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!

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> 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

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