

# 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
A 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
Aarmor:	+5
Aarmor:	+2
Durability:	793
Renewable:	Yes
Stackable:	No

# Obtaining

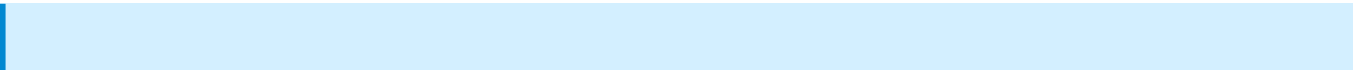
## Crafting

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
1.20.1	1.20.1-1.3.0	<b>[Bug Fix]</b> Armor no longer emits contact effect particles.
1.18.2	1.18.2-1.3.0	Netherite tier helmets as a crafting component, glow renamed to copper.
		Updated naming scheme from type_helmet to helmet_type - existing items of this type will be lost from saves.
	1.18.2-1.0.0	Riding boots (all tiers) do not fall through powdered snow.

**[Bug Fix]** Frost Walk toggle - fixed inverted enable/disable notification.

1.16.5

1.16.5-0.5.3.21

**[Bug]** Frost Walk toggle text inverted - enabled = disabled.

**[Deprecated Recipe]**



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