**ALL FILES WILL BE IN landeryt FOLDER except fishing.json so keep that in mind**

1. **Main fishing.json in minecraft gameplay**

- Contains active.json

- Contains afk.json, with the condition: open water - false

2. **active.json (take template from active\_surface.json)**

- fish.json, weight 65, quality -4 (lesser fish rolls the more luck u have on rod)

- ocean.json, weight 17, quality 3 (ocean drops like coral and fish heads)

- junk.json, weight 10, quality -2

- treasure.json, weight 6, quality 2

- crate.json, weight 2, quality 1

3. **afk.json (take template from afk\_surface.json)**

**Possible depracation.**

- fish.json, weight 328, quality -15

- ocean.json, weight 34, quality 12

- junk.json, weight 30, quality -1

- treasure.json, weight 6, quality 3

- crate.json, weight 2, quality 1

4. **fish.json**

- fish\_drops.json, weight 95, quality -2 (singular fish catch)

- fish\_school.json, weight 5, quality 2 (multiple fish catch)

**a. fish\_drops.json**

- cod weight 65

- salmon weight 20

- puffy weight 3

- tropical fish weight 12

**b. fish\_school.json**

- Rolls for all 4 types of fish equally, but set min-max function to 4-8

**5. ocean.json**

- ocean\_items.json weight 4

- ocean\_plants.json weight 3

- ocean\_corals.json weight 2

- ocean\_heads.json no weight

**a. ocean\_items.json**

No weight at all

- feather, min max function 2-4

- scute, min max function 1-2

- ink sac, min max function 3-6

- glow ink sac, min max function 2-5

- string, min max function 3-6

- Option to add exp bottles

- slimeball, min max function 3-6

**b. ocean\_plants.json**

- seagrass, min max function 2-4

- sea pickle, min max function 2-4

- kelp, min max function 3-6

- big dripleaf, min max function 1-2

- lily pad, min max function 2-4, weight 2, just to buff the lily pad rolls!

- mangrove propagule, min max function 1-3

**c. ocean\_corals.json**

- Min max function 3-6 for all

- coral.json weight 3

- coral\_fan.json weight 3

- dead\_coral.json

- dead\_coral\_fan.json

**All the coral jsons**

- brain

- bubble

- fire

- horn

- tube

**d. ocean\_heads.json**

- cod

- salmon

- puffy

- tropical fish

- squid

- drowned

All of these will have their own json files in a folder called fish\_heads in landeryt folder.

**5. junk.json**

- junk\_items.json

- junk\_tools.json

**a. junk\_items.json**

- bowl

- stick, min max 2-4

- lantern

- tripwire hook, min max 1-2

- book

- paper, min max 2-4

- rabbit hide, min max 2-4

- leather, min max 1-2

- bone, min max 1-3

- rotty, min max 1-3

**b. junk\_tools.json**

- wooden\_tools.json

- stone\_tools.json

- golden\_tools.json, don’t enchant

- leather\_armor.json

- golden\_armor.json

- A shield item

- a fishing rod

- a bow

- a crossy

Function set damage min max 0.45 – 0.85

**6. treasure.json**

- treasure\_enchanted.json

- treasure\_items.json

**a. treasure\_enchanted.json**

- treasure\_iron\_tools.json

+ iron\_tools.json, function set damage min max 0.7 – 0.95, function reference landeryt:powerhouse.json

+ iron\_tools.json, WEIGHT 3, function set damage min max 0.4 – 0.85, function reference landeryt:small\_starts.json

- `\_armor.json

+ chainmail\_armor.json, function set damage min max 0.75 – 0.9, function reference landeryt:powerhouse\_armor.json

+ chainmail\_armor.json, WEIGHT 3, function set damage min max 0.45 – 0.8, function reference landeryt:small\_starts\_armor.json

- treasure\_fishing\_rod.json

+fishing rod item, weight 3, function set damage min max 0.7 – 0.95, function reference landeryt:powerhouse\_nomend.json

+ fishing rod item, function set damage min max 0.25 – 0.85, function reference landeryt:small\_starts.json

- treasure\_crossbow.json

+crossbow item, weight 3, function set damage 0.6 – 0.9, function reference landeryt:powerhouse\_nomend

+ crossbow item, function set damage 0.35 – 0.8, function reference landeryt:small-starts

- treasure\_bow.json

+bow item, weight 3, function set damage 0.7 – 0.95, function reference landeryt:powerhouse\_nomend

+ bow item, function set damage 0.3 – 0.75, function reference landeryt:small\_starts

- treasure\_enchanted\_book.json

+ single\_enchanted\_book.json, weight 3

In here the single\_enchanted\_book.json, do function reference landeryt:enchant\_power for item book

+ triple\_enchanted\_book.json

In this file:

Rolls 3, item book, function reference landeryt:enchant\_mid

- treasure\_stone\_tools.json

+ stone\_tools.json, set damage 0.8 – 0.95, function reference landeryt:stone\_power.json

**b. treasure\_items.json**

- Exp bottle, weight 3, min max 4-8

- name tag, weight 2

- nauti shell, weight 2, min max 1-2

- Loot table treasure\_horse\_armor.json

+ iron horse armor, weight 3

+ golden horse armor, weight 2

+ diamond horse armor

+ saddle, weight 14

**7. crate.json**

Crate\_items.json. Just follow what’s written in crate.json because I can’t really wrap my mind around it.

**In crate\_items.json:**

Rolls min 6, max 9

- crate\_food

+ crate\_soup, weight 2

In crate\_soup:

- Rolls 1-3

- sus\_stew.json

- set stew effect function

- mushroom stew

- beet stew

- rabbit stew

+ tropical fish 3-6

+ puffy 4-8

+ cod, weight 2, min max 5-10, furnace smelt random chance 0.7

+ salmon, weight 2, min max 4-8, furnace smelt random chance 0.55

- crate\_ocean, weight 3

+ crate\_coral, weight 2

- coral.json weight 4

- coral\_fan.json weight 4

- coral\_block.json weight 4

- dead\_coral.json

- dead\_coral\_fan.json

- dead\_coral\_block.json

Set count min max 4-10

+ crate\_plants, weight 2

- seagrass weight 3, count 5-12

- sea pickle weight 2, count 4-10

- kelp weight 2, count 6-10

- lily pad weight 3, count 4-8

- small dripleaf, count 3-6

- big dripleaf, count 3-6

- bamboo, count 4-8

- mangrove propagule, count 3-6

- mangrove roots, count 6-10

+ crate\_drops, weight 5

- scute, count 1-2

- ink sac, weight 2, count 5-10

- glow ink sac, weight 2, count 4-8

- bone, weight 2, count 3-6

- bone meal, weight 2, count 6-21

- feather, weight 2, count 4-8

- string, weight 2, count 4-8

- rotten flesh, weight 2, count 4-8

- slimeball, count 4-10

+ crate\_heads

Look into the file if you wanna do it… it’s a lot of effort.

- Blue axo

- Cod, weight 10

- Cyan axo, weight 5

- Dolphin, weight 8

- Drowned, weight 10

- Elder guardian, weight 2

- Glow squid, weight 8

- Gold axo, weight 5

- Guardian, weight 6

- Lucy axo, weight 5

- Puffy, weight 10

- Salmon, weight 10

- Squid, weight 10

- Tropical fish, weight 10

- Turtle, weight 6

- Wild axo, weight 5

- crate\_treasure, weight 4

+ treasure\_enchanted.json

+ crate\_treasure\_items.json

- Exp bottle, weight 9, count 6-10

- Name tag, weight 6, count 2-3

- Nauti shell, weight 6, count 2-3

- treasure\_horse\_armor.json, weight 3

- potions.json, weight 3, function set potion effect water breathing

- potions.json, weight 3, function set potion effect luck

Potions.json, normal potion weight 2, splash weight 1

- Heart of the sea, weight 1

- crate\_minerals, weight 3

+ Coal, weight 4, count 4-8

+ Charcoal, weight 4, count 4-8

+ Redstone, weight 2, count 5-10

+ Lapis, weight 2, count 4-8

+ Amethyst shard, count 4-8

+ Emerald, count 2-4

+ Raw iron, weight 3, count 4-8, furnace smelt condition random 0.65

+ Raw copper, weight 4, count 6-12, furnace smelt condition random 0.85

+ Raw gold, weight 3, count 4-8, furnace smelt condition random 0.65

+ Diamond, count 1

- crate\_blocks, weight 2

+ muddy mangrove roots, weight 2, count 4-8

+ Mud, weight 2, count 6-12

+ Clay block, weight 3, count 4-10, furnace smelt condition random 0.35

+ clay ball, weight 2, count 12-32, furnace smelt condition random 0.35

+ Lava bucket

+ Water bucket

+ Crate\_sus\_blocks.json, weight 10

Count 2-4

Rolls 3

- Sand

- Gravel

- sus\_block.json, weight 2

- Sus gravel + sus sand, equal chance

Set\_loot\_table function, type brushable blocks, name sus\_block\_items.json

**Sus\_block\_items.json**

- sus\_block\_treasure.json, weight 630, quality 5

- crate.json (RNGesus chance)

- sus\_block\_commons.json, weight 1369, quality -5

**Sus\_block\_commons.json**

- sus\_block\_eggs.json, weight 2

+ Egg, weight 2, count 4-8

+ Blue egg, weight 2, count 4-8

+ Brown egg, weight 2, count 4-8

+ Turtle egg, weight 3, count 1-2

+ Sniffer egg

- sus\_block\_junk.json, weight 7

+ junk\_items.json

+ junk\_tools.json

- sus\_block\_blocks.json, weight 4

+ sus\_block.json (recursive), weight 2, count 1-2

+ Sand, count 2-4

+ Gravel, count 2-4

- sus\_block\_shards.json

Set count 2-4

+ Mourner

+ Danger

+ Snort

+ Burn

+ Plenty

+ Archer

+ Arms up

+ Sheaf

+ Heart

+ Angler

+ Explorer

+ Brewer

+ Heartbreak

+ Shelter

+ Miner

+ Skull

+ Prize

+ Friend

+ Blade

+ Howl

+ A brick

- sus\_block\_minerals.json, weight 5

+ Iron nugget, count 7-20

+ Gold nugget, count 7-20

+ Raw iron, weight 2, count 1-2, furnace smelt 0.15

+ Raw copper, weight 3, count 2-4, furnace smelt 0.35

+ Raw gold, weight 2, count 1-2, furnace smelt 0.15

**Sus\_block\_treasure.json**

**-** sus\_block\_treasure\_enchanted.json, weight 530

+ treasure\_iron\_tools.json

+ treasure\_chainmail\_armor.json

+ treasure\_fishing\_rod.json

+ treasure\_crossbow.json

+ treasure\_bow.json

+ treasure\_stone\_tools.json

+ single\_enchanted\_book.json

- treasure\_items.json, weight 410

- sus\_block\_potions, weight 59

Function set effect luck

+ Potion

+ splash potion, weight 4

- Ancient\_fishing\_rod.json (RNGesus drop)

- Conduit, weight 10 (Crazy drop)