

Amethyst Shield

Description: An amethyst shield is a defensive tool that can protect the player from attacks and if in off-hand, adds an additional health bar that heals on its own.

You cannot use SWEM shields until they have been fully crafted up to Amethyst tier.

Amethyst Shield **cannot** be crafted if the [recipe config](#) is set to only creative or commands (disable crafting recipe).

Tiers

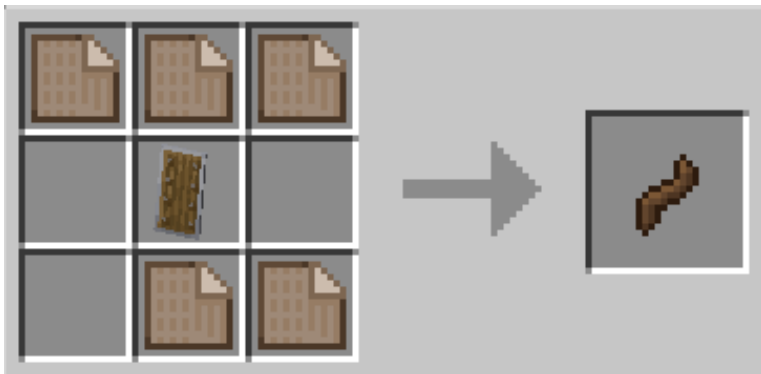
Leather Shield

Rarity color:	Common
Durability:	None
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

Leather Shields are crafted with 5 [Refined Leather](#) and 1 (Minecraft) Shield.



Usage

This shield is purely for crafting and cannot be used defensively.

Copper Shield

Rarity color:	Common
Durability:	None
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

(Amethyst) Iron Shields are crafted with 2 [Copper Rivets](#), 3 [Copper Plates](#) and 1 Leather Shield.



Usage

This shield is purely for crafting and cannot be used defensively.

Iron Shield

Rarity color:	Common
Durability:	None
Renewable:	Yes

Stackable:	Yes (64)
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Obtaining

Crafting

Iron Shields are crafted with 2 [Iron Rivets](#), 3 [Iron Plates](#) and 1 Copper Shield.



Usage

This shield is purely for crafting and cannot be used defensively.

Gold Shield

Rarity color:	Common
Durability:	None
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

Gold Shields are crafted with 2 [Gold Rivets](#), 3 [Gold Plates](#) and 1 Iron Shield.



Usage

This shield is purely for crafting and cannot be used defensively.

Diamond Shield

Rarity color:	Common
Durability:	None
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

Diamond Shields are crafted with 2 [Diamond Rivets](#), 3 [Diamond Plates](#) and 1 Gold Shield.



Usage

This shield is purely for crafting and cannot be used defensively.

Netherite Shield

Rarity color:	Common
Durability:	None
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

Diamond Shields are crafted with 2 [Netherite Rivets](#), 3 [Netherite Plates](#) and 1 Diamond Shield.



Usage

This shield is purely for crafting and cannot be used defensively.

Amethyst Shield

Rarity color:	Common
Durability:	506
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

Amethyst Shields are crafted with 6 [Shining Amethyst Shards](#) and 1 Netherite Shield.



Usage

By holding right click the player can raise the amethyst shield. After five game ticks, or 0.25 seconds, this makes attacks in front of the player deal no damage, as they are blocked. Attacks of three damage or more deal equal durability damage.

When the shield is held in the main or off-hand, it offers **extra health**. Provided the player is not starving, holding an Amethyst shield will gradually increase health up to an extra row of heart (additional 10 hearts - 20 HP). This increase is slow if the player has less than full food-saturation. (When fully fed, 0.5 hearts are gained ~1second).

When unequipping the shield, all extra hearts will be instantly lost and cannot be returned until the item is re-equipped (with the normal delay to build up those hearts which varies with food). Unequipping the shield has a visual effect similar to taking damage, but the player does not sustain damage from doing so.

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!

- Cannot be enchanted in an enchanting table (no compatible enchantments). [Bug Report](#)

Changelog

[View Changes](#)

This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.21.1	1.1.3	Bug Report: Missing valid shield enchantments in enchanting table and JEI.
1.18.2	1.3.0	Added Leather, Copper & Netherite tier shield as a crafting component. Updated naming scheme from type_shield_amethyst to shield_type - existing items of this type will be lost from saves. Amethyst Shields and crafting components received a (cosmetic) retexture.
	1.2.0	[Deprecated Recipe] 
1.16.5	0.5.3.20	[Bug Fix] Durability implemented for shields. [Bug Fix] Additional heart increasing functionality fixed.
		[Deprecated Recipe] 

Data values

swem:shield_leather
swem:shield_copper
swem:shield_iron

swem:shield_gold
swem:shield_diamond
swem:shield_netherite
swem:shield_amethyst

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