

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

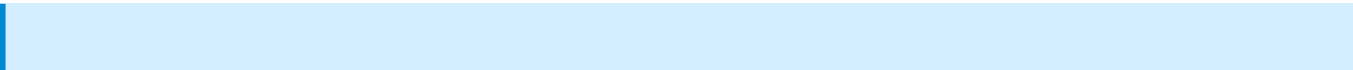
Crafting

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	[Bug Fix] 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

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