

Might & Magic II Bestiary PAR Codes

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SNES Might & Magic 2 Bestiary V1.1

This is an interesting code, although somewhat disappointing. It only affects the enemy in the first position. Both the enemy's sprite & name on the list will change to whatever sprite/name is assigned to the chosen value. You can see this in the 'Monsters' option in the menu. When each character's turn comes up, you can check for yourself. (I don't know if this affects the EXP gained.) Unfortunately, I found out later that the code only changes the sprite graphic, not the actual enemy. If you have the code active, & you go to another city where the enemies are stronger, your party WILL be massacred if they're not strong enough. Want to see what Sheltem looks like at the beginning of the game? Use this code in the first arena. For novelty purposes only, if you want to see them all ahead of time. Use at your own risk. Also, some enemies may appear to be duplicated, but that's not the case. They're simply stronger versions of certain enemies you met earlier. The programmers just used certain sprites more than once.

Code: 7E0673xx

Key: dec/hex - name

0/00 - Creepy Crawler
1/01 - Giant Beetle
2/02 - Sewer Rat
3/03 - Kobold
4/04 - Old Miser
5/05 - Goblin
6/06 - Cripple
7/07 - Hungry Plant
8/08 - Merchant
9/09 - Mugger
10/0A - Skeleton
11/0B - Flesh Eater
12/0C - Poltergeist
13/0D - Fool
14/0E - Witch's Cat
15/0F - Mini Rex
16/10 - Greedy Snitch
17/11 - Orc
18/12 - Beggar
19/13 - Sludge Beast
20/14 - Blood Sucker
21/15 - Venomous Snake
22/16 - Screaming Pods
23/17 - Man-at-Arms
24/18 - Conjuror
25/19 - Neophyte Thief
26/1A - Zombie
27/1B - Brain Bender
28/1C - Inept Wizard
29/1D - Phantasm
30/1E - Sprite
31/1F - Thug Trainee

32/20 - Hypnobeetle
33/21 - Rabid Rodent
34/22 - Gnome Elder
35/23 - Winged Steed
36/24 - Giant Lizard
37/25 - Foot Soldier
38/26 - Ranger
39/27 - Soldier
40/28 - Friar
41/29 - Burglar
42/2A - Killer Cadaver
43/2B - Ghoul
44/2C - Juggler
45/2D - Carnage Spirit
46/2E - Kobold Captain
47/2F - Brainless One
48/30 - Arachnoid
49/31 - Insect Plague
50/32 - Crazy Dwarf
51/33 - Hermit
52/34 - Mutant Swine
53/35 - Swamp Dog
54/36 - Deadly Rattler
55/37 - Woodsman
56/38 - Ninja
57/39 - Squire
58/3A - Dancing Bones
59/3B - Dancing Dead
60/3C - Cursed Corpse
61/3D - Nasty Witch
62/3E - Super Sprite
63/3F - Cat Corpse
64/40 - Giant Scorpion
65/41 - Killer Bees
66/42 - Minor Demon
67/43 - Hunchback
68/44 - Giant Ogre
69/45 - Werebat
70/46 - Wind Mare
71/47 - Werebull
72/48 - Snapping Spore
73/49 - Cavalier
74/4A - Druid
75/4B - Crazy Native
76/4C - Coffin Creep
77/4D - Gargoyle
78/4E - Vampiric Rat
79/4F - Cursed Slayer
80/50 - Viking
81/51 - Gnome
82/52 - Minor Fiend
83/53 - Warrior Boar
84/54 - Cockatrice
85/55 - Killer Canine
86/56 - Killer Cobra
87/57 - Champion
88/58 - Gate Keeper
89/59 - Shaman
90/5A - Illusionist
91/5B - Mounted Patrol

92/5C - Night Stalker
93/5D - Wraith
94/5E - Mad Peasant
95/5F - Canine Creep
96/60 - Dinobug
97/61 - Swarming Wasps
98/62 - Leprechaun
99/63 - Flaming Fear
100/64 - Leper
101/65 - Troll
102/66 - Acidic Blob
103/67 - Werewolf
104/68 - Pyro Hydra
105/69 - Castle Guard
106/6A - Thief
107/6B - Warrior Maiden
108/6C - Swamp Thing
109/6D - Iron Wizard
110/6E - Mutant
111/6F - Strangler
112/70 - Dwarven Knight
113/71 - Horned Fiend
114/72 - Swamp Beast
115/73 - Hill Giant
116/74 - Wyvern
117/75 - Earth Wyrn
118/76 - White Knight
119/77 - Necromancer
120/78 - Mountain Man
121/79 - Gravewalker
122/7A - Phantom
123/7B - Lost Soul
124/7C - Slasher
125/7D - Guardian
126/7E - Seductress
127/7F - Pixie
128/80 - Lightning Bugs
129/81 - Trickster
130/82 - Griffin
131/83 - Pegasus
132/84 - Gorgon
133/85 - Cloud Dragon
134/86 - Troubadour
135/87 - Paladin
136/88 - Elf Warrior
137/89 - Cleric
138/8A - Assassin
139/8B - Amazon
140/8C - Grim Reaper
141/8D - Mummy
142/8E - Bonehead
143/8F - Melting Man
144/90 - Demon Soldier
145/91 - Fire Fiend
146/92 - Apparition
147/93 - Vampire
148/94 - Frost Dragon
149/95 - Dinosaur
150/96 - Avenger
151/97 - Court Bowman

152/98 - Magic Man
153/99 - Court Mage
154/9A - Warlock
155/9B - Barbarian
156/9C - Royal Horseman
157/9D - Court Jester
158/9E - Fire Faery
159/9F - Thug Leader
160/A0 - Dino Spider
161/A1 - Plant Golem
162/A2 - Stone Golem
163/A3 - War Eagle
164/A4 - Guardian Hound
165/A5 - Minotaur
166/A6 - Fire Dragon
167/A7 - Shadow Rouge
168/A8 - Crusader
169/A9 - Chancellor
170/AA - Ghost
171/AB - Dead Head
172/AC - Enchantress
173/AD - Warbot
174/AE - Stalker
175/AF - Hatchet Man
176/B0 - Dwarven Elder
177/B1 - Ooze Warrior
178/B2 - Roc
179/B3 - Dagger Jaw
180/B4 - Armored Dragon
181/B5 - Tyrannosaurus
182/B6 - Valiant Knight
183/B7 - Endless Knight
184/B8 - Archer
185/B9 - Wizard
186/BA - Crypt Fiend
187/BB - Phase Spirit
188/BC - Sorceress
189/BD - Mystic Clown
190/BE - Spido Bug
191/BF - Living Dead
192/C0 - Demon's Mouse
193/C1 - Fire Elemental
194/C2 - Air "
195/C3 - Mist Rider
196/C4 - Magic Serpent
197/C5 - Cron Man Trap
198/C6 - Dark Knight
199/C7 - Sorcerer
200/C8 - Kensai
201/C9 - Jouster
202/CA - Demon's Envoy
203/CB - Etheral Being
204/CC - Death's Agent
205/CD - Alien Probe
206/CE - Element Hydra
207/CF - Monster Masher
208/D0 - Demon King
209/D1 - Titan
210/D2 - Ancient Dragon
211/D3 - Reptoid

212/D4 - Cuisinart
213/D5 - Cleric Warrior
214/D6 - Elven Archer
215/D7 - High Cleric
216/D8 - Master Robber
217/D9 - Master Ninja
218/DA - Lich Lord
219/DB - Time Lord
220/DC - Orc Master
221/DD - Death In A Box
222/DE - Mega Troll
223/DF - Infeono Cat (typo?)
224/E0 - Earth Elemental
225/E1 - Water "
226/E2 - Gnasher
227/E3 - Chomper
228/E4 - Mutant Fish
229/E5 - Sea Monster
230/E6 - Aquasaurus
231/E7 - Cosmic Sludge
232/E8 - Sarakin
233/E9 - The Long One
234/EA - Spaz Twit
235/EB - The Snowbeast
236/EC - Bozorc the Orc
237/ED - Brutal Bruno
238/EE - Death Spider
239/EF - Dread Knight
240/F0 - Baron Wilfrey
241/F1 - Mist Warrior
242/F2 - Queen Beetle
243/F3 - Serpent King
244/F4 - Dragon Lord
245/F5 - Mandagual
246/F6 - Lucky Dog
247/F7 - The Horvath
248/F8 - Orb Guardian
249/F9 - Dawn
250/FA - Mega Dragon
251/FB - Shalwend
252/FC - Pyrannaste
253/FD - Acwalandar
254/FE - Gralkor
255/FF - Sheltem

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finished w/update 4/12/04

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The Snes9x development team for programming a decent emulator.
New World Computing for a exceptional, but also difficult & challenging game.

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