



## Level 20: Creating the Boss Battle

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.

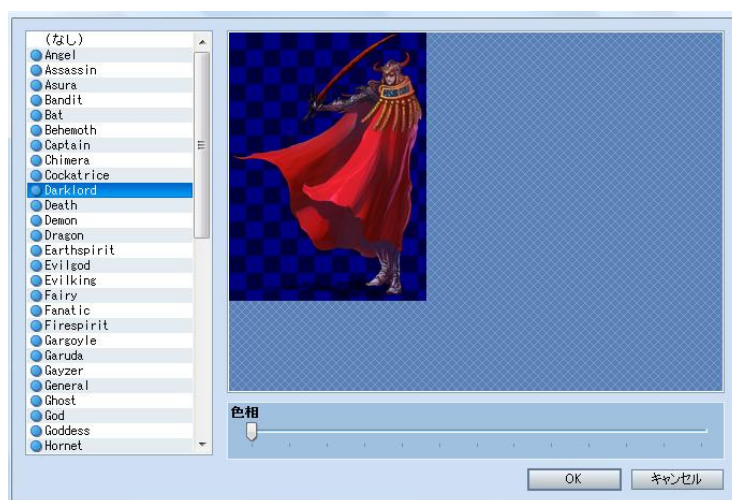
### Creating the "Devil King Gonzare" Enemy

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.

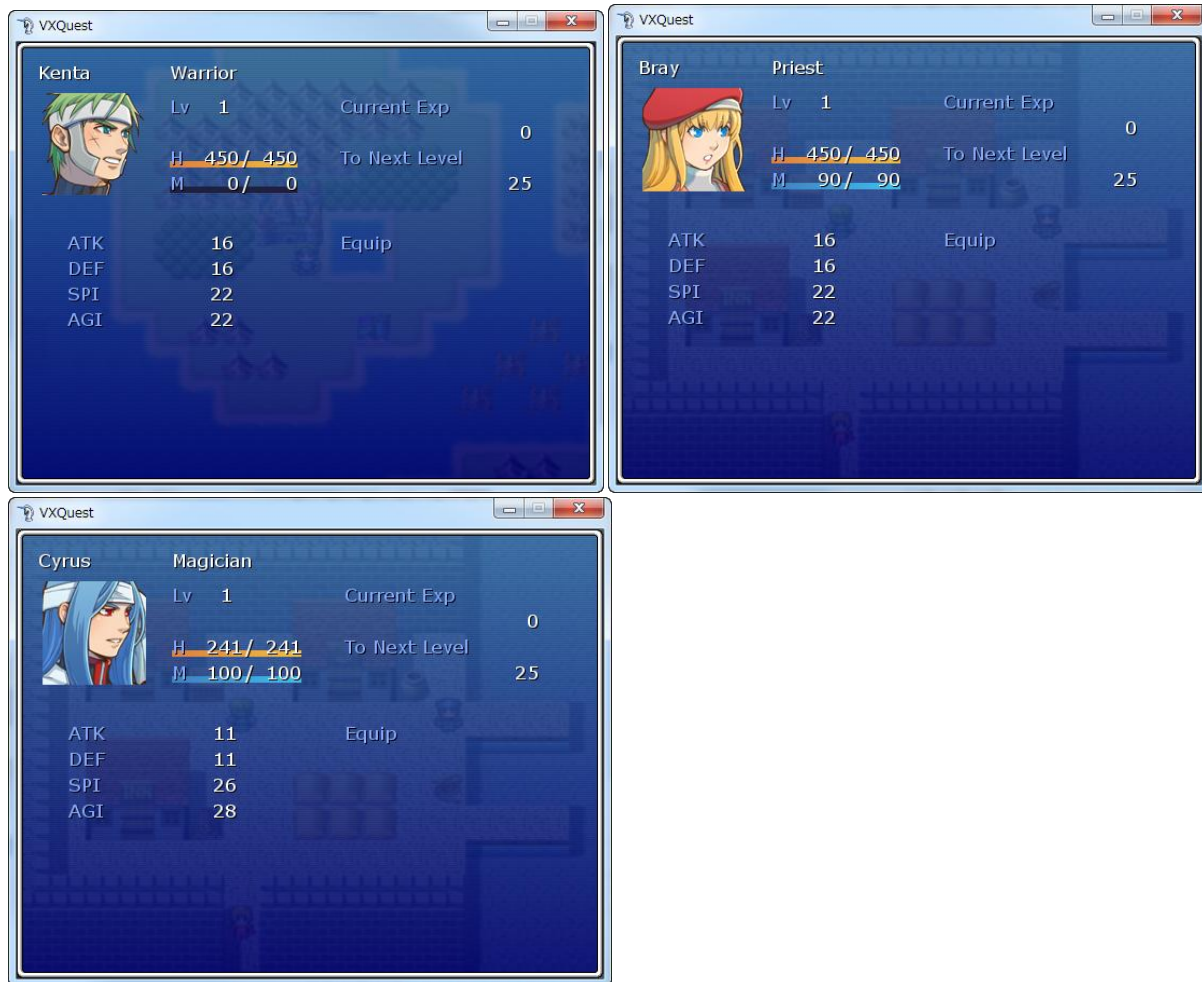


### \*Selecting the Darklord graphic.

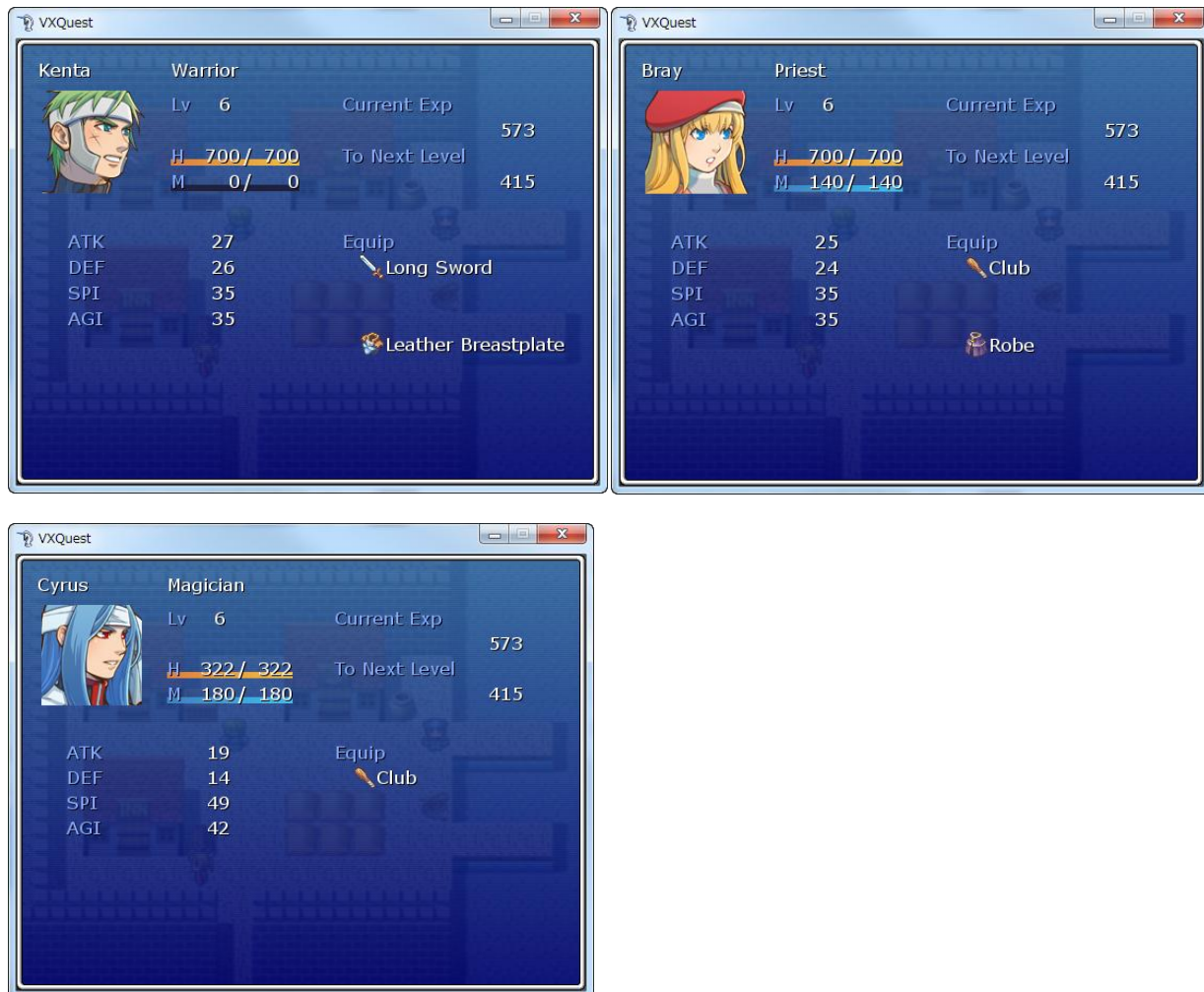
We've selected the Darklord graphic for Gonzare. The trial version doesn't offer this graphic, so select an appropriate one, like Demon.

## 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



#### \*Parameters for characters at level 6

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.

Name:	MaxHP:	MaxMP:	Elements Efficiency:	States Efficiency:
Devil King Gonzare	1000	10	<input type="checkbox"/> Melee	<input type="checkbox"/> Incapacitated
Graphic:	Attack:	Defense:	<input type="checkbox"/> Slashing	<input type="checkbox"/> Poison
	25	25	<input type="checkbox"/> Piercing	<input type="checkbox"/> Darkness
	Spirit:	Agility:	<input type="checkbox"/> Blow	<input type="checkbox"/> Silence
	10	20	<input type="checkbox"/> Bow	<input type="checkbox"/> Confusion
	Hit Ratio:	Evasion:	<input type="checkbox"/> Whip	<input type="checkbox"/> Sleep
95	5	<input type="checkbox"/> Mind	<input type="checkbox"/> Paralysis	
EXP:	Gold:	<input type="checkbox"/> Absorbing	<input type="checkbox"/> Stun	
0	0	<input type="checkbox"/> Fire	<input type="checkbox"/> ATK up	
Drop Item 1:			<input type="checkbox"/> Ice	<input type="checkbox"/> DEF up
(None)			<input type="checkbox"/> Thunder	<input type="checkbox"/> SPI up
Drop Item 2:			<input type="checkbox"/> Water	<input type="checkbox"/> AGI up
(None)			<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

**Options**  
☐ Levitate  
☐ Has Critical

\*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.

Action Patterns		
Action	Condition	Rating
Attack	Always	5
Flame Breath	Always	5

\*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.

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  
**032:Devil King Gonzare**

Change Maximum...

Name: Devil King Gonzare

Graphic: 

MaxHP: 1000 MaxMP: 10

Attack: 25 Defense: 25

Spirit: 10 Agility: 20

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
Flame Breath	Always	5

**Note**

OK Cancel Apply

\*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.



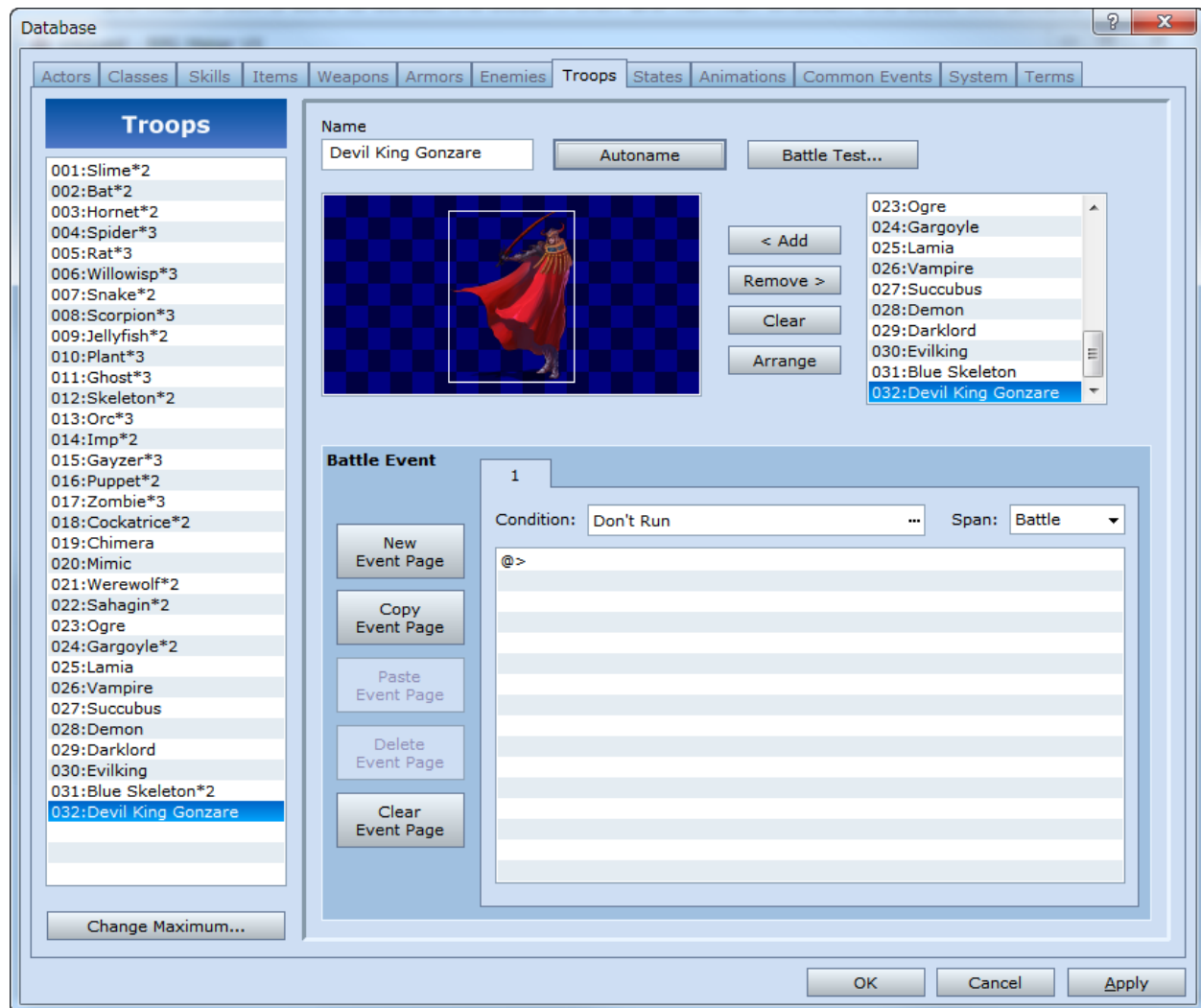
## Point: Boss Monster Parameters

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.

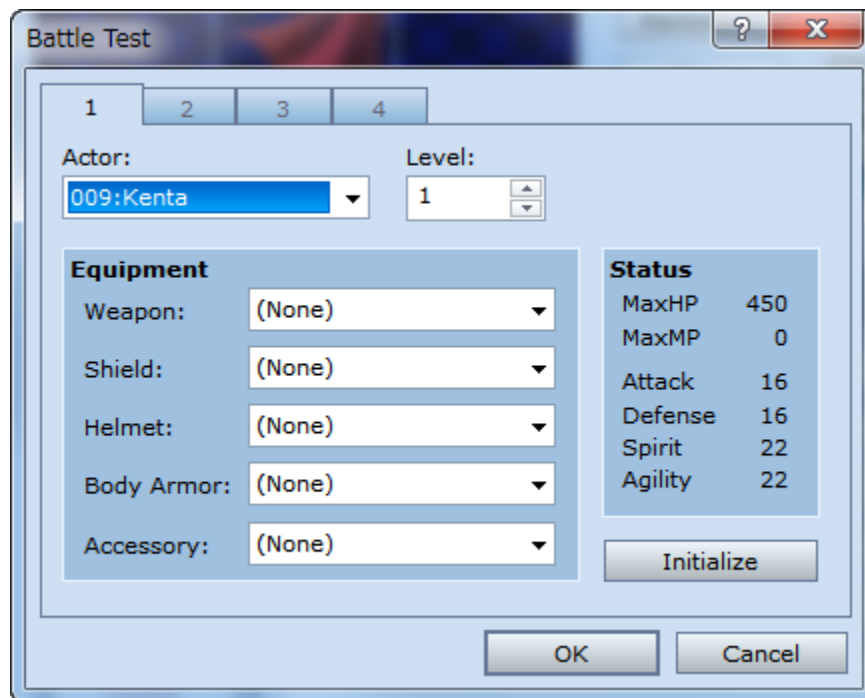


\*The new Gonzare Troop.



## Checking Battle Balance with a Battle Test

We can now 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.



The image displays four instances of the 'Battle Test' window, each showing the configuration for a different character. The windows are arranged in a 2x2 grid. Each window has a title bar with a question mark and a close button. Below the title bar are four tabs labeled 1, 2, 3, and 4. The first tab is always selected.

**Top Left Window (Kenta):** Actor: 009:Kenta, Level: 6. Equipment: Weapon: 002:Long Sword, Shield: (None), Helmet: (None), Body Armor: 014:Leather Breastplate, Accessory: (None). Status: MaxHP 700, MaxMP 0, Attack 27, Defense 26, Spirit 35, Agility 35.

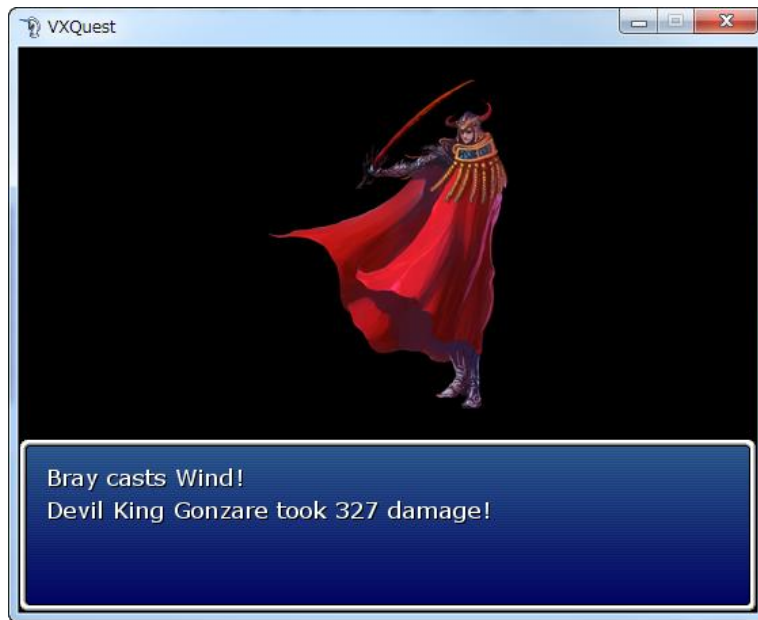
**Top Right Window (Bray):** Actor: 010:Bray, Level: 6. Equipment: Weapon: 001:Club, Shield: (None), Helmet: (None), Body Armor: 013:Robe, Accessory: (None). Status: MaxHP 700, MaxMP 140, Attack 25, Defense 24, Spirit 35, Agility 35.

**Bottom Left Window (Cyrus):** Actor: 011:Cyrus, Level: 6. Equipment: Weapon: 001:Club, Shield: (None), Helmet: (None), Body Armor: 013:Robe, Accessory: (None). Status: MaxHP 322, MaxMP 180, Attack 19, Defense 16, Spirit 49, Agility 42.

**Bottom Right Window (None):** Actor: (None), Level: (empty). Equipment: Weapon: (empty), Shield: (empty), Helmet: (empty), Body Armor: (empty), Accessory: (empty). Status: MaxHP (empty), MaxMP (empty), Attack (empty), Defense (empty), Spirit (empty), Agility (empty).


\*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.

<b>Name:</b>	Devil King Gonzare	<b>MaxHP:</b>	1000	<b>MaxMP:</b>	10	<b>Elements Efficiency:</b> <input type="checkbox"/> Melee <input type="checkbox"/> Slashing <input type="checkbox"/> Piercing <input type="checkbox"/> Blow <input type="checkbox"/> Bow <input type="checkbox"/> Whip <input type="checkbox"/> Mind <input type="checkbox"/> Absorbing <input checked="" type="checkbox"/> Fire <input checked="" type="checkbox"/> Ice <input type="checkbox"/> Thunder <input type="checkbox"/> Water <input type="checkbox"/> Earth <input checked="" type="checkbox"/> Wind <input type="checkbox"/> Holy <input type="checkbox"/> Darkness
<b>Graphic:</b>		<b>Attack:</b>	25	<b>Defense:</b>	25	
		<b>Spirit:</b>	10	<b>Agility:</b>	20	
		<b>Hit Ratio:</b>	95	<b>Evasion:</b>	5	
		<b>EXP:</b>	0	<b>Gold:</b>	0	
<b>Drop Item 1:</b>	(None) ...	<b>Options</b> <input type="checkbox"/> Levitate <input type="checkbox"/> Has Critical				
<b>Drop Item 2:</b>	(None) ...					

## Resetting Gonzare's Parameters

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.

**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  
**032:Devil King Gonzare**

**Name:** Devil King Gonzare

**Graphic:**

**MaxHP:** 1000 **MaxMP:** 10

**Attack:** 25 **Defense:** 25

**Spirit:** 10 **Agility:** 20

**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
Flame Breath	Always	5

**Note**

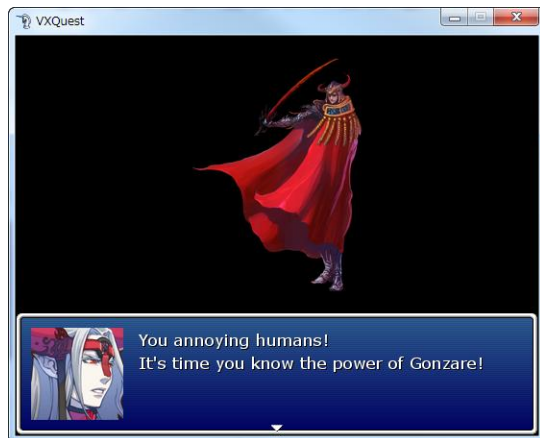
Change Maximum...

OK Cancel Apply

\*Gonzare's Elements Efficiency.

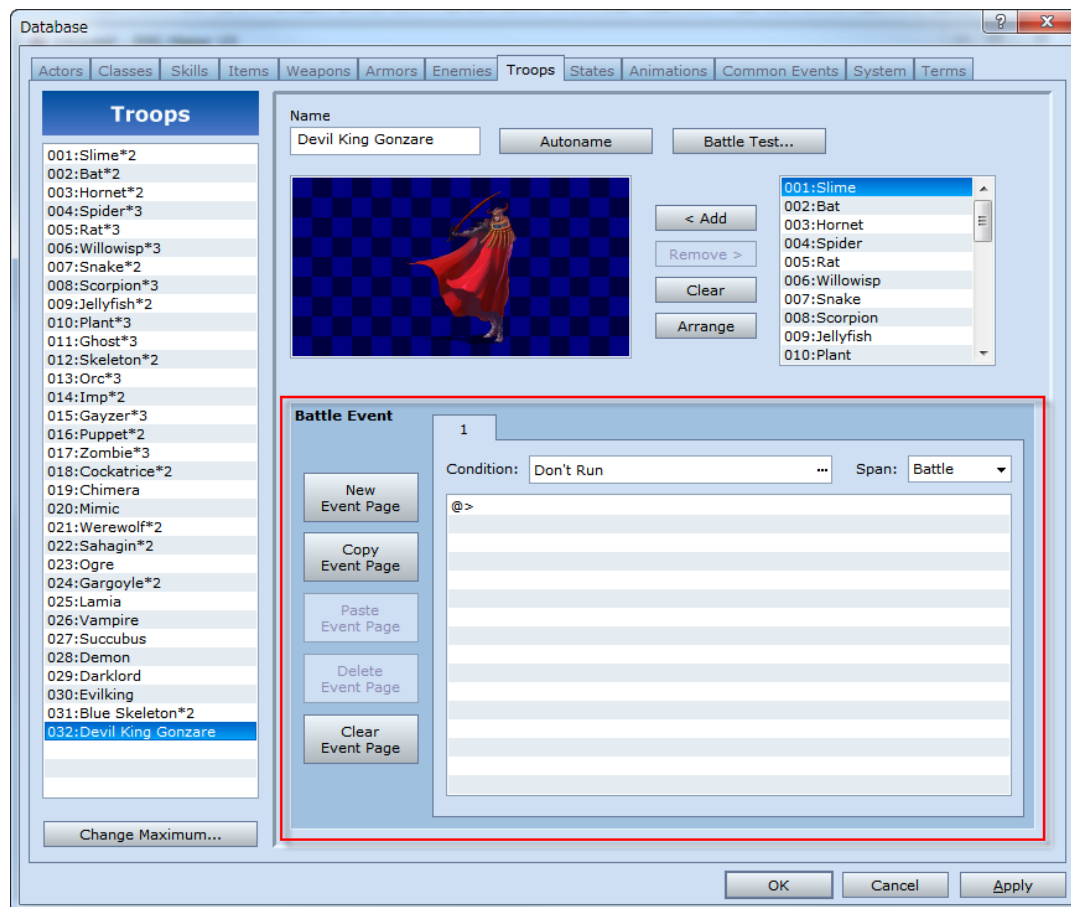
Instead, we could adjust Gonzare's susceptibility to those magic attacks. By changing Gonzare's Elements Efficiency from "C" to "D" for "Wind", "Fire" and "Ice" we reduce the damage he takes from those attacks by half. In terms of balance, this seems to be a much better method of adjusting Gonzare's parameters.

## Step 47: Creating a Battle Event



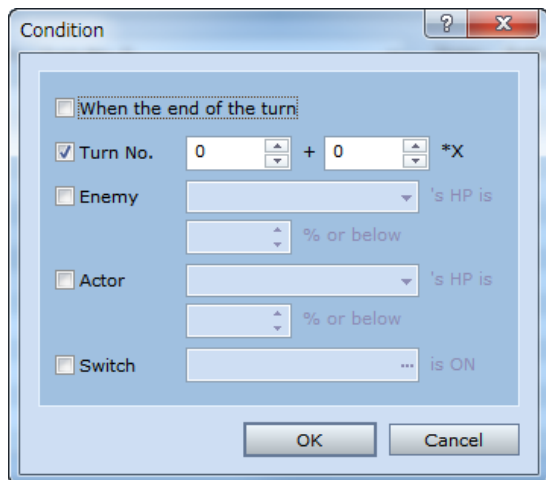
\*Having characters speak during a battle.

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



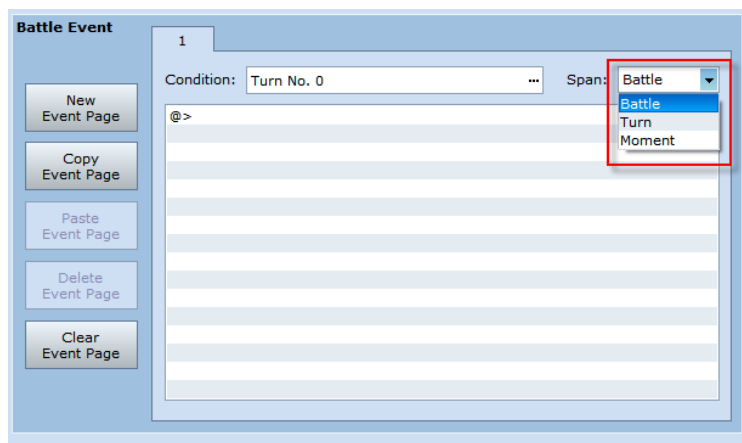
\*Battle Event (Troop)

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.



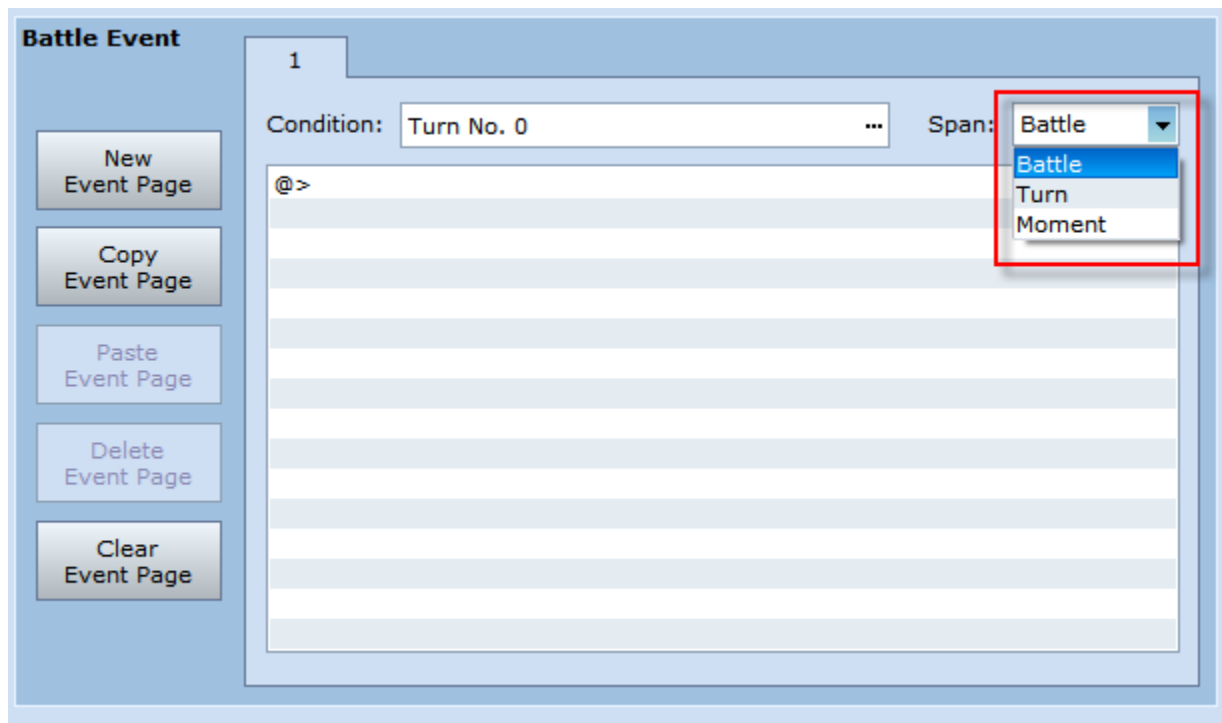
#### \*Setting conditions for a Battle Event.

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.



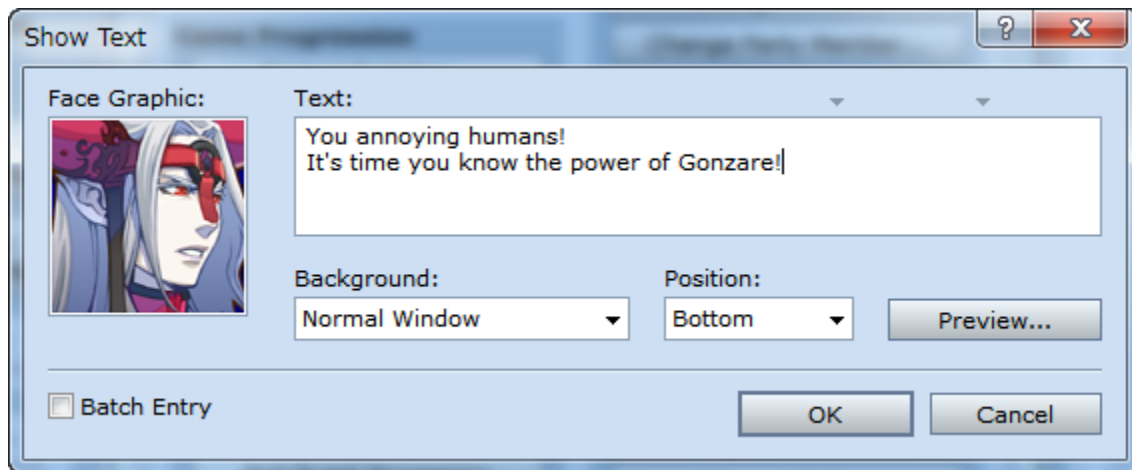
#### \*Span setting.

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.

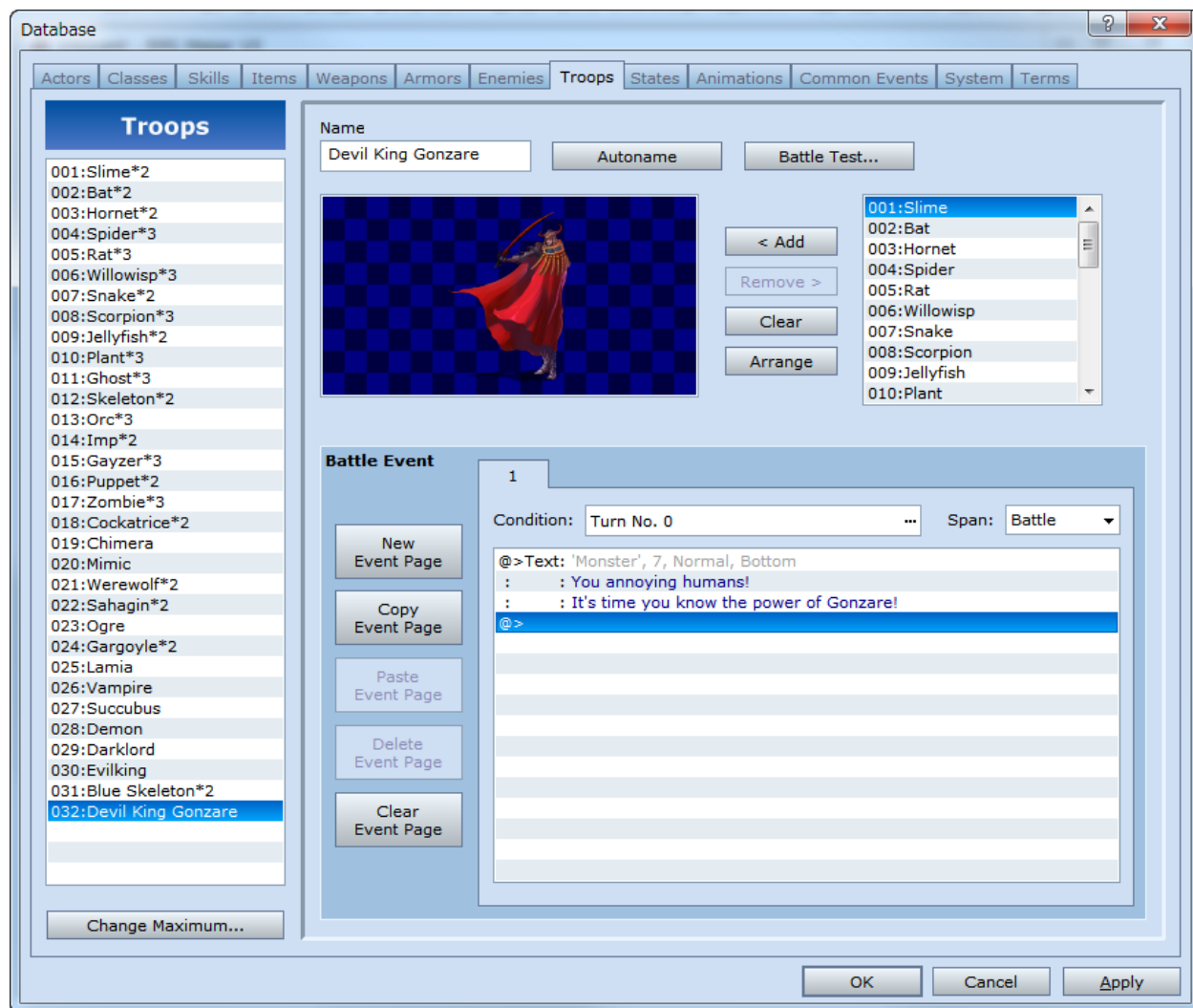
Double-click on the "@" mark to call up the Event Command List. Select the Show Text Event Command.



\*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](#)