

Crafting Items

- [Paint Filler](#)
- [Mortar & Pestle](#)
- [Star Worm](#)
- [Star Worm Goop](#)
- [Treated Leather](#)
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- [Shining Amethyst Shard](#)
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Paint Filler

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

Introduction

Paint filler is a crafting ingredient to duplicate dye.

Crafting



Paint Filler

[Star Worm Goop](#) (1)

[Water Bucket](#) (1)

Usage

Combine paint with **any** dye to "duplicate" one item in to four.



Dye (Any)

[Paint Filler](#) (1)

[Dye \(Any\)](#) (1)

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

- [1.21.1-1.1.3](#) Missing crafting recipe (Star Worm Goop). [Bug Report](#)

Changelog

View Changes

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MC Version	Release	Notes
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Mortar & Pestle

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

Introduction

Mortar & Pestle is a crafting item in [Star Worm Goop](#).

Crafting



Mortar & Pestle **TBC**

[Stick](#) (1)

[Bowl](#) (1)

Usage

Mortar & Pestle does not have durability and will not be consumed on use - you only need one!



[Star Worm Goop](#) **TBC**

[Star Worm](#) (1)

Mortar & Pestle (1)

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Changelog

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1.21.1	1.3.0	Bug Fix: Missing crafting recipe(s).
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Star Worm

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

Introduction

Star Worm is a crafting item in [Glow Riding Boots](#) and [Mineral Bonemeal](#).

Crafting



Star Worm

[Moss Block](#) (1)

[Mortar & Pestle](#) (1)

Usage



[Star Worm Goop](#)

Star Worm (1)

[Mortar & Pestle](#) (1)



[Glow Riding Boots](#)

[Star Worm](#) (2)

[Leather Riding Boots](#) (1)



[Mineral Bonemeal](#)

[Bonemeal](#) (1)

[Diorite](#) (1)

[Diamond](#) (1)

[Star Worm](#) (1)

[Redstone](#) (1)

Known Issues

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- [1.21.1-1.1.3](#) Missing crafting recipe (Star Worm Goop + Mortar & Pestle). [Bug Report](#)

Changelog

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Star Worm Goop

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

Introduction

Star Worm Goop is a crafting item in [paint filler](#).

Crafting

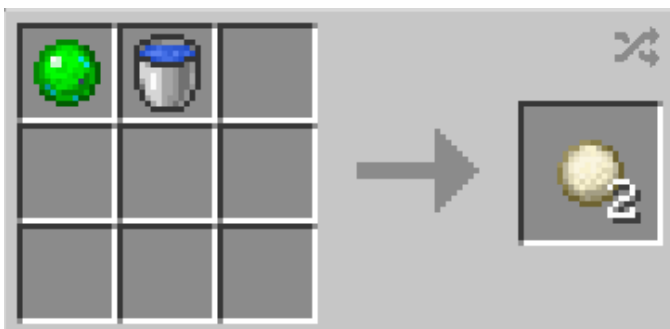


Star Worm Goop

[Star Worm](#) (1)

[Mortar & Pestle](#) (1)

Usage



[Paint Filler](#)

Star Worm Goop (1)

[Water Bucket](#) (1)

Known Issues

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Changelog

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1.21.1	1.3.0	Bug Fix: Missing crafting recipe(s).
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Treated Leather

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

Introduction

Treated Leather is a crafting item in [Refined Leather](#).

Crafting

OBTAINING R

Refined Leather **TBC**

Item/Ingredient Name (#)

Item/Ingredient Name (#)

Usage

[Spigots](#) require a [Block O' Water](#) nearby unless disabled in [configs](#).

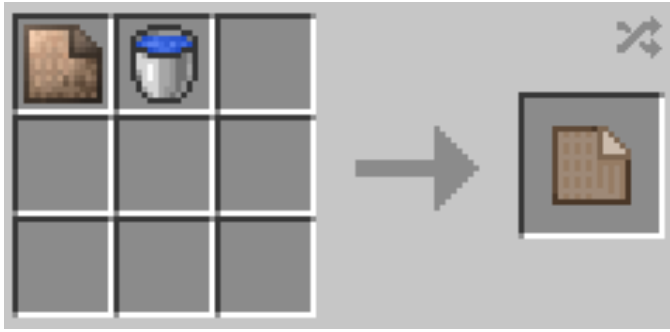
Combine with a water bucket, or [Right Click](#) a [Spigots](#) to obtain [Refined Leather](#).



Refined Leather (Bulk)

Treated Leather (1)

[Water Bucket](#) (1)



Refined Leather

Treated Leather (8)

[Water Bucket](#) (1)

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Refined Leather

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Introduction

Refined Leather is a crafting item in [tack](#), [horse](#) and [player](#) armor, and [tools](#).

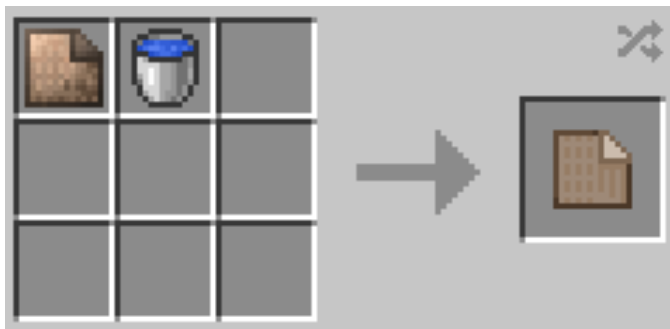
Crafting



Refined Leather (Bulk)

Treated Leather (1)

[Water Bucket](#) (1)



Refined Leather

Treated Leather (8)

[Water Bucket](#) (1)

Usage

Recipes using this item can be viewed below or found in the following sections:

- [Horse Tack](#)
- [Horse Armor](#)
- [Player Armor](#)

- [Player Tools](#)

Horse Tack



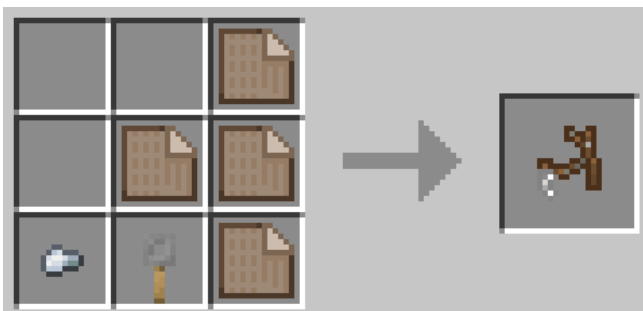
[Western Bridle](#)

Refined Leather (3)

Iron Nugget (1)

Tripwire Hook (1)

Dye (1)



[Adventure Bridle](#)

Refined Leather (4)

Iron Nugget (1)

Tripwire Hook (1)

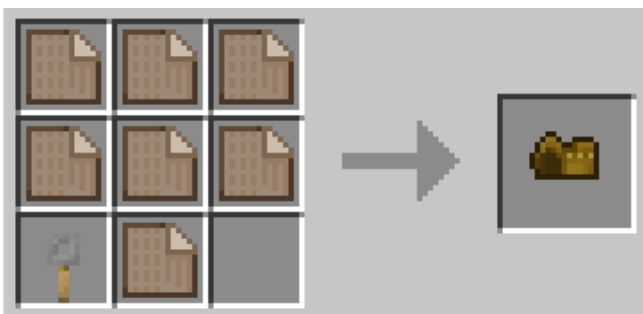


[Western Saddle](#)

Refined Leather (7)

Iron Nugget (1)

Dye (1)



[Adventure Saddle](#)

Refined Leather (7)

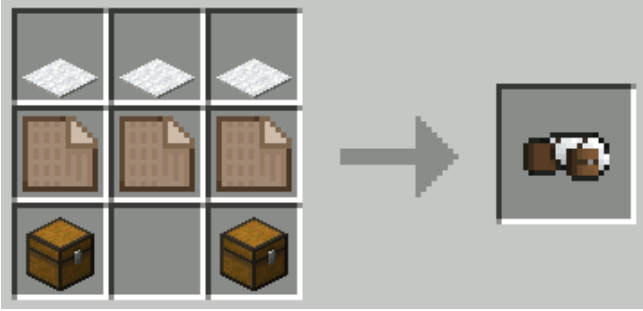
Tripwire Hook (1)



[Horse Armor](#)

Refined Leather **or** Leather (4)

Iron Nugget (2)



[Saddle Bag](#)

Carpet (1)

Refined Leather (1)

Chest (2)



Player Armor



[Leather Helmet](#)

Refined Leather (5)

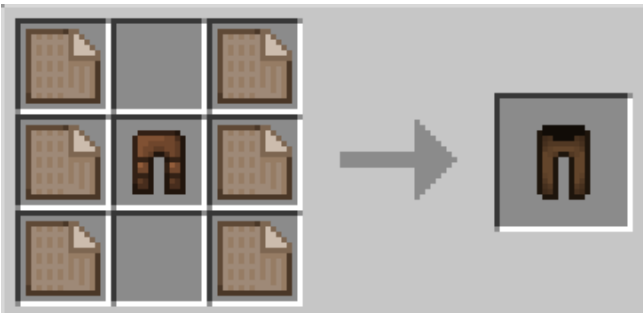
Leather Cap (1)



[Leather Chestplate](#)

Refined Leather (7)

Leather Tunic (1)



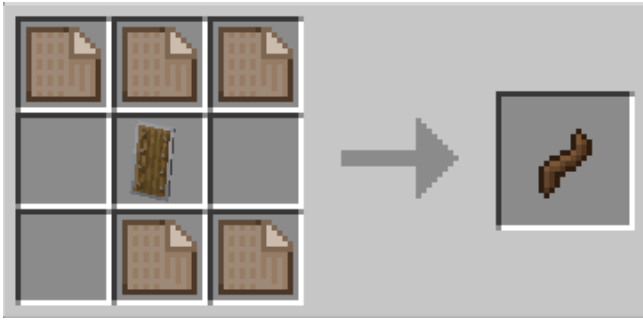
[Leather Leggings](#)

Refined Leather (6)

Leather Pants (1)



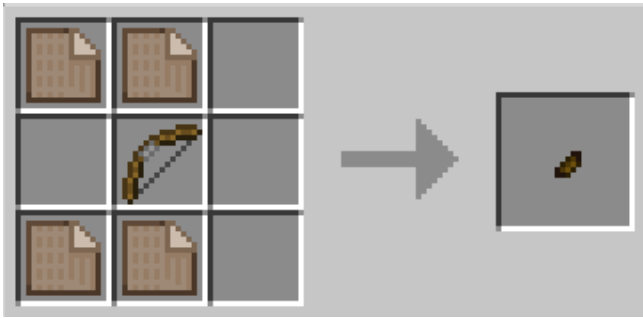
Player Tools



[Leather Shield](#)

Refined Leather (5)

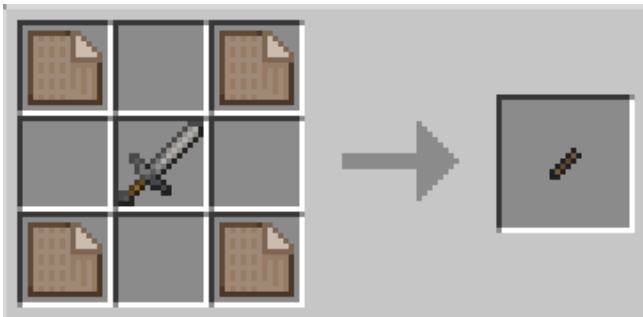
Shield (1)



[Leather Bow](#)

Refined Leather (4)

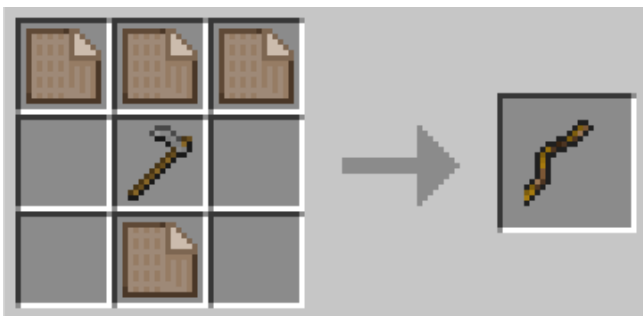
Bow (1)



[Leather Sword](#)

Refined Leather (4)

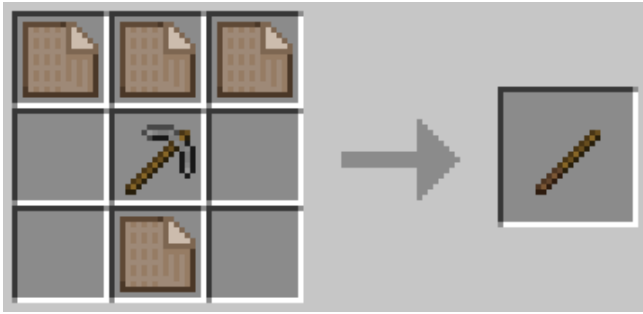
Stone Sword (1)



[Leather Scythe](#)

Refined Leather (4)

Stone Hoe (1)



[Leather Pickaxe](#)

Refined Leather (4)

Stone Pickaxe (1)



[Leather Axe](#)

Refined Leather (4)

Stone Axe (1)



[Leather Shovel](#)

Refined Leather (2)

Stone Shovel (1)

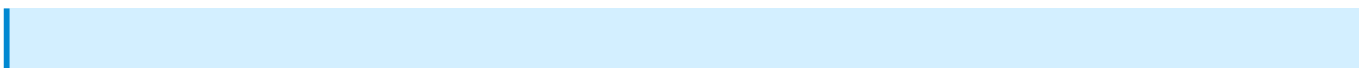
Known Issues

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- [1.0.0](#) Horse Armor leather instead of Refined Leather. [Bug Report](#)

Changelog

[View Changes](#)



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Shining Amethyst Shard

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

Introduction

Shining Amethyst Shard is a crafting and repair item for [horse armor](#), [player armor](#) and [tools](#).

Obtaining

Natural Generation

Shining Amethyst Shards can be obtained from [clusters](#) that occur naturally in [Amethyst Geodes](#).

- Clusters grow on [Budding Amethyst](#) blocks, and only become "shining" on **full** growth.
- Clusters have 25% chance to be shining and 75% default [Amethyst](#).
- Shining Amethyst clusters have a subtle blue coloring.

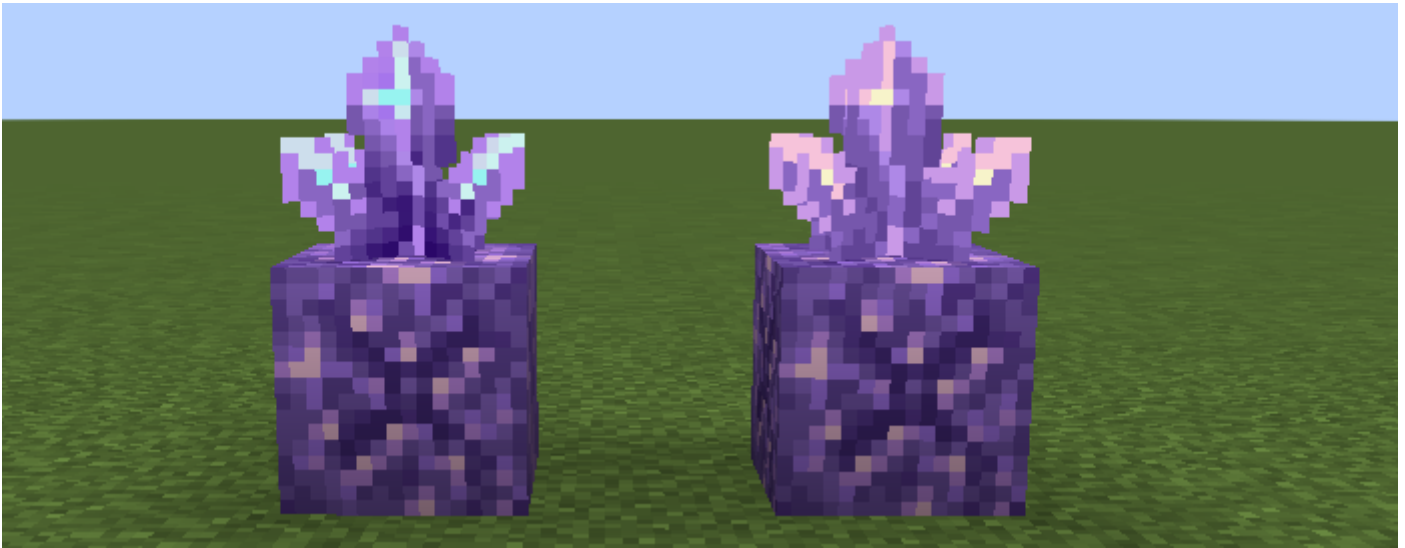
Chances of Shining Amethyst spawns can be modified in the [common config](#) file.

Mineral Bonemeal

`Right Click` a [Budding Amethyst](#) or [Amethyst Cluster](#) with [Mineral Bonemeal](#) to increase spawns and growth.

Regrowth

[Budding Amethyst](#) will slowly [regenerate](#) new clusters when players are nearby to load the chunks.



Shown: Shining Amethyst Shards (Left) next to a normal Amethyst Cluster.

Mining

Shining Amethyst Clusters drop a number of shards, depending on the tool used.

	Pickaxe	Axe	Shovel	Other
Shards	4	2	2	2

Shining Amethyst drops are affected by fortune. Fortune III can yield 4-12+ shards from a cluster.

Usage

Repair

Shining Amethyst Shards can be used in an anvil to repair Amethyst equipment, including any tier of Riding Boots.

Repairing mends items by **TBC** per shard and **TBC** does not require any player experience.

Crafting

Recipes using this item can be viewed below or found in the following sections:

- [Horse Armor](#)
- [Player Armor](#)
- [Player Tools](#)
- Glistening Melon

Horse Armor



[Amethyst Horse Armor](#)

Shining Amethyst Shard (8)

Netherite Horse Armor (1)

Player Armor



[Amethyst Helmet](#)

Shining Amethyst Shard (5)

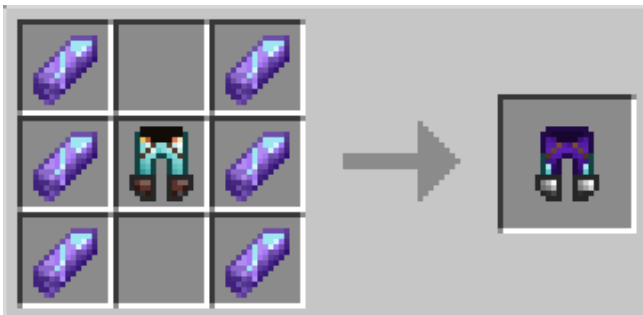
Netherite Helmet (1)



[Amethyst Chestplate](#)

Shining Amethyst Shard (7)

Netherite Chestplate (1)



[Amethyst Leggings](#)

Shining Amethyst Shard (6)

Netherite Leggings (1)



[Amethyst Riding Boots](#)

Shining Amethyst Shard (4)

String (2)

Netherite Riding Boots (1)

Player Tools



[Amethyst Shield](#)

Shining Amethyst Shard (6)

Netherite Shield (1)



[Amethyst Bow](#)

Shining Amethyst Shard (4)

Netherite Bow (1)



[Amethyst Sword](#)

Shining Amethyst Shard (4)

Netherite Sword (1)



Amethyst Scythe

Shining Amethyst Shard (4)

Netherite Scythe (1)



Amethyst Pickaxe

Shining Amethyst Shard (3)

Netherite Pickaxe (1)



Amethyst Axe

Shining Amethyst Shard (3)

Netherite Axe (1)



Amethyst Shovel

Shining Amethyst Shard (3)

Netherite Shovel (1)

Glistening Melon



[Glistening Melon](#)

Glistening Melon Slice (1)

Shining Amethyst Shard (1)

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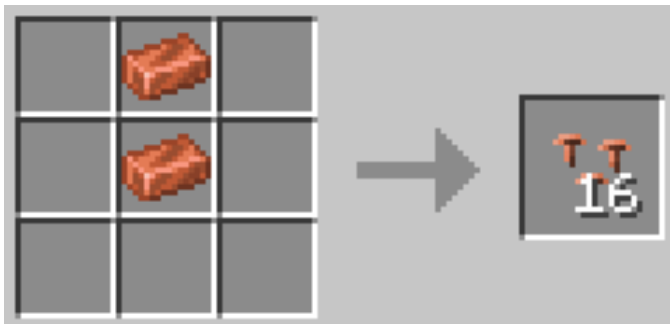
Rivets

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

Introduction

Rivets are a crafting item in [horse armor](#), [player armor](#) and [tools](#).

Crafting



Rivet

Ingot or Gem (2)

Requires two items of the **same** material as shown.

Usage

Recipes using this item can be found in the following sections:

- [Horse Armor](#)
- [Player Armor](#)
- [Player Tools](#)

Known Issues

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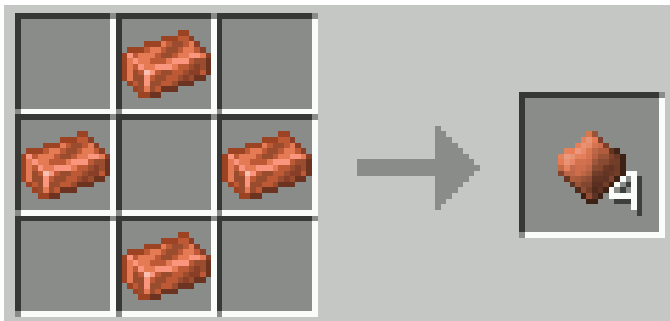
Plates

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

Introduction

Plates are a crafting item in [horse armor](#), [player armor](#) and [tools](#).

Crafting



Rivet

Ingot or Gem (4)

Requires four items of the **same** material as shown.

Usage

Recipes using this item can be found in the following sections:

- [Horse Armor](#)
- [Player Armor](#)
- [Player Tools](#)

Known Issues

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- [1.0.0](#) Copper, Gold and Netherite tier plates have no in-game use. [Bug Report](#)

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