

Helmets

Description: The final tier of Amethyst Helmet offers unlimited water breathing.

You cannot wear any SWEM Helmets until they have been fully crafted up to Amethyst tier.

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

Tiers

Leather Helmet

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

Obtaining

Crafting

Leather Helmets are crafted with 5 [Refined Leather](#) and 1 (Vanilla) Leather Helmet.



Usage

This armor piece is purely for crafting and cannot be worn.

Copper Helmet

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

Obtaining

Crafting

Copper Helmets are crafted with 2 [Copper Rivets](#), 3 [Copper Plates](#) and 1 Leather Helmet.



Usage

This armor piece is purely for crafting and cannot be worn.

Iron Helmet

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

Obtaining

Crafting

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



Usage

This armor piece is purely for crafting and cannot be worn.

Gold Helmet

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

Obtaining

Crafting

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



Usage

This armor piece is purely for crafting and cannot be worn.

Diamond Helmet

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

Obtaining

Crafting

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



Usage

This armor piece is purely for crafting and cannot be worn.

Netherite Helmet (1.18+)

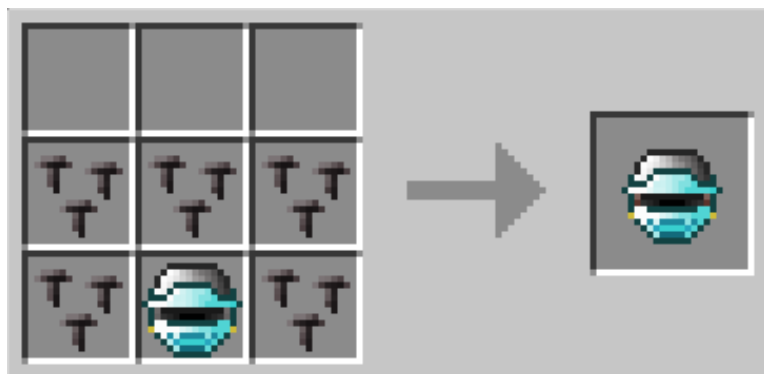
Rarity color:	Common
Armor:	+5
Armor Toughness:	+2
Durability:	None
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

1.20.1 Netherite Helmets are crafted with 5 [Netherite Rivets](#) and 1 Diamond Helmet.

1.18.2 Netherite Helmets are crafted with 2 [Netherite Rivets](#), 3 [Netherite Plates](#) and 1 Diamond Helmet.



Usage

This armor piece is purely for crafting and cannot be worn.

Amethyst Helmet

Rarity color:	Common
Durability:	671

Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Amethyst Helmet are crafted with 5 [Shining Amethyst Shards](#) and 1 Netherite Helmet.



Usage

When this piece is worn by a player, it grants them [Water Breathing](#).

Repair

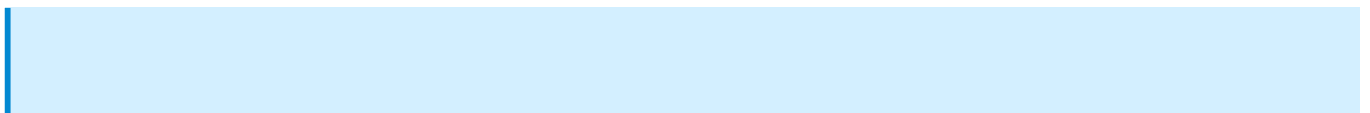
The Amethyst Helmet can be repaired with [Cantazarite](#) using a [Cantazarite Anvil](#).

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!


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	1.6.10	Bug Fix: Amethyst items cannot be enchanted.
		Bug Fix: Amethyst items do not lose durability.
	1.6.3-b3	Bug Fix: Armor does not render correctly.
1.20.1	1.6.6	Bug Fix: Amethyst items cannot be enchanted.
		Bug Fix: Amethyst items do not lose durability.
	1.3.0	Bug Fix: Constantly emits effect particles. Tweak: Recipe (Netherite) changed from plates to rivets.
		Deprecated Recipe: 
1.18.2	1.3.0	Feature: Added Leather, Copper & Netherite tiers. <div style="border: 1px solid red; background-color: #ffe6e6; padding: 5px; margin-top: 10px;">Existing armor will be lost on update due to change in item naming format.</div>

<p>1.2.0</p>	<p>Deprecated Recipe:</p>  	
<p>1.16.5</p>	<p>0.5.3.20</p>	<p>Deprecated Recipe:</p> 

Data Values

swem:helmet_leather
swem:helmet_copper
swem:helmet_iron
swem:helmet_gold
swem:helmet_diamond
swem:helmet_netherite
swem:helmet_amethyst

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