

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 Amethyst](#).

Crafting



Mineral Bonemeal

[Bonemeal](#) (1)

[Diorite](#) (1)

[Diamond](#) (1)

[Star Worm](#) (1)

[Redstone](#) (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 It is a log of wiki-related version information and may be outdated.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.

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