

Wizardry V Bestiary PAR Codes

by seannachie

Updated to v1.1 on Apr 14, 2004

SNES Wizardry 5: Heart of the Maelstrom (US) Bestiary v.1.1

Notes: This code will let you see most, if not all, of the enemies & NPCs in the game (99% certainty). The names listed are particular identities, you will almost always have multiple enemies in each battle. The names are there because those enemies are there for every battle for that particular value. For the NPCs listed, you usually get to talk to them first; of course, there are exceptions. For the NPCs, you will always have a battle after you 'Leave' (except for the Loon). The exceptions are: 15/0F - Ferocious Fred may not always show up, but you'll always have to fight Dwarf Fighters. 49/31 - The NPC that appears will be random. Leave the code on & eventually you'll meet the whole Den of Thieves gang. For Lord Hienmitye, Ruby Warlock, & LaLa Moo-Moo, you don't get to talk, but you start off with a fight. For The Loon, when you 'Leave' you are instantly teleported back to the Castle, just as in a normal game. To the best of my knowledge, the info listed here is correct. Any errors here are mine.

CRUCIAL UPDATE - 4/12/04

If you are playing the game & meet an NPC (or a key battle) with the code active, you will only meet the enemy whose value is set in the code. If this is an NPC with info and/or items that are crucial to the continuity of the game, the file will be a loss (unless you have a save handy). This is because an NPC won't talk to you if you fought them. Get what you need from them first, then fight them (if you so wish) with or without the code. If the event is a 'Key Battle' (such as going after the Purse) you won't get the purse afterward. Since this particular battle contains no NPCs, it may be possible to revisit the area afterward (with the code turned off!) & fight the battle to get the purse. I haven't tested this theory, tho.

Code: 7E00BExx

Examples 7E00BE0A - Ice Phantom // 7E00BE75 - Murphy's Ghost // 7E00BE4B - Nightmares

Note: The dec/hex format is there for novices (no offense to seasoned gamers). Always put in the hex value when entering the code.

dec/hex - enemy name

0/00 - Green Slimes
1/01 - Lady Stingers
2/02 - Blackflies
3/03 - Leech Lizards
4/04 - Nethermen
5/05 - Bandits
6/06 - Trolls
7/07 - Magicians
8/08 - Acolytes
9/09 - Pale Warriors
10/0A - Ice Phantom
11/0B - Fanged Toads
12/0C - Stilettes
13/0D - Black Bats
14/0E - Ravens

15/0F - Dwarf Fighters (Sometimes shows up w/NPC Ferocious Fred)
16/10 - Bon Bons
17/11 - Conjurers
18/12 - Berserkers
19/13 - Gwylions
20/14 - Scarecrows
21/15 - Wiley Puppies
22/16 - Gypsies
23/17 - Jackalweres
24/18 - Pink Mushrooms (Seems to share value w/Toadstools)
25/19 - Demon Imps
26/1A - Golem
27/1B - Mustard Slimes
28/1C - Scorpions
29/1D - Wereboar
30/1E - Tigers
31/1F - Giant Spider
32/20 - Magsmen
33/21 - Amazons
34/22 - Samurai
35/23 - Shugenja
36/24 - Toga Llamas
37/25 - Rotted Vapors
38/26 - Minotaur
39/27 - King Cobras
40/28 - Wyverns
41/29 - Demon Dogs
42/2A - Ghouls
43/2B - Ghosts
44/2C - Night Locusts
45/2D - Gorillas
46/2E - Gargoyles
47/2F - Basilisks
48/30 - Blackblades
49/31 - Random NPCs from the Den of Thieves
50/32 - Qui-Sang Monks
51/33 - Warlocks
52/34 - Druids
53/35 - Hawdy Bawders
54/36 - Firedrake
55/37 - Assassins
56/38 - Medusa
57/39 - Smoke Demons
58/3A - Armor Eaters
59/3B - Shiegetzu
60/3C - Kalkydris
61/3D - Wights
62/3E - Master Thieves
63/3F - Royal Guards
64/40 - Hatamotos
65/41 - Jokers of Doom, Quacks, & Skeletons (Multiple enemy party)
66/42 - Jokers of Doom & Skeletons
67/43 - Royal Lords
68/44 - NPC - Lady Jane & Royal Ladies
69/45 - Green Dragons
70/46 - Werewolf
71/47 - Vampire
72/48 - Frankenstein
73/49 - Quasimodo
74/4A - Black Knights

75/4B - Nightmares
76/4C - Beauty & The Beast
77/4D - The Beast
78/4E - Yetis
79/4F - Barbarians
80/50 - Frost Giants
81/51 - Snow Cats
82/52 - Yomamas
83/53 - Ancients
84/54 - Troglodytes
85/55 - Crimson Weirs
86/56 - Freezies
87/57 - White Mushrooms
88/58 - Blank Stares
89/59 - Swamp Things
90/5A - Mighty Oaks
91/5B - Wraiths
92/5C - Lich
93/5D - Efreet
94/5E - Will o' Wisps
95/5F - Fire Elemental
96/60 - Water "
97/61 - Air "
98/62 - Earth "
99/63 - Ropav Dicas (Vapor Acid)
100/64 - High Ninjas
101/65 - Silent Knights & Enchanted Bards (sometimes just S.K.s)
102/66 - Dark Wizards
103/67 - Arch Fangs
104/68 - Psionics
105/69 - Vile Women
106/6A - Manfredetti's Ghost
107/6B - Awesome Terrors
108/6C - Houdini (looks just like #104)
109/6D - Indigo Mushrooms
110/6E - Gorgons
111/6F - Pit Fiends
112/70 - Vile Men
113/71 - Cacodaemon
114/72 - Spectres
115/73 - Dragonaire
116/74 - Skeletons
117/75 - Murphy's Ghost
118/76 - Manes
119/77 - Halycons
120/78 - Greater Fiends
121/79 - Bleebbs
122/7A - Golems (seems to occur in groups of 3, sometimes 2)
123/7B - Air Elemental (again)
124/7C - Djinni
125/7D - Greater Demon
126/7E - The GateKeeper
127/7F - The S O R N
128/80 - 'Dopplegangers' (story event)
129/81 - Dark Lord
130/82 - Nether Demons
131/83 - Arch Fiends
132/84 - Zombies & Pale Warriors
133/85 - Werebats & Black Bats
134/86 - The Hurkle Beast

135/87 - The Guardian
136/88 - Spelunkers
137/89 - The Dejin Wind King
138/8A - Makara & Sea Cobras
139/8B - Gold Statues
140/8C - Nessie & Loch Babies
141/8D - Loch Babies
142/8E - " " (again)
143/8F - Copper Demon & Sly Woman
144/90 - Sly Woman
145/91 - Lady Neptune & Tritons
146/92 - Tritons
147/93 - Horbules
148/94 - The Robuna Ice King
149/95 - (King) Kong & Fay (Wray)
150/96 - Fay
151/97 - The Zana Fire Queen
152/98 - The Kanzi Fire King
153/99 - Dragonfinn
154/9A - Phoenix
155/9B - NPCs - The Laughing Kettle
156/9C - " - Lord of Clubs
157/9D - " - Lord of Diamonds
158/9E - " - Lord of Hearts
159/9F - " - Lord of Spades
160/A0 - " - The Snatch
161/A1 - " - The Mad Stomper
162/A2 - " - Evil Eyes
163/A3 - " - The Mighty Yog
164/A4 - " - Big Max
165/A5 - " - The Loon
166/A6 - " - Lord Hienmitey
167/A7 - " - The Duck of Sparks
168/A8 - " - The Ruby Warlock
169/A9 - " - Ironose the Dwarf
170/AA - " - G'Bli Gedook
171/AB - " - LaLa Moo-Moo
172/AC - High Samurai
173/AD - Assassins (again)
174/AE - Enchanted Bards (again)

That's it. Any value 175/AF or greater will result in glitches. The menu, the enemies, and/or the messages will usually be heavily glitched, & the battles are very tough, especially at lower levels. Even if you do win, the game usually crashes afterward. However, these battles have some interesting looking enemies, at least the ones that aren't glitched. Explore at your own risk.

DISCLAIMER - Creation of this document and/or use of game elements therein is not intended to imply ownership of said elements (including programs and hardware), or intent to profit from them. Wizardry and related game elements are the intellectual property of its copy-right holders, which to the best of my knowledge, is Sir Tech, Inc. SNES is the property of Nintendo. No attempt at monetary profit has been or will be made with this document.

This document may be posted on other sites with my prior consent, with the understanding that it may not be altered (except for purposes of clarification for better viewing), and the version here at GAMEFAQS.COM is the official version & is the only version which may receive updates. International copyright law applies to this document.

SALUTATIONS -

Gamefaqs & its staff for being far & away the the all-time best site on the web for a wide range of game info.

The Snes9x development team for programming a decent emulator.

Sir Tech for their brilliant imagination.

Copyright 2004 David Lowe (studmeow AT hotmail DOT com)

Updated 4/12/04

EOF

This document is copyright seannachie and hosted by VGM with permission.