

Cowboy Hat

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

Introduction

Cowboy helmets are a helmet slot accessory that can be dyed.

Amethyst Helmet	
Armor	+1
Armor Toughness	0
Durability	88
Stackable	No

Crafting



Cowboy Hat

[Refined Leather](#) (3)

[Dried Kelp](#) (1)

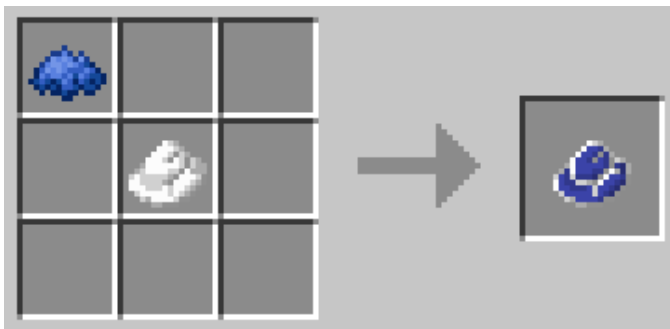
Customization

Cowboy hats can be dyed to create a huge range of color options.

- Hats have two color "layers" that can be dyed separately.
- Hats can support both single dye colors (16) or an infinite range.
- Dyes can be combined (at once, or modified later) to achieve the desired color and tone.

Main Body

Trim (Brim)



[Right Click](#) a filled cauldron with the hat in hand to clear dye and reset it to white.

Usage

Cowboy hats offer a minimal amount of armor protection and can be equipped in the helmet slot.

[Shift](#) + [Right Click](#) any of the following to place the hat:

- Armor Stands
- Horizontal Blocks ("Surfaces")
- Vertical Blocks ("Walls")

[Left Click](#) to retrieve a placed hat, or [Right Click](#) for armor stands.

Placed hats retain any custom data, including color, name and durability!

Enchanting

Cowboy hats can be enchanted in an enchanting table, or combined in an anvil with [helmet enchantments](#).

Repair

Cowboy hats can be repaired using:

- [Mending Enchantment](#)
- Combine two cowboy hats in an anvil

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 It is a log of wiki-related version information and may be outdated.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
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

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