Welcome to Level 20 of the RPG Maker VX Introductory Course. In Level 19 we created the Blue Skeleton monster, registered him into a Troop and learned how to make him appear in the game.

In this Level, we’ll take what we learned about making monsters and use it to make the boss.

**Step 46: Setting up the Boss**

While we will be creating the boss, we’ll also be following the same process as creating a typical monster. The steps are the same as in Level 18, so referring back to that may be helpful at times.

**Creating the “Devil King Gonzare” Enemy**

First, we’ll add a space for a new monster in the database.
*Naming the Devil King*

We’ve chosen to name the Devil King Gonzare.

*Selecting the Darklord graphic.*
We’ve selected the Darklord graphic for Gonzare. The trial version doesn’t offer this graphic, so select an appropriate one, like Demon.

**Inputting Temporary Parameters**

When deciding on Gonzare’s parameter curves, we need to consider how strong he will be and what level the characters will be at when they reach his throne. The best way to do this is with a playtest starting from the very beginning.

*Parameters for characters at level 1*
So, after taking the quickest route possible and fighting all the monsters that appeared, we managed to reach level 6 before coming to Gonzare’s throne. So that means if we set Gonzare to be an opponent just strong enough to battle a level 6 player, then we’re right on target.

Comparing level 1 to level 6, we see the characters have become much stronger. Their MaxHP has increased by 1.5 to 2 times and their skills have increased. Kenta with his Long Sword is now able to dispatch Blue Skeletons with one blow.
Devil King Gonzare’s Parameters.

Using the previous playtest as a base, we decided that most players will reach level 6 when they come to attack Gonzare. With that in mind, we can set most of the parameters. MaxHP, however, is still difficult to determine because we don’t know how many points the attacks of the main characters will take off of Gonzare. Based on the strongest attacks of magicians in RPG Maker, we’ll go with 1000 MaxHP for now.

Gonzare’s Action Pattern.

We must also set Action Patterns for the boss. Since he ought to be big and powerful, we’ll set “Flame Breath” as one of his skills, since it causes damage to all characters of a party at once.
*Completed Gonzare’s temporary settings.*

We now have a rough outline of our boss. Let’s give him a test run and see how things work. We can always come back to make adjustments later.

**Point: Boss Monster Parameters**

When setting the parameter curve for bosses, the 3 important points to consider are the characters’ MaxHP, Attack and Defense parameters. The others are important, but these 3 are vital to being able to defeat the boss. If they are not high enough, the boss will always win. If they are too high, then the battle will be over too quickly.
So basically, we need to consider how many turns it will take before the boss can be defeated. Also, don’t forget that characters have special skills and items that they can use as well. It’s best to begin by making sure that the level of the characters matches the strength of the boss. This is true for even the minor monsters that appear during the game.

Creating the Boss Troop

Next, we’ll need to register a Troop for Gonzare. Just follow the instructions from the previous level.

*The new Gonzare Troop.*
We can check Gonzare’s strength with a Battle Test. This is a function that will pit the main characters against Gonzare to see if the battle balance is optimal. We’re also able to adjust all aspects of the main characters, including members, levels, weapons, etc.

*Battle Test dialogue.

Clicking on the “Battle Test” button brings up the Battle Test dialogue. There are 4 tabs where you can set the members of the party by choosing the appropriate character from the “Actor” drop-down menu. When you are planning for party with fewer than 4 members, just select “None” from the “Actor” menu. The Level and Equipment options allow you to adjust what level the characters are at and what equipment they are carrying.
*Individual character settings.*

Kenta, Bray and Cyrus are all now set on pages 1, 2, and 3 respectively. We don’t need a 4th person, so we’ve selected “None” on that page. Each character is set to Level 6 and equipped with all the equipment available in the shop. By clicking on “OK” we can now test the characters against Gonzare in an actual battle.
Checking strengths and weaknesses in a Battle Test.

The results of our Battle Test show that when our party attacks with physical attacks, they cause 130 points of damage in total per turn. Since Gonzare has 1000 MaxHP, they could finish him off in about 8 turns. However, when Bray uses her Wind magic, she can do over 300 points of damage in one hit. Similarly, Cyrus is able to cause nearly 200 points of damage with her magic attacks. Together, they could do over 500 points of damage in 1 turn and take down Gonzare in just 2 turns. A boss that’s defeated in 2 turns isn’t much of a boss.
We could just double Gonzare’s HP to 2000 here, but if the player doesn’t realize that Bray and Cyrus’s magic attacks are so powerful, it could take up to 16 turns to defeat him. That’s a bit too many.

*Gonzare’s Elements Efficiency.

Instead, we could adjust Gonzare’s susceptibility to those magic attacks. By changing Gonzare’s Elements Efficiency from “C” to “D” for “Wind”, “Fire” and “Ice” we reduce the damage he takes from those attacks by half. In terms of balance, this seems to be a much better method of adjusting Gonzare’s parameters.
**Step 47: Creating a Battle Event**

*Having characters speak during a battle.*

We can use Battle Events to have characters speak during a battle.

*Battle Event (Troop)*
Battle Events are essentially the same as regular Events. You can plan several of them in a row, create additional Event Pages and set certain conditions for their execution. The New Event Page and Copy Event Page functions are retained as well.

*Setting conditions for a Battle Event.*

By clicking on the ellipse next to Condition we can set the conditions for the Battle Event to execute. We want Gonzare to say something before the battle, so we checked the Turn No. option and set both numbers to 0.

*Span setting.*

The Span setting is for setting how often the Battle Event occurs when the conditions are met. For example, if you only want the Battle Event to execute once over the course of the battle (as we do here), the select “Battle”. Selecting “Turn” means that the Battle Event will execute once each turn, if the conditions are met. “Moment” will allow the Battle Event to execute each and every time the conditions are met.
*Setting the Battle Event contents.*

Double-click on the “@” mark to call up the Event Command List. Select the Show Text Event Command.

*The Show Text Event Command.*

You can now input Gonzare’s message and face graphic. We’ve selected the bottom-right face in the Monster category.

*This graphic is not available in the trial version.*
*The completed Gonzare Battle Event.

Congratulations! You have cleared Level 20. In the next level, we’ll create the final scene with Gonzare.

Return to Table of Contents