

Mob Head Drop Rates

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These values are synced from the Allium `MobHeadDropListener` registrations.

Chance Table

Mob	Base	Looting I	Looting II	Looting III	Looting IV	Looting V
Enderman	0.10%	0.11%	0.12%	0.13%	0.14%	0.15%
Iron Golem	0.15%	0.16%	0.17%	0.18%	0.19%	0.20%
Blaze	0.20%	0.21%	0.22%	0.23%	0.24%	0.25%
Magma Cube	0.25%	0.26%	0.27%	0.28%	0.29%	0.30%
Slime	0.30%	0.31%	0.32%	0.33%	0.34%	0.35%
Glow Squid	0.35%	0.36%	0.37%	0.38%	0.39%	0.40%
Squid	0.40%	0.41%	0.42%	0.43%	0.44%	0.45%
Spider	0.50%	0.51%	0.52%	0.53%	0.54%	0.55%
Creeper	0.45%	0.46%	0.47%	0.48%	0.49%	0.50%
Skeleton	0.55%	0.56%	0.57%	0.58%	0.59%	0.60%
Zombie	0.60%	0.61%	0.62%	0.63%	0.64%	0.65%
Cow	0.65%	0.66%	0.67%	0.68%	0.69%	0.70%
White Sheep	0.70%	0.71%	0.72%	0.73%	0.74%	0.75%
Pig	0.75%	0.76%	0.77%	0.78%	0.79%	0.80%
Chicken	0.80%	0.81%	0.82%	0.83%	0.84%	0.85%

Notes

- `Base` is the unenchanted drop chance.
- `Looting I` through `Looting V` are calculated from the plugin's `lootingBase + lootingPerLevel * (level - 1)` formula.
- These values are percentages, not raw decimals.