

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) Guardsman (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 (fig)</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 Conjuror (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) Sorcerer (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) Oscon (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, fig)</p> <p>Conjuror / Magician Sorcerer (w) Conjuror (dd1, dd2, dt1) Soron (dd4) Multimage (t1) Dark Mage (Evil Mage) (t3) 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) Troglodyte (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) Herb (t3, fc, dt4, md1, md2, md3, of1, of2, of3, ds1, ds2, ds3, fig) Ogre (dd3, dd4, t1, t1, dt5)</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, fig)</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)</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) Blast Dragon (fig) Red Dragon (dd4, t2, t3, fc, dt2, dt4, md1, of1, ds1)</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, fig) Vanquisher (fig)</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, fig)</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) Molten Man (fig) Salamander (t2, t3, fc, dt1, dt2, dt3, dt5, md1, md2, of2, ds1, ds3)</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) Sanclilar (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) (Life Forcer) 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>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 descriptions of the portraits refer to their 8-bit versions.
- The "**Statue**" portrait was omitted from the PC version, and all monsters under that portrait 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 level where they are found.
- Monsters encountered on multiple levels have different statistics on each level they are found. As far as the game is concerned, they are separate creatures. For example, the Archer under the "**Warrior**" portrait is encountered in the Wilderness, Fanskar's Castle, and the Maze of Dread level 3. Using the "**Barbarian**" portrait, it is also encountered in the Dark Domain level 1. Each of these four variants has different HP, AC, and so on.
- Monsters in red are found in special encounters. The notation "join" indicates the monster joins the party and there is never an opportunity to fight the creature.
- Monsters in blue are summoned creatures. The levels after the name indicate where these monsters may be encountered as enemies summoned by opponents on that level. Levels in italics indicate that on these levels only the illusionary form of the monster is summoned by the party's opponents. For creatures like the Red Dragon, only the illusionary form exists. For the summoned version of the Ogre, both real and illusionary forms exist. The notation "fig" indicates the monster comes from a figurine, and therefore some creatures are never summoned by the party's opponents. The Master Mage and Storm Giant have illusionary versions that can be summoned by the party and its opponents, as well as real versions that can only be summoned by the party with a figurine.
- In the Apple II version, the Brothers Figurine summons a Wolf, rather than a Kringle Bro'. The figurine seems to work properly in the PC version. I do not know about the other 8-bit or 16-bit versions.
- The Dark Mage (under the "**Conjurer / Magician**" portrait) is called Evil Mage in the PC version. Note that there is another Dark Mage (under the "**Hooded Mage**" portrait) whose name is not changed in the PC version.
- The Kringle Bro' does not have the apostrophe in the PC version.
- In the wilderness is the Sorcerer, while in Dargoth's Tower level 1 is the Sorcerer. This is not a mistake (not mine, at least)
- The plural form of the Life Force (under the "**Vampire**" portrait) is Life Forcer in both the Apple II and PC versions.
- In the Dargoth's Tower Snare, in the Apple II version, the party is attacked by the Living Statue for answering its question 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 a fight with 2 Web Dragons, which do not exist in the Apple II 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)