

Final Fantasy II Bestiary PAR Codes

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This walkthrough was originally written for Final Fantasy II on the SNES, but the walkthrough is still applicable to the PSX version of the game.

SNES Final Fantasy 2 Bestiary

completed 03/20/04

Notes: There are 2 addresses. Input the first code here for the first 256 enemies. When you're ready for the second wave, keep the first code, & input the second address with the value of 1/01.

Change the value in the first address to see the rest.

To the best of my knowledge all values listed here are accurate.

Any errors are mine.

Code: 7E1800xx

dec/hex - Enemy amount/name

0/00 - 3 Imps
1/01 - 2 FloatEyes
2/02 - 1 FloatEye, 2 Eagles
3/03 - 3 Eagles
4/04 - 1 SwordRat, 3 Imps
5/05 - 2 Imps, 2 SwordRats
6/06 - 4 Imps
7/07 - 3 Larvae
8/08 - 2 SandMoths, 2 Larvae
9/09 - 4 SandMen
10/0A - 1 SandPede, 2 SandMen
11/0B - 1 SandWorm
12/0C - 3 EvilShells, 1 WaterBugs
13/0D - 3 Pikes
14/0E - 3 CaveToads
15/0F - 2 Pikes, 2 EvilShells
16/10 - 4 Zombies
17/11 - 2 Pikes, 2 EvilShells, 2 WaterBugs
18/12 - 4 Jellys
19/13 - 2 TinyMages, 4 WaterHags
20/14 - 4 CaveToads
21/15 - 2 CaveToads, 2 MadToads
22/16 - 1 Aligator, 2 Pikes
23/17 - 2 Aligators
24/18 - 6 Zombies
25/19 - 1 Aligator, 2 WaterBugs
26/1A - 4 MadToads
27/1B - 4 TinyMages
28/1C - 8 Imps
29/1D - 2 SwordRats, 2 Imps, 2 TinyMages
30/1E - 1 SandWorm, 1 SandPede
31/1F - 2 SandWorms
32/20 - 3 Imps, 1 Imp Captain
33/21 - 1 Turtle, 2 Imps
34/22 - 4 Creams
35/23 - 1 Basilisk, 3 Imps

36/24 - 2 Turtles
37/25 - 1 Weeper, 1 Turtle, 1 Basilisk
38/26 - 1 Basilisk, 1 Turtle
39/27 - 2 Weepers
40/28 - 4 Skeltons
41/29 - 2 Spirits
42/2A - 1 Gargoyle, 2 Cocktrices
43/2B - 3 Bombs
44/2C - 3 Cocktrices
45/2D - 2 Gargoyles
46/2E - 2 GrayBombs, 2 Bombs
47/2F - 2 Spirits, 2 Skeltons
48/30 - 2 GrayBombs, 2 Bombs
49/31 - 1 RedBone, 3 Skeltons
50/32 - 2 GrayBombs, 4 Bombs
51/33 - 3 Spirits, 2 Skeltons, 1 RedBone
52/34 - 3 Imp Captains, 1 Needler
53/35 - 3 Imp Captains, 3 Needlers
54/36 - 4 Imp Captains, 2 Imps
55/37 - 3 SwordRats, 3 Needlers
56/38 - 1 Raven
57/39 - 1 Raven, 3 Cocktrices
58/3A - 2 Needlers, 2 SwordRats
59/3B - 3 Imp Captains, 3 Imps
60/3C - 3 Spirits, 1 Soul
61/3D - 2 Souls, 2 RedBones
62/3E - 3 Skelton, 2 RedBone
63/3F - 1 Lilith, 2 RedBones
64/40 - 1 Ghoul, 2 RedBones, 2 Skeltons
65/41 - 2 Spirits, 2 Souls, 2 RedBones
66/42 - 2 Zombies, 2 Ghouls
67/43 - 2 Ghouls, 2 Souls
68/44 - 1 Revenant, 3 Ghouls
69/45 - 3 Zombies, 2 Ghouls, 2 Revenants
70/46 - 1 Lilith
71/47 - 2 Souls, 2 Ghouls, 2 Revenants
72/48 - 3 Souls, 1 Ghoul, 1 Revenant
73/49 - 2 Liliths
74/4A - 2 Piranhas, 1 FangShels, 1 EvilShels
75/4B - 3 Pikes, 3 Piranhas
76/4C - 1 Crocdile, 2 Piranhas
77/4D - 3 FangShels, 1 Aligator, 1 Crocdile
78/4E - 2 Piranhas, 2 ElecFishes
79/4F - 1 Crocdile, 3 ElecFishes
80/50 - 1 AquaWorm, 3 Piranhas
81/51 - 2 Hydras
82/52 - 2 Crocdiles
83/53 - 1 AquaWorm, 3 ElecFishes
84/54 - AquaWorm, Hydra, Crocdile (1 of each)
85/55 - 2 Guards
86/56 - 1 Guard, 2 Hydras
87/57 - 2 AquaWorms
88/58 - 3 StingRats, 2 Treants
89/59 - 1 Panther, 3 StingRats
90/5A - 1 Cannibal, 2 Treants
91/5B - 1 Python, 2 StingRats
92/5C - 1 Ogre, 2 Panthers
93/5D - 2 Ogres
94/5E - 3 Cave Bats
95/5F - 2 Panthers

96/60 - 2 Mages
97/61 - Cavenaga, Ogre (2 of each)
98/62 - 1 CaveNaga, 2 Pythons
99/63 - 3 Ogres
100/64 - 1 VampGirl, 3 Cave Bats
101/65 - Mage Panther Ogre
102/66 - 2 Panthers, 2 Ogres
103/67 - 2 CaveNagas, 2 Pythons
104/68 - 2 VampGirls, 3 Cave Bats
105/69 - 2 Panthers, 1 Ogre, 1 CaveNaga
106/6A - 1 VampGirl, 6 Cave Bats
107/6B - 1 Marion, 2 Puppets
108/6C - 1 Marion, 3 Puppets
109/6D - 1 Centaur, 2 IceBeasts
110/6E - 2 Centaurs, 2 IceBeasts
111/6F - 3 Centaurs
112/70 - 1 Centaur, 2 Gremlins
113/71 - 4 Slimes
114/72 - 1 Ice Liz, 3 Slimes
115/73 - 1 Jelly, 2 Slimes, 1 Cream
116/74 - 2 Gremlin, 2 Ice Lizz
117/75 - 2 Carapaces, 2 Ice Lizz
118/76 - 2 SwordMen
119/77 - 1 SwordMan, 2 Ice Lizz
120/78 - 2 SwordMen, 2 Ice Lizz
121/79 - 1 SwordMan, 2 IceBeasts
122/7A - 2 EpeeGirls, 2 SwordMen
123/7B - 3 EpeeGirls
124/7C - Witch, EpeeGirl, SwordMan
125/7D - EpeeGirl, Ice Liz, IceBeast
126/7E - Witch, EpeeGirl, Centaur
127/7F - 1 Witch, 2 IceBeasts, 1 EpeeGirl
128/80 - 1 Witch, 2 SwordMen, 1 EpeeGirl
129/81 - 1 Witch, 2 EpeeGirls
130/82 - Imp (a floating one)
131/83 - same as above
132/84 - same as above
133/85 - same as above
134/86 - same as above
135/87 - same as above
136/88 - 1 Roc, 2 Roc Babies
137/89 - 1 Roc, 3 Roc Babies
138/8A - 4 HugeCells
139/8B - 3 HugeCells
140/8C - 3 GiantBats
141/8D - 4 GiantBats
142/8E - 3 GiantBats, 3 CaveBats
143/8F - 2 Ironbacks
144/90 - Ironback, Armadilo, BlackLizz
145/91 - 2 Ironbacks, 2 BlackLizz
146/92 - 3 Skulls
147/93 - 4 Skulls
148/94 - 3 RedBones, 2 Skulls
149/95 - Staleman
150/96 - 1 Staleman, 2 Skulls
151/97 - 1 Staleman, 2 Skulls, 2 RedBones
152/98 - 2 Mad Ogres
153/99 - 3 Mad Ogres
154/9A - 4 Mad Ogres
155/9B - 2 BlackCats

156/9C - 3 BlackCats
157/9D - Lamia, BlackCat, Mad Ogre
158/9E - 1 Mad Ogre, 2 BlackCats
159/9F - 2 Mad Ogres, 2 BlackCats
160/A0 - Egg (Lamia)
161/A1 - 2 Lamias
162/A2 - 3 Lamias
163/A3 - Lamia, Mad Ogre
164/A4 - 2 BlackCats, 1 Lamia
165/A5 - 2 BlackCats, 2 Lamias
166/A6 - 3 Balloons
167/A7 - 4 Balloons
168/A8 - 1 Mad Ogre, 1 BlackCat, 2 Balloons
169/A9 - 1 Grudger, 1 Mad Ogre, 2 Balloons
170/AA - 2 Grudgers
171/AB - 2 Grudgers, 1 Lamia
172/AC - 3 Balloons, 1 Grudger
173/AD - 2 Grudgers, 1 Lamia
174/AE - 3 Blademen
175/AF - BlackCat, Blademan, Mad Ogre
176/B0 - 1 Blademan, 1 BlackCat, 3 Balloons
177/B1 - Mad Ogre, Blademan, BlackCat
178/B2 - Egg (Green Dragon)
179/B3 - 1 Sorcerer, 2 Blademen
180/B4 - same as above
181/B5 - same as above
182/B6 - same as above
183/B7 - Imp (a floating one)
184/B8 - Searcher
185/B9 - 1 Searcher, 2 Machines
186/BA - 2 Machines, 1 Beamer
187/BB - 2 Machines, 2 Beamers
188/BC - 1 Searcher, 2 Machines
189/BD - 1 Horseman, 2 Machines
190/BE - MacGiant
191/BF - same as above
192/C0 - 1 Horseman, 2 Beamers
193/C1 - Horseman, Beamer, Machine
194/C2 - Searcher
195/C3 - MacGiant, Horseman
196/C4 - 1 Searcher, 2 Beamers
197/C5 - 2 Machine, 3 Beamers
198/C6 - 2 Horsemen
199/C7 - D.Machin
200/C8 - 1 Searcher, 2 Beamers
201/C9 - MacGiant, Machine, Beamer
202/CA - MacGiant, Horseman, Beamer
203/CB - Imp (a floating one)
204/CC - 3 Machines, 2 Beamers
205/CD - 1 Beamer, 2 Machines, 1 Horseman
206/CE - 2 MacGiants
207/CF - Imp (a floating one)
208/D0 - 6 Imps
209/D1 - 6 SwordRats
210/D2 - 2 FlameDog, 2 BlackLizs
211/D3 - 1 Horseman, 2 Machines
212/D4 - 1 Horseman, 2 Jucllyotes
213/D5 - 2 Horsemen (back attack)
214/D6 - 1 EvilMask
215/D7 - Imp (a floating one)

216/D8 - same as previous
 217/D9 - same as previous
 218/DA - same as previous
 219/DB - same as previous
 220/DC - Elements
 221/DD - CPU, Attacker, Defender (The Tower of Babil boss)
 222/DE - DarkMist
 223/DF - Octomann
 224/E0 - 6 Zombie
 225/E1 - MomBomb
 226/E2 - Milon, 4 Ghast
 227/E3 - Milon Zombie
 228/E4 - Baigan
 229/E5 - Kainozzo
 230/E6 - Dark Elf (Me Attack You)
 231/E7 - Dark Elf (Fire2)
 232/E8 - The Magus Sisters
 233/E9 - Golbez at Dwarf Castle
 234/EA - Valvalis
 235/EB - 3 FloatEye (Cecil's 1st Autobattle per Game Intro)
 236/EC - Girl & Titan (first meeting w/Rydia)
 237/ED - 1 Officer, 3 Soldier (Fabul)
 238/EE - Bard (Auto-Battle Edward vs Tellah)
 239/EF - 1 WaterHag (Edward's encounter at Kaipo, w/ Anna's speech)
 240/F0 - 3 Imp Captains (Cecil pulls Yang's 'Kick' off , battle end)
 241/F1 - Dragoon (Kain at Fabul vs Cecil)
 242/F2 - 1 Karate (I think it's Yang when you first see him)
 243/F3 - Golbez (Auto-Battle w/Tellah)
 244/F4 - 1 'Dummy' -- A glitched enemy which hits for 9999 damage
 245/F5 - 1 Raven (Cecil uses Lit-Bolt, battle is over \ no GP/EXP)
 246/F6 - Dark Knight (no GP, no EXP)
 247/F7 - 1 General, 2 Fighters
 248/F8 - 1 Weeper, 1 Imp Captain, 1 WaterHag
 249/F9 - 1 Gargoyle
 250/FA - 2 Guards
 251/FB - Odin
 252/FC - Dark Elf (You Fool)
 253/FD - Rubicant
 254/FE - King Eblan, Queen Eblan
 255/FF - Rubicant

It took me a while to crack this next section.

Key: Total Value/1st address value(hex)

1st Address: 7E1800xx

2nd Address: 7E180101

The value of the second address is always 1 (1(dec), 01(hex)).

Changing it will cause the battles to be Extremely Glitched, & may even crash your game.

256/00 - 3 Dark Imps
 257/01 - 2 Armadillos
 258/02 - 3 Dark Imps, 1 Armadillo, 1 BlackLiz
 259/03 - 1 Armadillo, 2 Tortoises
 260/04 - 4 Dark Imps
 261/05 - 1 Tortoise, 2 Dark Imps
 262/06 - 2 Tortoises, 1 Armadillo, 1 BlackLiz
 263/07 - 3 BlackLiz
 264/08 - 1 Marion, 2 EvilDolls
 265/09 - " 3 "
 266/0A - 2 FlameDogs

267/0B - 3 "
268/0C - 4 FlameDogs
269/0D - 1 FlameMan, 2 FlameDogs
270/0E - 2 " , 2 "
271/0F - 2 BlackLiz
272/10 - 3 "
273/11 - 1 Egg (hatches into BlackLiz, but may be random)
274/12 - 2 Tortoises, 1 BlackLiz
275/13 - 2 " , 2 "
276/14 - 4 Tofus
277/15 - 6 "
278/16 - 1 Chimera, 3 Tofus
279/17 - 1 "
280/18 - 2 Chimera
281/19 - 1 " , 1 FlameMan
282/1A - 1 " , 2 "
283/1B - 1 " , 2 FlameDogs
284/1C - 1 StoneMan, 1 Medusa
285/1D - 2 Medusas
286/1E - 2 StoneMen
287/1F - 1 Alert
288/20 - same as above
289/21 - same as above
290/22 - same as above
291/23 - 2 Nagas
292/24 - 1 Medusa, 1 Naga
293/25 - 1 StoneMan
294/26 - A Floating Imp, 'Strike First!'
295/27 - same as above
296/28 - 1 Egg, 1 Queen Lamia
297/29 - 3 Eggs, 1 Queen Lamia
298/2A - 1 Q.Lamia, 1 Egg, 2 BlackCats
299/2B - 1 " , 3 "
300/2C - 1 IronMan
301/2D - 2 "
302/2E - 1 " , 2 BladeMen
303/2F - 1 Green D(ragon)
304/30 - 1 BladeMan, 1 BlackCat, 1 Q.Lamia
305/31 - 1 IronMan, 2 BlackCats
306/32 - 1 Sorcerer, 2 BlackCats
307/33 - same as above (Go Figure)
308/34 - AGAIN?!?!
309/35 - 2 Grudgers, 2 BladeMen
310/36 - 1 " , 2 "
311/37 - 1 " , 2 BlackCats, 1 BladeMan
312/38 - 1 Centpede
313/39 - 1 TrapRose, 2 Centpedes
314/3A - 2 "
315/3B - 4 RocLarvae
316/3C - 2 RockMoths
317/3D - 2 " , 2 RocLarvae
318/3E - 1 TrapRose, 2 RockMoths
319/3F - 1 " , 2 " , 2 RocLarvae
320/40 - 1 ToadLady, 3 TinyToads
321/41 - 1 " , 6 "
322/42 - 2 Molbol
323/43 - 3 "
324/44 - 1 " , 2 Ghosts
325/45 - 3 Ghosts
326/46 - 4 "

327/47 - 1 Molbol, 1 Ghost, 1 DarkTree
328/48 - 3 Ghosts, 2 DarkTrees
329/49 - 2 DarkTrees, 1 Molbol, 1 Ghost
330/4A - 1 Centpede, 2 Molbols
331/4B - 2 DarkTrees, 2 "
332/4C - 2 Red Eyes
333/4D - 3 " "
334/4E - 1 Hooligan, 1 Red Eye
335/4F - 1 "
336/50 - 2 "
337/51 - 2 Warriors, 2 Fiends
338/52 - 2 " , 4 "
339/53 - 1 Conjuror (usually Calls Imp)
340/54 - 1 " (RockMoth)
341/55 - 1 " (Arachne)
342/56 - 1 " (HugeNaga)
343/57 - 1 " (Clapper)
344/58 - 1 Arachne
345/59 - 2 "
346/5A - 1 Clapper
347/5B - 1 "
348/5C - 1 TrapDoor
349/5D - 1 "
350/5E - 1 "
351/5F - 1 "
352/60 - 4 WereBats
353/61 - 3 "
354/62 - 1 VampLady, 3 WereBats
355/63 - 1 " , 6 "
356/64 - 2 " , 3 "
357/65 - 1 Yellow D(ragon)
358/66 - 2 Screamers
359/67 - 1 Mantcore, 1 Screamer
360/68 - 2 HugeNagas
361/69 - 1 Screamer, 1 HugeNaga
362/6A - 1 HugeNaga, 2 Screamers
363/6B - 1 Mantcore
364/6C - 1 "
365/6D - 1 " , 2 HugeNagas
366/6E - 2 Eggs, hatch into HugeNagas
367/6F - 2 " , become YellowD & HugeNaga
368/70 - 2 MoonCells, 2 Puddings
369/71 - 1 Jucllyote, 2 Grenades
370/72 - 2 " , 2 MoonCells, 1 Grenade
371/73 - 1 Procyote, 2 Jucllyotes
372/74 - 1 " , 2 Puddings
373/75 - 1 Jucllyote, 2 Procyote
374/76 - 1 Red Worm, 1 Procyote, 1 Jucllyote
375/77 - 2 "
376/78 - 1 Dummy - an autobattle, a Conjuror casts Sleep for a few
rounds, battle ends
377/79 - 1 " - a floating enemy that looks like a Bomb
378/7A - 1 " , looks like a Soldier
379/7B - 1 " , a floating TinyMage, casts Peep
380/7C - 1 " , looks like one of the stronger Ogres
381/7D - 1 " , looks like one of the stronger Lamias
382/7E - 1 " , a Puppet
383/7F - 1 " , a floating Imp
384/80 - 1 Warlock
385/81 - 1 " , 1 Kary

386/82 - 1 " , 2 " (seems like these guys are acting like Bombs)

387/83 - 1 RedGiant (tries to cast Petrify, usually doesn't work)

388/84 - 1 Warlock, 1 Kary, 1 RedGiant

389/85 - 2 RedGiants

390/86 - 2 Warlocks, 1 RedGiant

391/87 - 1 D. Bone (bites his own tail by casting Ice2 on himself)

392/88 - 1 Ging-Ryu

393/89 - 1 D. Bone, 1 Warlock

394/8A - 2 King-Ryus

395/8B - 3 Warlocks

396/8C - 1 Blue D. (keeps trying to cast Fatal, then he cast Stop & the game froze)

397/8D - 1 FatalEye (the legit one)

398/8E - 2 Blue Ds.

399/8F - 1 Ging-Ryu, 1 RedGiant

400/90 - 2 FatalEyes

401/91 - 1 D. Fossil

402/92 - 1 King-Ryu

403/93 - 1 " , 1 Ging-Ryu

404/94 - 1 Tricker

405/95 - 1 "

406/96 - The Elusive Pink Puffs!

407/97 - EvilMask

408/98 - 1 Behemoth

409/99 - 1 Red D.

410/9A - 2 "

411/9B - 1 " , 1 Behemoth

412/9C - 1 EvilMask (again)

413/9D - 2 Behemoth

414/9E - 2 EvilMasks

415/9F - 3 Red Ds

416/A0 - A Floating Imp (Strike First!)

417/A1 - 1 Breath

418/A2 - 1 Mind

419/A3 - 1 Behemoth

420/A4 - A Floating Imp (again)

421/A5 - same as above

422/A6 - Hello Again

423/A7 - Cal Brena (3 of each, before merging)

424/A8 - Golbez (Hold Gas)

425/A9 - Dr. Lugae, Balnab

426/AA - K. Eblan, Q. Eblan (again)

427/AB - Rubicant (again)

428/AC - Odin (again)

429/AD - Leviathan

430/AE - Bahamut

431/AF - EvilWall

432/B0 - Asura

433/B1 - Elements (again)

434/B2 - CPU, Defender, Attacker (again - D & A are glitched)

435/B3 - Zemus

436/B4 - Zeromus (Auto-Battle, party casts Meteo, etc., even Dummy, but you will only heal him)

437/B5 - Dr. Lugae (Now... The real fight!)

438/B6 - Golbez (Hold Gas - again)

439/B7 - Zeromus (for real...before you use Crystal, scrolling screen)

440/B8 - A Floating Imp, same screen as above

441/B9 - A Floating Dummy - (Conjurer, tries/fails to cast Sleep)

442/BA - same as above (TinyMage, casts Peep)
443/BB - 4 Puddings (dark blue color)
444/BC - 2 " , 2 Grenades
445/BD - 2 Balloons, 2 "
446/BE - Slime, Tofu, Pudding (1 each)
447/BF - 1 RedWorm, 3 Grenades
448/CO - 1 Staleman, 4 Skulls
449/C1 - 2 BlackCats, 1 Lamia
450/C2 - 3 MadOgres
451/C3 - 1 FlameDog
452/C4 - 4 MadOgres
453/C5 - 1 Green D(ragon)
454/C6 - 2 Stalemen
455/C7 - 1 Last Arm (looks like Alert, but doesn't summon anything)
456/C8 - A Floating Imp (Strike First! again)
457/C9 - same as above (these rounds won't always display message)
458/CA - "
459/CB - "
460/CC - "
461/CD - "
462/CE - "
463/CF - "
464/D0 - "
465/D1 - "
466/D2 - "
467/D3 - "
468/D4 - "
469/D5 - "
470/D6 - "
471/D7 - "
472/D8 - 1 TrapRose, 2 GlomWings, 2 Crawlers
473/D9 - Medusa, Gorgon, Stoneman (1 of each)
474/DA - 1 Talantla, 2 BlackCats
475/DB - 1 Egg - Strike First! (BlackLiz)
476/DC - " (Lamia)
477/DD - " (HugeNaga)
478/DE - " (Green D)
479/DF - " (Yellow D)
480/E0 - Alert (Chimera)
481/E1 - " (Stoneman)
482/E2 - " (HugeNaga)
483/E3 - " (FlameDog)
484/E4 - 5 Warriors
485/E5 - 1 ToadLady, 6 TinyToads
486/E6 - 6 Ghosts
487/E7 - 2 DarkTrees, 2 Molbols
488/E8 - 2 Molbols
489/E9 - 2 Centpedes
490/EA - 2 Procyote, 2 Jucllyote
491/EB - 2 RedGiants
492/EC - 2 Warlocks, 2 Karys
493/ED - 1 " , 3 "
494/EE - Red D, Blue D (1 of each)
495/EF - 2 Blue Ds
496/F0 - 1 Behemoth (again)
497/F1 - 2 Red Ds
498/F2 - D(ino) Fossil, Warlock (1 of each)
499/F3 - Behemoth (again)
500/F4 - "
501/F5 - A Floating Imp (again)

502/F6 - "
503/F7 - "
504/F8 - "
505/F9 - "
506/FA - Ogopogo (looks like Leviathan, casts Tornado on himself)
507/FB - Pale Dim
508/FC - Wyvern
509/FD - 2 D. Lunars
510/FE - Plague (looks like FatalEye w/different colors)
511/FF - A Floating Imp (again)

That's it. The next address changes the landscape or backdrop of the battle. That will be covered in another doc.

I started this doc sometime in the fall of the past year. I took a break, then worked on it over the course of time. A few days ago I got back into it & finally finished it.

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