



# About Addons

Season 13 Guide

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# Welcome!

## 1.1 - Intro and Credits

### Introduction:

Oakridge: Survival Unhinged is a bedrock survival realm designed to cater to relaxed, cooperative play with a vanilla-esque feel. We foster a welcoming, all-ages community with slightly modified (unhinged) gameplay aimed at increasing fun.

These packs are a core part of our identity, and our heart and soul go into creating them each year. Please appreciate and respect them. This guide should be consulted over your playtime as a form of customized “wiki”, for your repeated reference of our packs.

### 1.1 - Intro and Credits

#### Credits:

Oakridge Modified Resource Pack,  
Oakridge Vanilla Resource Pack,  
Oakridge Modified Behavior Pack,  
Oakridge Trader Addon:

- **MyrandaMiller91 (Project Lead)**
- AvgZing
- DrAv0011 and the Bedrock Tweaks Team
- GodRosen and the Atlas Creations Team
- BSavage81
- The following people, among others, have given ideas for our custom foods:
  - seabeevet74 (Bev)
  - ConceptualConstruct (Andrew)
  - RylotLocke8

Oakridge Modified Chisel Addon,  
Oakridge Multi-Player Addon,  
Oakridge Modified Actions-N-Stuff:

- **AvgZing (Project Lead)**
- RiversMC77
- FoxyNoTail
- Actions-N-Stuff Team

# Welcome!

## 1.1 - Intro and Credits

## 1.2 - Terms of Use

## 1.3 - Packs Order

### 1.2 - Terms of Use

The following terms of use apply to all packs created by MyrandaMiller91:

- a. You are not allowed to **redistribute** these packs outside of the Oakridge community at all **whatsoever**, except for the Oakridge Vanilla pack. **They are only to be used by Oakridge members.**
- b. You are not allowed to use these in a realm you are running **publicly**. These packs are only to be used for **personal use** or between your family/close friends.
- c. You are not allowed to claim these packs **as your own**. Most code has been hand-written by MyrandaMiller91, with some help from others.
- d. **Any** breaking of the above TOS will warrant a **permanent ban** from the realm and blacklisting from other community discord servers.

If you'd like to have an add-on built for you, please contact MyrandaMiller91 privately. Note that it might cost a bit (in terms of favors or an exchange of services).

Packs modified or created by AvgZing can be accessed on the Oakridge Github page, each with their own licenses.

# Welcome!

## 1.1 - Intro and Credits

## 1.2 - Terms of Use

## 1.3 - Packs Order

### 1.3 - Packs Order

Believe it or not, the order that packs are applied to your world matters! For Oakridge packs, this is the suggested order:

#### Resource Packs:

1. Oakridge Actions-N-Stuff
2. Oakridge Modified RP
3. Oakridge Traders RP
4. Oakridge Chisel RP

#### Behavior Packs:

1. Oakridge Multi-Player Pack
2. Oakridge Combined BP
3. Oakridge Traders BP
4. Oakridge Chisel BP

## 2. Resource Packs



### Also:

Removes Cave Sounds.

Renames some items and entities, adds names for our custom items and entities.

No More How To Play ?  
Button in Inventories.

Villager trades visible before unlocking.

Many custom animations.

Better Snow and Rain for lag.

No Potion Particles.

Rainbow Hearts, Fancy Wither Hearts.

Brewing Guide in Brewing Stands.

3D Sun and Moon.

Custom death messages.



## 2. Resource Packs



### 3. Traders

# Concrete Paver



	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64
	64	→		64

# Currency Dealer



Level 1 - Novice	
	→
	→
	→
	→
Level 2 - Apprentice	
	→
	→
	→
	→
Level 3 - Journeyman	
	→
	→
	→
	→
Level 4 - Expert	
	→
	→
	→
	→

# Dungeon Master



Level 1 - Novice	
	Any Type
	Bottled Souls
	Bottled Souls
	Bottled Souls
Level 2 - Apprentice	
Level 3 - Journeyman	
Level 4 - Expert	
Level 5 - Master	

### 3. Traders

#### Armorer



#### Level 1 - Novice

8	→	1
8	→	1

#### Level 2 - Apprentice

4	→	2
4	→	2
4	→	2
4	→	2
4	→	2

#### Level 3 - Journeyman

8	2	→	2
8	2	→	2
8	2	→	2
8	2	→	2

#### Level 4 - Expert

16	2	→	2
16	2	→	2
16	2	→	2
16	2	→	2

All armor has random enchantments

### Apothecary



#### Level 1 - Novice

32	→	1
16	→	1
16	→	1
16	→	1

#### Level 2 - Apprentice

8	→	1
8	→	1
8	→	1
8	→	1
8	→	1

#### Level 3 - Journeyman

1	→	1
1	→	1
1	→	1
1	→	1

#### Level 4 - Expert

1	→	1
1	→	1
1	→	1
1	→	1

#### Level 5 - Master

1	→	1
1	→	1

### Baker



#### Level 1 - Novice

8	→	1
16	→	1
32	→	1
64	→	1

#### Level 2 - Apprentice

1	→	12
1	→	16
1	→	4

\* Any Type

#### Level 3 - Journeyman

1	→	4
1	→	4
1	→	4
1	→	4

#### Level 4 - Expert

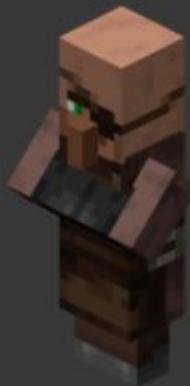
1	→	1
1	→	1
1	→	1
1	→	1

#### Level 5 - Master

1	→	1
1	→	1
1	→	1
1	→	1

### 3. Traders

#### Blacksmith



##### Level 1 - Novice

8	→	1
8	→	1

##### Level 2 - Apprentice

4	→	2
4	→	2
4	→	2
4	→	2
4	→	2

##### Level 3 - Journeyman

8	2	→	2
8	2	→	2
8	2	→	2
8	2	→	2
8	2	→	2

##### Level 4 - Expert

16	2	→	2
16	2	→	2
16	2	→	2
16	2	→	2
16	2	→	2

All tools have random enchantments

### Collector



##### Level 1 - Novice

8	→	1
8	→	1
8	→	1

##### Level 2 - Apprentice

1	→	4 Light Blocks
1	→	4 Light Blocks

##### Level 3 - Journeyman

16	→	1
16	→	1

##### Level 4 - Expert

32	→	1
36	→	1

##### Level 5 - Master

16	→	Empty Map
16	Empty Map	*Explorer Maps (Any)

##### Level 6 - \*

64	3 Wither Skulls	→ Nether Star
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### Farmer



##### Level 1 - Novice

16	→	1
16	→	1
16	→	1
16	→	1
16	→	1

##### Level 2 - Apprentice

16	→	1
16	→	1
16	→	Melon

##### Level 3 - Journeyman

16	→	16
16	→	16
16	→	8
16	→	8

##### Level 4 - Expert

16	→	16
16	→	16
16	→	16

##### Level 5 - Master

16	→	Glistening Melon
16	→	16

### 3. Traders

#### Fisherman



#### Level 1 - Novice

16	→	16
16	→	16
16	→	16
16	→	16

#### Level 2 - Apprentice

16	→	16
LilyPad	→	16
16	→	16

#### Level 3 - Journeyman

16	→	16
16	→	16

#### Level 4 - Expert

12	→	16
12	→	16
12	→	16

#### Level 5 - Master

8	16	→	16
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### Hunter



#### Level 1 - Novice

*	Any Type	8	→	16
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#### Level 2 - Apprentice

32	→	16
32	→	16
32	→	16
32	→	16

#### Level 3 - Journeyman

16	→	16
16	→	16
16	→	16

#### Level 4 - Expert

12	→	16
12	→	16
12	→	16
12	→	16

#### Level 5 - Master

8	16	→	16
8	16	→	16

### Librarian



#### Level 1 - Novice

16	→	16
16	→	16
16	→	16

#### Level 2 - Apprentice

4	→	16
4	→	16
4	→	16

#### Level 3 - Journeyman

4	→	16
4	→	16

#### Level 4 - Expert

12	→	16
12	→	16
12	→	16

NOTE: Pricing above is inaccurate.

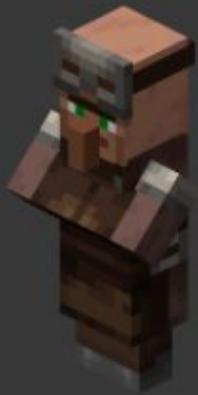
- Best price for a book is  $(3 \times \text{Level} + 2)$  emeralds. EX: Efficiency 5 will be 17 at best.

- Treasure books (mending, frost walker, curses) cost double

This final book has the same enchantments as a book in a structure.

### 3. Traders

#### Lumberjack



##### Level 1 - Novice

32	→	1
64	→	1
16	→	1

##### Level 2 - Apprentice

16	→	1
1	→	8
12	→	Item Frame
12	→	Flame
4	→	Flame

##### Level 3 - Journeyman

1	→	8
1	→	12

##### Level 4 - Expert

16	→	Apple
1	→	32

##### Level 5 - Master

64	→	Notch Apple
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### Pet Caretaker



##### Level 1 - Novice

32	→	1
16	→	1
16	→	1
16	→	1

##### Level 2 - Apprentice

16	→	Egg

##### Level 3 - Journeyman

16	→	Soul
16	→	Soul

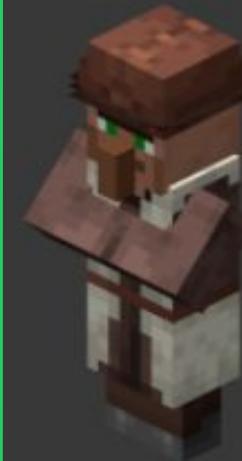
##### Level 4 - Expert

1	→	Soul
1	→	Soul
1	→	Soul

##### Level 5 - Master

1	→	Soul

### Shepherd



##### Level 1 - Novice

16	→	1
16	→	1
16	→	1
16	→	1
1	→	Hand

##### Level 2 - Apprentice

1	→	4
1	→	4
1	→	4

##### Level 3 - Journeyman

1	→	4
1	→	4
1	→	4
1	→	4
1	→	4

##### Level 4 - Expert

1	→	1
1	→	1

##### Level 5 - Master

1	→	1
1	→	1

### 3. Traders

#### Stone Mason



#### Level 1 - Novice

16	→	16
16	→	4
8	→	16
8	→	16

#### Level 2 - Apprentice

16	→	16
16	→	Any Type
16	→	4

#### Level 3 - Journeyman

16	→	16
16	→	16
16	→	16
16	→	Terracotta
16	→	16

#### Level 4 - Expert

16	→	16
16	→	Any Type
16	→	16

#### Level 5 - Master

16	→	16
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### Wandering Trader



#### Level 1 - Novice

16	→	16
16	→	16
16	→	16
16	→	16
16	→	16

#### Level 2 - Apprentice

16	→	16
16	→	16
16	→	16
16	→	16
16	→	16

#### Level 3 - Journeyman

16	→	16
16	→	16
16	→	16
16	→	16
16	→	16

#### Level 4 - Expert

16	→	16
16	→	Any Type
16	→	16
16	→	16

**General Note:** Villager Curing is nerfed to maintain an economy: some trades may not cure fully.

### Bartering



**Weight 5:** Netherite Scrap

**Weight 10:** Random Soul Speed Book, Fire Res Potion, Fire Res Splash Potion, Water Bottle

**Weight 20:** Magma Cream, Iron Nugget, Ender Pearl, Quartz

**Weight 40:** Leather, String, Obsidian, Crying Obsidian, Fireball, Soul Sand, Nether Brick, Arrow, Gravel, Blackstone

Higher Weight = Higher Chance

# Behaviors

## 4. Entity Modifications



Explosions no longer cause damage, except TNT.



Added Green Axolotl with 1/100 breeding chance



Added Despawn Beacon, slowly despawns hostile mobs within a 48 block radius.



Donkeys, horses, mules have improved breeding and stats. Horses and mules carry 2 riders. Mules can wear armor and chest simultaneously.



Food for wolves has been expanded to all meats and bread, usable in all situations.



Piglins no longer attack players opening shulkers, ender chests, or wearing netherite, since it's imbued with gold. Mobs also no longer steal netherite armor or elytra.

### Also:

- Drowned, Evoker, Husk, Vindicator, Zombie Villager no longer attack villagers or wandering traders.
- Skeletons drown to death in water.
- Default villager type is now Jungle instead of Plains.
- Allays can be bred + tempted with cookies.
- Rideable mobs can be fed apples and carrots to breed.
- Vex no longer float through blocks.
- End Dragon now drops elytra and dragon egg on kill.
- Endermen no longer pick up blocks (in theory)
- Wandering Traders can be tempted with emeralds and emerald blocks.
- Pale wolves (the classic variant) now also spawn in Birch Forests (in addition to Taigas).

# Loot

## 4. Entity Modifications

Most mobs have increased drop rates.

Raid mobs no longer drop emeralds.

- **Husks** drop sand.
- **Silverfish** drop iron nuggets.
- **Zombified Piglins** drop cooked porkchops.
- **Some mobs** drop Animal Hide, craftable into leather.



- **Skeletons, Creepers, Zombies** drop their heads on player kill.
- **Mushrooms** drop mushrooms.
- **Sea Turtles** drop scutes and helmets.



Looting now impacts shulkers, silverfish, squid.



Removed leather armor drops from all mobs. Gold armor now drops instead of iron.

Most mobs now drop Bottled Souls for use with traders.

## Fishing

### Weight 25: Normal Fish

Various Buckets (1), Clownfish (2), Pufferfish (15), Salmon (25), Cod (50)

### Weight 10: Treasure

Netherite Scrap (5), Soul Speed or Swift Sneak (5), Other Books (25), Fishing Rod (25), Bow (25), Sponge (25), Saddle (50), Nautilus Shell (50), Nametag (100)

### Weight 65: Junk

Ink Sac / Glow (1), Fishing Rod (2), Stick (5), Leather (10), Bone (10), Lilypad (10), Potion (10), Kelp (10), Bowl (10), Tripwire Hook (10)

Higher Weight = Higher Chance

## Cat Gifting

Weight 5: Netherite Scrap, Nametag

Weight 10: Rabbit Hide, Rabbit Foot, String

Weight 20: Chicken, Feather

## Raid Drops

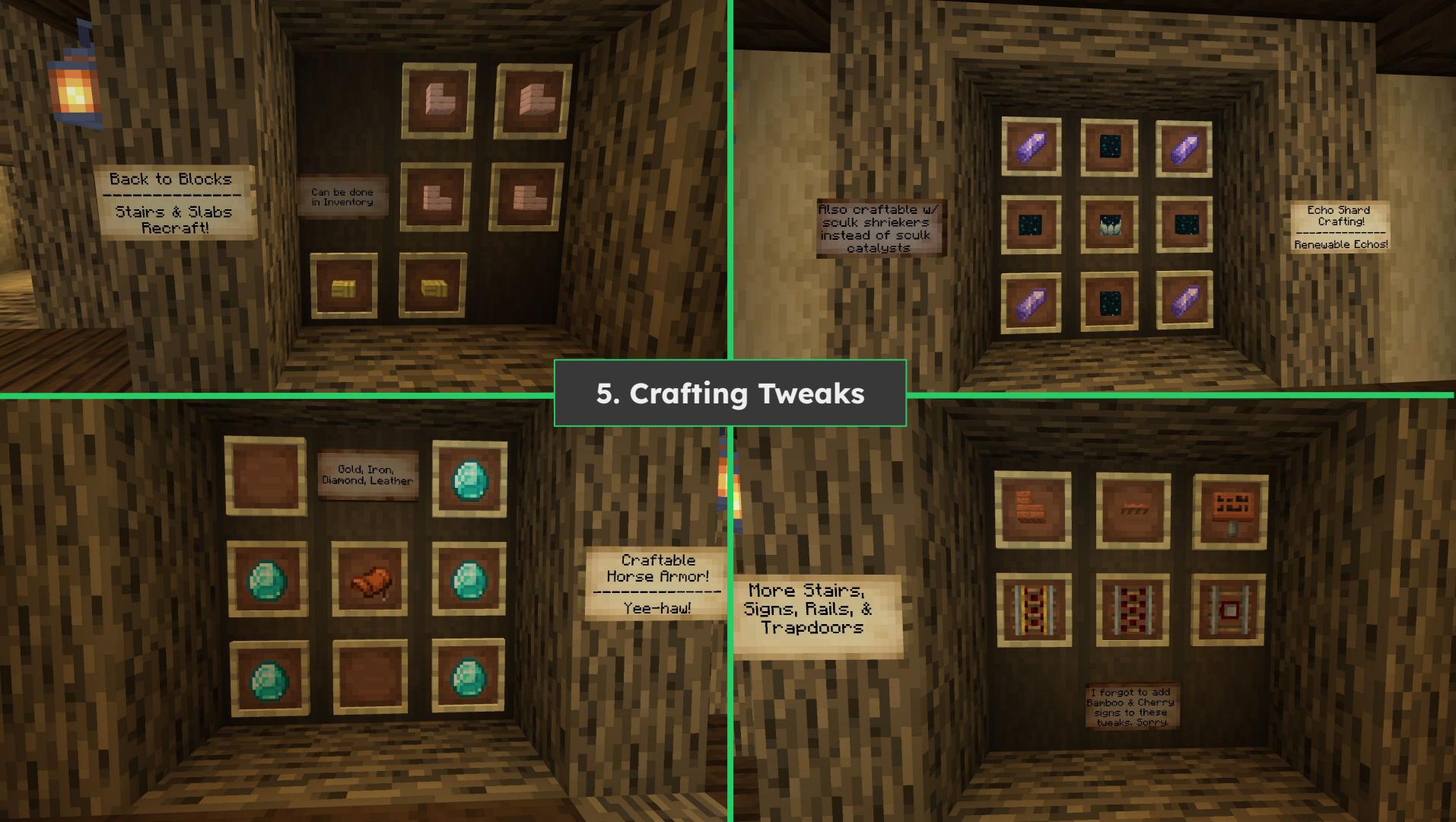
Weight 8: Netherite Scrap, Enchanted Book

Weight 10: Enchanted Iron Gear

Weight 20: Notch Apple

Weight 40: Bottled Soul

Higher Weight = Higher Chance



## 5. Crafting Tweaks

## 5. Crafting Tweaks

Craftable Gravel

Finally a Use for  
All that FLINT!

Outputs 4  
Gravel Blocks



Dropper to  
Dispenser

SO MUCH EASIER!



Powder  
to Glass

Cook your  
Concrete!



Works for any  
concrete powder



Unpackables

Use those blocks  
for storage!



## 5. Crafting Tweaks



Craftable Corals

Can mix  
fans/corals  
Must be same  
color/type



Corals are  
now  
renewable  
resources!



Can't actually mix  
like this.  
Must be all the  
same block.



Can't actually mix  
like this.  
Must be all the  
same block.



Blackstone/  
Deepslate Crafts

Nice Dropper!

Full Block  
Blast Furnacing

Now ur Cookin!



Miner's Stew

Instamine  
deepslate!



Haste 3 and night  
vision make this  
the meal of  
champions!

## 5. Crafting Tweaks



Sandwiches!

Great for filling  
you up on the go!

Fatty Meat/Fish



Sweet Berries  
Apples  
Golden Apples  
Notch Apples



New Pies!

Crafts just like  
Pumpkin Pies



Blazing Kebabs

Flame Off!  
(Literally)



Chainmail Crafts

Chains make 2  
now, as well!

inities &  
of Tables

## 5. Crafting Tweaks



# 6. Miscellaneous

## Chisel Pack

### These blocks have Chisel textures in a Stonecutter:

Andesite, Basalt, Bricks, Cobblestone, Concrete, Diorite, End Stone, Granite, Honeycomb, Ice, Limestone (new block), Marble (new block), Nether Brick, Paper (new block), Planks (all wood types), Prismarine, Purpur, Quartz, Red Nether Brick, Stone.

### New Crafting Recipes:

#### Limestone:

1 stone, 1 bonemeal. Nets 1.

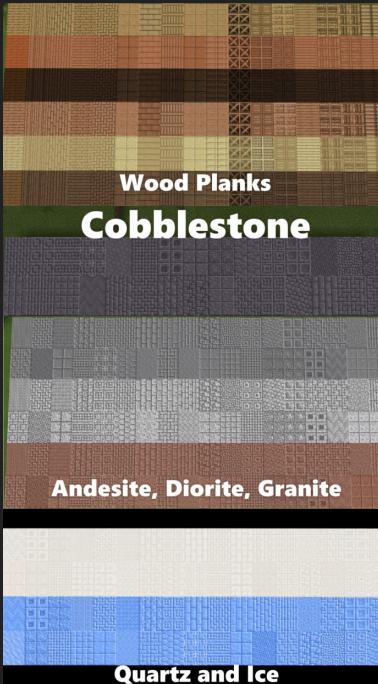
#### Marble:

1 stone, 1 diorite. Nets 1.

#### Paper:

4 sticks in the corners, 4 paper in the remaining perimeter, and nothing in the center. Nets 8.

### Examples:



## Multi-Player Pack

### One Player Sleep, Death Counter, AFK Display

- Ensures only **one** player needs to sleep the night; has custom chat message and clears weather each night.
- Counts each time a player dies and adds that total to a **Death Counter scoreboard** (credit to RavinMadHatter)
- Sets a player to **AFK after 5 minutes of non-movement** and shows it in the pause menu (credit to DrAv); this also stops the hours played counter for them.



# 6. Miscellaneous

## Actions-N-Stuff

### Animations Pack:

This pack changes the animations of many mobs and items. This pack was originally posted for free but was taken down for upload to the Marketplace.

Oakridge runs a modified version of the original free pack, with various bugs fixed and conflicts removed.

### Note:

Please report any issues to AvgZing. The pack leads to some minor texture changes to vanilla mobs to allow for the smoothest animations. If any texture changes are overwhelming or unfamiliar, or if you have any other feedback, please let the team know so that the system can be changed.



## Fun Facts

### Did you know?

- All foods have 5-second Regeneration buff to mimic Java's health boost from food.
- Sweet Berries can be planted on farmland.
- Cookies eat as fast as dried kelp.
- You can also use muddy roots when crafting packed mud! The recipe still requires wheat.



# About Addons

**Thank you** for reading through our most recent About Addons guide!

**Please note** that this format is **not** intended to **replace** the pure-text packs list that we have for our packs. It's meant to be a guide for easy reference in the future, like a **miniature Oakridge Wiki**. As such, some information may be outdated or inaccurate. We're always looking to improve, so **please** give us feedback or suggest corrections and changes as necessary. **Thank you!**

**Season 12 Guide**