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Parameter	Description
ID	Charac terInfo ID of the monster
Type	Monster rank and behavior
0	Passive
1	Aggro/aggressive/chasing
3	Boss
4	Doppleganger
5	Doppleganger Jr.
6	Shadow Elites (Gorgon, Scylla, Hecate, Charybdis)
7	Shadow Boss (Chronos)
8	Hakon Statues
9	Wicked/Violent/Corrupt Mobs (1st/2nd/3rd Hakon Sanctuary)
10	Wicked/Violent/Corrupt Chronos (1st/2nd/3rd Hakon Sanctuary)
11	Runaway (Agile/Quick/Quick Instinct Thiefmon)
12	Young Pastor Tau (Story Escort Quest)
13	Runaway (Monkey_T/BlueBlue Penguin/PinkPink Penguin)
Note:	If set to 3 or 7, additional settings can be set in BossMonst erParamEx

If you do not, the boss will have only 1 red bar with no skills to use

Note: Attack/Chase range and size are found on the Charac terInfo table. Unfortunately no values were found here to dictate Shadow Monsters themselves.

Movement Parameters	
Parameter	Description
WalkSpeed	Basic movement speed to set
RunSpeed	Running speed to set while in combat or aggro'd
MaxStay	Maximum amount of duration or monsters that will try to surround a target
MinStay	Minimum amount of duration or monsters that will try to surround a target

Movement Parameters (cont)	
ChaseTime	Amount of time spent to chase a target
Not sure what units of measurement are used... Maybe seconds? Even with the Min/Max values, the results won't reflect correctly due to spacing...	

General Stat Parameters	
Parameter	Description
Level	Monster level to set
APLv	AP value to set
ACLv	AC value to set
DXLv	DX value to set (avoid giving low DX to a monster with a lengthy animation)
MaxMpLv	MP value to set
MaLv	MA value to set
MdLv	MD value to set
MaxWtLv	WT value to set
DaLv	DA value to set
LkLv	LK value to set
MaxHpLv	HP value to set
DpLv	DP value to set
HvLv	HV value to set (almost every monster has a range of 0 to 45 HV for obvious reasons)
EXP	Experience point to set (generally the same as MaxHPLv or can be set lower)
TM	TM Experience points to set (generally set as 1/3 of MaxHPLv or lower)

Item Parameters	
Parameter	Description
ItemDr-opCnt	Number of items to drop from ItemDr opIdx
ItemDr-opIdx	ID of the drop pool to use from the MonIte mDr opInfo table
For no item drops, set both to 0	



AI Behavior Parameters (Partially Defunct?)

Parameter	Description
aiAttackDispos	Likely involves behavior based on size
0	N/A
1	?
aiTargetSetting1	Properties meant for specific monsters (can be roughly ignored)
0	N/A (leave at 0, unless making copies of the listed monsters below)
1	Used for all Swamp Shark, Mingo, Siremaid, Pirate Ghost. Along with Sea Dragon and Sea Dragon Ghost
2	Used for all Addax, Walking Tadpole, Fossil Soldier, and Cone Stone monsters
3	Used for all Sand Demon and Stone Soldier monsters. Along with Win32 Worm and Win16 Worm
4	Used for all Mimics and Aposis monsters
11	Used for all Leaf Birds
Name	Name of monster for reference (names are displayed from the CharacterInfo table)
aiTargetSetting2	N/A (leave at 0)
aiDamageResponse	N/A (leave at 0)
aiDamageSpecial	Purpose unknown... (can be roughly ignored)
0	N/A (leave at 0)
2	Used for all Blue Penguin, Green Yamu, and Super Golden Mole
aiAttackLater	Purpose unknown... (can be roughly ignored; leave typo)
0	N/A (leave at 0)
1	Used for all Pink Yamu and Torpedo Fish. Along with Real Golden Mole, Robber Mole, and Thief Mole

AI Behavior Parameters (Partially Defunct?) (cont)

aiGroupPolicy	Purpose unknown... (Likely a ruleset to prevent crowding. Can be roughly ignored.)
0	N/A (leave at 0)
1	Too many to list. I'm sorry. (mostly every other monster from S1/Revolution)
aiHelpResponse	Purpose unknown... (can be roughly ignored; leave typo)
0	N/A (leave at 0)
1	Too many to list. I'm sorry.
2	Used for all Fire Moths
aiRetreatKind	N/A (leave at 0)
aiMoveArea	N/A (leave at 0)
aiMoveKind	N/A (leave at 0)
aiRetreatArea	N/A (leave at 0)
aiRetreatHp	N/A (leave at 0)
aiViewRange	Detection range to target. AKA: The only one that seems to matter
The rows mentioning "ai" behavior is a whole guess. "All" also includes shadow monsters. These also feel like leftover data from the early days. Most of this can be ignored, except for the last one. (aiView Range)	

Speech, Tactics, & Ignored Parameters

Parameter	Description
Speech	MonSpeech_ tables to use for monster dialogue. (Seperate from skill usage dialogue.)
Examples	Various mole monsters, Rose Field monsters, etc.
DoesCntMonRetr	Purpose unknown...
0	N/A
1	?
RetrMonNum	N/A (leave at 0)
HpRegen	HP to recover over time? (All left at 0. Can be ignored.)
MpRegen	MP to recover over time? (All left at 0. Can be ignored.)

Speech, Tactics, & Ignored Parameters (cont)

Tactic-Table Skill set to assign a monster from the [Monst er_ Ta c ticsEX] table.

Note Must match the "TacticsName" to use

IsBoss Doesn't seem to influence anything. (Can be roughly ignored.)

Galder Drop Parameters

Parameter	Description
GMin	Minimum galder range to drop. (Leave at 0.)
GMax	Maximum galder range to drop
GelderRate	Galder drop rate. (leave typo there)
Examples	0 / 0.4 / 0.12 / 0.04

Resistance Parameters

Parameter	Description
FireR	Fire resistance to set
WaterR	Water resistance to set
WindR	Wind resistance to set
EarthR	Earth resistance to set
ElecR	Electric resistance to set
LightR	Light resistance to set
DarkR	Dark resistance to set
NoPropR	Neutral magic resistance to set
PhysicalR	Physical resistance to set
GunR	Gun resistance to set
ShadowR	Shadow resistance to set

As a rule of thumb; **the lower the number, the lower the resistance**. At 100 the damage will be ineffective unless shredded. If set higher than 100, the damage will be absorbed and converted into healing. Keep this in mind.

Additional Elemental Property Parameters

Parameter	Description
MonFtype	Monster typing to display
-1	None/Neutral Type
0	Power Type
1	Magic Type
2	Sense Type

Additional Elemental Property Parameters (cont)

3 Charm Type

Proper-tyInfo Information to display when inspecting or fighting a monster

Example Magic Resist/Physical Weak

Proper-tyType Elemental attribute to apply

0 None/Shadow

1 Fire

2 Water

3 Wind

4 Earth

5 Electric

6 Light

7 Dark

8 ?

9 ?

Proper-tyRatio Elemental damage to apply

Protec-tTable Points to one of five MonPro tect_@ tables. (Usage unknown)

For some reason there are a few extra Proper tyTypes with no consistency. Additionally, Shadow Damage is automatically applied for Shadow Monsters only.

"Spicy" Parameters

Parameter	Description
AccFormula	Accuracy formula overwrite, perhaps?
	Used for the latest Spicy Dragon trials and Fiesta monster
DebuffSet	N/A
DamageSkill	N/A
DamageSkillE-ffect	N/A

These 3 are mainly used by Spicy Dragon

The following above may or may not present for some versions.