in Gary Gygax's original Greyhawk campaign, inspired as an anagram for "Ernest"

[Test of Spite](#) ^{3e, GitP}: A community arena challenge game, in which players attempt to defeat others in single combat, often with highly optimised builds

[That Darn Crab](#), [TDC](#) ^{3e, TGD, GitP}: An under-CR'd creature, the Monstrous Crab

[The Angry GM](#): A well-known blog with game mastering advice

Theatre of the Mind ^{3e, GitP}: A style of gaming in which no battle map or miniatures are used; instead, everything is described and mentally pictured

[The Big Guy is with Me](#) ^{3e, GitP}: A psicrystal build

[The Cube](#): Defensive structure build

[The Gamers](#): A low-budget film about D&D

[The Gaming Den](#): A general TTRPG discussion board

[The Head of Vecna](#): A homebrew, humorous artifact that requires one to decapitate oneself to use

The Horde: A campaign setting inspired by Mongolia, featuring barbarians and a large desert

[The Piazza](#): A Forgotten Realms campaign setting discussion board

[The Sage](#) ^{3e, 5e}: Originally a Question/Answer column in Dragon Magazine, "Sage Advice" or "Ask the Sage", and may also refer to similar online articles. These "Frequently Asked Questions" clarified confusing rules, gave suggestions or tips for resolving rules disputes, and sometimes explained the reasoning behind the game designers' decisions. Many of these Sage rulings were compiled into the Official D&D 3.5 FAQ. However, there is still some debate over whether Sage rulings are considered "official rules updates" and should be given the same priority as official errata.

Theurge ^{3e, GitP}: To have access to multiple types of magic (eg. arcane and divine)

[The Utility Belt](#) ^{3e, GitP, BG}: A set of equipment that fits into a Belt of Hidden Pouches ^{RotW 173}

[The Wish and the Word](#) ^{3e, GitP}: A two-person build; The “Wish” character uses an xp-free Wish ^{PHB 302} to create a Ring of Infinite Wishes, and the “Word” character uses high-CL Blasphemy ^{PHB 205} / Holy Word ^{PHB 242} / etc to kill anything it sees

[Thogaturge](#) ^{3e, GitP}: A character concept where a barbarian pretends to be a wizard

Threadlock ^{Paizo}: What happens to Paladin fall, Goblin babies, Errata complaint, and Political threads if they don't fade into obscurity quickly enough.

Thunder Rift: A default campaign setting for basic D&D

Tick: An instance of a repeated effect, such as a DoT, HoT, poison, or disease

[Tier](#), [TX](#) ^{3e, GitP, BG}: JaronK's tier system for ranking classes in tiers 1-6 (T1-6)

Tinfoil Hat Trick ^{3e, GitP}: Wearing a hat that has been shrunk to your size magically. In an AMF, it returns to its normal size, blocking LoE from the AMF to you, allowing you to again cast spells

[Tippyverse](#) ^{3e, GitP}: A campaign world where high-level spellcasters have created a post-scarcity

economy with teleportation circles and magically resetting traps that create infinite resources. It's not entirely clear if this makes the campaign world awesomely overpowered or horrendously unplayable (probably both). The basic structure of the campaign world was originally presented by Emperor Tippy.

To-hit ^{3e, GitP}: Attack bonus ^{PHB 134}

Tomb of Horrors: An infamous tournament module written by Gary Gygax, known for its difficulty and instant death traps

Trap, Trap Option ^{3.P, GitP, Paizo}: A choice that appears useful, but which is not or is underwhelming compared to other options

Triple 9s ^{3e, GitP}: A build that achieves 9th level divine and arcane spells and psionic powers

Trixie ^{3e, GitP}: A buffing build

Tucker's Kobolds ^{AD&D}: An example of using environment and tactics to create a more difficult encounter than an individual monster's entry might suggest

Turning Pool ^{3e, GitP}: The max number of daily uses of turn undead and other turning abilities

Twice-Betrayer of Shar ^{3e, GitP}: A nearly invulnerable build

U

Ubercharger ^{3e, GitP}: A type of build that OHKO's foes by charging

Ubermount ^{3e, GitP}: A type of build that improves the HD and power of the mount beyond that of the character

Underdark: A campaign setting, the entirety of which is underground (typically in Faerûn)

Unforgotten Realms: An animated comedy series about D&D

UnX, ^{PF, GitP, Paizo}: Unchained variants of classes from Pathfinder Unchained (Eg. UnMonk)

Utility ^{3e, GitP}: Applicable out-of-combat

Uttercold Assault Necromancer ^{3e, GitP}: A type of necromancer build that focuses on creating/controlling undead minions while using Lord of the Uttercold ^{CAr 80} and Energy Substitution ^{CAr 79} to heal/buff them while also dealing damage to opponents.

V

Vancian Magic ^{3.P}: The default 3e spellcasting system, based on the works of Jack Vance, in which a caster only has enough mental space to prepare a limited number of spells per day, and forgets how to cast them after use

Vanilla Action Hero ^{3e, GitP}: A martial character with only abilities the hero of an action movie could use without breaking suspension of disbelief

W

WBL-mancy ^{3e, GitP}: optimization centered around purchasing items, rather than obtaining feats or class features

White Text ^{GitP}: Invisible

Wightpocalypse ^{3e, GitP}: A 'doomsday' scenario where a character creates or causes a small number of wights ^{MM1 255} to kill a number of creatures, which causes them to rise as wights and infect even more creatures, thus spreading exponentially through a populated area until all available creatures have been converted into wights.

Wizards of the Coast Forums: A now-defunct D&D discussion board. Preceded by Gleemax. Succeeded by "Reddit, Twitter, Facebook, Tumblr, and many other fantastic community-run websites" [Source](#)

X

[X in the Playground](#) ^{GitP}: A title used as a replacement for post counts; in the Playground, everyone is treated equally no matter their number of posts

XP is a River ^{3e, GitP}: The concept that falling behind in levels is not a large hindrance, because you gain more xp to compensate

Y

Yrag ^{OD&D}: The name of Gary Gygax's fighter character in his original Greyhawk campaign

Acronyms, Abbreviations

#

1e: First edition Advanced Dungeons and Dragons

1pp: First-party publisher

2e: Second edition Advanced Dungeons and Dragons

2HF ^{3.P, Paizo}: Two-handed fighting

2WF ^{3.P, Paizo}: Two-weapon fighting

3.0: The original printing of third edition Dungeons and Dragons

3.5: The revised "v 3.5" printing of third edition Dungeons and Dragons

3.P: Using rules from both 3.5 and [Pathfinder](#)

3.X: Both 3.0 and 3.5 rules

3e: Third edition Dungeons and Dragons, encompassing both 3.0 and 3.5

3pp: Third-party publisher

4e: Fourth edition Dungeons and Dragons, encompassing both 4e and Essentials

5e, Next: Fifth edition Dungeons and Dragons

A

AB ^{3.P, Paizo}: Attack bonus, the sum of your BAB and other attack modifiers
Abj: Abjuration magic ^{PHB 172}
ACF ^{3e, GitP}: Alternate class feature ^{UA 47}
ACP ^{3e}: Armor check penalty ^{PHB 122}
AD&D: Advanced Dungeons and Dragons, encompassing both 1e and 2e
Add: Additional (enemy), a weak minion that usually accompanies a stronger leader-type
AFB ^{GitP}: Away from book
AL ^{5e}: Adventurer's League, Wizards' organized play community
AMF ^{3e, GitP}: Antimagic Field ^{PHB 200}
AoE: Area of effect, an effect that targets an area rather than a single being ^{PHB 158, 175-176}
AoN ^{PF, Paizo}: Archive of Nethys, an online SRD for Pathfinder
AoO ^{3e, GitP}: Attack of opportunity ^{PHB 137}
AP ^{3.P, GitP, Paizo}: Adventure Path, a pre-written campaign or multi-session game scenario; typically refers to a Paizo-published adventure
ASF ^{3e}: Arcane spell failure ^{PHB 56, 122}
ASI ^{5e, GitP}: Ability Score Increase
Atk: Attack ^{PHB 135}
AoNA ^{3.P, Paizo}: Amulet of Natural Armor ^{DMG 246}

B

BAB ^{3e, GitP}: Base attack bonus ^{PHB 22}
BBEG ^{GitP}: Big bad evil guy, a boss-type foe who is the main antagonist
BBGG ^{GitP}: Big bad good guy, a boss-type who is a main antagonist or NPC protagonist
Bbn ^{3e}: Barbarian ^{PHB 24}
Bennie ^{3e, EN World}: Benefit
BFC ^{GitP}: Battlefield control, to manipulate the battlefield to gain an advantage, often through preventing foes from moving
BL ^{3e}: Bloodline ^{UA 19}
BoB ^{3e, GitP}: Body Outside Body ^{CAr 100}
Brd ^{3e}: Bard ^{PHB 26}
Brew ^{GitP}: Homebrew; rules created by players, not officially sanctioned by WotC
BSF ^{GitP}: Big stupid fighter
Bull's/ Bear's/ Owl's/ Cat's/ Eagle's/ Fox's ^{3e, GitP}: Level 2 spells which each give an enhancement to one ability score ^{PHB 183}

C

C/MD ^{3.P, GitP, Paizo}: (1) Caster/ Martial Disparity; the concept that casting classes are better in many or all ways to mundanes ([example](#)). Not to be confused with CMD (Combat Manoeuvre)

Defense) from Pathfinder.

C/MD ^{3.P, GitP, Paizo}: (2) A tag for threads about how Wizards rule and Fighters drool

CaGM ^{PF, Paizo}: Come and Get Me, a powerful rage power for mid to high level Barbarians

CAP ^{3e, BG}: Cleric Archer Phenomenon, metonymy for a class that performs better than another class that is purported to be the specialist at the task; eg. a Cleric Archer is better at archery than a Ranger

CC ^{GitP}: Crowd control, using something that temporarily prevents one or more foes from engaging in combat

CdG ^{3e}: Coup de grâce ^{PHB 153}

CE: Chaotic Evil ^{PHB 104}

CG: Chaotic Good ^{PHB 104}

Cha: Charisma ^{PHB 9}

CL ^{3e}: Caster level ^{PHB 305}

Clr ^{3e}: Cleric ^{PHB 31}

CLW ^{3e}: Cure Light Wounds ^{PHB 215}

CMB ^{PF}: Combat Manoeuver Bonus ^{Pathfinder}

CMD ^{PF}: Combat Manoeuver Defense ^{Pathfinder}

CN: Chaotic Neutral ^{PHB 104}

CO ^{3e, GitP, BG}: Character Optimisation

Con: Constitution ^{PHB 9}

Conj: Conjuraction magic ^{PHB 172}

CR ^{3e}: Challenge Rating ^{DMG 48}

Crit: Critical Hit ^{PHB 134}

Custserv ^{3e, GitP, WotC}: Customer Service; official rules answers issued by WotC representatives, either given via email or posted online in an article. Considered somewhat unreliable due to a history of confusing or contradictory responses.

D

d%, d100: percentile die -- two 10-sided die, one for the tens position, the other for the ones position

d10: 10-sided die

d12: 12-sided die

d20: 20-sided die

d4: 4-sided die

d6: 6-sided die, standard die

d8: 8-sided die

DAD ^{3e, GitP}: Dual ability dependent, a class or character who requires two ability scores to be high in order to perform well

DCFS, Chaos Shuffle ^{3e, GitP}: Dark Chaos Feat Shuffle; using Shun the Dark Chaos ^{FC1 95} + Embrace the Dark Chaos ^{FC 92} to permanently replace feats without using retraining rules

DD ^{3e, GitP}: (1) Dimension Door ^{PHB 221}

DD ^{3.P, GitP, Paizo}: (2) Dragon Disciple ^{DMG 183}, a prestige class

Dex: Dexterity ^{PHB 8}
DFA ^{3e, GitP}: Dragonfire Adept ^{DM 24}
DFI ^{3e, GitP}: Dragonfire Inspiration ^{DM 17}
Div: Divination magic ^{PHB 173}
DL ^{3e}: Dragonlance, a campaign setting
DM: Dungeon master, or game master/ storyteller/ referee
DMF ^{3e, GitP}: Dumb Melee Fighter
Dmg: Damage ^{PHB 135}
DMM:P ^{3e, GitP}: Divine Metamagic ^{CD 80} with Persistent Metamagic ^{CAr 81}
DMM ^{3e, GitP}: Divine Metamagic ^{CD 80}
DoMT ^{3e, GitP}: Deck of Many Things ^{DMG 278}; an artifact consisting of a deck of cards with powerful permanent effects. Drawing cards from a Deck of Many Things can cause your character to gain an unexpected increase in power or a severe decrease in power. The Deck has a history of destroying campaigns with unpredictable world-changing effects.
DoT: Damage over time, an effect that continues to damage over a duration
DPR/ DPS/ DPT ^{GitP}: Damage per Round/ Second/ Turn; typically refers to a build focused on causing lots of direct damage in a very short time period
DR ^{3e}: Damage reduction ^{PHB 26, MM1 307}
DR/ X ^{3e}: Damage reduction X, meaning that only an attack of X will penetrate it ^{PHB 26, MM1 307}
Drd ^{3e}: Druid ^{PHB 33}
DSP ^{PF}: Dreamscarred Press, a popular third-party Pathfinder publisher, known for their ports of Tome of Battle and Psionics from 3e to PF
DWK ^{3e}: Dragonwrought ^{RotD 100} Kobold ^{MM161}
DV ^{3e}: Darkvision ^{PHB 307}

E

E6 ^{3e}: Epic 6, A variant D&D game style in which the max level is 6, and players gain additional feats rather than levels above 6
EBT ^{3e}: Evard's Black Tentacles ^{PHB 228}
ECL ^{3e}: Effective character level ^{DMG 172, MM1 308}
EL ^{3.P}: Encounter Level ^{DMG 48}, The sum of a calculation to determine if a given encounter consisting of multiple threats/ hazards is appropriate to the party's average party level
Ench: Enchantment magic ^{PHB 173}
EVD ^{3e}: Encyclopedia Vinculum Draconis
Evo: Evocation magic ^{PHB 173}
EWP ^{3e}: Exotic Weapon Proficiency ^{PHB 94}
Ex, (Ex): Extraordinary special ability ^{MM1 315}
Exp: Experience, Experience Points ^{PHB 58}

F

FAQ ^{3e}: A set of documents with rules elucidation; not often trusted, since some of the

information is contradictory or outright incorrect

FCB ^{PF}: Favored class bonus ^{Pathfinder}

FF ^{3e}: Flat-footed, flat-footed AC ^{PHB 308}

FLGS ^{GitP}: Friendly local gaming store

Fol ^{3e}: Font of Inspiration, a feat for Factotums ^{Ds 14}

FoM ^{3e}: Freedom of Movement ^{PHB 233}

Fort ^{3e}: Fortitude Save ^{PHB 23}

FR: Forgotten Realms, a campaign setting

Ftr ^{3e}: Fighter ^{PHB 37}

G

GDM ^{3e}: Greater Dispel Magic ^{PHB 223}

Gh ^{3e}: Greyhawk, a campaign setting

GitP: Giant in the Playground

GM: Game master, or dungeon master/ storyteller/ referee

GMW ^{3e}: Greater Magic Weapon ^{PHB 251} (also Greater Mighty Wallop ^{RotD 115})

Gobbo: Goblin ^{MM1 133}

Grp ^{3e}: Grapple ^{PHB 155}

GTWF ^{3e}: Greater Two-weapon Fighting ^{PHB 95}

H

HD ^{3e}: Hit Dice ^{PHB 23}

HHH ^{3e}: Heward's Handy Haversack ^{DMG 259}

HiPS ^{3e}: Hide in Plain Sight ^{PHB 48}

HoT: Heal over time, an effect that continues to heal over a duration

HP: Hit points ^{PHB 23}

HW ^{3.P, GitP, Paizo}: Horizon Walker ^{DMG 189}, a prestige class

I

IA ^{3e}: Ice Assassin, an abusable spell that duplicates a creature

IC: In-character

IHS ^{3e}: Iron Heart Surge ^{ToB 68}

Ill: Illusion magic ^{PHB 173}

Init, ini ^{3e}: Initiative ^{PHB 136}

Int: Intelligence ^{PHB 9}

lotSV ^{3e}: Initiate of the Sevenfold Veil, a powerful caster PrC

itP ^{GitP}: in the Playground (Giant in the Playground forums)

ITWF ^{3e}: Improved Two-weapon Fighting ^{PHB 96}

IUS ^{3e}: Improved Unarmed Strike ^{PHB 96}

J

JJ ^{PF, Paizo}: James Jacobs, Creative Director of Paizo. He's very active on the forums and people often take his word as law for things that don't have a FAQ yet despite him continually reminding people that he doesn't have any rules authority

K

K (X), Know(X) ^{3e}: Knowledge (X) ^{PHB 78}

KO: Knock-out, to knock someone unconscious

KoDT: Knights of the Dinner Table; a comic strip out a group of gamers playing a parody of D&D called "Hackmaster", which was originally published as a feature in several gaming magazines, and is now published as a monthly comic book by Kenzer & Co.

KoK ^{3e}: Kingdoms of Kalamar, a campaign setting

L

L5R ^{3e}: Legend of the Five Rings, a campaign setting

LA ^{3e}: Level adjustment ^{MM1 311}

LARP: Live action role-play, a style of gaming where people physically act out their characters

LG: Lawful Good ^{PHB 104}

LGS ^{GitP}: Local gaming store

LN: Lawful Neutral ^{PHB 104}

LoE ^{3e}: Line of effect ^{PHB 176}

LoS ^{3e}: Line of sight ^{PHB 139}

M

MAD ^{3.P, GitP, Paizo}: Multiple ability dependant, a class or character who requires many ability scores to be high in order to perform well

Merc: Mercenary

MM ^{3e}: Metamagic ^{PHB 88}

Mnk ^{3e}: Monk ^{PHB 39}

Mod: Modifier ^{PHB 310}

MoM ^{3e}: Master of Masks ^{CS 52}, a prestige class

MoMF ^{3e}: Master of Many Forms ^{CAd 58}, a prestige class

MoMS ^{PF}: Master of Many Shapes, a Monk archetype

MT ^{3.P, GitP, Paizo}: Mystic Theurge ^{DMG 192}, a prestige class

Mwk ^{3e}: Masterwork ^{PHB 310}

N

NA ^{3e}: Natural Armor ^{PHB 310}

NE: Neutral Evil ^{PHB 104}

Necro: Necromancy magic ^{PHB 174}, or to post in a thread after its posting limit date (varies by forum)

NG: Neutral Good ^{PHB 104}

NI ^{GitP}: Nigh-infinite, effectively infinite

NAD ^{3e}: No ability dependant, a class or character who requires no high ability scores to be high in order to perform well

NPC: Non-player character ^{PHB 311}

NSJD ^{3e}: No save, just die

NSJL ^{3e}: No save, just lose

NSJS ^{3e}: No save, just suck

NWP ^{2e}: Non-weapon proficiency, the 2e version of skills ^{AD&D 2e}

O

OD&D: The original Dungeons and Dragons

OGL ^{3e}: Open gaming license

OHKO: One-hit knock-out, to knock someone unconscious in one blow

OOC: Out-of-character

OotS ^{GitP}: Order of the Stick; a comedic webcomic written by Rich Burlew, which eventually appeared in Dragon Magazine

Op, CharOp ^{GitP}: Optimisation

OP ^{GitP}: Overpowered, or original poster

P

PA ^{3e}: Power Attack ^{PHB 98}

Pal ^{3e}: Paladin ^{PHB 42}

PAO ^{3e}: Polymorph any Object ^{PHB 263}

PB ^{3e}: Point buy ^{DMG 169}

PbE ^{GitP}: Play-by-email, a method of roleplaying

PbP ^{GitP}: Play-by-post, a method of roleplaying

PBS ^{GitP, 3e}: Point Blank Shot ^{PHB 98}

PC: Player character ^{PHB 311}

PEACH ^{GitP}: Please Evaluate and Critique Honestly

PF: Pathfinder, a d20 system similar to 3.5

PnP ^{GitP}: Pen and paper, a method of roleplaying

PO: Practical optimisation

PoW ^{PF}: Path of War, A 3rd party port of Tome of Battle to Pathfinder, by Dreamscarred Press

PrC ^{3e}: Prestige class

Pre-req ^{3e}: Prerequisite, often for a feat or prestige class

Proc: To activate or enable

PVE: Player vs environment (the GM)

PVP: Player vs player

PRD ^{PF}: [Pathfinder Reference Document](#); official source for Paizo rules

PFSRD ^{PF}: [Pathfinder System Reference Document](#); unofficial resource that "condenses" information from both primary books as well as splat books that are not included in the PRD. Very easy to search, but more likely to contain errors. Double-check info against an official source if possible.

R

R20: Roll20, an online tabletop

RACSD ^{GitP}: Rules As Common Sense Dictates; An attempt to interpret the rules in a way that produces the most balanced and playable outcomes. Usually a compromise between RAW and RAI.

RAI ^{GitP, Paizo}: Rules as intended/ interpreted/ implied; an attempt to play the rules based on how you think the designers intended them to be played, rather than what they actually wrote in the text. Tends to be much more subjective than RAW or RACSD.

RAW ^{GitP, Paizo}: Rules as written; enforcing the written rules of the game exactly as they are written, with the most literal interpretation possible. This is usually an attempt to remove personal opinion or the designer's intentions from a rules discussion, even if the results are silly, obtuse, or broken.

Ref ^{3e}: Reflex Save ^{PHB 23}

Rez: Resurrection

Rgr ^{3e}: Ranger ^{PHB 46}

RHD ^{3e}: Racial Hit Dice ^{MM1 290, 313}

RKV ^{3e}: Ruby Knight Vindicator ^{ToB 122} (or "Windicator")

RNG: Random number generator, or luck

Rog ^{3e}: Rogue ^{PHB 49}

RP: Roleplay

RPG: Role-playing game

RPGA: Role Play Game Association, Wizards of the Coast's arbiter and organiser of organised play (previously Living Greyhawk during 3e; now Adventurer's League during 5e)

S

S+B: Sword and board, fighting with a one-handed weapon and shield

SA ^{3.P, GitP, Paizo}: Sneak Attack ^{PHB 50}, a Rogue class feature

SA ^{3e}: Special Attacks, Special Abilities ^{MM1 6, 315}

Sac: Sacrifice, to give something up or to pay a cost

SAD ^{3.P, GitP, Paizo}: Single ability dependant, a class or character who requires only one ability score to be high in order to perform well

SD ^{PF, Paizo}: Stalwart Defender, a prestige class

SGT ^{GitP}: Same-game test, a method of testing classes against the same brace of encounters in order to compare their success rates

SiaG ^{PF, Paizo}: Succubus in a Grapple; an infamous thread on Paizo's boards

SKR ^{3.P}: Sean K. Reynolds, one of the designers of both PF and 3e; a prolific poster and sometimes divisive figure among the community

SL ^{3e}: Spell level ^{PHB 178, 180}

SLA ^{3e}: Spell-like ability ^{MM1 315}

SM X ^{3e}: Summon Monster X ^{PHB 285}

SNA X ^{3e}: Summon Nature's Ally X ^{PHB 288}

SoD ^{3e, GitP}: Save or die, a spell which outright kills the foe if failed against

SoL ^{3e, GitP}: Save or lose, a spell whose effects will assuredly cause a foe to lose a fight if failed against

SoP ^{PF}: Spheres of Power, a popular, well-balanced 3rd party system that replaces vancian magic

Sor ^{3e}: Sorcerer ^{PHB 51}

SoS: Save or suck, a spell whose effects will greatly impede a foe, making them impotent if failed against

Sp, (Sp) ^{3e}: Spell-like special ability ^{MM1 315}

Spd ^{3e}: Speed ^{PHB 147}

SQ ^{3e}: Special Qualities ^{MM1 6}

SR ^{3e}: Spell resistance ^{MM1 315}

SRD ^{3e}: System reference document

StP ^{3e}: Spell-to-Power ^{CPsi Web}

Str: Strength ^{PHB 8}

Su, (Su) ^{3e}: Supernatural special ability ^{MM1 315}

SU X ^{3e}: Summon Undead X ^{SC 215}

T

TDC ^{3e, TGD, GitP}: That Darn Crab, an under-CR'd creature, the Monstrous Crab

TGD: The Gaming Den; A general TTRPG discussion board

THAC0 ^{2e}: To-hit AC 0 ^{AD&D}; about equivalent to AC 20 in 3e

THF: Two-handed fighting, using a two-handed weapon

TN: True Neutral ^{PHB 104}

TO: Theoretical optimisation

TPK: Total party kill, when every single party member is dead at the same time

Tramp: Nickname for Dave Trampier, best known as an artist for several iconic illustrations in the early editions of D&D and for the Wormy comic strip that appeared in Dragon Magazine

Trans: Transmutation magic ^{PHB 174}

TSR: Tactical Rules Studies, Gary Gygax's D&D publishing company, later bought by Wizards of

the Coast

TTRPG: Tabletop roleplaying game

TWF ^{3e}: Two-weapon Fighting ^{PHB 102}

U

UMD ^{3e}: Use Magic Device ^{PHB 85}

Uni: Universal magic ^{PHB 57}

V

VoP ^{3e}: Vow of Poverty ^{BoED 48}

W

WBL ^{3e}: Wealth by level ^{DMG 135}

Will ^{3e}: Willpower Save ^{PHB 23}

Wis: Wisdom ^{PHB 9}

Wiz ^{3e}: Wizard ^{PHB 55}

WotC: Wizards of the Coast

WRT ^{3e}: White Raven Tactics ^{ToB 94}

X

XdY: Dice notation. X denotes how many dice to roll; Y denotes the size (number of sides) of the dice

Xdybz ^{3e, GitP}: See dice notation; the “b” represents “best”, so if it were eg. 4d6b3, that would mean “roll 4d6, and use the best three results”

XP: Experience, Experience Points ^{PHB 58}

Book Abbreviations

3rd Edition

WotC’s abbreviations sometimes make no sense, so I use my own that I think are more self-evident. They follow three simple rules:

- Capitalise the first letter of each word in the title, as appropriate for titles (eg. “the” and “of” are not capitalised) and use lowercase letters for lowercase words.

- Use a capital-lowercase combination for each word in compound titles (eg. Fb for Frostburn).
- Use additional lowercase letters to distinguish between books with similar titles (eg. Sandstorm: Ss; Savage Species: SS; Shining South: ShS; Secrets of Sarlona: SoS).

See also Jackinthegreen's list of [Books by Publication Date](#).

Book	WotC abbreviation	My abbreviation	Edition
Anauroch the Empire of Shade	An	AtEoS	3.5e
Animated Series Handbook	-	ASH	3.5e
Book of Exalted Deeds	BE	BoED	3.5e
Champions of Ruin	CR	CoR	3.5e
Champions of Valor	CV	CoV	3.5e
City of Splendors: Waterdeep	CSW	CoS:W, CoSW	3.5e
Cityscape	Ci	Cs	3.5e
Complete Adventurer	CAd	CAd	3.5e
Complete Arcane	CAr	CAr	3.5e
Complete Champion	CC	CC	3.5e
Complete Divine	CD	CD	3.5e
Complete Mage	CM	CM	3.5e
Complete Psionic	CP	CPsi, CP	3.5e
Complete Scoundrel	CS	CS	3.5e
Complete Warrior	CW	CW	3.5e
Draconomicon	Dr	Drac	3.5e

Dragon Magic	DM	DM	3.5e
Dragonmarked	Dra	Dm	3.5e
Dragons of Eberron	DE	DoE	3.5e
Dragons of Faerûn	DrF	DoF	3.5e
Drow of the Underdark	DrU	DotU	3.5e
Dungeon Master's Guide	DMG	DMG	3.5e
Dungeon Master's Guide 2	DMG2	DMG2	3.5e
Dungeonscape	Du	Ds	3.5e
Eberron Campaign Setting	ECS	ECS	3.5e
Eberron Explorer's Handbook	EH	EEH	3.5e
Elder Evils	EIE	EE	3.5e
Exemplars of Evil	EE	EoE	3.5e
Expanded Psionics Handbook	XPH	XPH	3.5e
Expedition to the Demonweb Pits	EDP	EttDP	3.5e
Expedition to Undermountain	EU	EtU	3.5e
Faiths of Eberron	FE	FoE	3.5e
Fiendish Codex I	FCI	FCI, FC1	3.5e
Fiendish Codex II	FCI	FCII, FC2	3.5e
Five Nations	-	5N	3.5e
Forge of War	FW	FoW	3.5e
Frostburn	Fr	Fb	3.5e

Grand History of the Realms	GHR	GHotR	3.5e
Grasp of the Emerald Claw	GC	GotEC	3.5e
Heroes of Battle	HB	HoB	3.5e
Heroes of Horror	HH	HoH	3.5e
Libris Mortis	LM	LM	3.5e
Lords of Madness	LoM	LoM	3.5e
Lost Empires of Faerûn	LE	LEoF	3.5e
Magic Item Compendium	MIC	MIC	3.5e
Magic of Eberron	MoE	MoE	3.5e
Magic of Incarnum	MoI	MoI	3.5e
Miniatures Handbook	MH	MiH	3.5e
Monster Manual	MM	MMI, MM1	3.5e
Monster Manual III	MM3	MMIII, MM3	3.5e
Monster Manual IV	MM4	MMIV, MM4	3.5e
Monster Manual V	MM5	MMV, MM5	3.5e
Mysteries of the Moonsea	Mys	MotM	3.5e
Planar Handbook	PIH	PIH	3.5e
Player's Guide to Eberron	PE	PGtE	3.5e
Player's Guide to Faerûn	PG	PGtF	3.5e
Player's Handbook	PH	PHB	3.5e
Player's Handbook 2	PH2	PHB2	3.5e
Power of Faerûn	PF	PoF	3.5e
Expedition to Castle	Rav	EtCR	3.5e

Ravenloft			
Races of Destiny	RD	RoD	3.5e
Races of Eberron	RE	RoE	3.5e
Races of Stone	RS	RoS	3.5e
Races of the Dragon	Rdr	RotD	3.5e
Races of the Wild	RW	RotW	3.5e
Rules Compendium	RC	RC	3.5e
Sandstorm	Sa	Ss	3.5e
Scourge of the Howling Horde	-	SoTHH	3.5e
Secrets of Sarlona	SoS	SoS	3.5e
Secrets of Xen'drik	SX	SoX	3.5e
Serpent Kingdoms	SK	SK	3.5e
Shadows of the Last War	SL	SotLW	3.5e
Sharn: City of Towers	Sh	S:CoT, SCoT	3.5e
Shining South	ShS	ShS	3.5e
Spell Compendium	SpC	SC	3.5e
Stormwrack	Sto	Sw	3.5e
Tome of Battle	ToB	ToB	3.5e
Tome of Magic	TM	ToM	3.5e
Twilight Tomb	-	TT	3.5e
Underdark	Und	Und	3.5e
Unearthed Arcana	UA	UA	3.5e
Weapons of Legacy	-	WoL	3.5e

White Plume Mountain	-	WPM	3.5e
Arms and Equipment Guide	AE	AaEG	3e
Bastion of Broken Souls	BS	BoBS	3e
Book of Vile Darkness	BV	BoVD	3e
City of the Spider Queen	CSQ	CotSQ	3e
Defenders of the Faith	DF	DotF	3e
Deities and Demigods	DD	DaD	3e
Dragonlance Campaign Setting	-	DCS	3.5e
Enemies and Allies	EA	EaE	3e
Epic Level Handbook	EL	ELH	3e
Faiths and Pantheons	FP	FaP	3e
Festival Knight	-	FK	3e
Fiend Folio	FF	FF	3e
Forgotten Realms Campaign Setting	FRCS	FRCS	3e
Ghostwalk	Gh	Gw	3e
Icy Heart	-	IH	3e
Living Greyhawk Gazetteer	LG	LGG	3e
Lords of Darkness	LD	LoD	3e
Magic of Faerûn	Mag	MoF	3e
Manual of the Planes	MP	MotP	3e
Masters of the Wild	MW	MotW	3e
Monster Manual II	MM2	MMII, MM2	3e

Monsters of Faerûn	-	Mon	3e
Oriental Adventures	OA	OA	3e
Psionics Handbook	-	Psi, PsiHB	3e
Races of Faerûn	Rac	RoF	3e
Savage Species	SS	SS	3e
Silver Marches	SM	SM	3e
Song and Silence	SaS	SaS	3e
Stronghold Builder's Guide	SB	SBG	3e
Sword and Fist	SF	SaF	3e
The Sunless Citadel	-	TSC	3e
Tome and Blood	-	TaB	3e
Unapproachable East	Una	UE	3e
Dragon Magazine ###	-	Drag###	Dragon Mag
Dragon Compendium	-	DC	Dragon Mag 3.5e
Dragon Annual #5	-	DA5	Dragon Mag 3e
Dungeon Magazine ###		Dun###	Dungeon Mag 3.5e/ 3e
Far Corners of the World	-	FCotW, Web	Web
Ghostwalk Web Enhancement	-	Gw Web	Web
Magic Books of Faerûn	-	MBoF, Web	Web
Mintiper's Chapbook	-	MC, Web	Web

Silver Marches Web Enhancement	-	SM Web	Web
Spellbook Archive	-	SpA, Web	Web

Pathfinder

CotCT, CoCT: Curse of the Crimson Throne, an adventure path

RotRI: Rise of the Runelords, Paizo's first adventure path

WotR: Wrath of the Righteous, an adventure path