

Identification & Health Parameters

Parameter	Description
ID	ID of boss monster
Name	Note/Name of monster (Name is displayed via [CharacterInfo] table)
LifeCnt	Number of health bars to set. (MaxHPLv x LifeCnt) Range is 0~4
0	Red
1	Yellow
2	Green
3	Blue
4	Purple

Summon-based Parameters

Parameter	Description
SummonMin	Minimum number range of monsters to summon at once
SummonMax	Maximum number range of monsters to summon at once
SummonBType	Purpose unknown... (Hard to determine what this influences)
0	?
1	?
SummonMon_0	ID of regular monsters to summon Ranges from SummonMon_0 to SummonMon_3, so up to 4 different monsters
SummonTime	Duration time of summoned monsters to roam around (Unit of measure unknown)
Recommended value range:	3000 ~ 10000
SummonTotalCnt	Summon count limit
SummonLeftLife	LifeCnt value to start summoning monsters (They may ignore this rule)

Heal-based Parameters

Parameter	Description
HealLeftLife_0	LifeCnt value to begin using Cure
HealLevel_0	Level of cure
HealTime_0	Interval to use HealLeftLife_0 cure
HealLeftLife_1	LifeCnt value to begin using Cure but with different HealLevel and HealTime
HealLevel_1	Level of cure
HealTime_1	Interval to use HealLeftLife_1 cure

Note: Cure is a setting rather a skill for bosses. HealLevel_# range is 0 ~ 10.

Note: If Heal values are set to 0, the Boss will not use cure.



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Not published yet.
 Last updated 10th July, 2026.
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Skill Parameters

Parameter	Description
SkillID_0	ID of skill to use (Skill IDs can be found in [SkillParam2] table)
SkillLevel	Self-explanatory; the skill level to set; range is 1 ~ 10, unless the max for a skill is Lv1
SkillLeftLife_0	LifeCnt value to start using the skill
SkillTime_0	Interval to use skill (Units of measure unknown)

The following above is the skill values you can set for the boss to use.

Ranges from **Skill@@@@_0** to **Skill@@@@_4**, so up to 5 skills.

Note: Boss monsters use this instead of the "TacticsTable" used in [MonsterParamEx2] table.

Note: Using skills not intended may result in a crash. So experiment at your own risk.

Item Parameters

Parameter	Description
GiveltemID_0	Item/Equip ID to drop depending on GiveltemRate_0; Ranges from GiveltemID_0 to GiveltemID_9, up to 10 seperate items
GiveltemRate_0	Drop rate chance of ID

Note Items will drop on the floor, equips will fly to the character's inventory. What dictates this is unknown to me.

Speech, Protection, and Screenshake Parameters

Parameter	Description
Speech_0	Dialogue for the boss to say before summoning monsters
Speech_1	Dialogue for the boss to say after summoning monsters
MinIncreaseProR	Minimum range to increase overall resistances per LifeCnt decrease
MaxIncreaseProR	Maximum range to increase overall resistances per LifeCnt decrease
Speech_RChange	Dialogue for the boss to speak per LifeCnt decrease
NotEarthQuake	Screenshake option to enable or disable after victory
	0 Default screenshake
	1 No screenshake

Note Despite this setting, results may vary



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