

Heads

Collect mob and player heads.

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Overview

Heads are one of the best decoration blocks in the game, and HellHold makes a lot more of them obtainable. There are two sources:

- **Mob heads** — mobs can drop their head when you kill them, and there is a full collection to work through.
- **Player heads** — a player's head drops when they die, a fun trophy or keepsake.

Each has its own page in this book.

Mob Heads

Almost every mob can drop its own **head** when killed. Hang them on walls, build statues, theme a trophy room, or just collect the full set.

Getting mob heads

- Kill a mob and its head has a **chance** to drop.
- Using a **Looting** sword improves your odds, so a Looting III blade is the way to go if you are hunting for a specific head.
- Some rarer mobs have lower drop rates — persistence pays off.

The head collection

There is a **collection** to complete as you gather heads, with **advancements** that tick off as you find each one. Check your advancements screen to see which heads you are still missing — it doubles as a checklist for completionists.

“ Mob heads make brilliant detailing: mob-themed farms, hunter's lodges, or a wall of every head you have collected.

Player Heads

When a player dies, their **head drops** — a fun trophy from a duel, or a keepsake of a friend.

How it works

- A player's head drops **every time they die** (PvP, mobs, fall damage — any death).
- The head is named after the player, so you always know whose it is.
- Pick it up reasonably promptly — like any dropped item, a head left on the ground will eventually despawn.

What to do with them

- Mount a friend's head on your wall.
- Keep a trophy from a memorable PvP win.
- Use them as decorative blocks in builds, just like mob heads.

“ Player heads show the player's real skin, so they make great signposts and decoration around shared bases and spawn.