Pet Rock

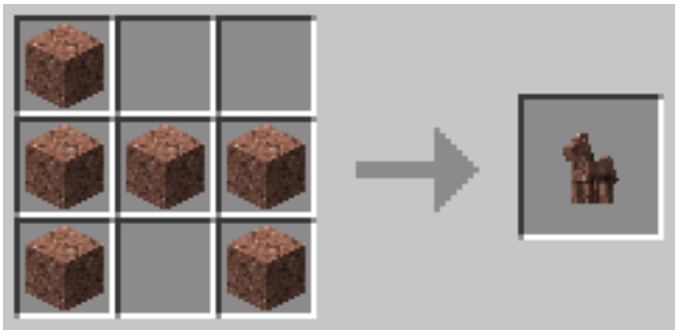
> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Pet Rock is a "summonable" mount that collects affinity, and can be converted into a horse at a later time.

Crafting

Pet Rocks come in five stone-type variants; Stone, Andesite, Diorite, Granite and Deepslate.



Pet Rock

Stone, Andesite, Diorite, Deepslate **or** Granite `(6)`

Usage

`Right Click` to summon the Pet Rock from its statue, or return its statue.

`Shift` + `Right Click` to place the Pet Rock in statue form (block). `Left Click` to break and retrieve the item.

Purpose

Pet Rocks have several purposes:

- Provide access to an easy and low maintenance early-game mount.
- Provide a functional (rideable) "vessel" to collect affinity experience.

- Convert into a real horse when the player is ready for one.

Affinity

> Feeding a second Shining Amethyst Shard converts the pet rock to a horse, so avoid doing so accidentally until ready!

`Right Click` a Pet Rock horse with Shining Amethyst Shard to enables collecting affinity XP. **TBC**

- Affinity can only be earned by the **owner** through (active) riding. **TBC**
- Hover over the Pet Rock in item form to see total affinity (tooltip).

More Information

Affinity Conversion

The exact conversion rate is unknown, but it is approx. `0.3/b` or `3pts` per 100b distance.

Riding

> Pet Rocks cannot swim - statue a sunk or sinking horse to rescue it!

Riding is the same as a normal **Minecraft** horse, but does **not** require (or accept) a saddle.

- Stats are **fixed** at `2b` jump and `11.7bps` speed.
- Pet Rocks have no AI and will not wander while unmounted.

Health

Pet Rocks have `18` ❤ and can sustain damage. `Right Click` them with their stone-type (block) to speed up healing.

- Pet Rocks are healed for `1` ❤ every other stone block they are "fed".
- Pet Rocks can flee from damage, despite normally having no AI.

Model

Pet Rock (item) will use one of **five** model pose variants. This is **permanently** set once placed for the first time.

Laying



Sitting



Standing



Rearing



Jumping



Converting

`Right Click` a Pet Rock horse with Shining Amethyst Shard (again) when you are ready to convert it to a real horse.

- Chooses one adult coat at random from all valid options.
- Tames the horse to the same owner as the Pet Rock. **TBC**
- Converts all collected affinity to accurate experience/levels.

Additional

More Information: Reproduction, Permissions, Multiplayer Server Info

Breeding

Pet Rocks cannot reproduce.

Permissions **TBC**

> This information is currently awaiting confirmation or multiplayer testing!

The owner is automatically assigned to the **first player** to summon the horse from the statue.

- Only the owner can summon a Pet Rock from its statue item. **TBC**
- Only the owner can earn affinity experience for a Pet Rock horse.
- Ownership cannot be transferred to another player (without use of data commands).
- Converting a Pet Rock will not work if a server or pack disables converting. **TBC (Lite does not include this option!)**

Multiplayer Servers

> Pet Rocks permit "horse spawning", and may not be suited to the balance or limitationsof every server!

The benefits of this feature are aimed at single player and adventure packs to get an early-game head start on bonding (affinity). Pet Rocks may not align with the goals or balance required for servers and specific mod packs. There is no way to directly disable or restrict pet rocks (ie how many a player can have, how they can be converted etc), but there are options to remove it (almost) entirely, or adjust how it is obtained (if at all) using other mods or custom files.

- Item Obliterator - Set the item(s) as functionally unobtainable or hidden. Read the mod page for more information.
- Craft Tweaker - Change recipe(s), and other features.
- Custom Datapacks - Can adjust many things:
  - Override crafting recipes with a blank template to invalidate it
  - Override crafting recipes to better align with item value (cost) or accessibility (ie crafting items sold via server only)
  - Override or replace loot files to remove items from the loot table

Known Issues

You can report any mod issues to our bugs forum on **Discord** - please check for duplicate reports first!

Changelog

View Changes

> This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
`1.21.1`	`1.6.11`	**Bug Fix:** Pet rocks disappear (poof) when broken if player inventory is full.
		Tweak: Inverted statue placement and horse summon controls for consistency.

Tweak: Prevent pet rocks from consuming stone (type) to heal if at full health.	
`1.6.10`	Page established - Information is accurate to version `1.3.0+` only (will not be backported).

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