Separate MythicMobs custom drops from vanilla loot

Unexpected extra loot can come from the base Minecraft entity as well as your custom drop list. Compare both sources before reducing every reward on the server.

Check the installed content

MythicMobs separates mob definitions, skills, targeters and triggers. Keep the internal IDs stable while testing a behaviour change; changing a display name does not require replacing the mob ID. Use documentation for your installed MythicMobs release.

Work through the change

1. Choose one test mob type and write down its expected custom reward, quantity and probability. Include whether ordinary vanilla drops should remain.
2. Inspect the mob drop definition and the installed-release options controlling other drops. Check any referenced drop table for additional entries or nested rewards.
3. Create a staging variant with a small deterministic custom reward. Kill it through the same method players use, since a player kill and environmental death may have different conditions.
4. Count each output type across a recorded set of test kills. Repeat with the custom reward removed from the test definition to identify the vanilla contribution.

Verify the result

The observed item types should match the design, including the intentional vanilla portion. A rare drop needs enough samples to assess probability; one successful kill cannot prove a percentage.

If the result differs

If rewards double, inspect plugins that also reward that entity type and skill actions that give items on death. A second reward path can coexist with a correct drop table.

Keep a recovery path

Restore the prior drop definition if the trial changes progression. Remove only expendable test rewards and record any distributed items; changing a drop file does not retrieve loot already given to players.

References and related help

Check the maintainer reference: MythicMobs documentation, MythicMobs documentation.

Before changing live data, read how to keep a completed recovery copy. For startup errors, use the log collection guide.

Revision #1
Created 2026-11-09 16:36:22 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:22 UTC by CloudExa Hosting Admin