

**The Bard's Tale III – The Thief of Fate
Complete Monster List**

<p>Armored Warrior Bloodwarrior (W) Ebon Ranger (vt) Sable Ranger (fp) Ebon Champion (sg) Ice Warrior (G) Rime Lord (wgbt, id) Metal Man (u4) Norman (n, T) Norman Knight (n) Norman Squire (n) Yeoman (n) Slayer Slayer</p> <p>Bearded Warrior Land Reaver (W) Dark Warrior (A) Ixtl Corsair (A) Hawkslayer (A) Ixtl Corsair (vt, fp) Black Guard (fp) Artic Ranger (G) Frost Guard (G) Ice Reaver (ik, wgbt, id) Filcher (L) Hawkslayer (K1) Kringle Bro' Wind Hero Kringle Bro'</p> <p>Bald Wizard Dark Priest (c) Blood Acolyte (ub) Zephymage (ub) Bone Acolyte (ub3) Spirit Mage (ub4) Ixtl Mage (A) Black Wizard (vt) Ixtl Wizard (vt, fp) Ebon Archmage (sg) Sleet Mage (G, ik, wgbt, id) Jack Frost (ik, wgbt) Kalt Mage (ik, wgbt, id) Orange Wizard (vm) Shinto Priest (h) Apollo's Priest (t) Hera's Priest (t, T) Trojan Priest (t) Hun (r) Juno's Priest (r) Priest (r) Druid (n) Malefia Mage (MT) One-Eyed Angra Vanquisher</p>	<p>Light Grey-Robed Wizard Grey Wizard (gt4) Skeptic (vm, ct, ct3, at1, at2)</p> <p>Dark Grey-Robed Wizard Haste Mage (vm, ct, ct3, at1, at2) Blank Mage (ct, ct3, at1, at2)</p> <p>White-Robed Wizard White Wizard (wt4)</p> <p>Black-Robed Wizard Unbeliever (L)</p> <p>Wizard with Cap Red Mage (L) Blood Mage (N, dc, qc, sd) Death Mage (N) Kringle Cuz (N) Flame Mage (dc) Unholy Mage (sd)</p> <p>Wizard with Crystal Ball Black Wizard (bt4) Frost Mage (sd) High Wizard (sd) Shock Mage (sd)</p> <p>Female Wizard Sorceress (A) Mind Mage (vm, ct, ct3, at1, at2) Witch (at1, at2) Shade Witch (at2) Auntie Magic (dc) Dark Witch (sd) Priestess (t) Vestal Virgin (r) Saxon Witch (n)</p> <p>High Priestess High Priestess (M3, M4) Lorini (M4)</p> <p>Female Warrior Saxon Peasant (n) Fox Maiden (kw)</p> <p>Hooded Executioner Merry Man (n) Tarjan's Bull (M, MT)</p> <p>Insect Man Maze Fury (L) Myrmidon (T)</p>	<p>Hobbit / Gnome Black Hobbit (W) Dark Gnome (W) Atlantian (cp) Frostling (G)</p> <p>Goblin Blackclaw (W) Greenclaw (W) Hobgoblin (W) Hookfang (W) Venomclaw (ub3) Deathclaw (ub4)</p> <p>Ogre Orange Ogre (vm) Brute (ct, ct3) Stone Ogre (ct, ct3) Blue Guard (at1) Violet Guard (at2) Wind Giant Wind Ogre Frost Giant</p> <p>Giant <i>Shade Giant</i> (dc) Werra (T)</p> <p>Sprite Herb (L) Speed Demon (L) Howler (qc) Nosferatu (qc)</p> <p>Slug Wizard Unbeliever (vm) Mean Green (ct3) Pyro (at2) Blue Mage (N, dc, qc, sd)</p> <p>Reptilian Wizard Murk Mage (N) Shadow Mage (dc) <i>Vapor Mage</i> (dc) Black Wizard (qc, sd, MT) Master Summoner (sd)</p> <p>Bloated Humanoid Nefast (c) Nefastmaster (c, ub, ub3, ub4) Hunter Nefast (ub) Killer Nefast (ub3) Blood Nefast (ub4) Pit Beast (fp, sg) Glacier Golem (wgbt, id) Bulldozer</p>	<p>Degenerate Humanoid Bloodfiend (c) Goredrooler (c) Vile Creeper (c) Aciddrooler (ub) Dark Stalker (ub) Goresucker (ub) Bone Gnawer (ub3) Marrow Sucker (ub3) Death Imp (ub4) Putrifier (ub4) Accursed One (A) Dolorian (A, vt) Dark Lurker (sg) Crazy Eddie (L) Chaos Fiend (ct, ct3, at1) Old Yeller (ct) <i>Night Creeper</i> (at2) Romero (at2) Gremlin (bs, w, M) Slave (t) <i>Pooka</i> (n) Monkey Spirit (kw) Pooka (T) Cursed Nuisance (M) Earth Elemental Fire Elemental Greater Demon Herb Herb Molten Man</p> <p>Ape Ape Grunt (A) Ape Soldier (vt, fp) Ape Ranger (fp, sg) Ape General (sg) Mommoth (sg) Yeti (G, ik, ik, wgbt, id)</p> <p>Bear Polar Bear (ik, wgbt) Ice Bear (wgbt, id)</p> <p>Wildcat Puma (W) Wildcat (W) Deathlion (ub3) Were Cougar (A) Shade Cougar (vt, fp) Shade Leopard (fp, sg) Frost Cat (G) Glaze Wolf (G) Frost Tiger (ik)</p>
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<p>Hound Miasmal Cur (c) Deathhound (ub) Shade Dog (A, vt) <i>Shade Wolf</i> (A) Hellhound (fp, sg) Wolf</p> <p>Lizard Gila Monster (W) Hedge Lizard (W) Slathbeast (c) Big Slath (ub) Huge Slath (ub3) Grand Slath (ub4) Slatus (A) Mud Dragon (vt) Basilisk (t, t) Gorgon (t)</p> <p>Coiled Snake Viper (W)</p> <p>Giant Snake Serpent (W) Rubble Glider (ub) Goblin Gulper (ub3) Death Adder (ub4) Giant Python (vt) Vampire Snake (sg) Ice Viper (G, ik) Green Viper (ct3) Strikefast (at1) Chain Viper (K) Bronze Boa (u4) Steel Serpent (u4)</p> <p>Amphibian Magic-Eater (c, ub3, ub4) Giant Newt (A, cp) Lochlich (cp) Water Demon (cp) Ixtl Nymph (vt, fp, sg) Ixtl Drone (fp, sg) Ixtl Queen (sg) Ixtl Wizard (sg) Tree Frog (sg) Blizzard Demon (G, ik) Arctic Mage (wgbt, id) Stout Runner (id)</p> <p>Eel Giant Python (cp) Lamprey (cp) Were-Eel (cp) Electric Eel (u3) Electrum Eel (u3) Metal Eel (u3) Spirit Serpent (u3) Wither Snake (u3)</p>	<p>Fish Flying Fish (cp) Shade Pirahna (cp)</p> <p>Shark Ebon Shark (cp) Jaws (cp) Brass Jaw (u3) Mako Mech (u3) Silver Shark (u3)</p> <p>Squid Giant Squid (cp) Kraken (cp) Octopus (cp) Copper Kraken (u3) Cyborg Squid (u3) Iron Sucker (u3) Mk3 Neptune (u3)</p> <p>Eye Red Eye (L) Eye Cryer (N) Eye Gotcha (N) Eye Stalker (N) Mad Eye (N, N) Noxious Eye (N)</p> <p>Dragon Red Dragon (L) Orange Dragon (vm) Yellow Dragon (ct) Indigo Dragon (at1) Violet Dragon (at2) <i>Shade Dragon</i> (dc) Arch Dragon (qc, sd) Vanth (r) Golden Dragon (n) Wind Dragon Blast Dragon</p> <p>Horned Dragon Dragon King (kw) Black Dragon (M, MT) Shadow Dragon (M) Black Dragon (M3)</p> <p>Great Drake Rainbow Dragon (vm2)</p> <p>Whirlwind Vortex (M, MT, MT) Vortex (M3)</p> <p>Rock Man Rock Man (M) Titan (M) Hell Fiend (MT)</p>	<p>Mongol Warrior Bandit (h) Peasant (h) Mongol (kw) Mongol Raider (kw)</p> <p>Vandal Warrior Salii (r) Vandal Raider (r) Slave (r, kw) Peasant (kw)</p> <p>Roman Gladiator Athenian (t) Spartan (t) Spartan Elite (t) Spartan Hero (t) Trojan (t, T) Trojan Elite (t) Trojan Hero (t) Trojan Immortal (t) Centurion (r) Discorian (r) Gladiator (r) Goth Raider (r) Hun Warrior (r) Legionnaire (r) Roman Guard (r, T, T) Visigoth (r)</p> <p>Samurai Bear Wani (h) Fox Kani (h) Kura-Okami (h) Ninja (h, T) Ronin (h, T) Samurai (h) Samurai Lord (h) Warlord (h)</p> <p>Monk Amida Monk (h) Buddhist Monk (h) Clay Prince (h, T) Kura-Yama-Tsumi (h) Mongol Prince (kw) Shaolin (kw, T) Taoist Monk (kw)</p> <p>Nazi Soldier Commisar (bs, T) Nazi Soldier (bs, T) Politician (bs) SS Colonel (bs) SS General (bs) SS Major (bs, T) SS Officer (bs) Storm Trooper (bs)</p>	<p>Russian Soldier Oberlieutenant (bs) Red Army Hero (bs) Red Captain (bs) Red General (bs) Red Guard (bs) Red Officer (bs) Ruski Soldier (bs)</p> <p>Biker Biker (w) Desert Raider (w) Dirt Bag (w) Mutant Biker (w) New Ager (w, T) Renegade (w)</p> <p>Wasteland Warrior Dirtgrubber (w) Free-Techer (w, T) Low-Life (w) Scavenger (w)</p> <p>Blade Automaton Converter (K) Mechmasher (K, u, u3) Metal Maniac (K) Rachet Reaver (K) La Machine (u) Steel Cyborg (u) Brass Render (u4) Gyrohunter (u4) Octomech (u4)</p> <p>Mace Automaton Alpha Scrambler (K) Head Dicer (K) Bloody Masher (u) Brass Basher (u) Carbon Ripper (u) Dejuvenator (u) Mage Waster (u) Silver Sam (u) Warbot (u) Head Banger (u4) Man Masher (u4)</p> <p>Gear Automaton Brass Clanker (K) Clanker (K) Gold Mangler (K) Magic Syphon (K, u, u3, u4) Toaster (K) Collector (u) Freezer (u) Geared Ranger (u) Gyroguard (u) Mage Waster (u4) Steel Gyro (u4)</p>
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<p>Android Invultron (K) Iron Droid (K) Kinetic Kid (K) Silver Droid (K) Tin Man (u) Mermech (u3) Silver Siren (u3) Converter (u4) Fogger (u4) Infiltrator (u4) Petrifier (u4) Steel Goblin (u4)</p> <p>Urmech Urmech (u4)</p> <p>Corpse Putrid Zombie (ub) Blood Feaster (ub4) Ghast (ub4) Mad Howler (ub4) Ebon Zombie (A, vt) Sable Lich (A, vt, cp) Shade Ghoul (A) Water Spirit (cp) Swamp Golem (fp) Sable Wraith (sg) Glaze Wraith (id) Zombie Lord (qc) Zombie Mage (sd) Tengu (h) Black Paladin (MT) Ghoul (MT) Rage Wraith (MT) Black Paladin (M3)</p>	<p>Skeleton Grave Robber (L, vm) Agent Orange (vm) Mask of Death (ct, ct3) Mad Mage (at1, at2) Death Warden (M, MT) Redbeard (M3) Black Death</p> <p>Vampire Barlow (qc) Lestat (qc) Vlad (qc) York (qc) Vampire Lord (M, MT) Vampire Lord (M4)</p> <p>Phantom Armor <i>Shade Warrior</i> (vm, ct, ct3, at1, dc) <i>Phantom</i> (dc) <i>Wind Warrior</i> (dc) Malefic Champ (M) Tarjan Warrior (M, MT) Tarjan Warrior (M3)</p> <p>Ghost Phantom (c, ub3) <i>Shadowdrifter</i> (c) Zephyrlord (c) Gloom Bard (ub3) Wind Daemon (ub3) Soulcrusher (ub4) Dark Guard (ub4) <i>Wind Warrior</i></p>	<p>Familiar Corrupter (ub3) Familiar</p> <p>Winged Demon Imp (W) Wind Diver (W) Adept Daemon (c) Daemongar (c) Foul Stalker (c) Wicked Lurker (c) Daemonscion (ub) Magic-Eater (ub) Master Daemon (ub) Wing Slasher (ub) Wing Demon (ub3) Daemongari (ub4) Wing Envenom (ub4) Ebon Harpy (A) Avian (vt, fp) Familiar (vt, fp) Gargoyle (vt) Undead Avian (fp)</p> <p>Blue Demon Phantom Champ (ub) Daemongari Lord (ub3) Prime Daemon (ub4)</p>	<p>Brute Demon Storm Demon (M) Pit Demon (MT) Pit Demon (M3) Demon</p> <p>Toad Demon Unholy Terror (M) Rock Demon (MT) Rock Demon (M3, M4)</p> <p>Diseased Demon Brilhasti (ub4) Tslotha Garnath (fp2)</p> <p>Black Slayer Black Slayer (T) Black Slayer (M, MT) Black Slayer (M4)</p> <p>Madman Cyanis (ct3)</p> <p>Sceadu Sceadu (sd2)</p> <p>Tarjan Tarjan (M4)</p>
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- Portrait names refer to their appearance in the C64 version. Many portrait graphics are corrupt in the available Apple IIe disk images, and it is impossible to see them all. The Apple IIe version uses different color palettes for many pictures.
 - Following the monster names are the dungeon levels where they are found. The abbreviations reflect level pairs or groups with identical rosters. For example, UnterBrae 1 and 2 use the same roster (“ub”), while UnterBrae 3 and 4 each use their own (“ub3” and “ub4”). Some level groups have a unique monster at one location, but otherwise use the same random monsters. For example, the White, Gray, and Black Towers in Gelidia use one roster (“wgbt”), but the top level of each tower has a special fight with unique creatures (“gt4”, “wt4”, or “bt4”). I have used a hex editor to examine the PC version’s monster lists to corroborate that rosters are shared as I subdivided them, with one exception. For some reason, the list of 16 monsters found in Valarian’s Tower appears 3 times on the PC monster file. I am not sure why, since the creatures on all 4 levels of Valarian’s Tower appear to be identical. Thus, I treat all of Valarian’s Tower as having one roster. Note that monster locations are only valid for the 8-bit versions. Although the lists extracted from the PC port’s files are consistent with the Apple IIe and C64 versions, the PC makes huge errors in monster placement, with entire rosters appearing on the wrong levels. I do not know if this is true on the Amiga.
 - There are some monsters with the same name on the same level. Most can be differentiated by their starting distance and experience value. These are obvious instances:
 - Yeti (10’) and Yeti (60’) in Ice Keep 1 and 2
 - Mad Eye (30’) and Mad Eye (50’) in Nowhere and Black Scar
 - Basilisk (20’) and Basilisk (30’) in Troy
 - Vortex (10’) and Vortex (20’) in Malefia 3 and the Tarjan dungeon
- By peeking at the PC version’s monster files, I found another hidden instance: the Roman Guard in the final level of Tarmitia is listed twice. Since this monster always appears at 30’, the duplicated name probably represents two creatures with the same name and starting distance. I do not know of any other instances where the same monster name is used multiple times in the same level. Hopefully someone will one day decode the monster data and allow us to look into this in more detail. When the same monster name shows up twice on the same level, I list the level twice after the monster.

- Unfortunately, the PC version’s monster files give us no other easily decodable data. It is not clear if the same monster on multiple rosters has the same statistics. For at least some creatures, this is probably the case. For example, the 10’ Yeti is found in the rosters for Gelidia, the Ice Keep, the 3 towers, and the Ice Dungeon. This creature is worth the same experience in each location, and is probably the same monster as far as the game is concerned (the 60’ Yeti, on the other hand, is found in the Ice Keep 1-2 roster, and has a different experience value). I suspect that monsters with the same starting distances found on multiple rosters probably have the same statistics. The reason I know so much about the Yeti is that it often appears alone, making it easy to see how much experience it is worth in each level.
- Monsters in **red** are found in special encounters. I have listed them as separate entries, even though some special encounters in Malefia 3 and the Tarjan dungeon are identical to the randomly-encountered versions (learned by peeking at the PC version’s monster lists). Note that the Black Slayers in Tarmitia after the Werra fight are different from any of the Black Slayers in Malefia. The Tarmitia variant has a starting distance of 10’, while all those in Malefia start at 20’.
- Monsters in **blue** are summoned creatures. I have seen all of them summoned by an enemy at one time or another. I did not try to list where each summoned creature can be found like I did for **Bard’s Tale II**.
- Monsters in **green** are summoned by figurines. The Herb, Slayer, and Kringle Bro’ are also summoned by spells, and I listed each variant separately even though their statistics are identical. Other figurine monsters are never seen as enemies in combat.
- Monsters in italics are illusionary. They usually do not last long in combat, making it difficult to see their portraits. Monsters with both real and illusionary variants (mostly from spells and figurines) are listed as separate entries.
- All monsters in the final Tarmitia dungeon are seen in other areas of Tarmitia with two exceptions: the Myrmidon is unique to the final dungeon; the Pooka in Nottingham as an illusion, while the variant in the final Tarmitia level is real. Note each city in Tarmitia has its own separate roster, as does the final dungeon. It is entirely possible that all monsters in the final level have different statistics from their appearances in other parts of Tarmitia (see my comments above about repeated monster names).
- These are misspellings, inconsistencies, and other oddities that I want to call your attention to, just to reassure you that these were not typos made by me:
 - Daemongar in the Catacombs vs. Daemongari in UnterBrae 4 (Daemongari is the plural form of both)
 - Magic-Eaters are found in the Catacombs and UnterBrae 1-4; in UnterBrae 1-2, it uses the “**Winged Demon**” portrait, while everywhere else it uses the “**Amphibian**” portrait
 - Octopus in the Crystal Palace
 - Giant Python in the Crystal Palace uses the “**Eel**” portrait, while in Valarian’s Tower it uses the “**Giant Snake**” portrait
 - Jaws in the Crystal Palace is both singular and pleural, while Brass Jaw (plural: Brass Jaws) is in the Viscous Plane
 - Arctic Guard in Gelidia; on the other hand, Arctic Mage is spelled correctly in the towers and the Ice Dungeon
 - Glaze Wolf in Gelidia really does use the “**Wild Cat**” portrait
 - Oberlieutenant in Berlin/Stalingrad really does use the “**Russian Soldier**” portrait
 - Hun in Rome really does use the “**Bald Wizard**” portrait; interestingly enough, the plural of Hun is also Hun, which makes me think they intended it to be a Hun Priest or something; the PC version repeats this apparent mistake
- Level abbreviations are below (Celaria Bree is missing because it has no monsters):

Wilderness		Arboria		Gelidia		Lucencia	
W	Wilderness, Skara Brae	A	Arboria, Cieria Brannia	G	Gelidia	L	Lucencia
c	Catacombs, Tunnels	vt	Valarian’s Tower 1-4	ik	Ice Keep 1-2	vm	Violet Mountain 1-2
ub	UnterBrae 1-2	cp	Crystal Palace	wgbt	Grey, White, Black Tower 1-4	ct	Cyanis’ Tower 1-2
ub3	UnterBrae 3	fp	Festering Pit 1-2	gt4	Grey Tower 4	ct3	Cyanis’ Tower 3
ub4	UnterBrae 4	fp2	Festering Pit 2	wt4	White Tower 4	at1	Alliria’s Tomb 1
		sg	Sacred Grove	bt4	Black Tower 4	at2	Alliria’s Tomb 2
				id	Ice Dungeon 1-2		
Kinestia		Tenebrosia		Tarmitia		Malefia	
K	Ferofist’s Castle, Barracks, Private Quarters	N	Nowhere, Black Scar	bs	Berlin, Stalingrad	M	Malefia 1-2
K1	Ferofist’s Castle	dc	Dark Copse	h	Hiroshima	MT	Malefia 3, Tarjan
u	Workshop, Urmech’s Paradise	qc	Tar Quarry, Shadow Canyon	t	Troy	M3	Malefia 3
u3	Viscous Plane	sd	Sceadu’s Demesne 1-2	r	Rome	M4	Tarjan
u4	Sanctum	sd2	Sceadu’s Demesne 2	n	Nottingham		
				kw	K’un Wang		
				w	Wasteland		
				T	Tarmitia		