

Riding Boots

Description: Riding Boots offer different perks, that increase (and stack!) with each tier from leather up to Amethyst.

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

Tiers & Perks

Leather Riding Boots

Rarity color:	Common
Armor:	+2
Durability:	104
Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Leather Riding Boots are crafted with 1 Dried Kelp and 1 (vanilla) Riding Boots.



Usage

When worn this piece grants you **One-Step**.

COMING SOON: Vaulting

One-Step: Makes it so you can walk up any one-block heights without needing to jump!

Copper Riding Boots

Rarity color:	Common
Armor:	+2
Durability:	156
Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Copper Riding Boots are crafted with 2 Glow Worms and 1 Leather Riding Boots.



Usage

When worn this piece grants you the **Power Of Light**.

Power of Light: Makes it so jumping places a piece of glow string beneath you. This provides an extra bit of light - useful when mining.

Repair

The Copper Riding Boots can be repaired with Copper Ingots using a [Cantazarite Anvil](#).

Iron Riding Boots

Rarity color:	Common
Armor:	+2
Durability:	299
Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Iron Riding Boots are crafted with 2 [Iron Rivets](#), 2 [Iron Plates](#), 2 String and 1 Copper Riding Boots.



Usage

When worn this piece grants you **Destrier**.

Destrier: Makes a combined enchantment effect including: *Blast Protection II, Projectile Protection II, Protection II, Thorns*

Repair

The Iron Riding Boots can be repaired with Iron Ingots using a [Cantazarite Anvil](#).

Gold Riding Boots

Rarity color:	Common
Armor:	+2
Durability:	351
Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Gold Riding Boots are crafted with 4 [Gold Rivets](#), 2 String and 1 Iron Riding Boots.



Usage

When worn this piece grants you the **Enhanced Frost Walker**.

Gold Riding Boots also prevent Piglins from becoming hostile to players (equivalent to wearing gold boots).

Enhanced Frost Walker: Makes it so water turns to ice around you - even if standing still! Has a small AOE and will destroy waterlogged plants in your path so you never fall through holes. This effect can be toggled with middle-mouse button (default).

Repair

The Gold Riding Boots can be repaired with Gold Ingots using a [Cantazarite Anvil](#).

Diamond Riding Boots

Rarity color:	Common
Armor:	+2
Durability:	494
Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Diamond Riding Boots are crafted with 2 [Diamond Rivets](#), 2 [Diamond Plates](#), 2 String and 1 Gold Riding Boots.



Usage

When worn this piece grants you the **Fire Resistance** power.

COMING SOON: Under-lava Sight.

Fire Resistance: Makes it so you can withstand standing in fire or lava without taking damage - at the cost of item durability.

No Crop Trampling: Farmland cannot be trampled (turned to dirt if jumped on) while wearing Amethyst boots.

Repair

The Diamond Riding Boots can be repaired with Diamonds using a [Cantazarite Anvil](#).

Netherite Riding Boots (1.18+)

Rarity color:	Common
Armor:	+2
Durability:	494
Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Netherite Riding Boots are crafted with 2 [Netherite Rivets](#), 2 [Netherite Plates](#), 2 String and 1 Diamond Riding Boots.



Usage

Netherite Riding Boots currently do not have any special abilities (planned for future).

Repair

Netherite Riding Boots cannot currently be repaired.

Amethyst Riding Boots

Rarity color:	Common
Armor:	+5
Armor:	+2
Durability:	793
Renewable:	Yes
Stackable:	No

Obtaining

Crafting

Amethyst Riding Boots are crafted with 4 [Shining Amethyst Shards](#), 2 String and 1 Netherite Riding Boots.



Usage

When worn, this piece grants you **Slow Falling**.

Slow Falling: Makes it so you slow fall (gradually drift) down to the ground when jumping or falling. Hold shift to temporarily disable the effect and fall faster - **let go before you hit the ground (or fall damage will occur)!**

Repair

The Amethyst Riding Boots 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!


- **[~] 1.18.2** Netherite Riding Boots cannot be repaired in the cantazarite anvil with a corresponding ore.
- **[~] 1.16.5** SWEM player armor cannot be repaired via Cantazarite Anvil unless replaced.

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: Riding Boots lose enchantments on upgrade (tier).
		Bug Fix: Amethyst items cannot be enchanted.
		Bug Fix: Amethyst items do not lose durability.
	1.6.5	Bug Fix: One Step effect not working.
	1.6.3-b3	Bug Fix: Armor does not render correctly.
1.20.1	1.6.6	Bug Fix: Riding Boots lose enchantments on upgrade (tier).
		Bug Fix: Amethyst items cannot be enchanted.
		Bug Fix: Amethyst items do not lose durability.
	1.6.5	Bug Fix: Amethyst Riding boots cause blocks to disappear at random.
	1.3.0	Bug Fix: Constantly emits effect particles.

<p>1.18.2</p>	<p>1.3.0</p>	<p>Tweak: Added Netherite tier and renamed Glow tier to Copper.</p> <p>Existing armor will be lost on update due to change in item naming format.</p>
	<p>1.0.0</p>	<p>Feature: Riding boots (all tiers) are immune to powdered snow.</p> <p>Bug Fix: Frost Walk toggle notification inverted (off = on).</p>
<p>1.16.5</p>	<p>0.5.3.21</p>	<p>Legacy Recipe</p> 

Data Values

swem:boots_riding_leather
swem:boots_riding_copper
swem:boots_riding_iron
swem:boots_riding_gold
swem:boots_riding_diamond
swem:boots_riding_netherite
swem:boots_riding_amethyst

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