Amethyst Shield

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

Introduction

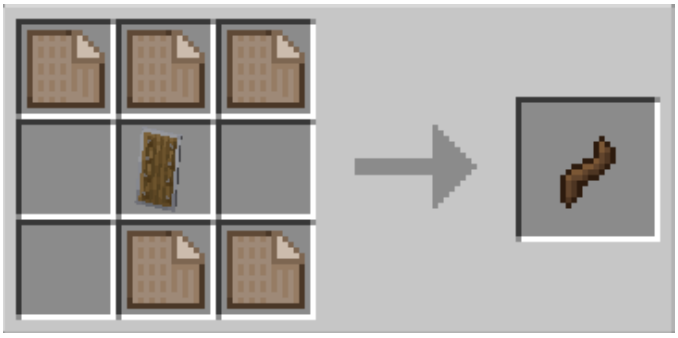
Amethyst shields grant an additional `10` to the player when held in either hand.

Amethyst Shield	
Durability	506
Stackable	No

Crafting

> Only Amethyst tier can be used in game. Other options are **non-functional** crafting components!

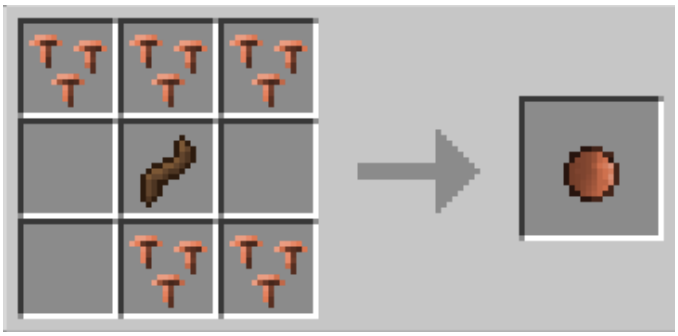
> Crafting components up to gold tier can be found in **LOOT** containers around the world.



Leather Shield (Handle)

Refined Leather (5)

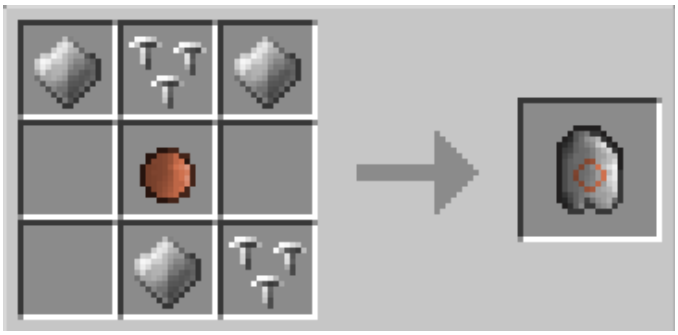
Shield (1)



Copper Shield

Copper Rivets (5)

Leather Shield (1)

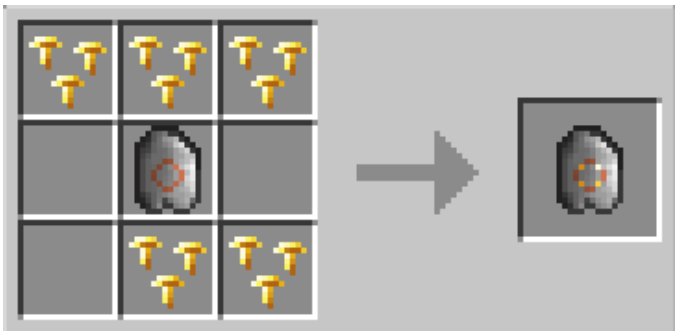


Iron Shield

Iron Rivets (2)

Iron Plates (3)

Copper Shield (1)



Gold Shield

Gold Rivets (5)

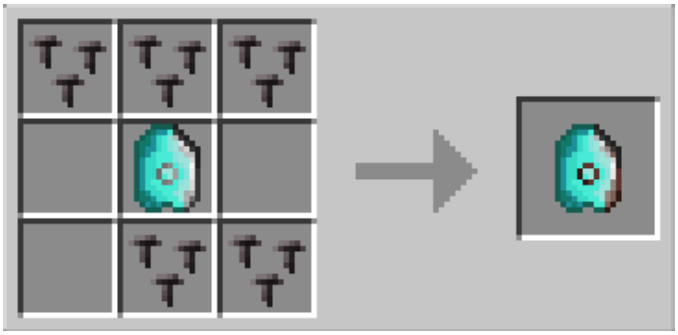
Iron Shield (1)

Diamond Shield

Diamond Rivets `(2)`

Diamond Plates `(3)`

Gold Shield `(1)`



Netherite Shield

Netherite Rivets `(5)`

Diamond Shield `(1)`

Amethyst Shield

Shining Amethyst Shard `(6)`

Netherite Shield `(1)`

Usage

Equip the shield into the main (active hotbar slot) or off-hand **(recommended)** to activate the bonus hearts.

- The additional `10` ❤ capacity will be added immediately, but grayed out.
- The player regenerates ~`0.5` ❤ every 10-15 seconds at the cost of saturation (food).
- Regeneration can be significantly boosted using healing potions.

`Right Click` to actively shield against attacks and deflect incoming projectiles (arrows etc).

> Bonus hearts are lost **instantly** if unequipped. Minecraft views loss of **any** hearts as damage, so the player appears to be "hurt".

Enchanting

Amethyst shields can be enchanted in an enchanting table, or combined in an anvil with mending or unbreaking.

Repair

Amethyst items 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!

- `1.1.3` Cannot be enchanted in an enchanting table (no compatible enchantments). **Bug Report**
- `1.0.0` Shields have no clear indicator for when the item is held "active".

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`	`1.1.3`	**Bug Report:** Missing valid shield enchantments in enchanting table and JEI.
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

Revision #12
Created 2026-03-30 01:00:23 UTC by Delphi
Updated 2026-05-10 22:35:16 UTC by Delphi