

Wizardry V PAR Item Codes

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SNES Wizardry 5 item table - PAR code, HEX value, & resale value

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Notes

There MUST be an item in the first slot for the code to work.

This code is for the first item slot of the default first character, Fighter 1. Renaming him does not affect how the code works, & I don't think class changes do either.

WARNING Deactivate the code before resuming the game! If you have a item you want to keep, - or worse yet - a KEY ITEM - in the first slot, you will lose it if you activate this code or leave it active. You will have to put an expendable item in the first slot & input the correct hex value in the code for the item you lost. (This doesn't happen in SNES Wizardry 123 - all you have to do is turn the code off & you'll get your original item back.) If you want to get more than one item using this code, input the proper hex value in the code, move

the item, then place another expendable item in the slot. Now the only reason I hacked for this code (other than seeing if it could be done) was to sell off some of the high GP stuff for some easy cash. I haven't used the code to get the key items ahead of time - we should keep at least SOME challenge in the game, right?

When using the item table code in SNES Wizardry 123 (forthcoming), you could buy up the cheap items & watch the code change the item before your eyes as you sell them. Unfortunately, that changed in this version. When you sell the first item in the list, you must go back to the Buy/Sell screen & then return to the Sell screen. If you filled your slots to the max with items you want to sell, you have to flip back & forth between the two screens to sell all the items. Otherwise the code still works like the other ones do.

(Regarding an unrelated topic, the Silver Mail trick only works if the character you want to heal can equip the armor - that is, they have to be the proper class. Also, the Level 3 fountain trick (the one closest to the entrance) works only for characters who are magic users.)

Code: 7E104Bxx

dec/hex - Item name - resale value (SP = Special Power - tho I haven't identified them all yet)

0/00	- Broken Item.....	0
1/01	- Torch.....	5
2/02	- Lantern.....	37
3/03	- Rubber Duck.....	0
4/04	- Dagger.....	0
5/05	- Staff.....	0
6/06	- Short Sword.....	0
7/07	- Long "	0
8/08	- Mace.....	50
9/09	- Hand Axe.....	90
10/0A	- Pike.....	125
11/0B	- War Hammer.....	200
12/0C	- Super Basher.....	"
13/0D	- Long Bow.....	162
14/0E	- Thieves Bow.....	300
15/0F	- Robes.....	0
16/10	- Leather Armor.....	0
17/11	- Chain Mail.....	72
18/12	- Scale "	200
19/13	- Plate "	375
20/14	- Target Shield.....	32
21/15	- Heater "	62
22/16	- Leather Sallet.....	125
23/17	- Leather Gloves.....	250
24/18	- Robbers Sword.....	750
25/19	- Sword of Knights.....	"
26/1A	- Blackblade (SP) Cursed!.....	"
27/1B	- Katana.....	875
28/1C	- Battle Axe.....	"
29/1D	- Morningstar.....	1000
30/1E	- Runed Flail (SP).....	"
31/1F	- Halberd.....	1250
32/20	- Light Crossbow.....	"
33/21	- Padded Leather.....	750
34/22	- Shiny Chain.....	875
35/23	- Bushi Scale.....	1000
36/24	- Armor of Knights.....	1250
37/25	- Silver Mail (SP).....	"
38/26	- Padded Target.....	750
39/27	- Knights Shield.....	1000
40/28	- Crested " (SP).....	"
41/29	- Brass Sallet.....	750
42/2A	- Iron Gloves.....	1250
43/2B	- Bracers.....	"
44/2C	- Sword of Master.....	2500
45/2D	- Robinsword.....	3500
46/2E	- Sword of Fire.....	5000
47/2F	- Master Katana.....	6750
48/30	- Soulstealer (SP).....	"
49/31	- Silver Axe.....	4250
50/32	- Axe of Doom (SP) (cursed?).....	"
51/33	- Solemn Basher.....	3750
52/34	- Faust Halberd (SP).....	5000
53/35	- Silver Hammer (SP).....	"
54/36	- Mage's Yew Bow.....	6000
55/37	- Heavy Crossbow.....	"
56/38	- Treated Leather.....	2000
57/39	- Silver Chain.....	3000
58/3A	- Master Scale.....	4000
59/3B	- Armor of Master.....	5000

60/3C	- Scarlet Robes.....	2250
61/3D	- Emerald Robes.....	"
62/3E	- Tower Shield.....	2500
63/3F	- Bacinet.....	1750
64/40	- Cone of Fire.....	1500
65/41	- Silver Gloves.....	3750
66/42	- Knights Bracers.....	5000
67/43	- Blade Cusinart.....	10000
68/44	- Armor of Defense.....	12500
69/45	- Shield Pro Magic.....	10000
70/46	- Jeweled Armet.....	6250
71/47	- Wizard's Cap.....	4000
72/48	- Gloves of Myrdall (SP).....	20000
73/49	- Cloak of Capricorn.....	4500
74/4A	- Sylvan Bow (SP).....	50000
75/4B	- Muramasa Katana.....	75000
76/4C	- Odinsword.....	125000
77/4D	- Gold Plate.....	125000
78/4E	- Ring of Frozz.....	2500
79/4F	- " of Skulls (SP) (Cursed!).....	"
80/50	- " of Madi (SP).....	7500
81/51	- " of Jade ".....	5000
82/52	- " of Solitude.....	10000
83/53	- Ankh of Wonder (SP).....	6000
84/54	- " of Power ".....	"
85/55	- " of Life ".....	"
86/56	- " of Intellect ".....	"
87/57	- " of Sanctity ".....	"
88/58	- " of Youth ".....	"
89/59	- Staff of Summoning.....	3875
90/5A	- " of Doom.....	"
91/5B	- Scroll of Katino.....	125
92/5C	- " of Petrifying.....	375
93/5D	- " of Fire.....	625
94/5E	- " of Conjuring.....	1750
95/5F	- Potion of Dios.....	50
96/60	- " of Charming.....	175
97/61	- " of Latumofis.....	125
98/62	- " of Dialko.....	200
99/63	- " of Wounding.....	250
100/64	- " of Madi.....	1250
101/65	- King of Diamonds.....	0
102/66	- Queen of Hearts.....	0
103/67	- Jack of Spades.....	0
104/68	- Ace of Clubs.....	0
105/69	- Munke Wand.....	0
106/6A	- Lightning Rod.....	0
107/6B	- Lark in a Cage.....	0
108/6C	- Staff of Water.....	0
109/6D	- " of Fire.....	0
110/6E	- " of Air.....	0
111/6F	- " of Earth.....	0
112/70	- Potion of Demon-Out.....	750
113/71	- Gold Medallion.....	25000
114/72	- Ice Key.....	0
115/73	- Ticket Stubs.....	0
116/74	- Tickets.....	0
117/75	- Skeleton Key.....	0
118/76	- Pocketwatch.....	0
119/77	- Battery.....	0

120/78 - Petrified Demon (SP) (Cursed).....	0
121/79 - Gold Key.....	0
122/7A - Blue Candle.....	1500
123/7B - Jeweled Scepter.....	0
124/7C - Potion of Ghost-Away.....	250
125/7D - Hacksaw.....	0
126/7E - Bottle of Soda.....	0
127/7F - Silver Key.....	0
128/80 - Bag of Tokens.....	0
129/81 - Brass Key.....	0
130/82 - Orb of Llygamyn.....	0
131/83 - Heart of Abriel.....	0
132/84 - Solemn Talisman (SP) Automap.....	12500
133/85 - Amulet of Rainbows.....	5000
134/86 - " of Screens.....	"
135/87 - " of Flames.....	"

All values higher than 135 are Dummy Items. Some of them may be symbols from the naming / renaming character screen. Explore at your own risk.

This one is interesting because it's the same name of a charm item in Parasite Eve for the Sony Playstation.

167/A7 - Mayokey / cursed amulet.....24,767,671

Because this is a dummy item, use at your own risk. It may glitch or even crash your game. When I was exploring these values, my game did crash a few times, so that's why this is the only one listed.

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.

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