

# Alight (Magic)

All of the magic in the mod!

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# Shining Amethyst

**Description:** A Shining Amethyst Shard is an item acquired from Shining Amethyst Clusters, and is used in crafting.

**Details:**

Clusters	
Renewable:	Yes
Stackable:	N/A
Tool:	Pickaxe (Any)
Blast Resistance:	N/A
Hardness:	N/A
Luminant:	No
Transparent:	No
Flammable:	No
Flammable (Lava):	No

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

## Obtaining

**Natural Generation**

Shining Amethyst Clusters can be found in naturally spawning [Amethyst Geodes](#) between y-levels -58 and 30. These clusters grow on Budding Amethyst and have a small (25%) chance of becoming a Shining Amethyst variant in the final growth stage. These variants can be distinguished from the more common Amethyst shards by the blue-ish streaks on the clusters. The percentage of Shining Amethyst to Minecraft Amethyst clusters can be adjusted in [common configs](#).

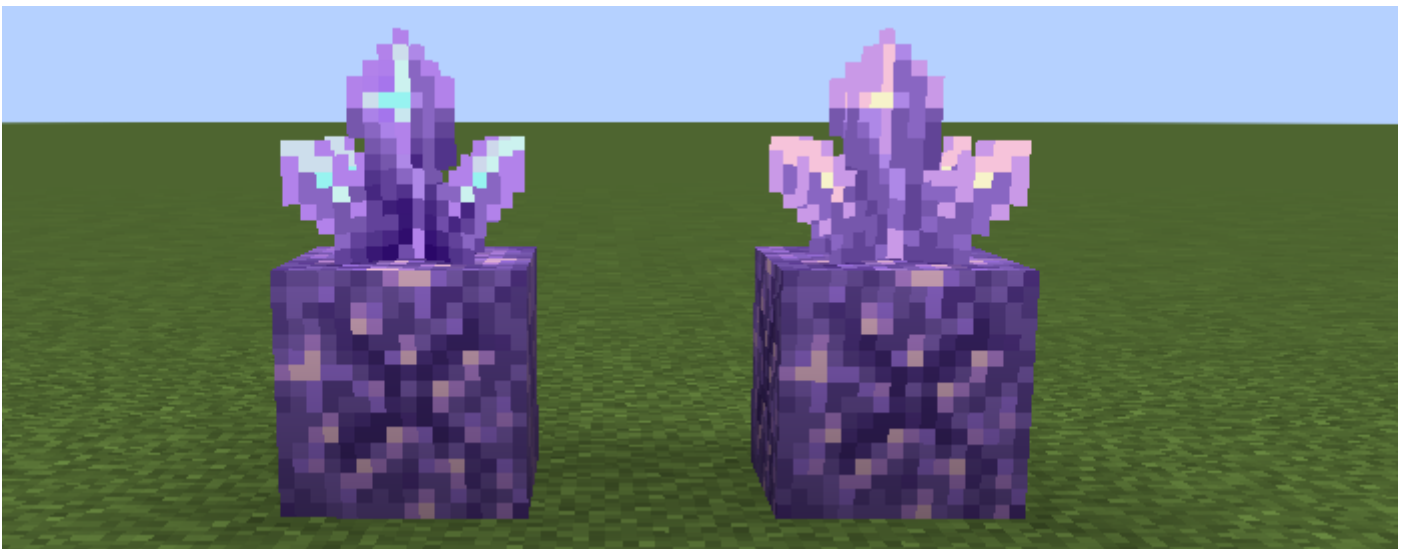
This method of obtaining means they can become a slowly renewable resource over time provided the budding amethyst blocks are not broken. Amethysts, including Shining Amethyst, clusters gradually regrow provided the player is within 128 blocks of the budding amethyst.

Budding Amethyst cannot be broken with silk touch, meaning the player must return to a geode to create new clusters.

## Mining

Shining Amethyst Shards can be obtained from clusters by breaking it with any tool. Non-pickaxe tools (including no tool) drop around 2 shards, Pickaxes will drop 4, or more with the Fortune enchantment (Fortune III drops between 4-12 on average).

Shining Amethyst shards does not have a unique growth stage like Minecraft Amethyst crystals and instead becomes a Shining Amethyst cluster in the fourth and final growth stage - therefore they have no small, medium or large bud that can be acquired using silk touch.



Shown: Shining Amethyst Shards (Left) next to a normal Amethyst Cluster.

## Usage

### Crafting ingredient

Shining Amethyst Shards are used in the crafting of:

- Amethyst Weapons: [Amethyst Swords](#), [Scythes](#), [Shields](#), [Bows](#)
- Amethyst Tools:
- Player Armor: [Amethyst Helmet](#), [Amethyst Chestplate](#), [Amethyst Leggings](#), [Riding Boots](#) ([Amethyst tier](#))
- Horse Armor: [Horse Armor](#)
- Miscellaneous: [Trackers](#), [Horse Whistles](#)

# 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!

- **[-]** Shining Amethyst clusters cannot be obtained creatively (via commands or block picking) or survival using Silk touch.

# 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
1.18.2	1.18.2-1.3.0	Shining Amethyst Shards are used in crafting Amethyst-tier Tools.
	1.18.2-1.2.5	Shining Amethysts now drop Amethyst buds when broken with a silk touch pick.
	1.18.2-1.0.0	Amethyst (item) removed and replaced with Shining Amethyst Shards, which spawn as a percentage chance from Budding Amethyst in geodes.
1.16.2	1.16.2-5.3.21	Amethyst Ore spawns naturally within normal diamond parameters. Amethysts can be obtained by breaking <a href="#">Amethyst Ore</a> with a pickaxe that is iron or higher. Each amethyst ore block drops one amethyst.

# Data values

swem:shining\_amethyst\_shard

# Cantazarite

**Description:** Cantazarite is a naturally generating ore - the drops can be used in crafting and smelting.

**Details:**

Ore (Block)	
Renewable:	Yes
Stackable:	Yes (64)
Tool:	Pickaxe (Stone+)
Blast Resistance:	N/A
Hardness:	N/A
Luminant:	No
Transparent:	No
Flammable:	No
Flammable (Lava):	No

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

## Obtaining

Custom SWEM ore generation height is a configurable value in [common configs](#).

Cantazarite Ore cannot be mined by gold pickaxes to remain consistent with Minecraft - gold cannot mine above coal.

## Natural Generation (Ore)

Cantazarite Ore spawns naturally throughout the world - by default it can be found around y-levels **0-30**

## Mining

In order to pick up the ore without breaking it, it must be mined using a pickaxe with the silk touch enchantment. Without silk touch, mining a block of Cantazarite Ore with a stone-tier or higher pickaxe will yield Cantazarite - each block will drop up to a maximum of nine 'shard' shaped Cantazarite, usually yielding a minimum of 6. These values are increased with the Fortune enchantment. When mining Cantazarite ore, a small amount of XP orbs are released, similar to mining coal, lapis lazuli, Redstone, diamond, emerald, nether quartz, and nether gold.



**Shown:** Cantazarite Ore next to Cantazarite (mined item).

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## Usage

### Smelting

Cantazarite can be smelted in a furnace into [Cantazarite Dye](#), a component in [Cantazarite Potions](#) or for use as an orange-dye substitute.

### Crafting ingredient

Cantazarite is a component in crafting the [Cantazarite Anvil](#), [Cantazarite Block](#), or in an alternative recipe for Blaze Rods.



### Healing

Cantazarite heals damage (durability) in Amethyst tier [armor, tools and weapons](#) when combined together in a [Cantazarite Anvil](#).

## 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!

- **[ - ]** Cantazarite Ore does not have a deepslate variant in 1.18+

## Changelog

View Changes		
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MC Version	Release	Notes
1.18.2		
1.16.5		

## Data values

swem:cantazarite  
swem:cantazarite\_ore

# Cantazarite Block

**Description:** A block of Cantazarite is a compacted ore block equivalent to nine [Cantazarite](#).

**Details:**

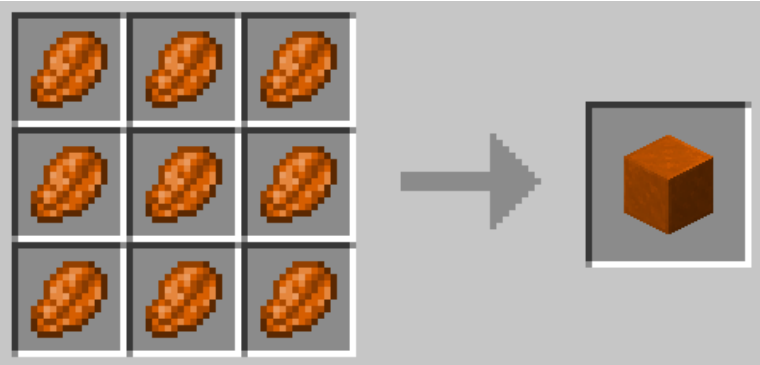
<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (64)
<b>Tool:</b>	Pickaxe (Any)
<b>Blast Resistance:</b>	N/A
<b>Hardness:</b>	N/A
<b>Luminant:</b>	No
<b>Transparent:</b>	No
<b>Flammable:</b>	No
<b>Flammable (Lava):</b>	No

## Obtaining

**Crafting**

Cantazarite Blocks come in a single (orange) color.

A Cantazarite Block can be crafted from 9 [Cantazarite](#).

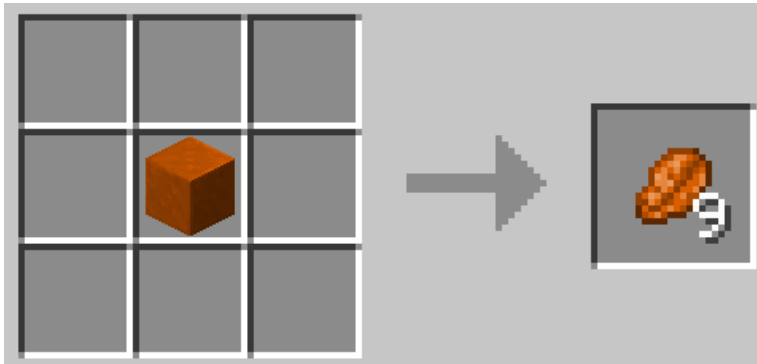




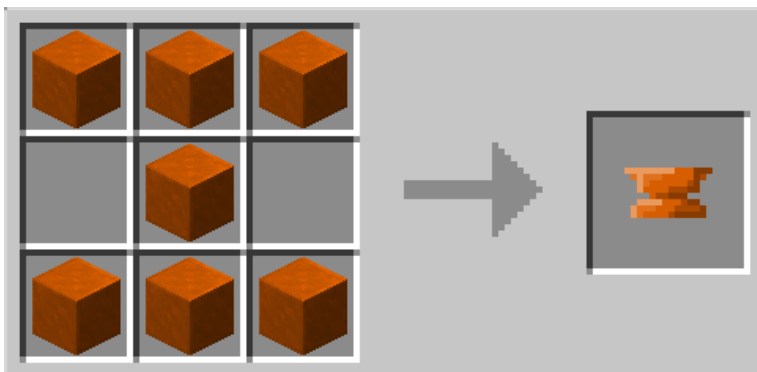
# Usage

## Crafting ingredient

Cantazarite Block can be uncrafted to return 9 [Cantazarite](#) per block.

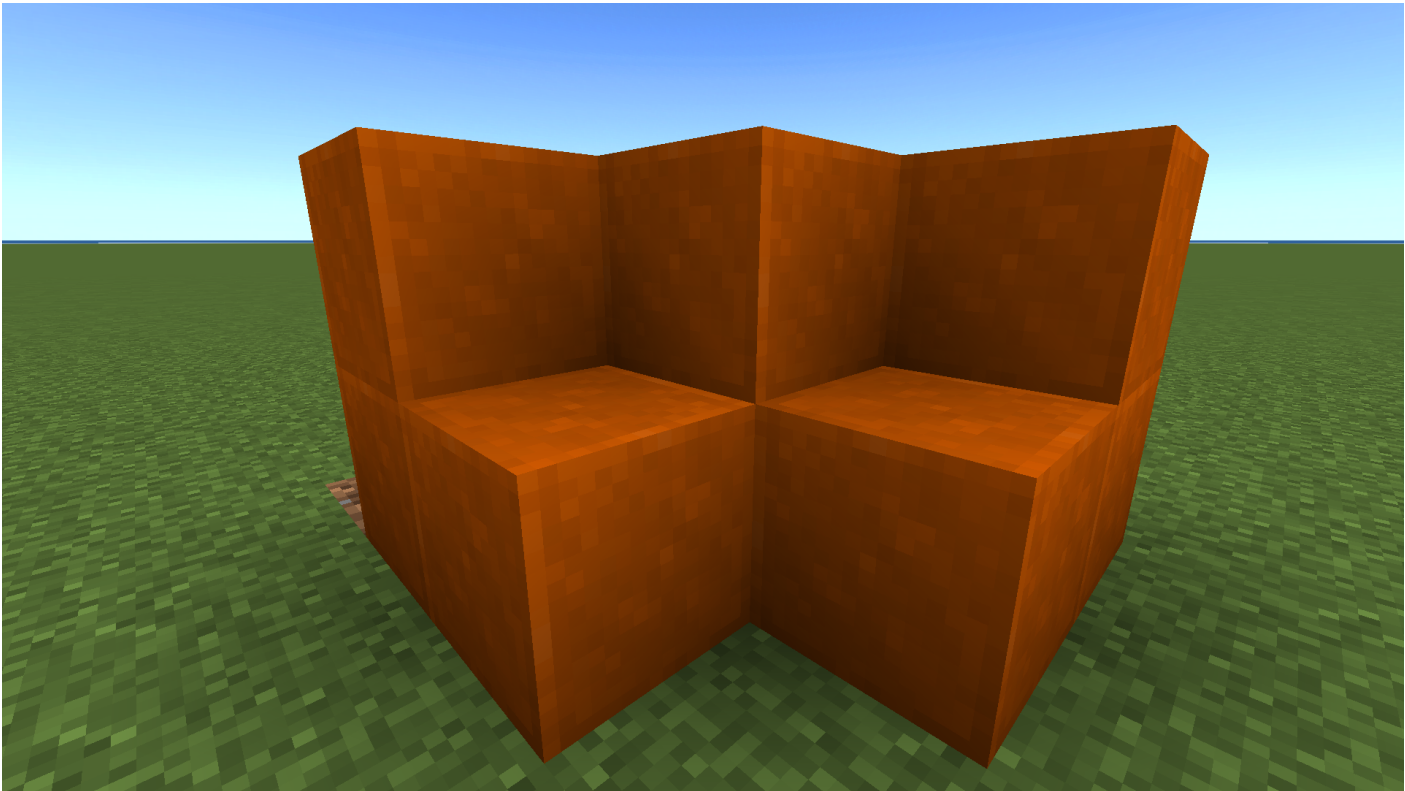


Cantazarite blocks are required to craft a [Cantazarite Anvil](#).



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## Gallery



## 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!

## Changelog

### View Changes

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MC Version	Release	Notes
1.18.2	1.18.2-1.2.8	<a href="#">Cantazarite Anvil</a> now requires a cantazarite block - increased cost and value.

## Data values

swem:cantazarite\_block



# Cantazarite Dye

**Description:** Cantazarite Dye is an item used in brewing and crafting.

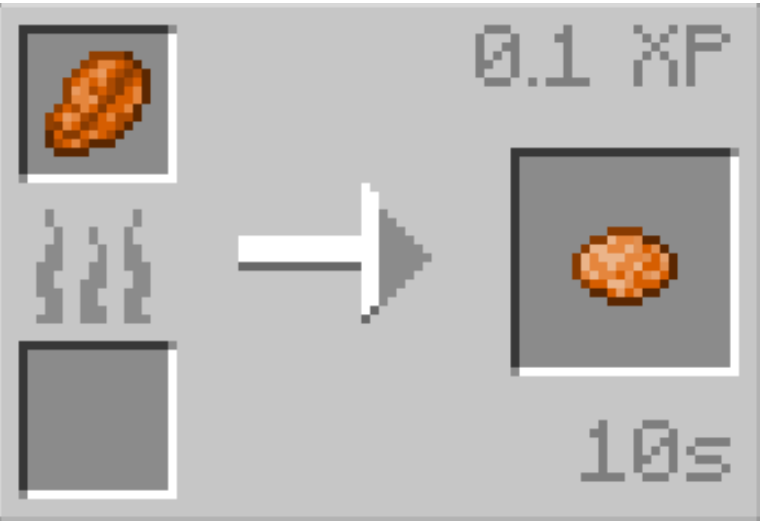
**Details:**

	<b>Rarity color:</b>	Common
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)

## Obtaining

**Smelting**

1 Cantazarite Dye can be obtained by smelting 1 [Cantazarite](#).



## Usage

**Brewing**

Cantazarite Dye and 3 Water Bottles in a brewing stand yields 3 [Cantazarite Potions](#).



**Dyeing**

Cantazarite Dye can be used as a substitute for Orange Dye in crafting recipes.

**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!

**Changelog**

View Changes		
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MC Version	Release	Notes
1.18.2	1.18.2-1.0.0	Cantazarite can be used as orange dye.

**Data values**

swem:cantazarite\_dye

# Cantazarite Potion

**Description:** A Cantazarite Potion is an item for spawning [SWEM horses](#).

## Details:

<b>Rarity color:</b>	Common
<b>Renewable:</b>	Yes
<b>Stackable:</b>	No
<b>Durability:</b>	None

## Obtaining

Potion brewing uses blaze powder - use [Cantazarite](#) (+ other ingredients) to make blaze rods without visiting the nether!

## Brewing

[Cantazarite Dye](#) and 3 Water Bottles in a brewing stand yields 3 Cantazarite Potions.



## Usage

Cantazarite potions will not work to convert horses into SWEM horses if breeding tokens are enabled in [server configs](#).

Right-click one a compatible entity with a [Cantazarite Potion](#) to immediately convert them. This includes:

- Horse (Minecraft)
- Horse or Pony ([Realistic Horse Genetics](#))

Converted horses will have a coat related to the simplified coat genetics of the vanilla horse. This coat selection can be [cycled](#) (changed) forward with Lapis or backwards with Redstone **unless** coat cycling is disabled in [server configs](#).

Cantazarite potions are single use and the entire bottle will be consumed.

## 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!

## Changelog

View Changes		
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MC Version	Release	Notes
1.18.2	1.18.2-1.0.0	Cantazarite potions will not work if <a href="#">configs</a> specify breeding tokens = true
1.16.5	1.16.5-0.5.3.4	Cantazarite potion can convert <a href="#">RHG</a> horses to SWEM horses (PR by Sekelsta)

## Data values

swem:canatazarite\_potion

# XP Potions

**Description:** Experience (XP) potions improve a horse's points towards the respective skill area / levels of [Horses](#).

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## Details:

<b>Rarity color:</b>	Common
<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (64)
<b>Durability:</b>	Yes (1 use)

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## Obtaining

### Loot

XP Potions appear in loot containers such as in villages or dungeons, but most frequently in naturally generated SWEM structures (abandoned farmhouses).

### Crafting

XP Potions cannot be crafted or brewed in survival.

### Creative

XP Potions can be acquired from the creative menu, or with commands.

Jump



Speed



Health



Affinity



All



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## Usage

Right-click on a SWEM Horse with an XP Potion to immediately convert them. Each potion will increase a horse's experience points by 750 with each potion in the respective skill.

- If a horse's level is maxed the potion will still be consumed, but have no effect.



- If a horse's level has less points until maxed than the potion offers, it will be consumed and no excess carried over.
- If a horse is untamed, XP potions cannot be used on them (no skills/stats).

XP Potions are single use and the entire bottle will be consumed.

## 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!

## Changelog

View Changes		
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MC Version	Release	Notes
1.20.1	1.20.1-1.3.2	XP potions increase skills by 750XP instead of 250 (rare and valuable).
1.18.2	1.18.2-1.0.0	XP Potions increase skills by 250XP instead of 50 (rare and valuable).

## Data values

swem:jump\_xp\_potion  
swem:speed\_xp\_potion  
swem:health\_xp\_potion  
swem:affinity\_xp\_potion  
swem:all\_xp\_potion

# Shrimp

**Description:** The Shrimp is a command-only item of terrible yet awesome power.

Carefully read the information and warnings below before obtaining a Shrimp to avoid accidental damage/death.

**Details:**

	<b>Rarity color:</b>	Common
	<b>Renewable:</b>	No
	<b>Stackable:</b>	Yes (64)
	<b>Durability:</b>	N/A

## Obtaining

**Commands**

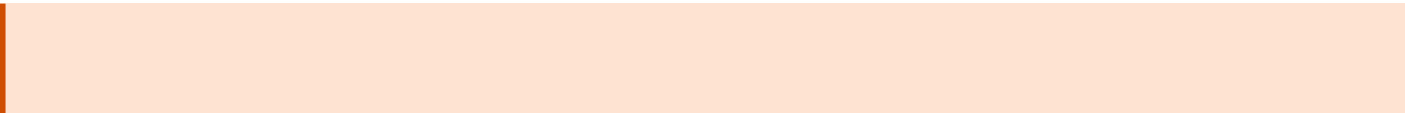
The SWEM Shrimp is an item that can **only** be acquired via commands. It cannot be found in the world or taken from the creative inventory menu.



## Usage

The SWEM shrimp summons endless lightning, even if weather is disabled. This lightning will directly target any player possessing a shrimp, but may also strike a small area around them. The Shrimp's effects are active any time the item is in the player's inventory, even if not directly held. Without high-level armor, lightning is incredibly deadly from the first strike. Players' wearing full [Amethyst armor](#) can endure lightning for much longer.

Lightning, when summoned, can be heard by ALL players if playing on co-op or server. The lightning will not cease until dropped from a player's inventory or placed in a container.



SWEM Horses are immune to lightning (try it!) but other players or animals nearby will be susceptible to

If a player dies to lightning, they will lose ALL items in their inventory unless **keepInventory** is enabled.

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## Trivia

The SWEM Shrimp was added in 2021 Beta-phase after Legend lost a bet (see: Battle of will and intellect) to Delphi. The item was a moderation joke, that when someone makes an 'oopsie' they receive a Shrimp. It's original function was supposed to be that the Shrimp would continuously strike the player with lightning when given, and would be retained on death to strike the player over and over until removed. Delphi (and moderators sooner or later) was supposed to be immune to it's effects... but coding the shrimp was never fully completed, so Legend gets the last laugh on that one.

SWEM Shrimps are very unforgiving and have caused a few accidental casualties. For that reason, as well as the natural occurrence of lightning during thunderstorms that resulted in the loss of several beta horses, SWEM horses were made immune to lightning strikes and have an interesting effect when directly struck by lightning. **Hint:** Turn your volume up.

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## 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!

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## Data values

swem:shrimp

# SECRET #1

## Information Redacted

Shh it's a secret.....

**Description:**

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**Details:**

	Rarity color:	Common
	Renewable:	Yes
	Stackable:	

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### Obtaining

**Crafting**

Image

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### Usage

Words

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### 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!

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### Data values

Words

# SECRET #2

## Information Redacted

Shh it's a secret.....

**Description:**

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**Details:**

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

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### Obtaining

**Natural Generation**

Words

**Crafting**

Image

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### Usage

Words

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### 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!

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## Data values

Words