

**The Bard's Tale I – Tales of the Unknown
Complete Monster List**

<p>Mercenary Mercenary (mt1, mt4) <i>Mercenary</i> (spell) Swordsman Bladesman Warrior Elite Maze Master (mt1)</p> <p>Barbarian Nomad Barbarian (16-bit) Berserker (hc1, hc3) Bone Crusher</p> <p>Samurai / Knight Samurai (sb, mt1, mt2, fig) Samurai Lord Mandar Guard (hc2) (8-bit) Mangar Guard (hc2) (16-bit)</p> <p>Thief / Ninja Thief Assassin Master Thief Ninja Master Ninja (hc1)</p> <p>Monk Jade Monk Scarlet Monk Azure Monk Ivory Monk</p> <p>Conjurer / Magician Conjurer (level 1) Magician (level 1) Conjurer (level 3) Magician (level 3) Conjurer (level 5) Magician (level 5) Conjurer (level 7) Magician (level 7) Conjurer (level 9) Magician (level 9) Conjurer (level 11) Magician (level 11) Master Conjurer Master Magician (mt1) Archmage (mt5)</p>	<p>Sorcerer / Wizard Sorcerer (level 3) Wizard (level 3) Sorcerer (level 5) Wizard (level 5) Sorcerer (level 7) Wizard (level 7) Sorcerer (level 9) Wizard (level 9) Sorcerer (level 11) Wizard (level 11) Master Sorcerer (c2, hc2) Master Wizard (fig)</p> <p>Dwarf Hobbit (mt2) Dwarf (mt1) Dwarf King</p> <p>Goblin Kobold Gnome Goblin Lord</p> <p>Orc Hobgoblin Orc Half Orc</p> <p>Ogre Barbarian (8-bit) Ogre (spell, fig) <i>Ogre</i> (spell) Ogre Magi (8-bit) Ogre Magician (16-bit) Ogre Lord (sb)</p> <p>Giant Stone Giant (sb) Fire Giant Ice Giant War Giant (fig) Titan (fig) Cloud Giant Storm Giant (mt5) <i>Storm Giant</i> (spell)</p> <p>Golem Statue Stone Elemental Xorn Golem (sb, hc1, fig) Crystal Golem (kt)</p>	<p>Spider Spider (s1, s2) Black Widow (s1, s2, s3) Spinner (s1, s3)</p> <p>Animal Mad Dog Wolf (spell) <i>Wolf</i> (spell) Werewolf Jackalwere Weretiger Bandersnatch (mt2)</p> <p>Eye Seeker Eye Spy Evil Eye (mt1) Beholder Soul Sucker (c2, mt2)</p> <p>Hydra Hydra Basilisk (mt2) Jabberwock (hc1)</p> <p>Dragon Blue Dragon Green Dragon (kt, fig) Copper Dragon White Dragon Grey Dragon (sb, c2) Red Dragon (mt4) <i>Red Dragon</i> (spell) Black Dragon (mt5)</p> <p>Skeleton Skeleton (c1, c3, spell)</p> <p>Zombie Zombie (c1, c3, spell) Doppleganger Body Snatcher Mimic Gimp</p> <p>Wight / Ghoul Wight (c1, c2, c3) Ghoul (c1, c3, mt2, mt4, spell)</p>	<p>Spectre / Lich Spectre (c3, mt4, mt5, spell) Lich (mt5, spell, fig) (8-bit) Lich (spell, fig) (16-bit)</p> <p>Vampire Vampire (mt4) Vampire Lord (mt4, mt5)</p> <p>Ghost Lurker Ghost (mt1) Maze Dweller Mind Shadow (mt2) Death Denizen (nowhere)</p> <p>Shadow / Demon Wraith (c3, mt3, mt4, spell) Shadow Phantom Lesser Demon (hc3, mt4, spell) Demon (spell) Greater Demon (mt5, spell) (8-bit) Greater Demon (spell) (16-bit) Ancient Enemy (mt5)</p> <p>Balrog Balrog (mt5) (16-bit)</p> <p>Demon Lord Demon Lord (spell) (8-bit) Demon Lord (mt5, spell) (16-bit)</p> <p>Old Man Fred Mongoo (mt3, fig) Old Man (hc3, mt2, fig) Balrog (mt5) (8-bit)</p> <p>Mad God Mad God (hc3)</p> <p>Mangar Mangar (mt5)</p> <p>?? Dummy (spell) Joe the Sword (spell) Thor (fig)</p>
---	--	--	--

- Portrait names in italics are animated in the 8-bit versions. The names refer to their appearance in these versions. All portraits except "**Mad God**" are animated in 16-bit versions.
- Monsters in **red** are only seen as special encounters. In parentheses after the monsters are the levels where they are found. Monsters in black with levels listed after their names are encountered as specials in the listed levels, but randomly elsewhere.

- Monsters in **blue** only come up when summoned by spells or figurines. The notation “spell” and “fig” in parentheses indicates which. Monster in italics represent illusionary creatures (and all come from spells).
- The “??” is for creatures that only exist in the party’s “S” slot, and are never seen. Their names do not even appear in the monster lists extracted from the game files, so they were almost certainly coded differently and never assigned portraits.
- In 8-bit versions, the Barbarian uses the “Ogre” portrait and the Balrog uses the “Old Man” portrait. In 16-bit versions, the Barbarian uses the “Barbarian” portrait, while the Balrog has its own unique portrait.
- In 16-bit versions, 3 Vampire Lords and 2 Demon Lords accompany Mangar. In 8-bit versions, there are 2 Greater Demons instead of Demon Lords. The only way to see a Demon Lord in 8-bit versions is if an enemy summons one.
- In 8-bit versions, Ogre Magician is Ogre Magi, and Mangar Guard is misspelled as Mandar Guard.
- Conjurors, Magicians, Sorcerers, and Wizards have several variants. The precise number (6 each for Conjurors and Magicians; 5 each for Sorcerers and Wizards) is known from the monster lists extracted from the game files. I made educated guesses on their levels based on which level of spells they seem to cast and other clues (*i.e.*, none would be level 13, casting 7th level spells, since that would be presumably reserved for the Master Conjuror, Master Magician, *etc.*). This pigeonholing does not accurately reflect what spells they can cast, however. For example, a “level 11” Wizard would be expected to cast the 6th level spell SPSP (**Spell Spirit**, summoning a Spectre or Lich), but no enemy ever casts that spell: not Mangar, the Archmage, the Master Wizard, nor any of the other Wizards. Before the Lich encounter was discovered (see below), I spent hours hunting Wizards, trying to find one that would summon a Lich for me to see.
- The Death Denizen is never seen. The name was found in the extracted monster lists. Its portrait was found by a devoted fan who hex-edited the game and replaced a fixed encounter with Death Denizens. He reported that it seemed quite wimpy.
- The Lich was another creature in the monster listings that until recently was never seen outside of the “S” slot. Some devoted fans discovered that if a group kills Mangar, leaves the level, then returns prior to entering the Adventurers’ Guild, there are 2 Liches in a special square near Mangar’s lair. This square used to be a big mystery: SOSI spells detected it, and the disk drive turned whenever it was stepped on, yet nothing ever seemed to happen. The Lich trick only works in 8-bit versions, because when the party kills Mangar in 16-bit versions, Kylearan immediately teleports everyone to the Adventurers’ Guild, which completely resets the dungeon. The “Lich square” is still there, however. Locking players out of ever being able to trigger this encounter was almost certainly an oversight by those who ported the game.
- Level abbreviations are below:

sb	Skara Brae	c1-3	The Catacombs (1-3)	mt1-5	Mangar’s Tower (1-5)
c	The Cellars	hc1-3	Harkyn’s Castle (1-3)		
s1-3	The Sewers (1-3)	kt	Kylearan’s Tower		