

Complete, Alphabetical List

2E: 2nd Edition D&D (Dungeons & Dragons), the game version of D&D from which the BG series got its rule set.

2HLS, 2HS: two-handed longsword, two-handed sword.

2HWS: two-handed weapon style.

AC: Armor class.

AD: Animate Dead.

AD&D, ADnD: Advanced D&D (Dungeons & Dragons), an intermediate version of D&D after the original D&D.

ADHW: Abu-Dalzim's Horrid Wilting.

AerS: Aerial Servant (to avoid confusion with Animal Summoning).

AI: Absolute Immunity; artificial intelligence.

Ao...: Amulet of...; the god AO.

AoF: Armor of Faith.

AOG: Acronym Overload Glossary: this guide .

AoP: Amulet of Power.

APR: Attacks per Round.

aRPG: action Role-Playing Game.

AS: Agannazar's Scorchers, Animal Summoning, Aerial Servant (must be guessed from context).

Asc: Ascension mod.

AU: Animate Undead; some people may use SS "Summon Skeleton" (confuses with Stoneskin et al).

Bark: Barkskin.

BB: Blade Barrier.

BBD: Black Blade of Disaster.

BBoD: Black Blade of Disaster.

BG: Baldur's Gate; rarely, Bolt of Glory.

BGEE or BG:EE: Baldur's Gate, Enhanced Edition.

BG2EE or BG2:EE: Baldur's Gate 2, Enhanced Edition.

BGFixpack: a commonly used mod that fixes bugs and restores content.

BGT: Baldur's Gate Trilogy.

BGTweaks: a commonly used mod that increases convenience of play.

BH: Burning Hands.

Bless.

Blind: Blindness.

Blur: Probably shouldn't be abbreviated.

Bo..: Belt of...; Bolt of...; Bag of...Bracers of...

BoA: Bracers of Archery.

BoCGS: Belt of Cloud Giant Strength.

BoD: Bracers of Dexterity (actually GoD, Gauntlets of Dexterity).

BoG: Bolt of Glory.

BoH: Bag of Holding.

BoHGS: Belt of Hill Giant Strength.

BoM: Boards o' Magic: Forum at Sorcerer's Place modding site.

BoSGS: Belt of Storm Giant Strength.

Breach: Probably shouldn't be abbreviated, maybe Br.

BS: Barkskin.

BTE: Black Talon Elite: an evil mercenary force in Baldur's Gate 1.

BWL: Black Wyrn Lair modding site.

BWP: Big World Project: a megamod that tries to install dozens of mods wo/ creating conflicts or instability.

C or CON: Constitution.

CA: Conjure Animals.

Caco: Cacofiend.

CarrS: Carrion Summons.

CC: Cone of Cold, Chain Contingency, Chaotic Commands (must guess from context).

CCW: Cure, Cause Critical Wounds.

CD: Cure Disease.

CEE: Conjure Earth Elemental.

CF: Crom Faeyr (a magic hammer, probably the best hammer in BG2) ; Celestial Fury.

C/F: Cleric-Fighter.

CFE: Conjure Fire Elemental.

Ch or CHA: Charisma.

Chant: Probably shouldn't be abbreviated.

Chaos: Probably shouldn't be abbreviated.

CHARNAME (pronounced "shar-NAHM-ee") generic word to refer to the main character, literally "character name".

ChC: Chaotic Commands, Chain Contingency.

ChP: Charm Person.

ChPoM: Charm Person or Mammal.

ChT: Chill Touch.

ChO: Chromatic Orb.

CK: Cloudkill.

CL: Chain Lightning, Call Lightning.

CLAE: Conjure Lesser Air Elemental.

CL EE: Conjure Lesser Earth Elemental.

CLFE: Conjure Lesser Fire Elemental.

Clair: Clairvoyance.

CLW: Cure Light Wounds.

CM, C/M: Cleric-Mage.

CMW: Cure Medium Wounds.

CO: Chromatic Orb.

CoC: Cone of Cold.

CoF: Cloak of Fear.

CoM: Chosen of Mystra modding site.

CON: Constitution.

CoND: Cloak of Non-Detection.

Conf: Confusion.

Contagion (abbreviating will confuse with Contingency) .

Cont: Contingency.

CP: Charm Person.

CR, C/R: Cleric-Ranger.

cRPG: Computer Role-Playing Game.

CS: Critical Strike, Color Spray, Champion's Strength (must be guessed from context).

CSW: Cure, Cause Serious Wounds.

CT, C/T: Cleric-Thief, Chill Touch.

CtB: Check the bodies..

CU: Control Undead.

CWB: Call Woodland Beings.

CWD: Command Word: Die.

D or DEX: Dexterity.

D&D: Dungeons and Dragons.

DBF: Delayed Blast Fireball.

DC: Dire Charm.

DD: Dimension Door (some people use instead of SD: Shadow Door) .

DD: Dolorous Decay.

Det: Detect (anything), Detect Evil, Detect Good, Detect Illusion, Detect Magic.

DE: Detect Evil.

DF: Death Fog.

DH: Defensive Harmony.

DInv: Detect Invisibility.

DIII: Detect Illusion.

Dis: Disintegrate.

DM: Dungeon Master, Dispel Magic.

DMag: Dispel Magic (without the "ag", will be confused with "dungeon master").

DoE: Defender of Easthaven; a +3 magic weapon with armor class bonuses.

Dom: Domination.

Doom.

DRM: Digital Rights Management.

DS: Defensive Spin (Blade character class); Death Spell.

DSotSC: Dark Side of the Sword Coast: a commonly used mod that adds content.

DT: Detect Traps, Durlag's Tower (a frequently discussed dungeon from Baldur's Gate 1).

DuHM: Draw Upon Holy Might.

DW: Death Ward.

ED: Energy Drain.

EH: Emotion:Hopelessness.

Ent: Entangle.

EW: Enchanted Weapon.

F: Fireball, Freedom: Probably shouldn't be abbreviated.

FarS: Farsight.

FA: Flame Arrow, Free Action (must be guessed from context).

FAI: Friendly Arms Inn: a frequently visited place in Baldur's Gate 1.

FB: Fireball, Flame Blade.

FC: Fighter-Cleric.

FD: False Dawn.

FF: Find Familiar; Flaming Fist (a police force in Baldur's Gate 1).

FFT: Fishing for Trouble (quest pack for BG2).

FM, F/M: Fighter-Mage.

FMC, F/M/C: Fighter-Mage-Cleric.

FMT, F/M/T: Fighter-Mage-Thief.

FM: Feeblemind.

FoA: Flail of Ages, starts out +3 with some elemental damage, slows opponents, can be upgraded.

FoD: Finger of Death.

Fr: Friends.

FR: Forgotten Realms (the name of the D&D world setting used in Baldur's Gate).

FS: Flame Strike; rarely, Fire Seeds.

FS:B: Fireshield Blue.

FS:R: Fireshield Red.

FT, F/T: Find Traps, Fighter-Thief.

FtS: Flesh to Stone.

FWR: Firewine Ruins (a frequently discussed dungeon from Baldur's Gate 1).

G3: Gibberlings Three modding site.

GA: Ghost Armor.

Gate: Probably shouldn't be abbreviated.

GC: Greater Command.

GD: Glitterdust.

GM: Greater Malison.

Go...: Gauntlets of...; Girdle of...

GoB: Girdle of Bluntness.

GoD: Gauntlets of Dexterity.

GoES: Gauntlets of Extraordinary Specialization .

GoG: Good Old Games (A download website that sells older games like Baldur's Gate).

GoP: Girdle of Piercing.

GoS: Girdle of Slashing.

GoI: Globe of Invulnerability.

GoOS: Gauntlets of Ogre Strength.

GoW: Glyph of Warding.

GR: Greater Restoration.

GT: Ghoul Touch.

GWW: Greater Whirlwind.

H: Haste, Horror (depending on context? Probably shouldn't be abbreviated.).

HA: Hold Animal.

Harm: Probably shouldn't be abbreviated.

Heal: Probably shouldn't be abbreviated.

HiS/MS: Hide in Shadows, Move Silently: combined stealth action for thieves.

HLA: High Level Ability.

HM: Hold Monster.

HP: hit points; (rare) Hold Person, Holy Power (must be guessed from context).

HS: Holy Smite, Hide in Shadows (must be guessed from context).

HSMS: Hide in Shadows, Move Silently: combined stealth action for thieves.

HU: Hold Undead.

HW: Horrid Wilting, Abi-Dalzim's Horrid Wilting.

HW: Holy Word.

I or INT: Intelligence.

IA: Improved Alacrity; Improved Anvil mod.

IC: In character: an abbrev. used by roleplayers to indicate that they are now speaking as their characters..

ID: Identify.

IH: Improved Haste.

II: Improved Invisibility.

IM: Improved Mantle, Impregnable Mind.

IMoD: Improved Mace of Disruption: chance to destroy undead, immune to level drain.

Imprison: Imprisonment.

Int: Intelligence.

Inv: Invisibility.

Inv10: Invisibility 10' Radius.

InvP: Invisibility Purge (to avoid confusion with Insect Plague).

InvS: Invisible Stalker (easily confused with Ice Storm).

IP: Insect Plague, Invisibility Purge.

IR: Item Revisions.

IS: Ice Storm, Iron Skins (must be guessed from context).

ISoM: Impervious Sanctity of Mind.

K: Knock.

KA: Know Alignment.

KWW: Khelben's Warding Whip.

LB: Lightning Bolt.

LMD: Larloch's Minor Drain.

LR: Lower Resistance, Lesser Restoration (must be guessed from context).

LS: longsword.

Luck: Probably shouldn't be abbreviated.

LW: Limited Wish.

Lvl1NPCs: Level One NPC's mod: lets you pick your own character classes for Bioware characters.

M: Mantle, Maze: Probably shouldn't be abbreviated.

MA: Mage Armor.

MAA: Melf's Acid Arrow.

Magical Stone.

Mass Invisible: Mass Invisibility (abbreviating confuses with Mirror Image).

MB: Magic Blocking.

MC: Mass Cure; multiclass.

MC, M/C: Mage-Cleric.

MD: Magic Damage .

MD: Mental Domination.

MDR: Magic Damage Resistance.

MetSw: Meteor Swarm? Using MS will confuse with Monster Summoning).

M/F, M/C, M/F/T: Mage-Fighter, Mage-Cleric, Mage-Fighter-Thief.

MGoI: Minor Globe of Invulnerability.

MI: Mirror Image, (rarely, Mass Invisibility).

Mislead: Probably shouldn't be abbreviated.

ML: Mislead.

MM: Magic Missile, Miscast Magic.

MMM: Melf's Minute Meteors.

MMORPG: Massively Multiplayer Online Role-Playing Game.

MordS: Mordenkainen's Sword (using MS will confuse with Monster Summoning).

MR: Magic Resistance.

MRC: minimal reload challenge (a thread started by softcore players to post their game details).

MS: Monster Summoning (MSI, MSII, MSIII) (try MetSw for Meteor Swarm?).

MS: Move Silently (must be guessed from context).

MS: Meteor Swarm, Minor Sequencer (must be guessed: this is a VERY bad abbreviation!).

MSD: Minor Spell Deflection.

MSeq: Minor Sequencer (using MS will confuse with Monster Summoning).

MShS (or MSHiS) Move Silently, Hide in Shadows (combined stealth action for thieves).

MST: Minor Spell Turning.

NB: Nature's Beauty.

ND: Non-Detection.

No...: Necklace of.

NoM: Necklace of Missiles (actually Fireballs).

NoS : Necklace of Shielding.

NP: Neutralize Poison .

NPC: non-player character.

NPP: Negative Plane Protection.

NR: no-reload game (the equivalent of hard core: death is final; players voluntarily enforce it on themselves).

NRC: no-reload challenge (a thread started by hardcore players to post their game details).

NSotSC: North Side of the Sword Coast: a commonly used mod that adds content.

O, Or: Oracle.

OC: Original Campaign.

OL: Open Locks.

OOC: Out of Character; an abbreviation used by roleplayers to indicate that they are now speaking as themselves..

OP: Original Poster.

ORS: Otiluke's Resilient Sphere.

OS: Offensive Spin (Blade character class).

P: Poison, potion.

PB: Phantom Blade.

PC: the player character.

PD: Pixie Dust.

PEH: Potion of Extra Healing.

PfA: Protection from Acid.

PfC: Protection from Cold.

PfEl: Protection from Electricity, Protection from the Elements.

PfEn: Protection from Energy.

PfEv: Protection from Evil.

PfEv10: Protection from Evil, 10'.

PfF: Protection from Fire.

PfFC: Protection from Fire, Cold.

PfG: Protection from Good.

PfG10: Protection from Good, 10'.

PfL: Protection from Lightning.

PfM: Protection from Magic.

PfME: Protection from Magic Energy.

PfMW: Protection from Magic Weapons.

PfNM: Protection from Normal Missiles.

PfNW: Protection from Normal Weapons.

PfP: Protection from Petrification; Protection from Poison (confusing: must guess from context).

PftE: Protection from the Elements.

PfU: Protection from Undead.

PH: Potion of Healing.

PI: Project Image.

PM: Pierce Magic; rarely, Physical Mirror.

PMB: Potion of Magic Blocking (see Po...).

PMS: Potion of Magic Shielding (see Po...).

PO: Polymorph Other.

Po...: Potion of ...; Periapt of...

PoA, PoAg: Potion of Agility.

PoC: Potion of Clarity.

PoD, PoDef: Potion of Defense.

PoEH: Potion of Extra Healing.

PoFA: Potion of Free Action.

PoFB: Potion of Fiery Burning.

PoG: Potion of Genius.

PoH: Potion of Healing.

PoHm: Potion of Heroism.

Pol: Potion of Insight.

PoMB: Potion of Magic Blocking.

PoMS: Potion of Magic Shielding.

PoP: Periapt of Poison (a necklace).

PoPaP: Periapt of Proof against Poison (the full name of the necklace).

PoT: Potion of Thieving.

PPG: Pocket Plane Group, modding site.

ProMW (see Pf for further variants): Protection from Magic Weapons (Protection from... abbreviations abound).

PrSpr: Prismatic Spray (using PS will confuse with Polymorph Self unless context clear).

PS: Polymorph Self, Pierce Shield, Prismatic Spray (very confusing, must guess from context).

PW:B: Power Word Blind.

PW:K: Power Word Kill.

PW:SI: Power Word Silence.

PW:SL: Power Word Sleep.

PW:ST: Power Word Stun.

RC: Remove Curse.

RD: Raise Dead.

Res, Ress, Rez, Rezz: Resurrect.

RF: Remove Fear, Resist Fear, Resist Fire.

RFaC: Resist Fire and Cold.

RI: Reflected Image.

RM: Remove Magic, (rarely, Righteous Magic) .

Ro...: Ring of..., Rod of...

RoAC: Ring of Air (elemental) Control.

RoE: Ray of Enfeeblement.

RoEC: Ring of Earth (elemental) Control .

RoF or ROF: "rate of fire". Used occasionally by new players in confusion with APR, "attacks per round".

RoFC: Ring of Fire (elemental) Control.

RoR: Rod of Resurrection.

RoW: Ring of Wizardry.

RP: Remove Paralysis.

RR: Rogue Rebalancing mod.

RRoR: Ruby Ray of Reversal.

RRR: Ruby Ray of Reversal.

RT: Rigid Thinking.

RU: Repulse Undead.

S or STR: Strength.

S15': Silence 15'.

SA: Spirit Armor.

Sanc: Sanctuary.

S:B: Symbol, Blind.

SC: Stinking Cloud, Shapechange.

SCS: Sword Coast Strategems, a difficulty increasing mod.

SD: Spell Deflection, Shadow Door (some people use "DD": Dimension Door).

S:D: Symbol, Death.

SDij: Summon Dijinni (without the "ij" , will be confused with SD).

SE: Summon Effreeti.

Seq: Sequencer, Spell Sequencer.

SF: Summon Fiend, Sunfire.

S:F: Symbol, Fear.

SG: Shocking Grasp.

SH: Summon Hakeashar, Spiritual Hammer.

SHS: Spellhold Studios modding site.

Shillelagh.

Shield.

SI: Summon Insects; Spell Immunity (guessed from context).

SI:Ab: Spell Immunity: Abjuration.

SI:Al: Spell Immunity: Alteration.

SI:CS: Spell Immunity: Conjunction, Summoning.

SI:D: Spell Immunity: Divination.

SI:E: Spell Immunity: Evocation.

SI:N: Spell Immunity: Necromancy.

Sim, Simmy: Simulacrum.

SL: Slay Living.

Sleep.

Slow.

SN: Summon Nishruu.

SoA: Shield of the Archons.

SoB: Shield of Balduran (huge bonus to AC, immunity to beholder rays; actually, this isn't a great abbreviation because it matches a more common one that isn't as nice).

SoC: Sphere of Chaos.

SoO: Strength of One.

SotM: Staff of the Magi.

SP: spell protections; Sorcerer's Place modding site; Slow Poison.

Spook.

SpS: Spell Shield, Spell Sequencer.

Spider Spawn (abbreviating will confuse with Stoneskin).

SR: spell resistance, spell revisions (must guess from context).

SS: Stoneskin, Spellstrike, Set Snare (confusing; has to be figured from context).

SS: Can mean Spell Sequencer. This is a bad abbreviation, guaranteed to confuse. .

S:S: Symbol, Stun.

SSO: Sol's Searing Orb.

ST: Spell Turning, Skull Trap, Spell Trigger, Spell Thurst, Spell Trap (bad abbreviation: guaranteed to confuse your reader).

StF: Stone to Flesh.

STR: Strength.

SunF: Sunfire.

Sym:B: Symbol, Blind.

Sym:D: Symbol, Death.

Sym:F: Symbol, Fear.

Sym:S: Symbol, Stun.

SW: Secret Word.

TC: triple class, Thief-Cleric.

TF: Thief-Fighter, Teleport Field.

TM: Thief-Mage.

ToB: Throne of Bhaal.

ToBEx: Throne of Bhaal Extender.

TotDG: Tales of the Deep Gardens (quest pack for BG 2).

TotSC: Tales of the Sword Coast.

TS: True Seeing, Timestop (confusing; must be guessed from context).

TT: Tenser's Transformation.

TU: Turn Undead.

Tutu: Easy Tutu, a mod that puts all BG1 content into the BG2 engine so you can play with enhancements.

TWE: Teleport Without Error.

TWF: Two Weapon Fighting.

UAI: Use Any Item.

UB: Unholy Blight.

UB: Unfinished Business, a commonly used mod that restores content.

UH: Undead Hunter.

Vecna: the Robe of Vecna; base AC 5, makes any mage spell cast wo/ incantation at beginning of round.

Voc: Vocalize.

VT: Vampiric Touch.

W or WIS: Wisdom.

WA: Whirlwind Attack.

WC: Wyvern Call.

WE: Wizard Eye.

Web: Probably shouldn't be abbreviated.

Wish: Probably shouldn't be abbreviated.

WK: Watcher's Keep (a frequently discussed dungeon from Baldur's Gate 2).

Wo...: usually, Wand of...

WoMM: Wand of Magic Missiles.

WoMS: Wand of Monster Summoning.

WotB: Wail of the Banshee.

WotC: Wizards of the Coast: a company that owns D&D rights.

WoFB (or WoF): Wand of Fireball.

WoL: Wand of Lightning.

WotH: Wand of the Heavens.

WP: Waukeen's Promenade (a frequently visited place in Baldur's Gate 2).

WR: Wondrous Recall.

WW: Warding Whip, Khelben's Warding Whip.

WW: Whirlwind Attack.

ZoSA: Zone of Sweet Air.

CATEGORIZED LISTS (by Bhyraen)

Miscellaneous

DRM: Digital Rights Management (the copyright coding that keeps us from creating as many copies of a game as we like).

OP: Original Poster.

DLC: Downloaded Content.

Gaming

2E: 2nd Edition D&D, the game version of D&D from which the BG series got its rule set.

Ao: The central deity from Forgotten Realms lore (also Amulet of..., see Items).

AD&D, ADnD: Advanced D&D, an intermediate version of D&D after the original D&D.

AI: artificial intelligence, in gaming usually refers to how creatures are coded to behave.

aRPG: action Role-Playing Game.

BG: Baldur's Gate. One of the games in the series of D&D games set in the Forgotten Realms released around 2000. Its sequel is Baldur's Gate II: Shadows of Amn.

BG2: Baldur's Gate II: Shadows of Amn. The sequel to Baldur's Gate.

BGEE: Baldur's Gate, Enhanced Edition. The edition of BG created by Beamdog in 2013.

BG2EE: Baldur's Gate II, Enhanced Edition. The edition of BG2 created by Beamdog in 2013.

cRPG: Computer Role-Playing Game.

D&D, DnD: Dungeons and Dragons.

DM: Dungeon Master (also Dispel Magic, see Magic & Spells).

FR: Forgotten Realms (the name of the D&D world setting used in Baldur's Gate).

GoG: Good Old Games (A download website that sells older games like Baldur's Gate).

IWD: Icewind Dale. One of the games in the series of D&D games set in the Forgotten Realms released around 2000. Its sequel is Icewind Dale II.

IWD2: Icewind Dale II. The sequel to IWD.

IWDEE: The Enhanced Edition of Icewind Dale, created in 2013 by Beamdog.

MMORPG: Massively Multiplayer Online Role-Playing Game.

MRC: minimal reload challenge (a thread started by softcore players to post their game details).

NI: Near Infinity: The Infinity engine resource editor. It can be used to edit game files to create or make changes to many things like items, spells, graphics, etc.

NR: no-reload game (the equivalent of hard core: death is final; players voluntarily enforce it on themselves).

NRC: no-reload challenge (a thread started by hardcore players to post their game details).

OC: Original campaign.

OOC: Out of Character.

SoA: Baldur's Gate II: Shadows of Amn. It refers both to the original sequel and to the Enhanced Edition of the sequel.

ToB: Baldur's Gate II: Throne of Bhaal. The official expansion to BG2. It refers both to the original expansion and the Enhanced Edition.

TotSC: Tales of the Sword Coast. The official expansion to Baldur's Gate I. It refers both to the original expansion and the Enhanced Edition.

WotC: Wizards of the Coast: a company that owns D&D rights.

Game Mechanics & Gameworld

2HWS: two-handed weapon style.

AB: Attack Bonus.

AC: Armor class.

AI: Absolute Immunity.

APR: Attacks per Round.

BTE: Black Talon Elite: an evil mercenary force in Baldur's Gate 1.

C or CON: Constitution.

Caco: Cacofiend, creature.

CC: Copper Coronet, a tavern in SoA.

C/F (or CF): Cleric-Fighter.

Ch or CHA: Charisma.

CHARNAME (pronounced "shar-NAHM-ee") generic word to refer to the main character, literally "character name".

CM, C/M: Cleric-Mage.

CR, C/R: Cleric-Ranger.

CS: Critical Strike, (also Color Spray, Champion's Strength- see Magic & Spells).

CT, C/T: Cleric-Thief, (also Chill Touch- see Magic & Spells).

D or DEX: Dexterity.

DI: Detect Illusion (also Detect Invisibility, Disintegrate, see Magic & Spells).

FAI: Friendly Arms Inn: a frequently visited place in Baldur's Gate 1.

FC: Fighter-Cleric.

FF: Flaming Fist (a police force in Baldur's Gate 1) (also Find Familiar, see Magic & Spells).

FM, F/M: Fighter-Mage.

FMC, F/M/C: Fighter-Mage-Cleric.

FMT, F/M/T: Fighter-Mage-Thief.

FT, F/T: Find Traps, Fighter-Thief.

FWR: Firewine Ruins (a frequently discussed dungeon from Baldur's Gate 1).

HiS, HS, HSMS, or MS: Hide in Shadows, Move Silently: combined stealth action for thieves.

HLA: High Level Ability.

HoF: Heart of Fury. A difficulty setting for Icewind Dale, introduced in Heart of Winter.

HoW: Heart of Winter. A patch/expansion for the original Icewind Dale. It's included in Icewind Dale: Enhanced Edition.

HP: hit points; (also Hold Person, Holy Power, see Magic & Spells).

I or INT: Intelligence.

IS: Invisible Stalker, creature (also Ice Storm, Iron Skins, see Magic & Spells).

InvS: Invisible Stalker, creature.

LoB: Legacy of Bhaal. The highest difficulty setting in the Baldur's Gate series. Introduced in the enhanced editions.

MC, M/C: multiclass or Mage-Cleric (also Mass Cure, see Magic & Spells).

MD: Magic Damage .

MDR: Magic Damage Resistance.

M/F, M/C, M/F/T: Mage-Fighter, Mage-Cleric, Mage-Fighter-Thief.

MR: Magic Resistance.

MS: Move Silently (also Monster Summoning, Meteor Swarm, Minor Sequencer, Mislend, Mordenkainen's Sword, see Spells & Magic).

MT or M/T: Mage-Thief.

NPC: Non Player Character. A character who can join the PC party.

PC: Player Character. The main character in your party, the one you create at the beginning of the game. When she dies the game is over.

OL: Open Locks.

OS: Offensive Spin (Blade character class).

S or STR: Strength.

SoA: Shadows of Amn or BG2 (also Shield of the Archons, see Magic & Spells).

SP: spell protections (also Sorcerer's Place modding site, see Modding; and Slow Poison, see Magic & Spells).

SR: spell resistance (also Spell Revisions, see Modding).

SS: Set Snare, thief ability (also Stoneskin, Spellstrike, Spell Sequencer, see Magic & Spells).

STR: Strength.

TC: triple class, Thief-Cleric.

TF: Thief-Fighter, though this is generally written Fighter-Thief (also Teleport Field, see Magic & Spells).

TM: Thief-Mage, though this is generally written Mage-Thief.

ToB: Throne of Bhaal.

TU: Turn Undead.

TWF: Two Weapon Fighting.

UAI: Use Any Item.

W or WIS: Wisdom.

WA, WW, WWA: Whirlwind Attack.

WK: Watcher's Keep (a frequently discussed dungeon from Baldur's Gate 2).

WP: Waukeen's Promenade (a frequently visited place in Baldur's Gate 2).

Modding

Asc: Ascension mod.

BGFixpack: a commonly used mod that fixes bugs and restores content.

BGT: Baldur's Gate Trilogy.

BGTweaks: a commonly used mod that increases convenience of play.

BoM: Boards o' Magic: Forum at Sorcerer's Place modding site.

BWL: Black Wyrms Lair modding site.

BWP: Big World Project: a megamod that tries to install dozens of mods wo/ creating conflicts or instability.

BWS: Big World Setup. A mod manager. Discontinued and unsupported since 2015.

CoM: Chosen of Mystra modding site.

CtB: Check the Bodies..

DSotSC: Dark Side of the Sword Coast: a commonly used mod that adds content.

FFT: Fishing for Trouble (quest pack for BG2).

G3: Gibberlings Three modding site.

IA: Improved Anvil mod (also Improved Alacrity, see Magic & Spells).

IR: http://www.gibberlings3.net/item_rev, mod.

Lvl1NPCs: Level One NPC's mod: lets you pick your own character classes for Bioware characters.

NSotSC: North Side of the Sword Coast: a commonly used mod that adds content.

PPG: Pocket Plane Group, modding site.

RR: <http://spellholdstudios.net/ie/rr>, mod.

SCS, SCSI, SCSII: Sword Coast Strategems mods, increases difficulty, adds realism to combat, etc.

SHS: Spellhold Studios modding site.

SP: Sorcerer's Place modding site (also spells protections, see Game Mechanics; and Slow Poison, see

Magic & Spells).

SCS: Sword Coast Stratagems. One of the most popular mods for BG and BG2. It has partial support for the Enhanced Editions.

SR: http://www.gibberlings3.net/spell_rev>Spell Revisions, mod.

ToBEx: Throne of Bhaal Extender.

TotDG: Tales of the Deep Gardens (quest pack for BG 2).

TotLM: Trials of the Lure Master, a free patch/expansion for the original Icewind Dale: **Heart of Winter add-on. It's included in Icewind Dale:** Enhanced Edition.

TotSC: Tales of the Sword Coast.

Tutu: Easy Tutu, a mod that puts all BG1 content into the BG2 engine so you can play with enhancements.

UB, UB1, UB2: Unfinished Business 1&2, a commonly used mod that restores content to BG OC.

WeiDU: Weimer's Dialog Updater.

Items

2HLS, 2HS: two-handed longsword, two-handed sword.

Ao...: Amulet of ... (also the god Ao from Forgotten Realms lore, see Gaming).

AoP: Amulet of Power.

Bo...: Belt of...; Bolt of...; Bag of...Bracers of...

BoA: Bracers of Archery.

BoCGS: Belt of Cloud Giant Strength.

BoD: Bracers of Dexterity (actually GoD, Gauntlets of Dexterity).

BoH: Bag of Holding.

BoHGS: Belt of Hill Giant Strength.

BoSGS: Belt of Storm Giant Strength.

Carsomyr: Greatsword +5 only useable by paladins; casts Dispel Magic on every hit .

CF: Crom Faeyr or Celestial Fury (weapons).

CoND: Cloak of Non-Detection.

DoE: Defender of Easthaven; a +3 magic weapon with armor class bonuses.

EW: Enchanted Weapon (also Enchant Weapon, see Magic & Spells).

FoA: Flail of Ages, starts out +3 with some elemental damage, slows opponents, can be upgraded.

Go...: Gauntlets of...; Girdle of...

GoB: Girdle of Bluntness.

GoD: Gauntlets of Dexterity.

GoES: Gauntlets of Extraordinary Specialization .

GoP: Girdle of Piercing.

GoS: Girde of Slashing.

GoOS: Gauntlets of Ogre Strength.

IMoD: Improved Mace of Disruption: chance to destroy undead, immune to level drain.

LS: longsword.

No...: Necklace of.

NoM: Necklace of Missiles (actually Fireballs).

NoS : Necklace of Shielding.

PEH: Potion of Extra Healing.

PH: Potion of Healing.

PMB: Potion of Magic Blocking (see Po...).

PMS: Potion of Magic Shielding (see Po...).

P: potion (also Poison, see Magic & Spells).

Po...: Potion of ...; Periapt of...

PoA, PoAg: Potion of Agility.

PoC: Potion of Clarity.

PoD, PoDef: Potion of Defense.

PoEH: Potion of Extra Healing.

PoFA: Potion of Free Action.

PoFB: Potion of Fiery Burning.

PoG: Potion of Genius.

PoH: Potion of Healing.

PoHm: Potion of Heroism.

PoI: Potion of Insight.

PoMB: Potion of Magic Blocking.

PoMS: Potion of Magic Sheilding.

PoP: Periapt of Poison (a necklace).

PoPaP: Periapt of Proof against Poison (the full name of the necklace).

PoT: Potion of Thieving.

Ro...: Ring of..., Rod of..., Robe of...

RoAC: Ring of Air (elemental) Control.

RoEC: Ring of Earth (elemental) Control.

RoFC: Ring of Fire (elemental) Control.

RoR: Rod of Resurrection.

RoV: Robe of Vecna; base AC 5, makes any mage spell cast wo/ incantation at beginning of round.

RoW: Ring of Wizardry.

SoB: Shield of Balduran (huge bonus to AC, immunity to beholder rays; actually, this isn't a great abbreviation because it matches a more common one that isn't as nice).

SotM: Staff of the Magi.

Vecna: the Robe of Vecna; base AC 5, makes any mage spell cast wo/ incantation at beginning of round.

Wo...: usually, Wand of...

WoMM: Wand of Magic Missiles.

WoMS: Wand of Monster Summoning.

WoFB (or WoF): Wand of Fireball.

WoL: Wand of Lightning.

WotH: Wand of the Heavens.

Magic & Spells

AD: Animate Dead.

ADHW: Abu-Dalzim's Horrid Wilting.

AerS: Aerial Servant (to avoid confusion with Animal Summoning).

Aid.

AoE: Area of effect.

AoF: Armor of Faith.

AS: Agannazar's Scorcher, Animal Summoning, Aerial Servant (must be guessed from context).

AU: Animate Undead; some people may use SS "Summon Skeleton" (confuses with Stoneskin et al).

Bark: Barkskin.

BB: Blade Barrier.

BBD: Black Blade of Disaster.

BBoD: Black Blade of Disaster.

BG: Bolt of Glory (usually Baldur's Gate, see Gaming).

BH: Burning Hands.

Bless.

Blind: Blindness.

Blur: Probably shouldn't be abbreviated.

BoG: Bolt of Glory.

Breach (probably shouldn't be abbreviated): maybe Br).

BS: Barkskin.

CA: Conjure Animals.

CarrS: Carrion Summons.

CC: Cone of Cold, Chain Contingency, Chaotic Commands (must guess from context).

CCW: Cure, Cause Critical Wounds.

CD: Cure Disease.

CEE: Conjure Earth Elemental.

CF: Celestial Fury.

CFE: Conjure Fire Elemental.

Chant: Probably shouldn't be abbreviated.

Chaos: Probably shouldn't be abbreviated.

ChC: Chaotic Commands, Chain Contingency.

ChP: Charm Person.

ChPoM: Charm Person or Mammal.

ChT: Chill Touch.

ChO: Chromatic Orb.

CK: Cloudkill.

CL: Chain Lightning, Call Lightning.

CLAE: Conjure Lesser Air Elemental.

CLEE: Conjure Lesser Earth Elemental.

CLFE: Conjure Lesser Fire Elemental.

Clair: Clairvoyance.

CLW: Cure Light Wounds.

CMW: Cure Medium Wounds.

CO: Chromatic Orb.

CoC: Cone of Cold.

CoF: Cloak of Fear.

Conf: Confusion.

Contagion (abbreviating will confuse with Contingency) .

Cont: Contingency.

CP: Charm Person.

CS: Color Spray, Champion's Strength (must be guessed from context); (also Critical Strike- see Game Mechanics).

CSW: Cure, Cause Serious Wounds.

CT, C/T: Chill Touch (also Cleric-Thief- see Game Mechanics) .

CU: Control Undead.

CWB: Call Woodland Beings.

CWD: Command Word: Die.

DBF: Delayed Blast Fireball.

DC: Dire Charm.

DD: Dimension Door (some people use instead of SD: Shadow Door), Dolorous Decay .

D..., Det: Detect (anything), Detect Evil, Detect Good, Detect Illusion, Detect Magic.

DE: Detect Evil.

DF: Death Fog.

DH: Defensive Harmony.

DI: Detect Invisibility, Disintegrate (also Detect Illusion, see Game Mechanics).

DInv: Detect Invisibility.

Dis: Disintegrate.

DM: Dispel Magic (usually Dungeon Master, see Gaming).

DMag: Dispel Magic (without the "ag", will be confused with "dungeon master").

Dom: Domination.

Doom.

DS: Death Spell (also Defensive Spin (Blade character class), see Game Mechanics) .

DT: Detect Traps, Durlag's Tower (a frequently discussed dungeon from Baldur's Gate 1).

DuHM: Draw Upon Holy Might.

DW: Death Ward.

ED: Energy Drain.

EH: Emotion:Hopelessness.

Ent: Entangle.

EW: Enchant Weapon (also Enchanted Weapon, see Items).

F: Fireball, Freedom: Probably shouldn't be abbreviated.

FarS: Farsight.

FA: Flame Arrow, Free Action (must be guessed from context).

FB: Fireball, Flame Blade.

FD: False Dawn.

FF: Find Familiar (also Flaming Fist, see Creatures).

FM: Feeblemind.

FoD: Finger of Death.

Fr: Friends.

FS: Flame Strike; rarely, Fire Seeds.

FS:B: Fireshield Blue.

FS:R: Fireshield Red.

FtS: Flesh to Stone.

GA: Ghost Armor.

Gate: Probably shouldn't be abbreviated.

GC: Greater Command.

GD: Glitterdust.

GM: Greater Malison.

GoI: Globe of Invulnerability.

GoW: Glyph of Warding.

GR: Greater Restoration.

GT: Ghoul Touch.

GWW: Greater Whirlwind Attack, HLA.

H: Haste, Horror (depending on context? Probably shouldn't be abbreviated.).

HA: Hold Animal.

Harm: Probably shouldn't be abbreviated.

Heal: Probably shouldn't be abbreviated.

HLA: High Level Abilities. Abilities gained when you reach very high levels (around level 20, I think).

HM: Hold Monster.

HS: Holy Smite (also Hide in Shadows, see Game Mechanics).

HP: Hold Person, Holy Power (must be guessed from context) (usually Hit Points, see Game Mechanics).

HU: Hold Undead.

HW: Horrid Wilting, Abi-Dalzim's Horrid Wilting.

HW: Holy Word.

IA: Improved Alacrity (also Improved Anvil mod, see Modding).

IC: Incendiary Cloud.

ID: Identify.

IH: Improved Haste, spell or effect.

II: Improved Invisibility.

IM: Improved Mantle, Impregnable Mind.

Imprison: Imprisonment.

Inv: Invisibility.

Inv10: Invisibility 10' Radius.

InvP: Invisibility Purge (to avoid confusion with Insect Plague).

IP: Insect Plague, Invisibility Purge.

IS: Ice Storm, Iron Skins (must be guessed from context) (also Invisible Stalker, See Game Mechanics).

ISoM: Impervious Sanctity of MInd.

K: Knock.

KA: Know Alignment.

KWW: Khelben's Warding Whip.

LB: Lightning Bolt.

LMD: Larloch's Minor Drain.

LR: Lower Resistance, Lesser Restoration (must be guessed from context).

Luck: Probably shouldn't be abbreviated.

LW: Limited Wish.

M: Mantle, Maze: Probably shouldn't be abbreviated.

MA: Mage Armor.

MAA: Melf's Acid Arrow.

Magical Stone.

Mass Invisible: Mass Invisibility (abbreviating confuses with Mirror Image).

MB: Magic Blocking.

MC, M/C: Mass Cure (also multiclass or Mage-Cleric, see Game Mechanics).

MD: Mental Domination.

MetSw: Meteor Swarm? Using MS will confuse with Monster Summoning).

MGol: Minor Globe of Invulnerability.

MI: Mirror Image, (rarely, Mass Invisibility).

Mislead: Probably shouldn't be abbreviated.

ML: Mislead.

MM: Magic Missile, Miscast Magic.

MMM: Melf's Minute Meteors.

MordS: Mordenkainen's Sword (using MS will confuse with Monster Summoning).

MS: Monster Summoning, Meteor Swarm, Minor Sequencer, Mislead, Mordenkainen's Sword (must be guessed from context- this is a VERY bad abbreviation!) (also Move Silently, see Game Mechanics).

MSD: Minor Spell Deflection.

MSI, MSII, MSIII: Monster Summoning I, II, and III Move Silently (must be guessed from context).

MSeq: Minor Sequencer (using MS will confuse with Monster Summoning).

MST: Minor Spell Turning.

NB: Nature's Beauty.

ND: Non-Detection.

NP: Neutralize Poison .

NPP: Negative Plane Protection.

O, Or: Oracle.

ORS: Otiluke's Resilient Sphere.

P: Poison (also potion, see Items).

PB: Phantom Blade.

PD: Pixie Dust.

PfA: Protection from Acid.

PfC: Protection from Cold.

PfEl: Protection from Electricity, Protection from the Elements.

PfEn: Protection from Energy.

PfEv: Protection from Evil.

PfEv10: Protection from Evil, 10'.

PfF: Protection from Fire.

PfFC: Protection from Fire, Cold.

PfG: Protection from Good.

PfG10: Protection from Good, 10'.

PfL: Protection from Lightning.

PfM: Protection from Magic.

PfME: Protection from Magic Energy.

PfMW: Protection from Magic Weapons.

PfNM: Protection from Normal Missiles.

PfNW: Protection from Normal Weapons.

PfP: Protection from Petrification; Protection from Poison (confusing: must guess from context).

PftE: Protection from the Elements.

PfU: Protection from Undead.

PI: Project Image.

PM: Pierce Magic; rarely, Physical Mirror.

PO: Polymorph Other.

Pro Fire: Protection from Fire (also Protection from Petrification, Cold, Acid, etc.)

ProMW (see Pf for further variants): Protection from Magic Weapons (Protection from... abbreviations abound).

PrSpr: Prismatic Spray (using PS will confuse with Polymorph Self unless context clear).

PS: Polymorph Self, Pierce Shield, Prismatic Spray (very confusing, must guess from context).

PW:B: Power Word Blind.

PW:K: Power Word Kill.

PW:SI: Power Word Silence.

PW:SL: Power Word Sleep.

PW:ST: Power Word Stun.

RC: Remove Curse.

RD: Raise Dead.

Res, Ress, Rez, Rezz: Resurrect.

RF: Remove Fear, Resist Fear, Resist Fire.

RFaC: Resist Fire and Cold.

RI: Reflected Image.

RM: Remove Magic, (rarely, Righteous Magic) .

RoE: Ray of Enfeeblement.

RP: Remove Paralysis.

RRoR: Ruby Ray of Reversal.

RRR: Ruby Ray of Reversal.

RT: Rigid Thinking.

RU: Repulse Undead.

S15': Silence 15'.

SA: Spirit Armor.

Sanc: Sanctuary.

S:B: Symbol, Blind.

SC: Stinking Cloud, Shapechange.

SD: Spell Deflection, Shadow Door (some people use "DD": Dimension Door), Summon Djinni.

S:D: Symbol, Death.

SDij: Summon Djinni (without the "ij" , will be confused with SD).

SE: Summon Effreeti.

Seq: Sequencer, Spell Sequencer.

SF: Summon Fiend, Sunfire.

S:F: Symbol, Fear.

SG: Shocking Grasp.

SH: Summon Hakeashar, Spiritual Hammer.

Shillelagh.

Shield.

SI: Summon Insects; Spell Immunity (guessed from context).

SI:Ab: Spell Immunity: Abjuration.

SI:Al: Spell Immunity: Alteration.

SI:CS: Spell Immunity: Conjuraton, Summoning.

SI:D: Spell Immunity: Divination.

SI:E: Spell Immunity: Evocation.

SI:N: Spell Immunity: Necromancy.

Sim, Simmy: Simulacrum.

SL: Slay Living.

Sleep.

Slow.

SN: Summon Nishruu.

SoA: Shield of the Archons (usually Shadows of Amn or BG2, see Game Mechanics).

SoC: Sphere of Chaos.

SoO: Strength of One.

SOTA: Shield of the Archons, spell.

SP: Slow Poison (also spell protections, see Game Mechanics; and Sorcerer's Place modding site, see Modding).

Spook.

SPS: Spell Shield, Spell Sequencer, Spider Spawn (abbreviating will confuse with Stoneskin).

SS: Stoneskin, Spellstrike, Spell Sequencer (confusing; has to be figured from context) (also Set Snare, see Game Mechanics).

S:S: Symbol, Stun.

SSO: Sol's Searing Orb.

ST: Spell Turning, Skull Trap, Spell Trigger, Spell Thurst, Spell Trap (bad abbreviation: guaranteed to confuse your reader).

StF: Stone to Flesh.

SunF: Sunfire.

Sym:B: Symbol, Blind.

Sym:D: Symbol, Death.

Sym:F: Symbol, Fear.

Sym:S: Symbol, Stun.

SW: Secret Word.

TF: Teleport Field (also Thief-Fighter, see Game Mechanics).

TS: True Seeing, Timestop (confusing; must be guessed from context).

TT: Tenser's Transformation.

TWE: Teleport Without Error.

UB: Unholy Blight.

UH: Undead Hunter.

Voc: Vocalize.

VT: Vampiric Touch.

WC: Wyvern Call.

WE: Wizard Eye.

Web: Probably shouldn't be abbreviated.

Wish: Probably shouldn't be abbreviated.

WotB: Wail of the Banshee.

WR: Wondrous Recall.

WW: Warding Whip, Khelben's Warding Whip.

ZoSA: Zone of Sweet Air