Mod One — CATACLYSM

Ender Golem

A boss found within the end.

150 Health
10–14 damage (Melee attack)
10–16 damage (Earthquake attack)
10–14 damage (Void rune attack)
7 damage (Void rune)

Ender Guardian

The final boss of the Ruined Citadel in the end.
300 Health
16 damage (Melee attack & burst attack)
16 + 5% damage (Gravity pull attack)
22.4 + 10% damage (Uppercut attack)
6 damage (Bullet)
7 damage (Void rune)

Netherite Monstrosity

A boss found within the nether.
500 Health
21 + 5% damage (Main attack)
Can shoot lava if target is too far away.
After three ranged attacks, it must recharge, which also heals the monstrosity. Reaching 33% health gets enraged.

Ignited Revenant

A mini-boss found within the burning arena.

80 Health
6 damage (Melee attack)
4 damage (Ashen breath & bone storm)
Blocks attacks with shields.
Drops summon item for Ignis.

Ignis

A boss found within the burning arena.

450 Health
14 + 5% damage (Swing attack)
14 * 0.4 + 5% damage (Small swing attack)
14 * 1.5 + 5% damage (Shield smash)
Prepare to burn.

The Harbinger

A boss found within the overworld cave.
Requires a nether star to turn on.

390 Health.
8 damage (Missile attack & howitzer attack)
5–14 + 5% damage (Charge attack)
5 + 5% damage (Death laser)

The Leviathan

A boss found within the sunken city.

??? Health
? damage (Main attack)
? damage (Death laser attack)
? damage (Grab attack)
? damage (Grab + death laser attack)

Info

This mod adds bosses and dungeons. Pretty much each dungeon has a boss.

Dungeons;
- Burning Arena (Nether)
- Soul Black Smith (Nether)
- Ruined Citadel (The End)
- Ancient Factory (Overworld?)

Mod Two — Mowzie's Mobs

Ferrous Wroughtnaut

A boss found around the ice maze.
The boss is found on an old crashed boat.

Has many different abilities and drops the map and key that leads to a loot room.

Can spawn minions to fight.

Info

An exploration and boss mod.

This mod adds in three bosses, as well as many miscellaneous and challenging normal mobs.

Each boss has its own dungeon-like area.

Barako, the Sun Chief

A boss found within his tribal camp.

Spawns many minions in and around his camp.
Drops a helmet, which allows you to summon your own minions to fight for you.

Frostmaw

A rare snow boss found around ice crystals.

If woken, you'll have to fight it.
They guard the ice crystals which can be used to fight once you defeat the Frostmaw.

Mod Three — AQUAMIRAE

Info

An exploration, armor/weapon and boss mod.

This mod adds in small-scale dungeons as well as loads of new water-based life and a new boss. Upon defeating the boss, you will receive a map and a frozen key. This map will lead you to a loot room defended by some enemies, where you can unlock a frozen chest with your key, receiving some pretty good loot.
This mod also adds in multiple weapons and armour sets with different set bonuses.

Ghost of Captain Cornelia

A boss found around the ice maze.
The boss is found on an old crashed boat.

Has many different abilities and drops the map and key that leads to a loot room.

Can spawn minions to fight.

Mod Four — Saturn's Backpacks

Info

A backpack mod which still gives extra inventory space, however does not become something you rely on. Means you still use shulker boxes endgame.

Normal Backpack;
- 8 leather & chest (18 slots)

Ender Bag;
- 8 leather & eye of ender (27 slots)

Mod Five — Alex's Mobs

Info

This mod adds many animals to the world, all which you can see through the "Animal Dictionary" - a book you're given as you join the world.

However, it also adds two bosses;
- The Void Worm
- The Moscow (Mini-boss)

The moscow is found randomly in warped forests.

Mod Six — THE CONJURER

Info

This mod adds a new type of boss-like illager.

The conjurer can be found within a new structure in the dark oak forest, just like the dark oak mansions.
It has lots of abilities such as;
- Turning invisible
- Summon minions

this shit is way too long to make so you're getting a normal list now.

1. Stalwart Dungeons