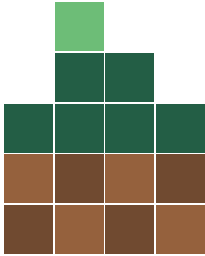


MOBS & DROPS

The Modded Bestiary



A practical field guide to creatures, spawn locations, loot, non-lethal harvests and rare rewards for your Minecraft Java 26.3 Fabric server.

82 creature entries
across the four major creature mods

Verified vs unverified
drop descriptions clearly marked

Edition 1 | 23 October 2026
Based on the last shared Fun Survival server mod folder and published references.
Designed for the players of Fun Survival. This is an independent fan guide, not official mod documentation.

Read this first

This guide uses the last server mod list you showed and prioritizes **the creatures added by your actual mods**, not mobs from mods you were only considering.

Drop confidence key
DOCUMENTED means a published mod guide or author reference identifies the drop. **INTERACTION** means you obtain an item through shearing, milking, feeding, capture, or another action rather than killing. **CHECK IN-GAME** means a reliable 26.3-specific drop could not be established; the guide will not invent one.

- **Drop quantities are usually omitted** unless a source clearly states them; Looting, game rules and later mod updates can change rewards.
- **Naturalist has a large catalog** with many variants. This guide lists the major named creature types; some types are decorative and have no publicly confirmed unique death drop.
- **Duplicate species remain separate.** A crab from LivingThings is different from a crab from Naturalist or Friends & Foes. Their drops are not interchangeable.
- **Server version matters.** Your last screenshot listed Naturalist 2.0.6, LivingThings 2.3.2, Friends & Foes 5.0.3, and Variants & Ventures 1.0.28. The mod JARs were not uploaded, so the guide cannot audit exact loot-table JSON.

Your creature-mod map

Mod	What you will find	Where it matters
LivingThings	20 named creatures, including two Nether threats	Animals, special meat, mob-specific collectibles
Naturalist	47 advertised animals plus variations	Wildlife, antlers, shells, animal food and habitat discovery
Friends & Foes	Mob Vote-style allies and adversaries	Totems, golems, a Nether boss, special interactions
Variants & Ventures	4 documented new hostile variants	Hostile mob variants and biome-specific encounters
Other world/utility mods	Most do not register new creature species	Vanilla mobs and chest loot; see final section

Best drops worth hunting

If you want something useful rather than an ordinary food item, start here.

Target / action	Reward	Mod / location
Ancient Blaze	Ancient Helmet; Blaze Rods	LivingThings; summoned boss
Nether Knight	Chance of enchanted Netherite Sword or Axe; Bones	LivingThings; Nether Fortresses
Shark	Shark Teeth, cooked Cod	LivingThings; oceans
Snail	Slime Balls	LivingThings; plains, swamps, rivers
Seahorse	Possible Heart of the Sea; Kelp / coral	LivingThings; oceans
Iceologer	Totem of Freezing; Blue Ice; possible Emerald	Friends & Foes; snowy cabin / raids
Illusioner	Totem of Illusion; arrows; possible Emerald	Friends & Foes; shacks / raids
Wildfire	Wildfire Crown Fragments	Friends & Foes; Nether Citadel
Crab (Friends & Foes)	Crab Claw; method requires version check	Friends & Foes; beaches / mangrove swamps
Deer	Antlers; can be shed naturally	Naturalist; forests / similar habitats
Naturalist snail	Snail Shell; also snail eggs	Naturalist; damp habitats
Murk + shears	Live/dead coral through shearing	Variants & Ventures; warm ocean

Reminder: special drops cited above are documented in the mod references below. A chance is not a guarantee.

LivingThings

Twenty named creatures. Most live in the Overworld; the Nether Knight and summoned Ancient Blaze are major combat challenges.

Creature	Where to find it	Drops / obtainables
Elephant	Savanna; sometimes jungle	1-2 Leather, possible Bone, 1-2 Raw Elephant Meat
Giraffe	Savanna	1-2 Leather; 2-3 Raw Giraffe Meat
Lion	Savanna	1-2 Leather; 2-3 Raw Lion Meat
Ostrich	Savanna, deserts	1-2 Feathers; 1-2 Raw Ostrich Meat; eggs from nests
Flamingo	Swamps, rivers	1-2 Feathers; occasional Pink Dye
Raccoon	Forests, plains	Small amount of Leather
Owl	Forests; more active at night	Feathers
Koala	Jungle / bamboo jungle	Leather
Snail	Plains, swamps, birch forest, rivers, mushroom fields	1-2 Slime Balls
Monkey	Jungles	Leather; occasional Banana
Shroomie	Mushroom Fields	Red or Brown Mushrooms matching variant
Peacock	Savanna, jungle	1-5 Feathers
Penguin	Snowy plains / taiga	Cod; Salmon
Crab	Beach, river, swamp	1-2 Raw Crab Meat; chance of Crab Shell
Shark	Oceans	Cooked Cod; up to 3 Shark Teeth
Mantaray	Oceans	1-2 Cod
Seahorse	Warm/lukewarm oceans	Kelp, coral; chance of Heart of the Sea; Water Bucket capture
Baby Enderdragon	Created with Dragon Egg + Purpur Pillar	Ender Pearl; possible Chorus Fruit / Chorus Flower
Nether Knight	Nether Fortresses	0-3 Bones; 15% chance each of enchanted Netherite Sword / Axe
Ancient Blaze	Summoned via Glowstone + Jack o'Lantern	Ancient Helmet; 2-4 Blaze Rods

[LivingThings reference: creature breakdown and loot descriptions \(community guide\)](#)

LivingThings: valuable special interactions

- **Elephant:** Tame with Apples; saddle to ride and add a Chest for storage. Better to keep a mount than farm your only one for meat.
- **Ostrich:** Breed using Wheat; breeding can lead to an Ostrich Nest and eggs. Eggs are an interaction reward, not a normal death drop.
- **Seahorse:** Use a Water Bucket to relocate it alive. Its rare drop makes killing optional but potentially rewarding.
- **Baby Enderdragon:** Create by placing a Dragon Egg on a Purpur Pillar; feed Chorus Fruit to tame. Do not mistake it for a normal Ender Dragon spawn.
- **Ancient Blaze:** Summon by stacking two Glowstone blocks and placing a Jack o'Lantern above them. Fight in an arena; surviving blazes may appear after victory.

Important difference: crab drops
 LivingThings crabs offer **Crab Meat** and a possible **Crab Shell**. Do not assume they produce the **Crab Claw** from Friends & Foes.

CREATURE MOD 02 / 04

Naturalist

This is your biggest wildlife mod. The current Naturalist page advertises 47 animals and dozens of variants. The table explicitly distinguishes confirmed obtainable materials from undetermined death drops.

Naturalist is not a 47-item guaranteed loot list
 Official listings confirm the species count, but the publicly available pages do not reliably specify the exact **26.3 death-loot table for every animal**. Whenever a row says “Not confirmed,” it does **not** mean the animal drops nothing.

Terrestrial & forest

Animal	Likely habitat	Known drop / item / note
Alligator	Swamps / wetlands	Eggs from breeding/laying; death drops not confirmed
Anglerfish	Deep / dark ocean	Can be caught in a bucket; death drops not confirmed
Ant	Ground / grassland habitats	No unique death drop confirmed
Bass	Freshwater	Bucket capture; death drops not confirmed
Brown Bear	Forest / temperate woodland	No unique death drop confirmed
Bird	Forests / varied biomes	No unique death drop confirmed
Black Bear	Forest / dappled forest	No unique death drop confirmed
Blobfish	Deep sea	Bucket capture; death drops not confirmed

Animal	Likely habitat	Known drop / item / note
Boar	Forests / woodland	No 26.3-specific death drop confirmed
Butterfly	Flower-rich habitats	Lifecycle follows Caterpillar / Chrysalis; death drop not confirmed
Capybara	Rivers / wetlands	No unique death drop confirmed
Caterpillar	Leaves / forest	Produces Chrysalis during metamorphosis
Catfish	Freshwater	Bucket capture; death drops not confirmed
Clam	Underwater / coastal	No specific death drop confirmed
Crab	Beaches / shorelines	No reliable exact 26.3 death drops confirmed
Deer	Forests / dappled forest	Antler, including naturally shed antlers

Woodland & freshwater

Animal	Likely habitat	Known drop / item / note
Desert Scorpion	Deserts	No unique death drop confirmed
Dragonfly	Water-edge habitats	Catchable in Capture Net; death drop not confirmed
Duck	Freshwater / wetlands	Bucket of Duckling exists; death drop not confirmed
Elephant	Savanna	No exact death drops confirmed
Firefly	Woodlands / grassland at dusk	Glow Goop associated with glow insects; exact acquisition may vary
Giant Isopod	Oceans	Bucket capture; death drops not confirmed
Giraffe	Savanna	No exact death drops confirmed
Great White Shark	Oceans	No exact death drops confirmed
Hedgehog	Forest / woodland	No exact death drops confirmed
Hippo	Rivers / wetland	No exact death drops confirmed
Jellyfish	Oceans	Bucket capture; death drops not confirmed
Jungle Scorpion	Jungles	No exact death drops confirmed
Komodo Dragon	Warm biomes	No exact death drops confirmed
Lion	Savanna	No exact death drops confirmed
Lizard	Warm biomes	Lizard Tail; tails may regrow
Mammoth	Cold / snowy areas	No exact death drops confirmed

Animal	Likely habitat	Known drop / item / note
Mole	Forest soils	No exact death drops confirmed

Ocean & large wildlife

Animal	Likely habitat	Known drop / item / note
Ostrich	Savanna / dry areas	Ostrich eggs from breeding/laying; death drops not confirmed
Piranha	Warm freshwater	Bucket capture; death drops not confirmed
Rat	Settlements / varied habitats	No exact death drops confirmed
Ray	Ocean	Bucket capture; death drops not confirmed
Rhino	Savanna	No exact death drops confirmed
Snail	Moist land habitats	Snail Shell; Snail Eggs (interaction/lifecycle)
Snake	Warm grassland	No exact death drops confirmed
Starfish	Oceans	Bucket capture; death drops not confirmed
Tiger	Jungles / forests	No exact death drops confirmed
Tortoise	Dry / grassy habitats	Tortoise Eggs from breeding/laying; death drops not confirmed
Turkey	Forests / dappled forest	No exact death drops confirmed
Vulture	Dry / open biomes	No exact death drops confirmed
Whale	Oceans	No exact death drops confirmed
Zebra	Savanna	No exact death drops confirmed

[Naturalist wildlife catalog \(community reference\)](#)

[Naturalist documented antlers, shells, tails, glow goop and chrysalis](#)

Naturalist non-lethal drop guide

- **Deer:** Collect shed antlers by checking where deer live rather than assuming you need to kill them.
- **Snail:** Snail Shells are associated with snails; Snail Eggs can be part of your collection or breeding project.
- **Lizard:** Lizard tails can regrow, so one lizard may yield multiple tails over time.
- **Caterpillar:** Look for the Chrysalis stage when it transforms into a butterfly.
- **Small creatures:** A Capture Net or water bucket is often more useful than a weapon for bringing them to a zoo or aquarium.

Friends & Foes

Mob-vote concepts and related illager bosses. This mod provides some of the strongest special drops in your whole server.

Mob	Where / encounter	Drops or obtainable reward
Copper Golem	Construct using copper / pumpkin / rod; also villages	1-3 Copper Ingots on death; its real utility is pushing copper buttons
Crab	Beach and mangrove swamp	Crab Claw is the key resource; 26.3 acquisition method should be checked
Glare	Lush Caves	0-2 Glow Berries (Looting may increase); helps identify darkness
Moobloom	Flower Forest / Meadow	0-2 Leather, 1-3 Raw Beef; shear for 5 Buttercups
Iceologer	Iceologer Cabin, snowy areas; raids	1 Totem of Freezing; 0-2 Blue Ice; possible Emerald
Rascal	Underground cave or mineshaft	Reward after finding it three times; reward is NOT a standard kill drop
Tuff Golem	Constructed / generated locations	Can hold and display player item; unique death loot not confirmed
Wildfire	Nether Citadel	Wildfire Crown Fragments used for helmet crafting
Illusioner	Illusioner Shack / training ground / raids	1 Totem of Illusion; arrows; possible Emerald
Zombie Horse	Special mob / trap feature; version-specific	Check vanilla-style mount/equipment drops and server implementation
Mauler	Savanna, badlands, desert (where enabled)	Stored XP released on death; Bottle o' Enchanting via interaction

[Friends & Foes listing and descriptions](#)

[Friends & Foes developer wiki](#)

[Iceologer loot table and totem](#)

[Illusioner loot table and totem](#)

Rare reward hunting plan

- **Totem of Freezing:** Hunt the Iceologer at snowy cabins; the developer wiki lists one guaranteed totem.
- **Totem of Illusion:** Hunt the Illusioner in its special structures or raids; listed as a guaranteed totem drop.
- **Wildfire Crown:** Collect Wildfire Crown Fragments; five fragments form the Crown according to the mod wiki.
- **Moobloom:** Use shears to collect Buttercups without slaughtering the mob.
- **Rascal:** Play the three-part hide-and-seek activity for its reward; do not treat it as a combat challenge.

Overlap alert

Both **LivingThings** and **Friends & Foes** add crabs, and **Naturalist** may add another. Always check the item tooltip or mod identifier before assuming two materials are the same.

CREATURE MOD 04 / 04

Variants & Ventures

Four hostile biome variants, plus tweaks to vanilla Husk, Bogged and Stray spawners. These are not a separate armor-loot expansion.

Mob	Role	Where	Drops / interaction
Gelid	Frozen zombie	Cold biomes; dungeons / trial chambers	Zombie-family loot is likely; exact 26.3 loot table not verified.
Thicket	Poisonous jungle zombie	Jungle; dungeons / trial chambers	Zombie-family loot is likely; exact 26.3 loot table not verified.
Verdant	Poison-arrow jungle skeleton	Jungle; dungeons / trial chambers	Skeleton-family loot is likely; exact 26.3 loot table not verified.
Murk	Underwater skeleton	Warm oceans; trial chambers	Shear for live/dead coral. Death loot not independently verified.

[Variants & Ventures: four mobs, spawning, Murk shearing](#)

Why the “likely” wording?

It would be misleading to promise exact Rotten Flesh, Bone or Arrow quantities without inspecting this particular JAR. Their base mob families suggest vanilla-like loot; the author page definitively confirms the Murk **coral shearing** feature.

Practical combat advice

- Gelid applies freezing: bring food, warm retreat routes, and avoid being pinned down in snow.
- Thicket can poison on hit: bring milk or a safe place to heal.
- Verdant fires poisoned arrows: carry a shield and approach using cover.
- Murk is an aquatic threat: carry doors or respiration supplies and use shears if you want coral without killing it.

WHERE MOBS OVERLAP

Other installed mods

Most of your other mods do not introduce their own species. They change structures, inventory, trading, weapons, or world performance instead.

Mod or group	Mob / loot impact	What you should hunt
Roguelike Dungeons	Generates dungeons containing mostly vanilla-style hostile mobs and custom chests	Spawners, deeper floors and loot chests
Moog's Voyager Structures	Adds structures; inhabitants and treasure depend on structure design	Built structures and their chest loot
Forest Ruins	Adds world structures; no independently verified new creature species	Ruins / containers / hidden rooms
Structory	Adds atmospheric structures rather than a known new mob roster	Structures in fresh chunks
Lootr	Loot chests for each player; not a new monster species	Each player opens their own chest
More Villagers + Villager API	Extra professions and trades, not combat mob drops	Village trade halls
Farmer's Delight	Food, wild crops and cooking equipment; no new wildlife species in this list	Cooking and kitchen ingredients
Keeg's Weapons / Weapons Expanded / Tools of Obsidian	Weapons and armor; do not assume new creatures	Equipment crafting and rare structures
Waystones / Moving Elevators / Packed Up / utility and performance mods	Travel, storage and performance; no new mob-drop catalog	No mob hunting required

Vanilla-hostile mobs you will often find in dungeons

Mob	Typical vanilla drop	Why it matters
Zombie / Husk	Rotten Flesh; occasional Iron/Carrot/Potato, gear	Zombie spawners and armor farming
Skeleton / Stray	Bones, Arrows; gear as applicable	Arrows, bone meal, bows
Spider / Cave Spider	String; Spider Eye	Wool crafts, fishing rods, brewing
Creeper	Gunpowder; music discs via skeleton kills	TNT and rockets
Enderman	Ender Pearls	Stronghold progression and transport
Blaze	Blaze Rods	Brewing, Eyes of Ender
Wither Skeleton	Coal, Bones, possible Skull, equipped sword	Summoning the Wither

Mob	Typical vanilla drop	Why it matters
Witch	Redstone, Glowstone Dust, Sugar, Sticks, etc.	Potion and redstone supplies

Vanilla drop references: <https://minecraft.wiki/w/Drops> - exact quantities and conditions depend on Looting, kill type and the version.

WHAT TO HUNT NEXT

Expedition planner

Now that you have a house and obsidian armor, use these routes to make the world feel like an adventure game.

Expedition	Biome / destination	Primary prize
Savanna safari	Savanna + nearby dry grasslands	LivingThings meats, ostrich eggs, elephant mounts; Naturalist safari
Swamp specimen trip	Swamp, riverbanks and mangroves	Different crabs, snail materials and rare aquatic wildlife
Cold-front hunt	Snowy biomes and Iceologer Cabin	Totem of Freezing; encounter Gelids
Nether fortress raid	Nether Fortress	Nether Knight weapons and Bones
Nether Citadel raid	Wildfire Citadel	Wildfire Crown Fragments
Ancient Blaze arena	Safe summoning area	Ancient Helmet and Blaze Rods
Reef expedition	Warm ocean	Murk coral shearing; seahorses and tropical wildlife
Deep mine game	Mines / caves	Rascal encounter and Roguelike Dungeon loot

Inventory setup for hunting

- **Keep shears** for Mooblooms and Murks. Some rewards are obtained without killing.
- **Carry buckets or Capture Nets** to preserve rare wildlife instead of taking only drops.
- **Separate loot chests** by mod: LivingThings, Naturalist, Friends & Foes, and boss trophies.
- **Coordinate multiplayer loot** in dangerous structures; Lootr changes chest access, not guaranteed boss drops.
- **Always test new mods on a backup** before applying them to Fun Survival.

Reference notes

These references underpin the lists and can be opened directly from the PDF. The mod listing is grounded in your last screenshot, not a scan of the actual JAR contents.

LivingThings project

<https://modrinth.com/mod/living-things>

LivingThings detailed 2026 field guide

<https://www.minecraft-guides.com/mod/living-things/>

Naturalist project

<https://modrinth.com/mod/naturalist>

Naturalist wildlife index

<https://wiki.9minecraft.net/naturalist-mod/>

Naturalist animal drops guide

<https://wiki.9minecraft.net/naturalist-mod/guides/how-to-get-antlers-snail-shells-and-other-animal-drops/>

Friends & Foes official mod

<https://modrinth.com/mod/friends-and-foes>

Friends & Foes developer wiki

<https://github.com/Faboslav/friends-and-foes/wiki>

Variants & Ventures project

<https://modrinth.com/mod/variants-and-ventures>

Vanilla Minecraft drop reference

<https://minecraft.wiki/w/Drops>

Roguelike Dungeons

<https://modrinth.com/mod/roguelikedungeons>

For an exact, exhaustive server-specific loot table

Upload a ZIP of the current server **mods** folder (and any datapacks). Individual mod JARs contain loot-table definitions, allowing each mob drop, quantity, percentage and special condition to be checked exactly rather than inferred.

FUN SURVIVAL / YOUR MODDED WORLD, DOCUMENTED