

# 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

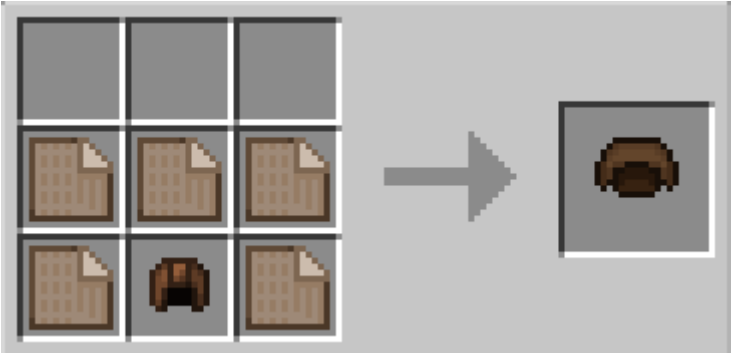
Leather Helmet

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

<b>Stackable:</b>	Yes (64)
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# 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

<b>Rarity color:</b>	Common
<b>Durability:</b>	None
<b>Renewable:</b>	Yes
<b>Stackable:</b>	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

<b>Rarity color:</b>	Common
<b>Durability:</b>	None
<b>Renewable:</b>	Yes
<b>Stackable:</b>	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+)**

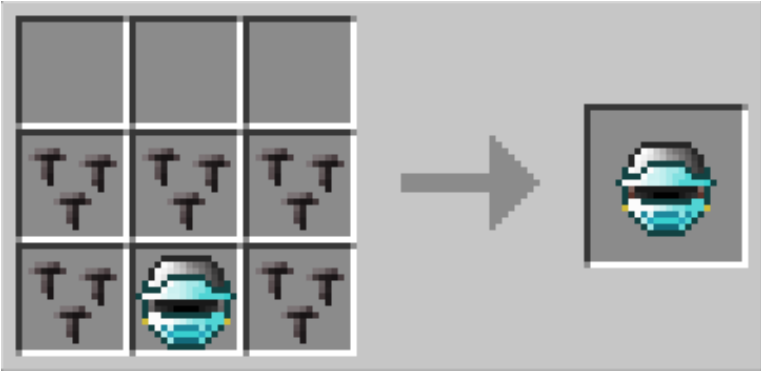
Rarity color:	Common
Armor:	+5
Armor Toughness:	+2
Durability:	None
Renewable:	Yes
Stackable:	Yes (64)

**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**

<b>Rarity color:</b>	Common
<b>Durability:</b>	671
<b>Renewable:</b>	Yes
<b>Stackable:</b>	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](#).



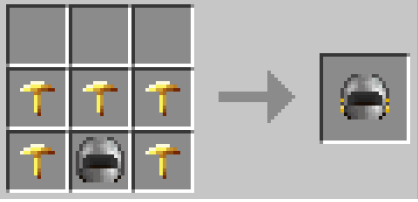
# Known Issues


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
1.20.1	1.20.1-1.3.0	<b>[Bug Fix]</b> Armor no longer emits contact effect particles.
		Crafting netherite-tier requires cheaper rivets instead of plates.
		<b>[Deprecated Recipe]</b> 
1.18.2	1.18.2-1.3.0	Added Leather, Copper & Netherite tier helmets as a crafting component.  Updated naming scheme from type_helmet to helmet_type - existing items of this type will be lost from saves.
	1.18.2-1.2.0	<b>[Deprecated Recipe]</b>  

1.16.5	1.16.5-0.5.3.20	<b>[Deprecated Recipe]</b> 
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## 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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