

Wizardry Gaiden IV (Import) Item Table

by seannachie

Updated to v1.0 on Jan 22, 2005

SNES Wizardry Gaiden 4: Throb of the Demon's Heart
Item Table PAR code & values

Notes: Use caution when exploring these values. I haven't fully tested them. Always use an expendable item when you activate the code. I think I used the Fighter when I hacked for the code, but for some reason it affects all of them. But in the original trilogy & 5, it only affects the character you hack into.

Code: 7E1999xx

0/00 - Broken Item
1/01 - Potion of Dios
2/02 - Torch
3/03 - Ring of Jewels
4/04 - Scroll of Lomilwa
5/05 - Poet's Lute
6/06 - Potion of Badios
7/07 - Scroll of Katino
8/08 - " of Nolis
9/09 - " of Bolatu
10/0A - Angel's Flute
11/0B - Lantern
12/0C - Scroll of Dilto
13/0D - Broken Card
14/0E - Pipes of Doom
15/0F - Shadow Cape
16/10 - Scroll of Mahalito
17/11 - Recovery Card
18/12 - Scroll of Mapoba
19/13 - Enchant Lyre
20/14 - Potion of Dialko
21/15 - " of Latumofis
22/16 - Ring of Supreme
23/17 - Mind Card
24/18 - Scroll of Banoka
25/19 - Amulet of Air
26/1A - Scroll of Masios
27/1B - " of Tzalik
28/1C - Crystal
29/1D - Drum of Battle
30/1E - Amulet of Ice
31/1F - Night Cape
32/20 - Silent Harp
33/21 - Ring of Suffocation
34/22 - Scroll of Burenes
35/23 - Amulet of Flame
36/24 - Ring of Madi
37/25 - Potion of "
38/26 - Scroll of Galdi
39/27 - Lyre of Return
40/28 - Ruby Slippers (w/o Dorothy, lol)
41/29 - Ring of Healing
42/2A - " of Death

43/2B - Lyre of Cakes
44/2C - Ring of Solitude
45/2D - Illusion Cap
46/2E - Ankh of Wisdom
47/2F - " of Life
48/30 - " of Power
49/31 - " of Sanctity
50/32 - " of Youth
51/33 - " of Death
52/34 - Horn of Fire God
53/35 - Forest Cape
54/36 - Dragon's Fang
55/37 - Ring of Troll
56/38 - Houichi's Lute
57/39 - Book of Calko
58/3A - Short Sword
59/3B - BullWhip
60/3C - Mace
61/3D - Sling
62/3E - Bo
63/3F - Staff
64/40 - Flail
65/41 - Long Sword
66/42 - Dagger
67/43 - Lance
68/44 - Spear
69/45 - Katana
70/46 - Short Bow
71/47 - Club
72/48 - War Hammer
73/49 - Hand Axe
74/4A - Faerie Stick
75/4B - Dull Sword
76/4C - Sword of Slice
77/4D - Epee of Disaster
78/4E - Blade of Biting
79/4F - Tomahawk
80/50 - Anointed Mace
81/51 - Nunchaku
82/52 - Nagamaki
83/53 - Morbid Mace
84/54 - Anoint Flail
85/55 - Studly Staff
86/56 - Bo Shuriken
87/57 - Cross Bow
88/58 - Morning Star
89/59 - Red Spear
90/5A - Bent Staff
91/5B - Dull Katana
92/5C - Tonphar
93/5D - Mace of Snakes
94/5E - Butterfly Axe
95/5F - Wakizashi
96/60 - Ninjato
97/61 - Rusty Sword
98/62 - Sword of Slash
99/63 - Kunitoshi
100/64 - Dagger of Slice
101/65 - Kodachi
102/66 - Sai

103/67 - Rod of Flame
104/68 - Epee of Disaster (again)
105/69 - Sword of Fire
106/6A - Necrology Rod
107/6B - Battle Axe
108/6C - Mace of Pounding
109/6D - " of Disaster
110/6E - Were Slayer
111/6F - Cross Spear
112/70 - Faerie Rod
113/71 - Halberd
114/72 - Head Hunter
115/73 - Bipennis
116/74 - Staff of Silence
117/75 - Long Bow
118/76 - Dull Axe
119/77 - Bec de Corbin
120/78 - Berdysh
121/79 - Great Sword
122/7A - Nodachi
123/7B - Dagger of Speed
124/7C - Epee of Supreme
125/7D - Great Axe
126/7E - Holy Basher
127/7F - Rokkakujo
128/80 - Staff of Earth
129/81 - " of Revenge
130/82 - Tukikage
131/83 - Staff of Water
132/84 - " of Fire
133/85 - " of Air
134/86 - Poison Dagger
135/87 - Shihou Ken
136/88 - Blade of Revenge
137/89 - Hv. Cross Bow
138/8A - Staff of Flash
139/8B - Rod of Raising
140/8C - Kabutowari
141/8D - Ogre Blade
142/8E - Wand of Wind
143/89 - Winter Wand
144/90 - Dragon Slayer
145/91 - Wicked Axe
146/92 - Joan's Lance (Joan of Arc?)
147/93 - Mace of Power
148/94 - Staff of Summons
149/95 - Worst Sword
150/96 - Staff of Curing
151/97 - Partisan
152/98 - Red Whip
153/99 - Sword of Swing
154/9A - Katakamayari
155/9B - Yamanbagiri
156/9C - Faust Halberd
157/9D - Cusinart'
158/9E - Sansetukon
159/9F - Ranger's Bow
160/A0 - Fighter's Bow
161/A1 - Queen's Whip
162/A2 - Claymore

163/A3 - Bloody Mace
164/A4 - Ogre Killer
165/A5 - Giant's Bow
166/A6 - Thieves Dagger
167/A7 - Skull "
168/A8 - Priest's Mace
169/A9 - Staff of Death
170/AA - Great Bow
171/AB - Staff of Light
172/AC - Runed Flail
173/AD - Great Hummer (Hammer?)
174/AE - Tadayoshi
175/AF - Norimune
176/B0 - Giant Sledge
177/B1 - Silver Hummer
178/B2 - Nyoi-Bo
179/B3 - Mages Yew Bow
180/B4 - Fire Whip
181/B5 - Vulcan Hummer
182/B6 - Silver Axe
183/B7 - Gold "
184/B8 - Raven's Bill
185/B9 - Tombogiri
186/BA - Kanemitsu
187/BB - Saver of Evil
188/BC - Giant Club
189/BD - Holy Flail
190/BE - Manji Shuriken
191/BF - Cat'Nine Tail
192/C0 - Angel Stick
193/C1 - Golden Axe
194/C2 - Diadenta
195/C3 - Axe Of Death
196/C4 - Zatoichi-Bo
197/C5 - Soul Bow
198/C6 - Benkei Glaive
199/C7 - Sylvan Bow
200/C8 - Kunimitsu
201/C9 - Diamond Eye
202/CA - Shuriken
203/CB - Scythe of Death
204/CC - Gngnel Spear
205/CD - Kintoki's Axe
206/CE - Sword of Valor
207/CF - 8-Taro Bow
208/D0 - Staff of Death (169/A9 again)
209/D1 - Demon Slayer
210/D2 - Holy Lance
211/D3 - Excaliber
212/D4 - Sankouken
213/D5 - Muramasa
214/D6 - Buckler
215/D7 - Feathered Hat
216/D8 - Robe
217/D9 - Leather Shield
218/DA - " Glove
219/DB - Displaser (Displacer?) Robe
220/DC - Sandals
221/DD - Rusted Chain
222/DE - Faerie's Cloth

223/DF - " Dress
224/E0 - Tekou
225/E1 - Costume
226/E2 - Leather Armor
227/E3 - Rotton (Rotten?!) Cuirass
228/E4 - Wizard's Hat
229/E5 - Round Shield
230/E6 - Dull Shield
231/E7 - Chain Mail
232/E8 - Cuirass
233/E9 - Plate Mail
234/EA - " of Novice
235/EB - Cursed Plate
236/EC - Copper "
237/ED - Leather Helm
238/EE - Antique Plate
239/EF - Breast "
240/F0 - Buskins (Buck Skins?)
241/F1 - Waraji
242/F2 - Vacant Shield
243/F3 - Support "
244/F4 - Steel Helm
245/F5 - Kabuto
246/F6 - Hurt Gloves
247/F7 - Iron "
248/F8 - Deluxe Cuirass
249/F9 - Broken Breast
250/FA - Shiny Chain
251/FB - Durable Plate
252/FC - Plate of Warrior
253/FD - Boots
254/FE - Cursed Robe
255/FF - Emerald Robe

2nd group:

1st address: 7E1999xx

2nd address: 7E199A01

Change the value of the first address to see the rest of the items. NEVER change the value of the second one.

These are ?Items. Although some may become legit items if you identify them, others may be Dummy items. Explore at your own risk. Here are some examples.

256/00 - ?Robe
257/01 - "
258/02 - ?Armor
259/03 - "
260/04 - "
261/05 - ?Boots
262/06 - ?/Armor
263/07 - "
264/08 - ?/Shield
265/09 - ?/Armor

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Salutations

Gamefaqs, Sir-Tech, ASCII, Jacqi.

Started sometime after beginning the 2nd address on the Wizardry Gaiden IV Bestiary.

Finished October 12, 2004.

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