

The Bard's Tale II – The Destiny Knight Complete Monster List

<p>Warrior Archer (w, fc, md3) Mercenary (w) Ranger (w) Warrior (w, dd1) Swordsman (dd1) Cranbo (dd2) Guard (dd2) Grey Axeman (t1) Bander (t2) Tomb Guard (t3) Old Warrior (t3) Sahar Guard (fc) Far Archer (dt1) Arc Knight (dt2) Bradakus (dt3) Melee Man (dt3) Taskman (dt4) Guardman (dt5, md3) Pickpocket (md1) Hunter (md3) Officer (md3) Arms Master (md3) Elite Guard (md3) Knifeman (of1) Pogoman (of3) Battlelord (of4) Cool Dude (of4) Argonaut (ds1) Jack of Spades (ds1) D'Artagnon (ds2) Knave of Swords (ds3) Ninja (w, t1, t2, dt4)</p> <p>Barbarian Archer (dd1) Barbarian (dd1) Berserker (dd1, dt4) Kargan (dt1) Norseman (dt2) Axeman (dt3, md3) Viking (dt5, of4) Scar Blader (md1) Champion (md3) Crambo (md3) Enforcer (md3) Graphnar Lord (md3) Pupil (md3) Argadoom (of2) King of Clubs (ds1) Vandryl (ds1) Ace of Hearts (ds2) Kasdrek (ds2) Bulldozer</p> <p>Bard Scarlet Bard (ds3)</p>	<p>Ninja Ninja (dd4, fc, md3) Makron (t2) Flexor (dt1) Major Domo (dt5) Assassin (md3) Far Archer (md3) Marksman (md3) Samurai (md3) Grey Ninja (of2) Minzu Dial (of2) Dust Samurai (gc2) Mastersword (ds1)</p> <p>Monk Black Giant (dd4) Kwi Chang (fc) Fearless (dt1) Zendar (dt1) Bonzai (dt3) Steel Fist (md1) Menzo Monk (of2) Melee Monk (of3) Dexter (ds2) Zen Master (ds3) (join)</p> <p>Mage with Fireball Conjurer (w) Wander Mage (w) Black Priest (dd1) Warlock (dd1) Pyro (dd3) Hawkin (dd4) The Dark Lord (dd4) Dust Mage (t1) Spirit Mage (t2) Wizard (fc, dt2) Fanskar (fc) Sorceror (dt1) Intramage (dt2) Baf Mage (dt4) Micromage (dt4) Mar Mage (dt5) Kryll Mage (md1) Archmonger (md2) Wizard of Iz (of1) Befar Wizard (of2) Mage of Alk (of2) Zargo Din (of3) Mad Mage (of4) Sargon (of4) Oskon (of4) Wize One (gc1) Grey Acolyte (gc2) Scathe Mage (ds1) Kiel Mastermage (ds3) Sauron (ds3) Storal Sorcerer (ds3)</p>	<p>Hooded Mage Druid (w) Dren (dd2) Summoner (dd3) Fire Master (dd4) Dark Acolyte (t1) Dezer Mage (dt1) Magician (dt3) Spellcaster (dt4) Dream Mage (md1) Protomage (md2) Brockter (of1) Dark Mage (of2) Flame Mage (of3) Wizard of War (ds2) Ybarra the Mage (ds3) Master Mage (dd4, dt1, dt3, dt4, md1, md2, of1, ds2) Master Mage</p> <p>Conjurer / Magician Sorcerer (w) Conjurer (dd1, dd2, dt1) Soron (dd4) Multimage (t1) Dark Mage (t3) (8-bit) Evil Mage (t3) (16-bit) Master Mage (fc) Miracle Mage (dt2) Extramage (dt3) Maker (dt4) Slaymaker (md1) War Wizard (md2) Madco Mage (of1) Wizard of War (of2) Massacre Mage (of2)</p> <p>Goblin Goblin (w, dd1) Kobold (dd1, fc) Bogster (t2) Gnome (dt1) Hobbit (dt2) Kinstral (dt4) Puzzler (dt4) Imp (md2) Orc Warrior (md3) Troglydte (of1) Gremlin (of3) Void Boyd (of3) Death Drek (gc2) Bink (ds2)</p>	<p>Ogre Ogre (w, dd1) Brute (dd1) The Princess (dd4) Ogre Magi (fc) Bodyguard (fc) Ogre Lord (dt1) It's my Bud (dt3) Fred (dt5) Centron (dt5) Milt (md1) Growler (md2) Larry (of2) Troll (gc1) Troll Master (gc2) Ogre Hero (ds1) Burgerman (ds2) Elik the Great (ds3) Ogre (dd4, t1) Ogre (dd3, t1, dt5) Herb (t3, fc, dt4, md1, md2, md3, of1, of2, of3, ds1, ds2, ds3) Herb</p> <p>Giant with Hammer Giant (dd1) Cave Giant (dd2) Gnoll (dd2) Man Masher (dd2) Head Banger (dd3) War Giant (fc) Steel Giant (dt1) Slammer (dt2) Dark Giant (md2) Zag Giant (of3) Power Giant (of4) Death Giant (gc1) Dread Giant (ds2) Storm Giant (t2, dt1, dt4, dt5, md1, of2, ds1, ds3) Storm Giant</p> <p>Giant with Axe Forest Giant (w) Toxic Giant (t3) Poison Giant (fc) Death Giant (dt2) Jag Giant (dt5) Bosco Giant (of2) Pummel Giant (of4) Skull Giant (ds2) Samson (dt1, md1, of1, of2)</p>
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<p>Giant with Sword Balad Giant (dt3) Zado Giant (dt4) Far Giant (dt5) Titan Mage (md1) Air Titan (of3) Braggart (ds1) King Giant (ds3)</p> <p>Giant with Toga Cloud Giant (fc) Brass Giant (dt2) Maze Giant (dt5) Mist Giant (of1) Land Titan (of4) Knight Diamonds (ds1)</p> <p>Wolfman Wolfman (w, dd2) Devil Dog (dd2) Mongrel (dd2) Wolf Priest (dd2) Hound Spirit (dd3) Diamond Dog (dd4) Werewolf (t1, gc1) Zealot (dt2) Mad Cur (md2) Tanderclaw (of1) Howler (of4) Wolf (w, dd2, dd3, t1) Wolf (8-bit)</p> <p>Insect Bug Man (w) Bugger (dd2) Leaper (dd2) Winged Creature (dd2) Mantis (fc) Zeeto Brag (dt1) Skalen (dt3) Cryslar (dt5) Kner Drone (md1) Greklin (of1) Racknid Man (of4) SCISSOR (of4) (join) Ingroid (ds1)</p> <p>Reptile Lizard Man (w, fc) Gozman (dd4) Icehole (t2) Reptilian (dt1) Drach (dt3) Dargoth (dt5) Basilisk (md1, of3) Maze Lizard (md1) Orc (of4) Scalord (ds1) Basilisk (ds2)</p>	<p>Dragon Dust Dragon (t1) Death Dragon (t3) Brass Dragon (fc) A Friend (fc) Tazra Dragon (dt1) Dark Dragon (dt2) Silk Dragon (dt3) Tanic Dragon (dt3) Flash Dragon (dt4) Zone Dragon (dt4) Krae Dragon (dt5) Maze Dragon (dt5) Voor Dragon (dt5) Web Dragon (dt5) (16-bit) Vren Dragon (md1) Grin Dragon (md2, of2) Stone Dragon (md2) Toy Dragon (of1) Gard Dragon (of2) Keel Dragon (of3) Malar Dragon (of3) Blue Dragon (of4) Death Dragon (of4) Drain Dragon (of4) Vampire Dragon (gc2) Kwon Dragon (ds1) Magic Dragon (ds1) Arch Dragon (ds2) Thunder Dragon (ds2) Gandravalk (ds2) Pet Dragon (ds3) Red Dragon (dd4, t2, t3, fc, dt2, dt4, md1, of1, ds1) Blast Dragon</p> <p>Earth Elemental Colossus (w) Balder Guard (w) Thrasher (t3) The Block Jock (dt2) Man-Rock (dt2) Rock n' Roller (dt2) Rock Giant (dt4) Dreadnought (md2) Slammer (md2) Guardian (md3) Garslayer (of1) Rockblock (of2) Last Destroyer (of2) ROCK (of4) (join) Rack Golem (gc1) Slayer Lord (gc2) Zone Golem (gc2) Mike's Golem (ds1) Super Slayer (ds2) Stonra Guard (ds3) Slayer (dt1, dt4, dt5, md1, of2, ds2, ds3) Slayer Vanquisher</p>	<p>Statue Stone Elemental (dd4) Rakmonger (t2) Dreadnought (t3) Blockhead (dt2) Dick the Brick (dt2) Golem (dt2) Stonefist (dt2) Living Statue (dt5) (8-bit) Stone Man (md2) Fracter (of1) Carbonite (of2) Statue (of3) Stone Golem (of4) Man-Masher (gc1) Riddle Master (ds2) Baylor the Bold (ds3) Father Kringle (ds3) Kringle Bro' (Kringle Bro) (w, dt5, md2, of3, of4, ds2, ds3) Kringle Bro (16-bit)</p> <p>Blank Wall (dd4, t2, t3, dt1, dt2, dt3, dt4, md2, ds1, ds2, ds3)</p> <p>Fire Elemental Wood Sprite (w) Dust Man (t1) Will o' Wisp (t1) Cyclone (t3) Fiend (dt1) Burner (dt1) Torcher (dt2) Flame Sprite (dt4) Pyro (dt5) Flamester (md1) Flame Guard (md3) Sinister (of1) Dazzler (of3) Sinstriker (of3) Flame Master (gc1) Abyssian (gc2) Flame Scion (gc2) Pit Skrull (ds1) Human Torch (ds2) Flamra Guard (ds3) Fire Elemental (dt4) Salamander (t2, t3, fc, dt1, dt2, dt3, dt5, md1, md2, of2, ds1, ds3) Molten Man</p> <p>Dealer Death Dealer (fc) Weelr Dealer (dt3) What-a-Dealr (of1)</p>	<p>Skeleton Death Reaper (dd1) Skeleton (dd1, t1) Skull Warden (dd1) Skeleman (dd3) Ghoul (t1) Undead Fred (t2) Evil Doer (t3) Bone Drone (dt1) Greatful Dead (md2) Boneman (of3) Death Sword (gc1) Dust Soldier (gc2) Diet Fiend (ds2)</p> <p>Zombie Zombie (dd2, t1) Blood Sucker (dd3) Cannibal (dd3) Corpse (dd3, gc1) Flesh Eater (dd3) Troll (dd3) Devourer (dd4) Doppleganger (t1, t3, md1) Ghast (t1) Headbanger (t1) Ancient Enemy (t2) Black Skull (t2) Crypt Knight (t2) Deathman (t2) Zombie King (t2) Crypt Killer (t3) Soul Sucker (t3) Caliard (dt2) Energon (dt3) Sancriilar (of1) Fred the Dop (of2) Marvin the Dop (of2) Matt the Dop (of2) Steve the Dop (of2) Troy the Dop (of2) Living Dead (gc1) Denizen (gc2) Deathadren (ds2)</p> <p>Vampire Dark Vampire (dd4) Vampire (t3, dt2, gc1) Transylvan (dt5) Soul Sucker (md1) Bloodthief (md2) Bloodman (of1) Vampire Lord (gc2) Life Force (ds2) Lifesucker (ds3)</p>
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<i>Shadow / Wraith</i> Astral Guard (dd3) Ichor Fiend (dd3) Fire Guard (dd4) Shadow Lord (dd4) Sloggoth (dd4) Daemon (dd4) Shadow (t1) Spectre (t2) Desicator (t3) Shadowshrif (t3) Void Shade (fc) Voidian Slip (dt2) Fazer (dt4) Hazer (dt5) Bog Wraith (md1) Cloudsman (of2) Blue Ghost (of3) Arn Wraith (gc1) Cloud Wraith (gc2) Poltergeist (gc2) Raver (gc2) Vapra Guard (ds3) Spectre (t2, t3, dt2)	<i>Ghost</i> Guardian (dd1) Screamer (dd2) Slimer (dd2) Groper (dd3) Mind Mimic (dd3) Phaz Monster (dd3) Nite Dweller (dd4) Stalker (dd4) Ghost (t2) Lurker (dt2) Grey Ghost (dt3) Manwall (dt4) Zotter (dt4) Flayer (dt5) Living Ender (md2) Wind Walker (of1) PAPER (of4) (join) Gore Ghost (gc1) Maul Ghoul (gc1) Force Ghost (gc2) Grey Lurker (gc2)	<i>Spectre / Lich</i> Medusa (dd2) Spectre (dd3) Lich (dd4, t3, gc1) Wight (t1) Death Ghoul (t2) Dust Wizard (t2) The Dead King (t2) Medarch (t3) Scarab (t3) Ancient Mage (dt3) Lich Master (md2) Witch King (of2) Fright (of4) Ghast (gc1) Apprentice (ds1) Demi Lich (ds2) Wacum the Wiz (ds3) Wraith (t2)	<i>Sage</i> Lagoth Zanta (w)
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- Portrait names in italics were imported from Bard's Tale I in the 8-bit versions of Bard's Tale II. All portraits in the 16-bit versions of Bard's Tale II are new. The portrait names refer to their appearance in the 8-bit versions.
- The "**Statue**" portrait was omitted from the PC version, and all monsters under that heading use the "**Earth Elemental**" portrait instead. A separate "**Statue**" portrait does exist in the Apple IIs version, however. I do not know about other 16-bit versions.
- In parentheses following the monster names are the dungeon levels where they are found.
- Monsters with the same name have different statistics. As far as the game is concerned, they are different creatures. For example, the Archer under the "**Warrior**" portrait is encountered in the Wilderness, Fanskar's Castle, and Maze of Dread 3. Using the "**Barbarian**" portrait, it is also found in Dark Domain 1. These four variants each have different HP, AC, *etc.*
- Monsters in **red** are found in special encounters. The notation "join" indicates the monster joins the party, and the game never offers an opportunity to fight the creature, except in party combat.
- Monsters in **blue** are summoned by spells. Listed after the name are levels with enemies capable of summoning these monsters. If the monster name is in italics, then the creature is an illusion. Note that the summoned Ogre has real and illusionary variants.
- Monsters in **green** come from figurines. These are never faced in combat, unless a spell-summoned variant also exists. Note that illusionary Master Mages and Storm Giants come from spells, while their real variants are only summoned by figurines.
- In the Apple IIe version, the Brothers Figurine summons a Wolf, rather than a Kringle Bro'. The figurine works properly in the PC version (I do not know about other versions). I have listed the figurine Wolf even though this was obviously a mistake.
- Kringle Bro' does not have the apostrophe in the PC version. Note that the figurine-summoned Kringle Bro' does not exist in the Apple IIe version because of the bug mentioned above.
- In The Tombs 3, under the "**Conjurer / Magician**" portrait, the Dark Mage in the Apple IIe version was changed to Evil Mage in the PC version. I do not know about other 8-bit and 16-bit versions. Note that there is another Dark Mage (under the "**Hooded Mage**" portrait) in Oscon's Fortress 2 whose name was not changed for the PC port.
- In the Wilderness is the Sorcerer (under the "**Conjurer / Magician**" portrait), while in Dargoth's Tower 1 is the Sorcerer (under the "**Mage with Fireball**" portrait). This spelling inconsistency is not my mistake.
- The plural form of the Life Force (under the "**Vampire**" portrait) is Life Forcer in both the Apple IIe and PC versions.
- In the Dargoth's Tower Snare, in the Apple IIe version, the party is attacked by a Living Statue for answering a riddle incorrectly. In the PC version, this does not happen, and the Living Statue does not exist. However, a different location in the PC version of the Snare has an encounter with 2 Web Dragons, which do not exist in the Apple IIe version.
- Level abbreviations are below:

w	Wilderness and Cities	fc	Fanskar's Castle	of	Oscon's Fortress (1-4)
dd	Dark Domain (1-4)	dt	Dargoth's Tower (1-5)	gc	Grey Crypt (1-2)
t	Tombs (1-3)	md	Maze of Dread (1-3)	ds	Destiny Stone (1-3)