

Abbreviations

" = Scale size; in a building this equals 10 feet, outdoors it equals 10 yards.
 = Feet

The following abbreviations identify the book in which details may be found.

! = AD&D® Players Handbook
 @ = AD&D® Unearthed Arcana
 * = AD&D® Oriental Adventures

A = Area of Effect
 AC = Armor Class
 Adj = Adjustment; bonus or penalty modifiers
 Ani = Animal
 #AT = Number of attacks in one round

C = Casting Time; the gametime it takes to cast a spell

Chr = Charisma
 CL = Cleric
 Cms = Comeliness
 Con = Constitution
 Cone = A cone; measured in length x width offar end

Crt = Any creature; intelligent or not
 cu = Cubic shape
 Cyl = A cylinder; measured by height x diameter

D = Duration
 Def = Defenses
 Dex = Dexterity
 dia = Diameter

Dmg = Damage
 DR = Druid
 ft = Feet
 gpw = Gold piece weight; the average weight of any coin is 1/10th of a pound

HD = Hit Dice
 hp = Hit points
 hr = Hour
 Hvy = Heavy encumbrance

IL = Illusionist
 10 = Inches
 Int = Intelligence
 1st = Instantaneous
 Itm = An item; any object or creature

L = Level
 Load = Loaded encumbrance

Man = Any intelligent creature who is defined as a "person" by the rules

Max = Maximum encumbrance
 ml = Miles
 MU = Magic-User

Neg = Negates the effect
 Nil = No saving throw allowed
 NPC = Non-Player Character

Obj = Any inanimate object
 Pmt = Permanent

r = A game round; 1 minute
 R = Range

rad = Radius
 RX = Reaction or attitude modifiers; the abbreviations may be used to denote general tendencies.
 F = Friendly,
 N = Neutral, and
 H = Hostile.

s = A game segment; 6 seconds
 S = Save effect
 S ^{1/2} = Effect of attack is halved if San is successful

Save = Saving throw
 SH = Shukenja
 Spl = Special; see the appropriate book for details##

sq = Square
 Str = Strength

t = A game turn; 10 minutes
 Tch = Touch
 THACO = To Hit AC0; subtract the foe's AC from this score to determine the number needed to hit

w/ = With
 Wis = Wisdom
 wk = A week
 Wpn = Weapon
 WU = Wu|jen

SPELLS that are all capitalized are normal spells.

Spells in lower case are the *reverse* of the preceding spell.