

Player Armor

- [Armor](#)
- [Amethyst Helmet](#)
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- [Amethyst Leggings](#)
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- [Cowboy Hat](#)

Armor

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

Introduction

Lite includes one set of wearable armor that offers players superior protection and perks in adventure or survival gameplay.

Overview

Amethyst Armor is a tiered crafting process, requiring crafting for every material tier (7) to obtain the final product.

- Leather
- Copper
- Iron
- Gold
- Diamond
- Netherite
- Amethyst

This was done to balance the expense and effort against the powerful perks of the armor. Final tier Amethyst Armor is stronger than any armor option in Minecraft and many other mods.

Every tier **excluding** Amethyst is a crafting component and cannot be worn in game!

Server Owners: If this armor is something you don't want for whatever reason, skip to the end of this page.

Obtaining

Loot chests can include armor crafting components. This will never contain the completed product, but it is not uncommon to find items at gold tier or above to bypass some of the crafting process.

Crafting recipes are listed on the following pages:

- [Helmet](#)
 - [Chestplate](#)
 - [Leggings](#)
 - [Riding Boots](#)
-

Disabling Armor

The benefits of this armor set are aimed at adventure packs and harder survival experiences, and may not always align with the goals or balance required for servers and specific mod packs. There is no way to directly disable or "nerf" the armor entirely, 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 - This can adjust many things:
 - Override crafting recipes with a blank template to invalidate it
 - Override crafting recipes to better integrate it into vanilla crafting items
 - Override or replace loot files to remove items from the loot table

Amethyst Helmet

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

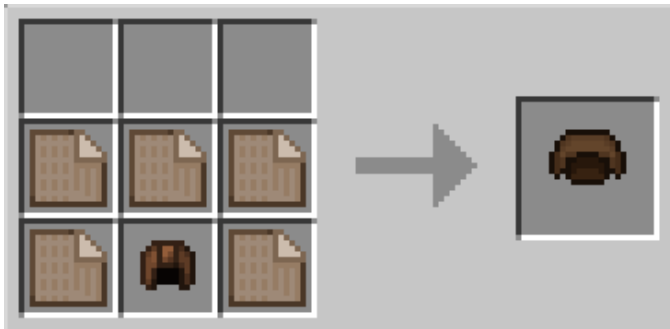
Introduction

Amethyst helmets grant the [Water Breathing III](#) effect. This buff constantly resets, making it impossible to drown while equipped.

Amethyst Helmet	
Armor	+5
Armor Toughness	+2
Durability	671
Stackable	No

Crafting

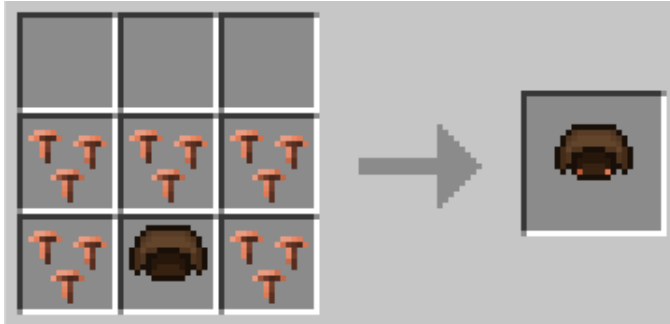
Only Amethyst tier can be equipped in game. Other options are **non-wearable** crafting components!



Leather Helmet

[Refined Leather](#) (5)

[Leather Cap](#) (1)



Copper Helmet

[Copper Rivets](#) (5)

[Leather Helmet](#) (1)



Iron Helmet

[Iron Rivets](#) (2)

[Iron Plates](#) (3)

[Copper Helmet](#) (1)



Gold Helmet

[Gold Rivets](#) (5)

[Iron Helmet](#) (1)



Diamond Helmet

[Diamond Rivets](#) (2)

[Diamond Plates](#) (3)

[Gold Helmet](#) (1)



Netherite Helmet

[Netherite Rivets](#) (5)

[Diamond Helmet](#) (1)



Amethyst Helmet

[Shining Amethyst Shard](#) (5)

[Netherite Helmet](#) (1)

Enchanting

Amethyst helmets can be enchanted in an enchanting table, or combined in an anvil with [helmet enchantments](#).

Repair

Amethyst helmets can be repaired using:

- [Shining Amethyst Shard](#) (Anvil)
- [Mending Enchantment](#)

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: Amethyst items cannot be enchanted.
		Bug Fix: Amethyst items do not lose durability.
	1.1.3	Bug Fix: Amethyst tier recipes require Minecraft armor instead of lite armor items.
1.20.1	1.1.4	Bug Fix: Amethyst items cannot be enchanted.
		Bug Fix: Amethyst items do not lose durability.
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Amethyst Chestplate

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

Introduction

Amethyst chestplates grant [Knockback Resistance](#). The player is immune to all forms of knockback while equipped.

Amethyst Chestplate	
Armor	+14
Armor Toughness	+2
Durability	915
Stackable	No

Crafting

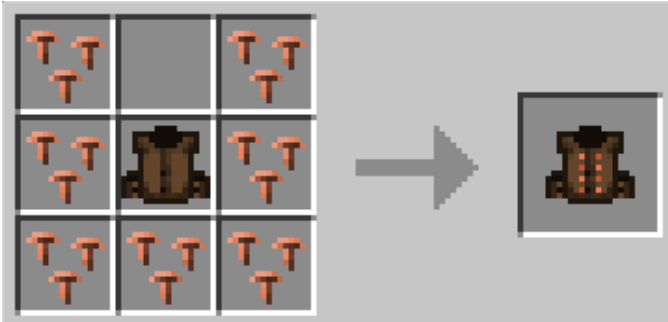
Only Amethyst tier can be equipped in game. Other options are **non-wearable** crafting components!



Leather Chestplate

[Refined Leather](#) (7)

[Leather Tunic](#) (1)



Copper Chestplate

[Copper Rivets](#) (7)

[Leather Chestplate](#) (1)



Iron Chestplate

[Iron Rivets](#) (4)

[Iron Plates](#) (3)

[Copper Chestplate](#) (1)



Gold Chestplate

[Gold Rivets](#) (7)

[Iron Chestplate](#) (1)



Diamond Chestplate

[Diamond Rivets](#) (4)

[Diamond Plates](#) (3)

[Gold Chestplate](#) (1)



Netherite Chestplate

[Netherite Rivets](#) (7)

[Diamond Chestplate](#) (1)



Amethyst Chestplate

[Shining Amethyst Shard](#) (7)

[Netherite Chestplate](#) (1)

Enchanting

Amethyst chestplates can be enchanted in an enchanting table, or combined in an anvil with [chestplate enchantments](#).

Repair

Amethyst chestplates can be repaired using:

- [Shining Amethyst Shard](#) (Anvil)
- [Mending Enchantment](#)

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<p data-bbox="304 203 384 226">1.21.1</p>	<p data-bbox="762 203 842 226">1.3.0</p>	<p data-bbox="1038 203 1453 271">Bug Fix: Amethyst items cannot be enchanted.</p>
		<p data-bbox="1038 311 1414 378">Bug Fix: Amethyst items do not lose durability.</p>
	<p data-bbox="762 405 842 427">1.1.3</p>	<p data-bbox="1038 418 1430 517">Bug Fix: Amethyst tier recipes require Minecraft armor instead of lite armor items.</p>
<p data-bbox="304 557 384 580">1.20.1</p>	<p data-bbox="762 557 842 580">1.1.3</p>	<p data-bbox="1038 557 1453 624">Bug Fix: Amethyst items cannot be enchanted.</p>
		<p data-bbox="1038 665 1414 732">Bug Fix: Amethyst items do not lose durability.</p>
	<p data-bbox="762 757 842 779">1.1.3</p>	<p data-bbox="1038 772 1430 871">Bug Fix: Amethyst tier recipes require Minecraft armor instead of lite armor items.</p>
	<p data-bbox="762 898 842 920">1.1.1</p>	<p data-bbox="1038 911 1453 1001">Page established - Information prior to 1.1.1 is not specifically included but is likely the same.</p>

Amethyst Leggings

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

Introduction

Amethyst leggings grant Last Stand. This is a custom effect that exchanges experience points for a second chance at survival.

Last Stand exchanges 40 experience (if available) per fatal damage point to give the player 3 ❤️ of bonus health. **TBC**

Amethyst Leggings	
Armor	+8
Armor Toughness	+2
Durability	976
Stackable	No

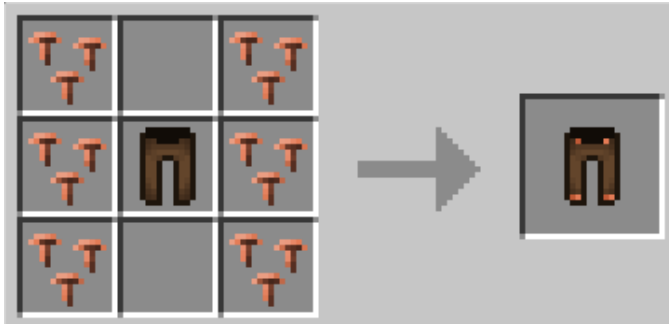
Crafting



Leather Leggings

[Refined Leather](#) (6)

[Leather Pants](#) (1)



Copper Leggings

[Copper Rivets](#) (6)

[Leather Leggings](#) (1)



Iron Leggings

[Iron Rivets](#) (4)

[Iron Plates](#) (2)

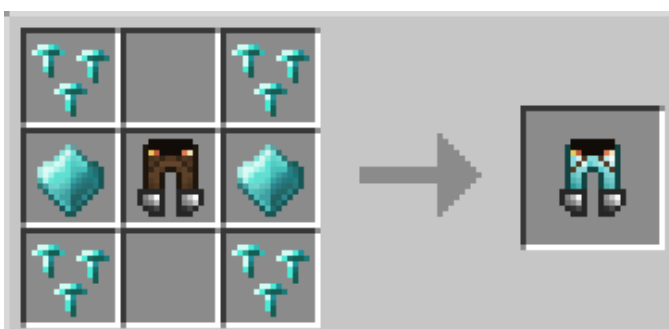
[Copper Leggings](#) (1)



Gold Leggings

[Gold Rivets](#) (6)

[Iron Leggings](#) (1)



Diamond Leggings

[Diamond Rivets](#) (4)

[Diamond Plates](#) (2)

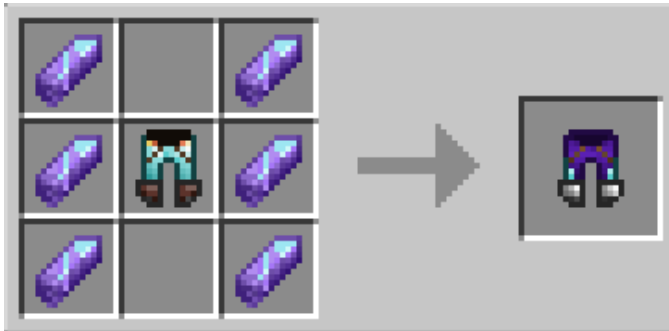
[Gold Leggings](#) (1)



Netherite Leggings

[Netherite Rivets](#) (6)

[Diamond Leggings](#) (1)



Amethyst Leggings

[Shining Amethyst Shard](#) (6)

[Netherite Leggings](#) (1)

Enchanting

Amethyst leggings can be enchanted in an enchanting table, or combined in an anvil with [legging enchantments](#).

Repair

Amethyst leggings can be repaired using:

- [Shining Amethyst Shard](#) (Anvil)
- [Mending Enchantment](#)

Known Issues

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Amethyst Riding Boots

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

Introduction

Riding Boots can be worn at any tier. All items have a unique "buff" **plus** the benefits of all previous tier(s).

Riding Boots								
	Leather	Glow	Copper	Iron	Gold	Diamond	Netherite	Amethyst
Armor	+2	+2	+2	+2	+2	+2	+2	+8
Toughness	0	0	0	0	0	0	+1	+2
Durability	104	104	156	299	351	494	585	793
Stackable	No							

Crafting



Leather Riding Boots

[Leather Boots](#) (1)

[Dried Kelp](#) (1)

ONE STEP: Allows the player to walk (not jump!) up any one-block heights without using `Spacebar`.



Glow Riding Boots

[Star Worm](#) (2)

[Leather Riding Boots](#) (1)

POWER OF LIGHT: Jumping places a piece of glow string beneath you to light your way.



Copper Riding Boots

[Copper Rivets](#) (4)

[String](#) (2)

[Leather Riding Boots](#) (1)

PERK INFORMATION



Iron Riding Boots

[Iron Rivets](#) (2)

[Iron Plates](#) (2)

[String](#) (2)

[Copper Riding Boots](#) (1)

DESTRIER: Combined enchantment effect of *Blast Protection II*, *Projectile Protection II*, *Protection II* and *Thorns*.

TBC PERK NAME: Full resistance to harmful blocks (magma, sweet berries, cactus). **TBC** Wither roses (?)



Gold Riding Boots

[Gold Rivets](#) (4)

[String](#) (2)

[Iron Riding Boots](#) (1)

ENHANCED FROST WALKER: Turns water and waterlogged plants to ice, even if standing still. Toggle with [MMB](#)



Diamond Riding Boots

[Diamond Rivets](#) (2)

[Diamond Plates](#) (2)

[String](#) (2)

[Gold Riding Boots](#) (1)

FIRE RESISTANCE: Fire resistance allows you to stand in fire or lava by exchanging durability for fire damage immunity.

TBC NO CROP TRAMPLE: Farmland will not be trampled (turned to dirt) while wearing amethyst boots.



Netherite Riding Boots

[Netherite Rivets](#) (4)

[String](#) (2)

[Diamond Riding Boots](#) (1)

LIFE STEAL: **PERK INFORMATION**



Amethyst Riding Boots

[Shining Amethyst Shard](#) (4)

[String](#) (2)

[Netherite Riding Boots](#) (1)

SLOW FALLING: Glide slowly down from any height. Hold `Shift` to disable (risks fall damage).

Enchanting

Bug: Enchantments are lost when upgrading boots to the next tier.

Riding boots can be enchanted in an enchanting table, or combined in an anvil with [boot enchantments](#).

Repair

Amethyst leggings can be repaired using:

- [Shining Amethyst Shard](#) (Anvil)
- [Mending Enchantment](#)

Additional

TBC Gold Tier or above boots prevent Piglins from becoming aggressive towards the player.

Known Issues

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- `1.0.0` Fire overlay effect shows even if protected by fire resistant diamond tier+ boots.
- `1.0.0` Crop trampling effect of diamond boots not functional (if it ever was).

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Cowboy Hat

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Introduction

Cowboy helmets are a helmet slot accessory that can be dyed.

Amethyst Helmet	
Armor	+1
Armor Toughness	0
Durability	88
Stackable	No

Crafting



Cowboy Hat

[Refined Leather](#) (3)

[Dried Kelp](#) (1)

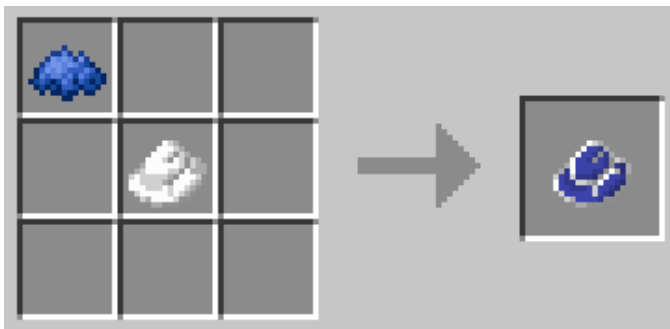
Customization

Cowboy hats can be dyed to create a huge range of color options.

- Hats have two color "layers" that can be dyed separately.
- Hats can support both single dye colors (16) or an infinite range.
- Dyes can be combined (at once, or modified later) to achieve the desired color and tone.

Main Body

Trim (Brim)



[Right Click](#) a filled cauldron with the hat in hand to clear dye and reset it to white.

Usage

Cowboy hats offer a minimal amount of armor protection and can be equipped in the helmet slot.

[Shift](#) + [Right Click](#) any of the following to place the hat:

- Armor Stands
- Horizontal Blocks ("Surfaces")
- Vertical Blocks ("Walls")

[Left Click](#) to retrieve a placed hat, or [Right Click](#) for armor stands.

Placed hats retain any custom data, including color, name and durability!

Enchanting

Cowboy hats can be enchanted in an enchanting table, or combined in an anvil with [helmet enchantments](#).

Repair

Cowboy hats can be repaired using:

- [Mending Enchantment](#)
- Combine two cowboy hats in an anvil

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