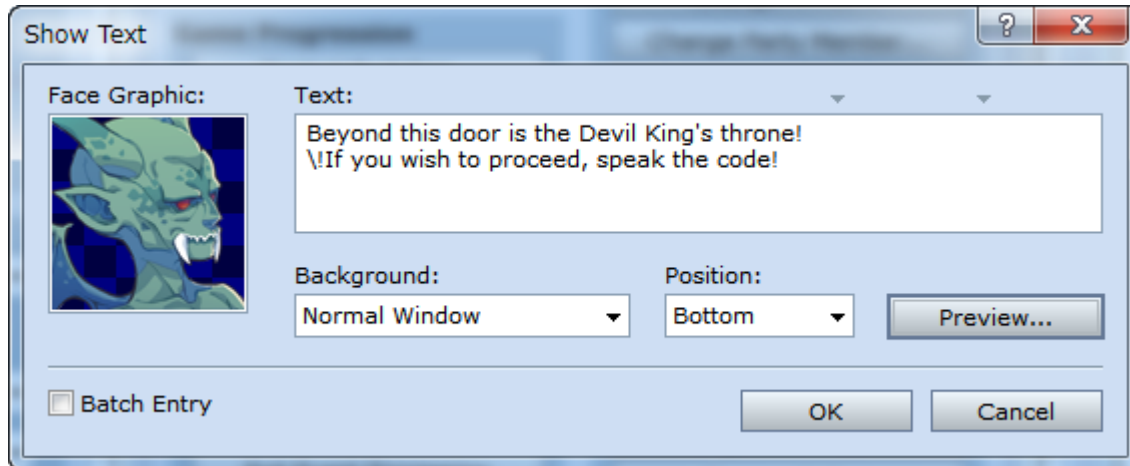




## Level 18: Creating Monsters

Welcome to Level 18 of the RPG Maker VX Introductory Course. In Level 17, we used Variables and had the player input a secret code.



In this Level, we'll look at how to create monsters.

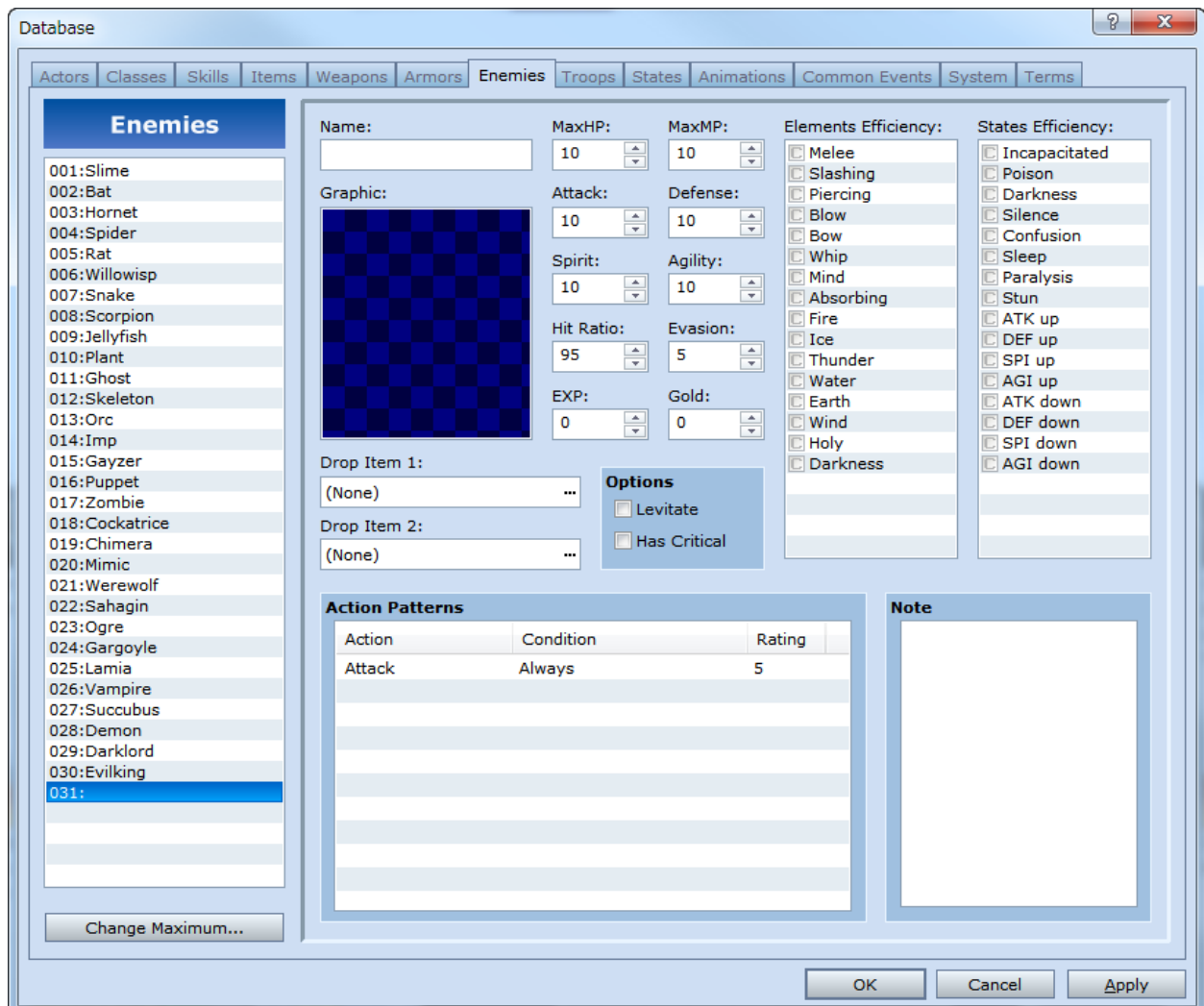
As we explained in Level 10, the reason we have waited this long to set up the monsters is because they would be a nuisance during playtests. But since we are down to creating the final boss fight, now is a good time to finally set them up.

### Step 42: Monster Settings (Parameter Curve)

Before we can begin populating the world with monsters, we first need to register them in the database.



Click the above icon to call up the database

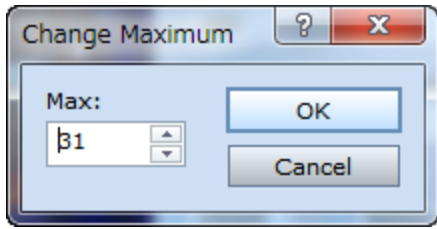


\*The “Enemies” tab in the database.

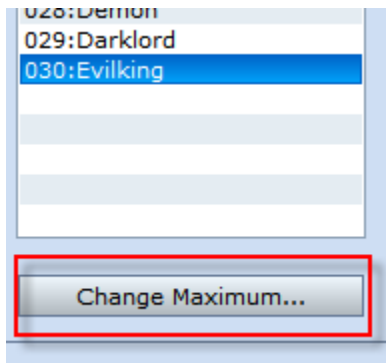
Select the “Enemies” tab in the database. “Troops” is a similar tab to “Enemies”, but we will set that up after we have created our monsters.

## Preparing to Create the Monsters

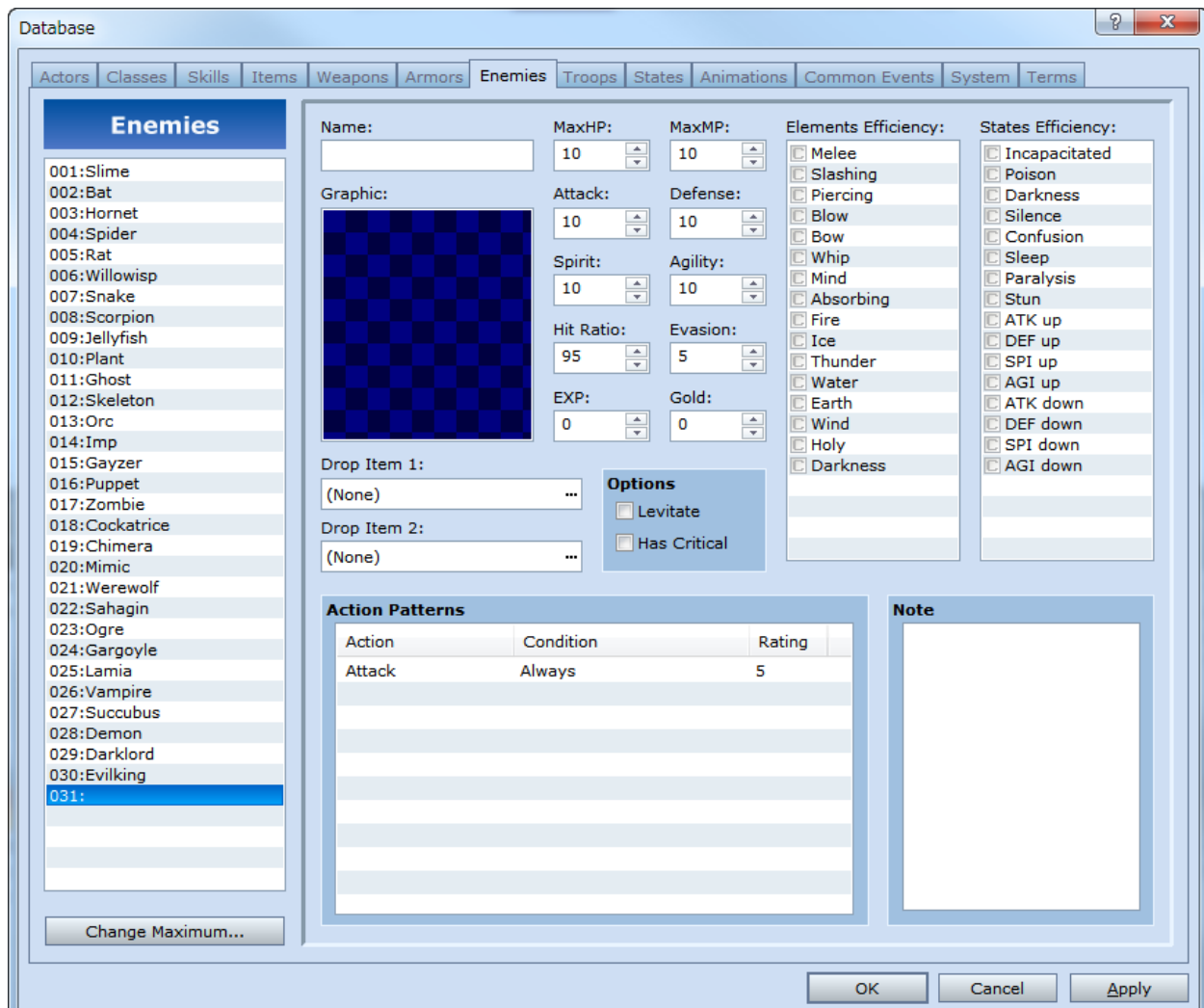
First, we need to create a space for our monsters. The full version of RPG Maker VX contains 30 sample monsters ready for use.



Click on the “Change Maximum...” button in the bottom left corner.



\*Change Maximum dialogue.



\*An additional space for our monster has appeared.

Now we have a space for our monsters.

\*The Change Maximum function is only available in the full version of RPG Maker VX. If you're using the trail version, please use the empty slots that begin after "004:".

## Setting the Monster's name and Graphic

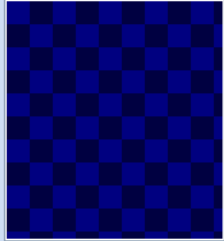
Database

Actors Classes Skills Items Weapons Armors **Enemies** Troops States Animations Common Events System Terms

### Enemies

- 001:Slime
- 002:Bat
- 003:Hornet
- 004:Spider
- 005:Rat
- 006:Willowisp
- 007:Snake
- 008:Scorpion
- 009:Jellyfish
- 010:Plant
- 011:Ghost
- 012:Skeleton
- 013:Orc
- 014:Imp
- 015:Gayzer
- 016:Puppet
- 017:Zombie
- 018:Cockatrice
- 019:Chimera
- 020:Mimic
- 021:Werewolf
- 022:Sahagin
- 023:Ogre
- 024:Gargoyle
- 025:Lamia
- 026:Vampire
- 027:Succubus
- 028:Demon
- 029:Darklord
- 030:Evilking
- 031:Blue Skeleton**

Name: Blue Skeleton

Graphic: 

MaxHP: 10 MaxMP: 10

Attack: 10 Defense: 10

Spirit: 10 Agility: 10

Hit Ratio: 95 Evasion: 5

EXP: 0 Gold: 0

Drop Item 1: (None) ...

Drop Item 2: (None) ...

**Options**

- Levitate
- Has Critical

**Elements Efficiency:**

- Melee
- Slashing
- Piercing
- Blow
- Bow
- Whip
- Mind
- Absorbing
- Fire
- Ice
- Thunder
- Water
- Earth
- Wind
- Holy
- Darkness

**States Efficiency:**

- Incapacitated
- Poison
- Darkness
- Silence
- Confusion
- Sleep
- Paralysis
- Stun
- ATK up
- DEF up
- SPI up
- AGI up
- ATK down
- DEF down
- SPI down
- AGI down

**Action Patterns**

Action	Condition	Rating
Attack	Always	5

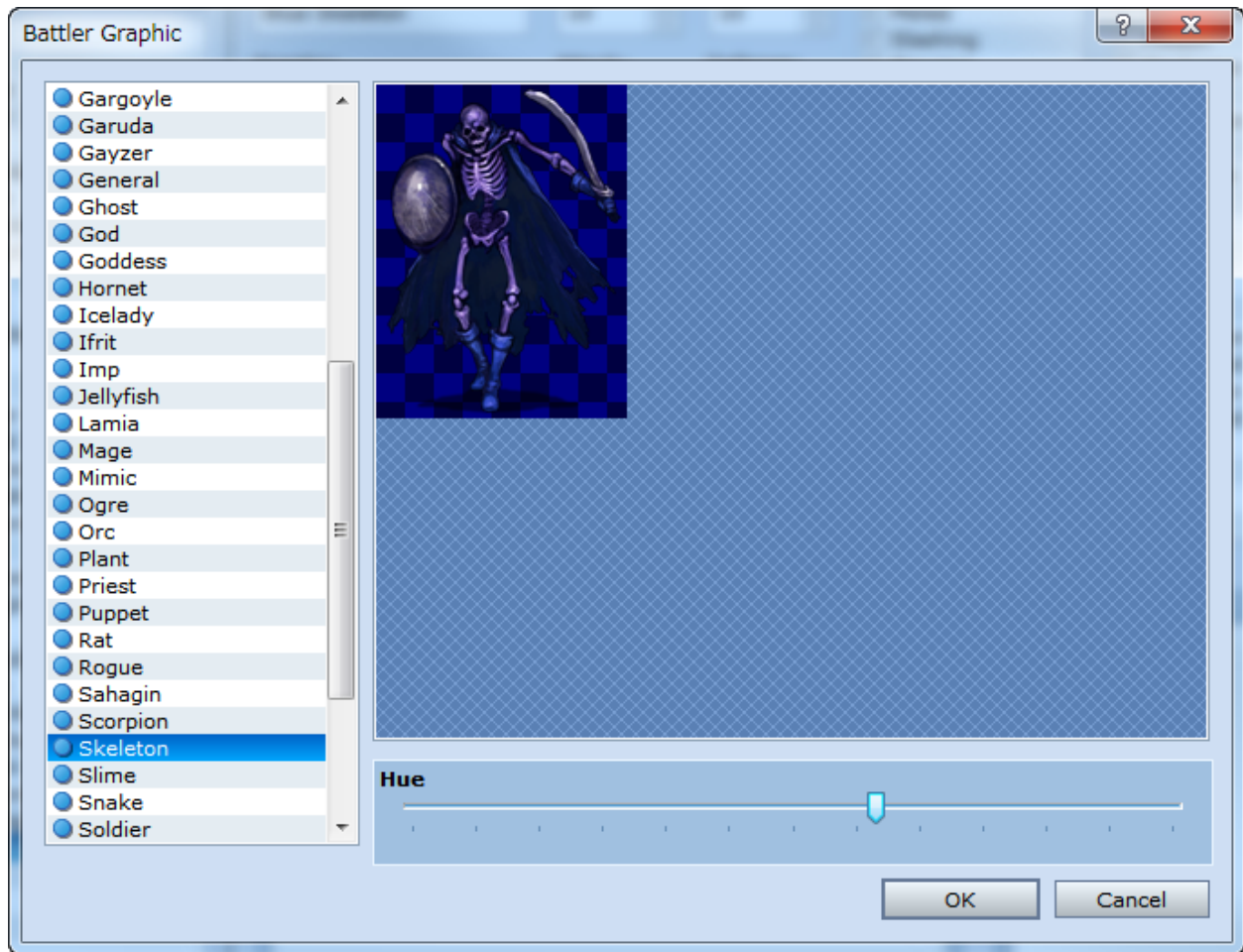
**Note**

Change Maximum...

OK Cancel Apply

\*Setting the monster's name.

In the Name box, you can set the name to appear during battle. Keep the name to a maximum of 10 characters, or the remainder will get cut off.




#### \*Battler graphic dialogue

Double-clicking in the Graphic box will bring up the Battler Graphic dialogue. We've selected the Skeleton graphic from the menu on the left. This guy is another stalwart of the RPG genre. We've also adjusted the Hue at the bottom of the screen to match his name.

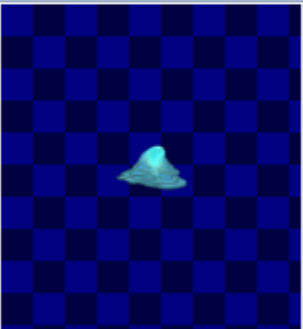
### Referring to the Sample Data and Setting the Parameter Curve

To say that parameters express a monster's personality isn't an exaggeration. For example, if you set a monster's Max HP and Attack to full power, you'll have a very confident killing machine on your hands. If you're looking to create a nimble, slash and dash type of creature, then crank up the Agility and Evasion. You can also give them vulnerabilities to special attacks, like fire, to create very unique monsters.

Name:	MaxHP:	MaxMP:
Blue Skeleton	10	10
Graphic:	Attack:	Defense:
	10	10
	Spirit:	Agility:
	10	10
	Hit Ratio:	Evasion:
	95	5
Drop Item 1:	EXP:	Gold:
	0	0

\*Parameter curve settings.

The parameters you can set with monsters are pretty much the same as those for the main characters. However, be careful to maintain a good battle balance (see hint). This will require some practice to get right.

Name:	MaxHP:	MaxMP:
Slime	100	0
Graphic:	Attack:	Defense:
	12	4
	Spirit:	Agility:
	8	10
	Hit Ratio:	Evasion:
	95	5
	EXP:	Gold:
	3	5

\*Slime's parameters.

Here is may be a good idea to look at some sample data. Take 001:Slime, for instance. His parameters are set to the initial settings of the main characters, so it provides a good reference point. With a MaxHP of 100 and a MaxMP of 0, Slime is a monster with no magical or special abilities. His Attack is set to 12, Defense to 4, Spirit to 8, and Agility to 10. With these numbers, he is an ideal opponent for a Level 1 main character. When Hit Ratio is set to 95, it means 95% of Slime's attacks will hit home. An Evasion

setting of 5 means that he will dodge 5% of the main character's attacks. EXP and Gold determine the amount of EXP and Gold the player will get after defeating Slime.

Elements Efficiency:	States Efficiency:
<input type="checkbox"/> Melee	<input type="checkbox"/> Incapacitated
<input type="checkbox"/> Slashing	<input type="checkbox"/> Poison
<input type="checkbox"/> Piercing	<input type="checkbox"/> Darkness
<input type="checkbox"/> Blow	<input type="checkbox"/> Silence
<input type="checkbox"/> Bow	<input type="checkbox"/> Confusion
<input type="checkbox"/> Whip	<input type="checkbox"/> Sleep
<input type="checkbox"/> Mind	<input type="checkbox"/> Paralysis
<input type="checkbox"/> Absorbing	<input type="checkbox"/> Stun
<input type="checkbox"/> Fire	<input type="checkbox"/> ATK up
<input checked="" type="checkbox"/> Ice	<input type="checkbox"/> DEF up
<input type="checkbox"/> Thunder	<input type="checkbox"/> SPI up
<input type="checkbox"/> Water	<input type="checkbox"/> AGI up
<input type="checkbox"/> Earth	<input type="checkbox"/> ATK down
<input type="checkbox"/> Wind	<input type="checkbox"/> DEF down
<input type="checkbox"/> Holy	<input type="checkbox"/> SPI down
<input type="checkbox"/> Darkness	<input type="checkbox"/> AGI down

\*Slime's Elements and States Efficiency settings.

Elements and States Efficiency settings are for adjusting the monster's strengths and weaknesses to certain Elements and States. With the Elements Efficiency settings, you can make fire attacks more or less effective depending on the type of monster you want to create. Similarly, States are for adjusting a monster's strengths and weaknesses against certain States like magic and poison.

The Efficiency can be set to 5 different levels ranging from "A" to "E". "A" means the attack has twice the power of a regular attack, or "C", and "E" means that attack has no effect at all. Looking at Slime's settings, Ice is set to "A". This means that he is especially vulnerable to Ice attacks.

\*The data presented here is only available in the full version. Trial version users, please refer to the screen shots in this course.




## Point: Battle Balance and Parameter Curves

A monster's parameter values and the main character's parameter values are connected in important ways. For example, if a monster's Defense value is significantly higher than a main character's Attack value, then the character's attacks will have no effect. If the character is too weak or the monsters too powerful, the game will be much too difficult to play. That's why it's important to have good battle



balance, or ideally matched monsters and main characters. There is no standard balance to speak of, so it is best to play your game and create your own through trial and error.

The image shows a configuration window for a character named 'Blue Skeleton'. The window has a light blue background and contains several fields and a preview image. The fields are arranged in a grid-like fashion. The 'Name' field contains 'Blue Skeleton'. The 'MaxHP' field is set to 120, and the 'MaxMP' field is set to 0. The 'Attack' field is set to 15, and the 'Defense' field is set to 7. The 'Spirit' field is set to 5, and the 'Agility' field is set to 12. The 'Hit Ratio' field is set to 95, and the 'Evasion' field is set to 5. The 'EXP' field is set to 6, and the 'Gold' field is set to 12. A preview image of the character is shown on the left side of the window. The character is a skeleton wearing a green cape and holding a large shield and a sword. The preview image is set against a blue and black checkered background. Below the preview image, there is a label 'Drop Item 1:' followed by an empty field.

Name:	MaxHP:	MaxMP:
Blue Skeleton	120	0
Graphic:	Attack:	Defense:
	15	7
	Spirit:	Agility:
	5	12
	Hit Ratio:	Evasion:
	95	5
	EXP:	Gold:
	6	12
Drop Item 1:		

\*Blue Skeleton's parameter values.

Basing the values off of Slime's values, we've decided Blue Skeleton's values. MaxHP is 120, MaxMP is 0, Attack is 15, Defense is 7, Spirit is 5, and Agility is 12. EXP and Gold are left as is. Blue Skeleton is a little bit weaker than Slime, and gives more rewards when defeated.


The image shows a configuration window with two columns of checkboxes. The left column is titled 'Elements Efficiency' and the right column is titled 'States Efficiency'. The 'Elements Efficiency' column contains checkboxes for: Melee, Slashing, Piercing, Blow, Bow, Whip, Mind, Absorbing, Fire (checked), Ice, Thunder, Water, Earth, Wind, Holy, and Darkness. The 'States Efficiency' column contains checkboxes for: Incapacitated, Poison, Darkness, Silence, Confusion, Sleep, Paralysis, Stun, ATK up, DEF up, SPI up, AGI up, ATK down, DEF down, SPI down, and AGI down. The 'Fire' checkbox in the 'Elements Efficiency' column is highlighted with a red rectangle.

Elements Efficiency:	States Efficiency:
<input type="checkbox"/> Melee	<input type="checkbox"/> Incapacitated
<input type="checkbox"/> Slashing	<input type="checkbox"/> Poison
<input type="checkbox"/> Piercing	<input type="checkbox"/> Darkness
<input type="checkbox"/> Blow	<input type="checkbox"/> Silence
<input type="checkbox"/> Bow	<input type="checkbox"/> Confusion
<input type="checkbox"/> Whip	<input type="checkbox"/> Sleep
<input type="checkbox"/> Mind	<input type="checkbox"/> Paralysis
<input type="checkbox"/> Absorbing	<input type="checkbox"/> Stun
<input checked="" type="checkbox"/> Fire	<input type="checkbox"/> ATK up
<input type="checkbox"/> Ice	<input type="checkbox"/> DEF up
<input type="checkbox"/> Thunder	<input type="checkbox"/> SPI up
<input type="checkbox"/> Water	<input type="checkbox"/> AGI up
<input type="checkbox"/> Earth	<input type="checkbox"/> ATK down
<input type="checkbox"/> Wind	<input type="checkbox"/> DEF down
<input type="checkbox"/> Holy	<input type="checkbox"/> SPI down
<input type="checkbox"/> Darkness	<input type="checkbox"/> AGI down

\*Elements Efficiency setting

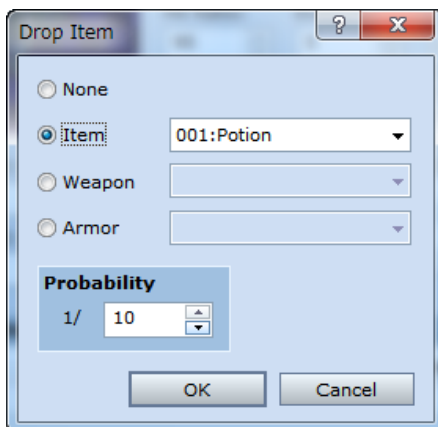
Where Slime was vulnerable to Ice attacks, we've made Blue Skeleton vulnerable to Fire attacks. Click on the "C" beside Fire to raise it to "B" and then once more to reach "A".

## Drop Item settings

Name:	Blue Skeleton	MaxHP:	120	MaxMP:	0
Graphic:		Attack:	15	Defense:	7
		Spirit:	5	Agility:	12
		Hit Ratio:	95	Evasion:	5
		EXP:	6	Gold:	12
Drop Item 1:	(None) ...	<b>Options</b>			
Drop Item 2:	(None) ...	<input type="checkbox"/> Levitate			
		<input type="checkbox"/> Has Critical			

\*Drop Item setting

Drop Item refers to the items a monster might leave behind once defeated. These items include weapons, armor and other useful things. You can set up to 2 items that may be dropped.



The dialog box titled "Drop Item" has a close button (X) and a help button (?). It contains radio buttons for "None", "Item", "Weapon", and "Armor". The "Item" radio button is selected, and a dropdown menu next to it shows "001:Potion". Below this, there is a "Probability" section with a text field containing "1/" and a spinner box set to "10". At the bottom are "OK" and "Cancel" buttons.

\*Drop Item dialogue.

Clicking on the ellipse to the right of Drop Item 1 brings up the Drop Item dialogue. Here you can set the item, weapon or armor to be dropped, as well as the probability the item will be dropped. You can set this from 1/1 (100%) to 1/200 (0.5%). We've set Blue Skeleton to drop a potion 1/10 times.

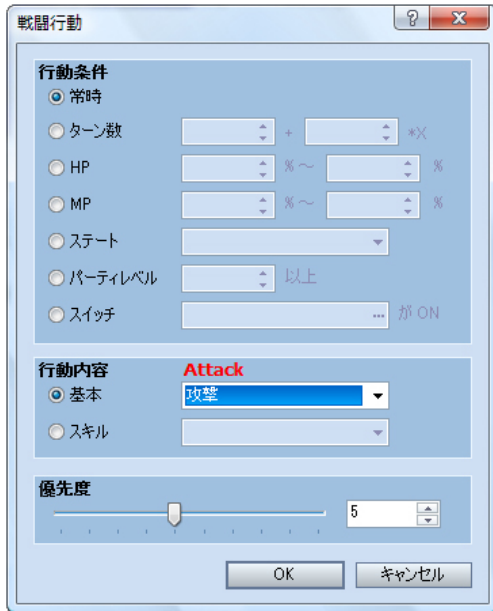
## Optional Settings

Name:	Blue Skeleton	MaxHP:	120	MaxMP:	0
Graphic:		Attack:	15	Defense:	7
		Spirit:	5	Agility:	12
		Hit Ratio:	95	Evasion:	5
		EXP:	6	Gold:	12
Drop Item 1:	Potion : 1/10 ...	<b>Options</b>			
Drop Item 2:	(None) ...	<input type="checkbox"/> Levitate			
		<input checked="" type="checkbox"/> Has Critical			

### \*Optional Settings

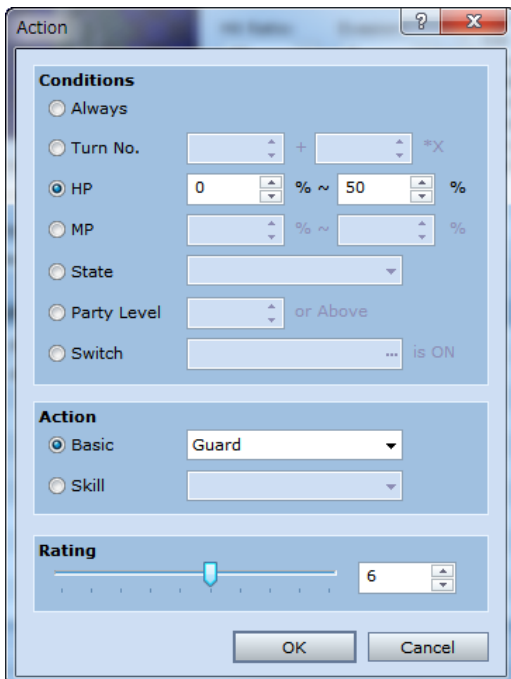
Optional settings include Levitate and Has Critical. Levitate effects where the monster is located on the screen. If Has Critical is selected, then every once in a while the monster will attack with surprising force. To make things a bit interesting, we've selected this option.





\*Action Pattern dialogue.

Action Patterns are organized into 3 different categories, Conditions, Action and Rating. Conditions, as the name applies, is for setting the conditions for when a certain action is to be executed. Always means, of course, always. Other settings include a monster's remaining HP, a player's level and many others. Action is for setting the specific action to occur. Rating is for selecting the relative importance of one action over another when several possibilities are present. Higher rated actions will be performed more often.



\*Adjusted Action Pattern dialogue.

Here we will set an guard action to occur when the monster's HP is below 50%. Check the HP setting and make sure the numbers read 0 to 50 from left to right. Next, in the Action pane, select Guard from the drop-down menu. Finally, slide the Rating slider to the right by one point so it reads 6.



\*The completed blue Skeleton original monster.

Once the name, parameters and Action Patterns have been set, your monster is complete!

Congratulations! You have cleared Level 18. Next we'll look at how to make our new monster appear in the game.

[Return to Table of Contents](#)