Items

- Brush
- Flight Feather
- Horse Whistle
- Gender Potions
- Skill Potions
- Glistening Melon
- Health Booster
- Horse Heal Potion
- Sugar Cube
- Galaxy Offerings
- Rainbow Feeds
- Mineral Bonemeal

Brush

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

Introduction

Brushes are a tool to increase affinity experience when used daily.

Crafting



Sugar Cube

Wooden Slab (Any) `(1)`

Dried Kelp `(1)`

Usage

`Right Click` a **tamed** horse with a brush in hand to groom them.

- Horses can be groomed 7 times per Minecraft day - all at once or spread out.
- Experience gains diminish, each groom yields less experience **for that day**.
- Brushing a horse after 7 uses has no negative effects, despite the angry particles.

	1	2	3	4	5	6	7	8	TOTAL
Affinity	+9	+8	+7	+6	+5	+4	+3	0	**+42**
Particles									
	"Woot"			*"Yay"*		*"Meh"*		*"Bad"*	

Known Issues

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

Changelog

View Changes

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MC Version	Release	Notes
`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.

Flight Feather

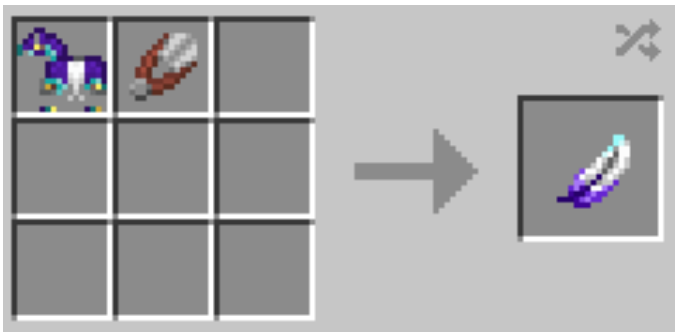
> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Flight feather gives a burst of vertical propulsion to the user.

Crafting

> Horse Armor is **not** consumed, but each item can only be sheared **once** for a flight feather.



Flight Feather

Amethyst Horse Armor (Any) `(1)`

Shears `(1)`

> Items are not consumed. Shears lose -1 durability.

Usage

> Flight feathers are intended to be used alongside Amethyst Riding Boots to negate fall damage!

`Right Click` with a flight feather in hand to be launched up 11 blocks into the air.

Cooldown

Flight Feathers can be used every 15 seconds with cooldown shown as an icon overlay.

Durability

Feathers have 120 total uses (default). At 0 the item is destroyed.

More Information: Benefits (Uses)

Benefits (Uses)

- Climb difficult terrain such as sheer cliff faces or mountains.
- Escape from large holes in terrain or caves.
- Explore multi-level structures like Mineshafts.
- Quickly escape hostile mobs by leaping over or on to obstacles.

> Flight Feather can be used in water and lava, but to a lesser effect (less than 11B).

Enchanting

Flight Feathers cannot be enchanted in an enchanting table, but can be combined in an anvil with mending or unbreaking.

Repair

Flight Feathers can be repaired using:

- Shining Amethyst Shard (Anvil)
- Mending Enchantment

Known Issues

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Horse Whistle

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

Introduction

Horse whistles can call a horse to the player from a distance.

Crafting

Horse whistles have a single variant.



Horse Whistle

Ender Pearl `(1)`

Shining Amethyst Shard `(1)`

Bone `(1)`

Star Worm `(1)`

Usage

Binding

Horse whistles can be bound to a single **tamed** horse.

- `Shift` + `Right Click` a horse with the whistle in hand to bind it to them.
- `Shift` + `Right Click` on another horse to re-bind it - displays a confirmation notice.

Summon

> Whistles do not replace Callable Horses and cannot call horses that are not **in render distance** (visible).

Horse whistles can be "charged" like a bow to increase the gait (speed) a horse uses to reach the player.

- `Right Click` to call them in a trot.
- **Hold** `Right Click` and release to call them in a canter.

Following

Horses can be made to "follow" the player over longer distances without a lead, if the player keeps moving at a reasonable pace.

More Information: Benefits (Uses), Pathfinding Limitations

Benefits (Uses)

- Call horses to "follow" the player over long distances where leads may be inconvenient (ie forested areas).
- Call horses (one or more) to "follow" the player naturally on a trail ride or during an adventure.
- Call horses to the player if they wander away when dismounted.
- Call horses to a food source that is outside their search radius.
- Call horses in from a large pasture.

Pathfinding Limitations

Horses will choose the most direct route to the player as possible, which can result in **invalid routes.**
`Example` Running to the player in a straight line (blocked by a fence), versus going around the fence.

Horses attempt to avoid *most* danger sources such as harmful plants, blocks or holes.

Blocked (Stuck)

Horses may get "stuck" on the goal of reaching the player until they get within range if:

- Blocked by terrain or barriers such as fences or walls.
- Blocked by damage sources.

Known Issues

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- `1.0.0` Horses turn (change directions) erratically in canter, but are more "steady" in trot.
- `1.0.0` Horses may occasionally stop to play idle animations while pathfinding to the player.

Changelog

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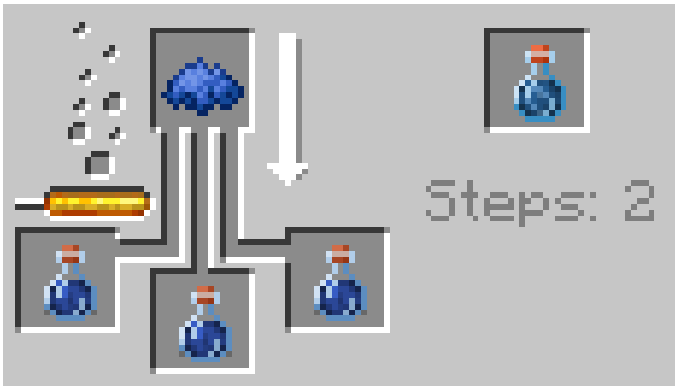
Gender Potions

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

Introduction

Gender potions change the gender of a horse.

Brewing

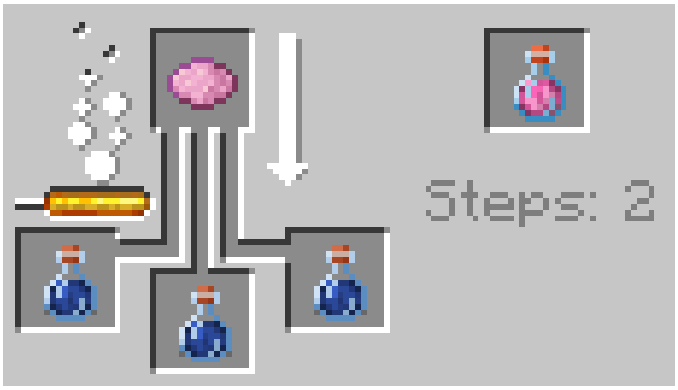


Male Gender Potion

Mundane Potion `(1)`

Blue Dye `(1)`

> Requires a brewing stand with blaze powder.



Female Gender Potion

Mundane Potion `(1)`

Pink Dye `(1)`

> Requires a brewing stand with blaze powder.

Usage

`Right Click` a horse with the potion in hand to apply it. This consumes the item (single use).

- If the horse is the same gender as the potion, it will not work (mounts the horse if tamed).
- If the horse is the opposite gender, it will confirm `[Name] was changed from a mare/stallion to a mare/stallion.`

Known Issues

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`1.20.1`	`1.1.0`	**Bug Fix:** Missing crafting (brewing) recipe.

Skill Potions

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

Introduction

Skill potions give players a boost to their skill experience.

Obtaining

Skill potions can only be obtained in creative, or found in LOOT containers of various types.

Jump	Speed	Health	Affinity	All
				

Usage

`Right Click` a horse with any potion in hand to apply it. This consumes the item (single use).

- Jump XP Potion `+750 XP`
- Speed XP Potion `+750 XP`
- Affinity XP Potion `+750 XP`
- Health XP Potion `+650 XP` TBC
- All XP Potion `+750 XP / +650 XP for Affinity` TBC

More Information

- Potions can be used on maxed horses, consuming it with no effect.
- Potions can be used on near maxed horses, any excess experience is voided.
- Potions cannot be used on untamed horses. TBC

Known Issues

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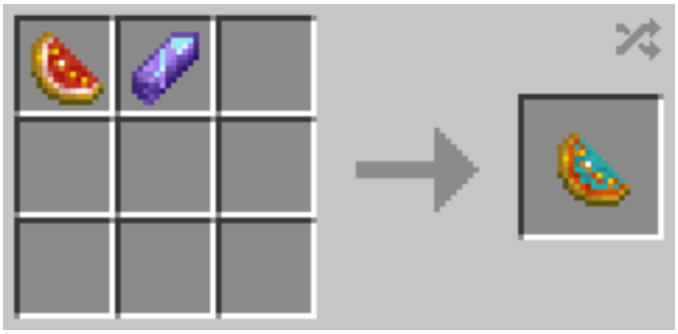
Glistening Melon

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

Introduction

Glistening Melon is a healing item and potion ingredient in Horse Heal Potions.

Obtaining



Glistening Melon

Glistering Melon Slice `(1)`

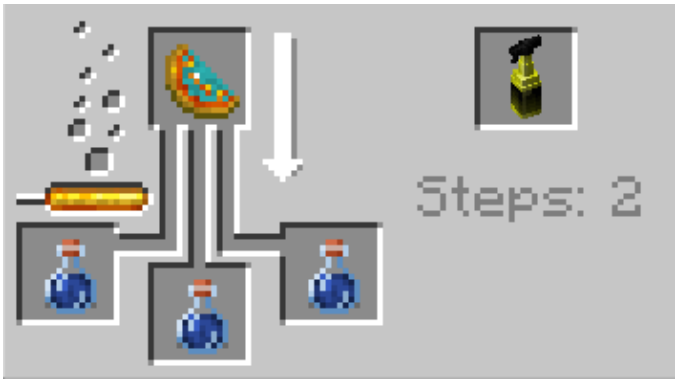
Shining Amethyst `(1)`

Usage

Healing Item

`Right Click` an **injured** horse to instantly heal `5` ❤ and increase health skill experience by `75pts`.

Brewing



Horse Heal Potion

Awkward Potion `(1)`

Glistening Melon `(1)`

> Requires a brewing stand with blaze powder.

Known Issues

If you find an issue, please report it to our bugs channel on **Discord**. We ask that you look to see if your issue was reported first!

Changelog

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Health Booster

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

Introduction

Health Booster is a medical item that gives horse a temporary increase to maximum health.

Brewing



Health Booster

Potion of Healing `(1)`

Golden Carrot `(1)`

> Outputs the booster to the same slot the potions use!

Usage

`Right Click` a horse with the booster in hand to apply it. This consumes the item (single use).

Effect

Boosters heal any missing hearts and increase maximum health by `10` ❤ using a Health Boost V potion effect.

Duration

> Duration is set in the server config - changes will only apply to horses given a **new** booster after reload.

Boosters last `600` minutes (30 MC days) by default, duration only decreases while the horse is **loaded**.

Response

> Horses may rear or **buck** if they have the fussy trait. To minimize damage, use away from other horses, pets or players!

More Information: Maximum Health, Fussy Trait, Duration (MP)

Maximum Health

Boosters make the maximum possible health `30 ❤` for Health V horses - `20 ❤ + Bonus 10 ❤`

Fussy

Fussy is a randomly assigned trait in all horses.

- It only affects booster response (currently).
- It is not identifiable without commands, or administering a booster shot.

`/data get entity @e[type=swem:swem_horse,limit=1,sort=nearest] Behaviors[8]`

Output will show the value `1b` for fussy, or `0b` for not fussy.



Multiplayer Duration

600 seconds is 10 **continuous** hours of health boosting for a very reasonable price. In multiplayer situations where horses are **constantly** in loaded chunks or near popular areas like world spawn hubs, consider using `5000` to `10000` minutes, equivalent to a half/week of **continuous** loading.

Trivia

Booster shots (health boosters) were added for multiplayer servers, originally official SWE. Servers often increase horse care and leveling requirements, and the loss of many hours or sentimental attachment is very demoralizing. Boosters make horses more robust on adventures against hostile mobs, terrain challenges and block suffocation (now disabled).

Known Issues

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Horse Heal Potion

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

Introduction

Horse heal potion is a healing item with a regeneration effect.

Brewing



Horse Heal Potion

Awkward Potion `(1)`

Glistening Melon `(1)`

> Requires a brewing stand with blaze powder.

Usage

`Right Click` a horse with the potion in hand to increase healing from `0.2` ❤ to `0.4` ❤ per second.

Duration

Potions last for 15 seconds. Multiple applications only **resets** the duration, and does not extend it (stack).

Uses

Potions have 8 total uses, every use reduces this by 1. At 0 the item is destroyed.

More Information
Additional

- Potions can be used on tamed **or** untamed horses.
- Potions can be used, even if the horse is uninjured.
- Potions do not offer benefits to health skill or experience.
- **Potions cannot be used on any other entities.**

Known Issues

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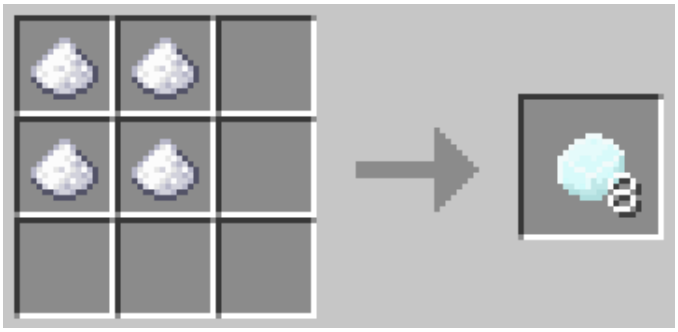
Sugar Cube

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

Introduction

Sugar Cubes are a treat item used for breeding and leading horses.

Crafting



Sugar Cube

Sugar `(4)`

Usage

Leading

Hold a sugar cube in hand to have nearby horses follow you.

Breeding

> **TBC** Activating love mode is limited to the owner, and any trusted players, of the horse.

`Right Click` a **tamed** horse with a sugar cube in hand to activate love mode.

Known Issues

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Changelog

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Galaxy Offerings

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

Introduction

Galaxy Offerings are a multi-part crafting process to obtain one of the secret coats.

No Spoilers

> This contains clues with **optional** spoilers for solutions per step.

Hints

> **Disclaimer:** These are "fan made" clues to help those that do not want direct spoilers.

> Galaxy offerings **do not require any modded items**, including lite, unless it was made as part of this process!

First Step

Craft the elemental offerings.

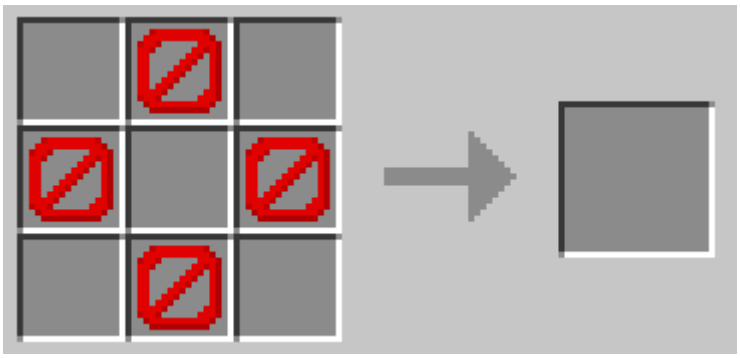
Clue 1

There are five elemental offerings:

- Earth
- Life
- Nova
- Vibrant
- Ocean

Clue 2

Each offering contains **four** items or blocks, placed in a specific order and using specific slots (shown below).



Clue 3

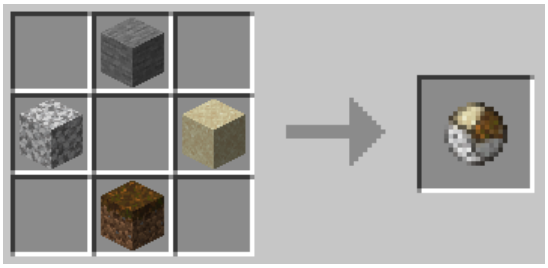
These clues narrow in on the items used by each of the offering.

Earth

The Earth offering includes **two** stone-type blocks, and **two** other blocks.

1. One is found the world over, from mountain sides to mines.
2. One falls through your fingers, or on you from above.
3. One hides beneath the trees, and eludes your starter tools.
4. One is pale and speckled, often cast aside and unwanted.

Spoiler: Solution



1 Earth Offering

Stone (1)

Sand (1)

Podzol (1)

Diorite (1)

Life

The Life offering includes four **items** of a plant nature.

1. One is one of four, and a blend of two.
2. One grows where dark cats roam.
3. One is common in growth of old.
4. One in time forms a dark and dangerous place.

Spoiler: Solution



2 Life Offering

Pink Tulip (1)

Dark Oak Sapling (1)

Birch Sapling (1)

Orchid (1)

Nova

The Nova offering includes four items found underground.

1. One sparks up a thousand ideas.
2. One arcane summons divine powers.
3. One gleams where flames never die.
4. One is rare in mountains tall, and in abundance loved by all.

Spoiler: Solution



3 Nova Offering

Redstone (1)

Gold (1)

Lapis Lazuli (1)

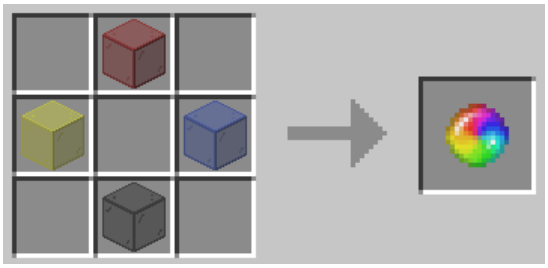
Emerald (1)

Vibrant

The Vibrant offering includes four **blocks.** Each is the same, but bring a unique glow to your world and builds.

1. One is a fire of warmth and danger.
2. One is the glow of sea and sky.
3. One is the darkness of the abyss and the infinite void.
4. One is the comfort of sun and sand.

Spoiler: Solution



4 Vibrant Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)

Ocean

The Ocean offering includes one creature, one block and two items.

1. One you do not seek, but it seeks you.
2. One grows in vast numbers where waters are warm.
3. One is found on shallow shores of rivers small.
4. One sways softly, ever reaching for the sun.

Spoiler: Solution



5 Ocean Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)

Second Step

Craft the second-tier offering.

Clue 1

Combine all elemental offerings, with the galaxy at its core.

Clue 2

Spectrum blazes high, with nature as equals above the darkest depths. At the heart, the stars align.

Spoiler: Solution



Gallaxorium Offering

Vibrant Offering `(1)`

Life Offering `(1)`

Water Offering `(1)`

Life Offering `(1)`

Nova Offering `(1)`

Third Step

Craft the third-tier offering.

Clue 1

Gallaxorium offerings require a touch of magic to come alive.

Spoiler: Solution



Gallaxium Offering

> Place in an enchanting table to convert to Gallaxium.

Fourth Step

Craft the fourth-tier offering.

Clue 1

Find a place where air turns cold and the land fades away.

Clue 2

Seek to join the stars with this offering at hand, beyond the dreams and limits of the oldest worlds.

Spoiler: Solution

Take the Gallaxium offering up high and hold it in your hand until it converts to Gallaxia at `y250+`.

Final Step

What now?

Spoiler: Solution

`Right Click` a horse with Galaxia to instantly convert it to a Galaxy coat.

>

> Galaxy coats have no special perks or genetics. Converting does not affectcustom names, skills or any other data.

Multiplayer + Modpacks

Secret coats can be enabled or disabled in the Server Config file.

If `allowSecretCoats = false`:

- TBC Secret coat items cannot be crafted.
- Horses cannot be converted to secret coats.
- Horses can only use secret coats via commands (set or summon coat).
- Horses using secret coats are **not** deleted or changed automatically if disabled later.
- Players **cannot** override server-side config settings, which will only affect your **own** world(s).

> By default, secret coats are **enabled** unless changed by you, or others when installing custom mod packs!

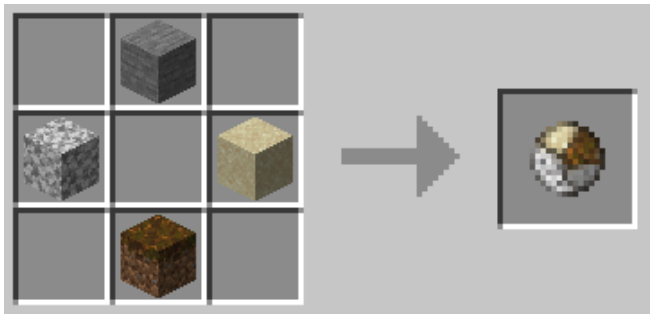
Spoilers

> This contains the **full process** with no information concealed.

Solution

Galaxy Offerings are a multi-step recipe. The final product allows a player to convert a horse to the secret Galaxy coat.

First Step



1 Earth Offering

Stone (1)

Sand (1)

Podzol (1)

Diorite (1)



2 Life Offering

Pink Tulip (1)

Dark Oak Sapling (1)

Birch Sapling (1)

Orchid (1)



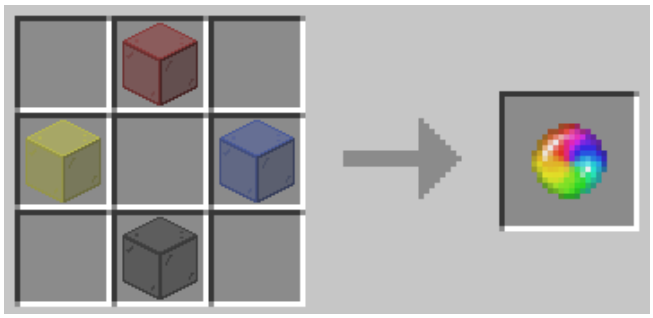
3 Nova Offering

Redstone (1)

Gold (1)

Lapis Lazuli (1)

Emerald (1)



4 Vibrant Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)



5 Ocean Offering

Red Glass (1)

Blue Glass (1)

Black Glass (1)

Yellow Glass (1)

Second Step



Gallaxorium Offering

Vibrant Offering (1)

Life Offering (1)

Water Offering (1)

Life Offering (1)

Nova Offering (1)

Third Step



Gallaxium Offering

> Place in an enchanting table to convert to Gallaxium.

> Converted to Gallaxium **after** it is removed from the enchanting table **with the enchantment.**

Fourth Step

The last part of the crafting process is to take the Gallaxium offering up high, until it converts to Gallaxia at `y250`.

Final Step

`Right Click` a horse with Galaxia to instantly convert it to a Galaxy coat.

> Galaxy coats have no special perks or genetics. Converting does not affect custom names, skills or any other data.

Multiplayer + Modpacks

Secret coats can be enabled or disabled in the Server Config file.

If `allowSecretCoats = false`:

- **TBC** Secret coat items cannot be crafted.
- Horses cannot be converted to secret coats.
- Horses can only use secret coats via commands (set or summon coat).
- Horses using secret coats are **not** deleted or changed automatically if disabled later.
- Players **cannot** override server-side config settings, which will only affect your **own** world(s).

> By default, secret coats are **enabled** unless changed by you, or others when installing custom mod packs!

Trivia

More Information

Secret coat have been in game since late alpha, but remained closely guarded throughout beta so everyone would have a chance to discover them after the public release. Concealing their process was a lot more successful than their existence and appearances; they had other ideas about about staying out of sight. Several incidents occurred where secret coats reappeared in coat cycling, shifted coat variant IDs, amidst other unexpected bugs.

Galaxy is one of only **two** secret horses with **complex** multi-step processes, as well as being one of only 18 original coats.

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. **Bug Report**

Changelog

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Rainbow Feeds

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

Introduction

Rainbow Feeds are a multi-part crafting process to obtain one of the secret coats.

No Spoilers

> This contains clues with **optional** spoilers for solutions per step.

Hints

> **Disclaimer:** These are "fan made" clues to help those that do not want direct spoilers.

First Step

Craft the first items (3).

Clue 1

There are three craftable **eggs**:

- Warmer Egg
- Cooler Egg
- Rainbow Egg

Clue 2

Two of the eggs are crafted using an egg with **eight** blocks of the **same type** with specific **color tones**.

> All recipes are **shapeless** and can be put in the crafting grid in any order.

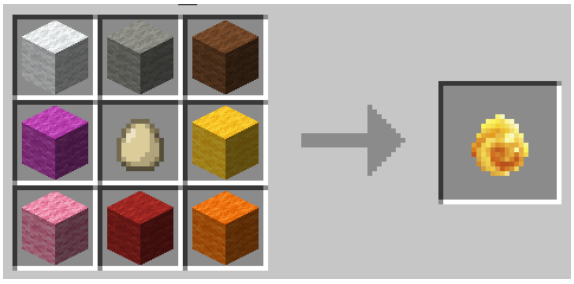
Clue 3

The block is obtained from an animal, and comes in 16 colors.

Clue 4

The 16 options can be split into warm tone (8) and cool tone (8) colors.

Spoiler: Solutions



`1` Warmer Egg

Egg `(1)`

Wool `(1 x 8 "warm tones")`

> White, Light Gray, Brown, Magenta, Yellow, Pink, Red, Orange



`2` Cooler Egg

Egg `(1)`

Wool `(1 x 8 "cool tones")`

> Light Blue, Lime, Gray, Cyan, Purple, Blue, Green, Black

Clue 5

The last egg is obtained from the other two.

Spoiler: Solution

Combine both Warmer and Cooler eggs together in a crafting grid.

Second Step

Craft the second-tier item.

Clue 1

The Rainbow Egg must be made into a special elixir known as "Rainbow Chic".

Clue 2

Rainbow Chic cannot be crafted, but it does have a recipe of sorts.

Clue 3

Rainbow Chic may require you to go to a dangerous place in search of a special powder to create this elixir.

Clue 4

Dissolve the Rainbow Egg into an easily obtained liquid to create the concentrated Rainbow Chic elixir.

Spoiler: Solution



4 Rainbow Chic

Rainbow Egg (1)

Water Bottles (3)

> Requires a brewing stand with blaze powder.

Third Step

Craft the third-tier item.

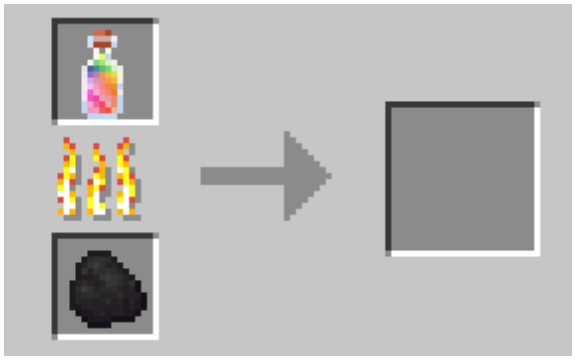
Clue 1

This process will convert Rainbow Chic to a more concentrated, dehydrated form of Rainbow essence.

Clue 2

It does not require a crafting grid or a brewing stand, and it needs only the Rainbow Chic and one other item.

Spoiler: Solution



5 Dehydrated Rainbow

Rainbow Chic (1)

> Requires a fueled furnace.

Fourth Step

Craft the fourth-tier item.

Clue 1

Combine the Dehydrated Rainbow with one item to create a Rainbow Sweet Feed.

Clue 2

This item is used to create the **sweet** taste of Rainbow Sweet Feed.

Clue 3

The item is commonly found near water, and requires a simple process to convert from one form to another.

Spoilers: Solution



6 Rainbow Sweet Feed

Sugar (1)

Dehydrated Rainbow (1)

Fifth Step

Craft the fifth-tier item.

Clue 1

Combine the Rainbow Sweet Feed with one item to create a Rainbow Heavy Feed.

Clue 2

This item is used to bulk the volume and nutrition of Rainbow Heavy Feed.

Clue 3

This item can be obtained in loot, growing in locations near and far in the overworld, or found in seed form.

Spoilers: Solution



7 Rainbow Heavy Feed

Wheat (1)

Rainbow Sweet Feed (1)

Sixth Step

Craft the sixth-tier item.

Clue 1

Combine the Rainbow Heavy Feed with one item to create a Rainbow Dry Feed.

Clue 2

This item does not add nutrition to the feed (and cannot be eaten), but it does hold the feed while it dries out.

Clue 3

This item can be crafted from materials found underground, or found in loot.

Clue 4

This item is more commonly used for hydrating than it is for dehydrating.

Spoilers: Solution



8 Rainbow Dry Feed

Bucket (1)

Rainbow Heavy Feed (1)

Seventh Step

Obtain the final-tier item.

Clue 1

Find a place where Rainbows can thrive.

Clue 2

Seek out the kind of weather that might allow a Rainbow appear.

Spoiler: Solution

Stand in the rain with Rainbow Dry Feed in your hand to re-hydrate it into Rainbow Din-Din.

Final Step

What now?

Spoiler: Solution

`Right Click` a horse with Rainbow Din-Din to instantly convert it to a Solitaire (Rainbow) coat.

> Solitaire has no special perks or genetics. Converting does not affect custom names, skills or any other data.

Multiplayer + Modpacks

Secret coats can be enabled or disabled in the Server Config file.

If `allowSecretCoats = false`:

- **TBC** Secret coat items cannot be crafted.
- Horses cannot be converted to secret coats.
- Horses can only use secret coats via commands (set or summon coat).
- Horses using secret coats are **not** deleted or changed automatically if disabled later.
- Players **cannot** override server-side config settings, which will only affect your **own** world(s).

> By default, secret coats are **enabled** unless changed by you, or others when installing custom mod packs!

Spoilers

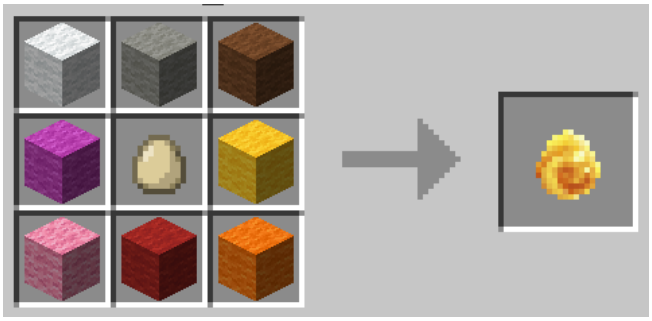
> This contains the **full process** with no information concealed.

Solution

Rainbow Feeds are a multi-step recipe. The final product allows a player to convert a horse to the secret Solitaire (Rainbow) coat.

First Step

> All recipes are **shapeless** and can be put in the crafting grid in any order.



1 Warmer Egg

Egg `(1)`

Wool `(1 x 8 "warm tones")`

> White, Light Gray, Brown, Magenta, Yellow, Pink, Red, Orange

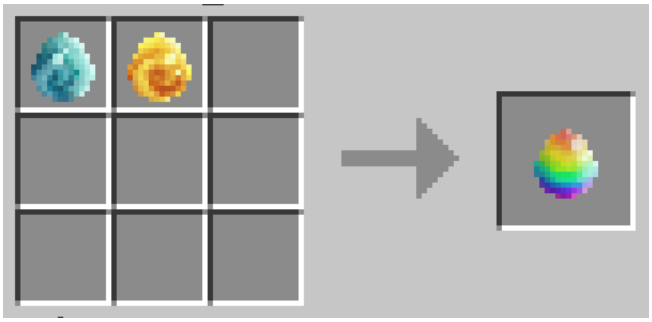


2 Cooler Egg

Egg `(1)`

Wool `(1 x 8 "cool tones")`

> Light Blue, Lime, Gray, Cyan, Purple, Blue, Green, Black



3 Rainbow Egg

Warmer Egg `(1)`

Cooler Egg `(1)`

Second Step



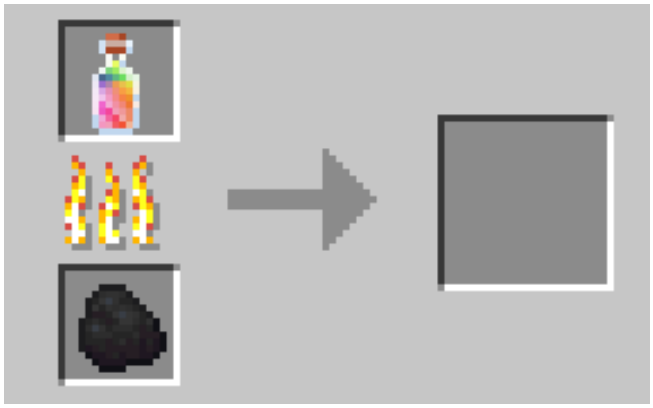
4 Rainbow Chic

Rainbow Egg (1)

Water Bottles (3)

> Requires a brewing stand with blaze powder.

Third Step



5 Dehydrated Rainbow

Rainbow Chic (1)

> Requires a fueled furnace.

Fourth Step



6 Rainbow Sweet Feed

Sugar (1)

Dehydrated Rainbow (1)

Fifth Step



7 Rainbow Heavy Feed

Wheat (1)

Rainbow Sweet Feed (1)

Sixth Step



`8` Rainbow Dry Feed

Bucket `(1)`

Rainbow Heavy Feed `(1)`

Final Step

`Right Click` a horse with Rainbow Din-Din to instantly convert it to a Solitaire (Rainbow) coat.

> Solitaire has no special perks or genetics. Converting does not affect custom names, skills or any other data.

Multiplayer + Modpacks

Secret coats can be enabled or disabled in the Server Config file.

If `allowSecretCoats = false`:

- **TBC** Secret coat items cannot be crafted.
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> By default, secret coats are **enabled** unless changed by you, or others when installing custom mod packs!

Trivia

More Information

Secret coat have been in game since late alpha, but remained closely guarded throughout beta so everyone would have a chance to discover them after the public release. Concealing their process was a lot more successful than their existence and appearances; they had other ideas about about staying out of sight. Several incidents occurred where secret coats reappeared in coat cycling, shifted coat variant IDs, amidst other unexpected bugs.

Solitaire is one of only **two** secret horses with **complex** multi-step processes, as well as being one of only 18 original coats.

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`	`1.3.2`	**Tweak:** Reduced excessive appearance in loot tables.
	`1.3.1`	**Bug Fix:** Missing crafting recipe.
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

Mineral Bonemeal

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

Introduction

Mineral Bonemeal boosts the growth of Amethyst and Shining Amethst.

Crafting



Mineral Bonemeal

Bonemeal (1)

Diamond (1)

Redstone (1)

Diorite (1)

Star Worm (1)

Usage

Mineral Bonemeal can be used on Budding Amethyst or Amethyst Clusters.

Budding Amethyst

`Right Click` a Budding Amethyst block with mineral bonemeal in hand.

- If cluster(s) exists, one or more clusters may progress one growth cycle.
- If no cluster exists, one may appear on any available face.

> It is possible for no clusters to grow or progress!

Clusters

`Right Click` an Amethyst Cluster with Mineral Bonemeal to progress the cluster by one growth cycle.

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`	`1.3.0`	**Bug Fix:** Mineral bonemeal is not consumed on use.
`1.20.1`	`1.1.4`	**Bug Fix:** Mineral bonemeal is not consumed on use.
	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.