

# Amethyst Bow

**Description:** An amethyst bow is a ranged defensive weapon that can shoot unlimited arrows.

You cannot use SWEM bows until they have been fully crafted up to Amethyst tier.

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

## Tiers

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

## Obtaining

### Crafting

Leather Bows are crafted with 4 [Refined Leather](#) and 1 (Vanilla) Bow.



# Usage

This bow is purely for crafting and cannot be used as a weapon.

## Copper Bow

	<b>Rarity color:</b>	Common
	<b>Durability:</b>	None
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)

# Obtaining

## Crafting

Copper Bows are crafted with 2 [Copper Rivets](#), 2 [Copper Plates](#) and 1 Leather Bow.



# Usage

This bow is purely for crafting and cannot be used as a weapon.

## Iron Bow

	<b>Rarity color:</b>	Common
	<b>Durability:</b>	None
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)

# Obtaining

## Crafting

Iron Bows are crafted with 2 [Iron Rivets](#), 2 [Iron Plates](#) and 1 Copper Bow.



# Usage

This bow is purely for crafting and cannot be used as a weapon.

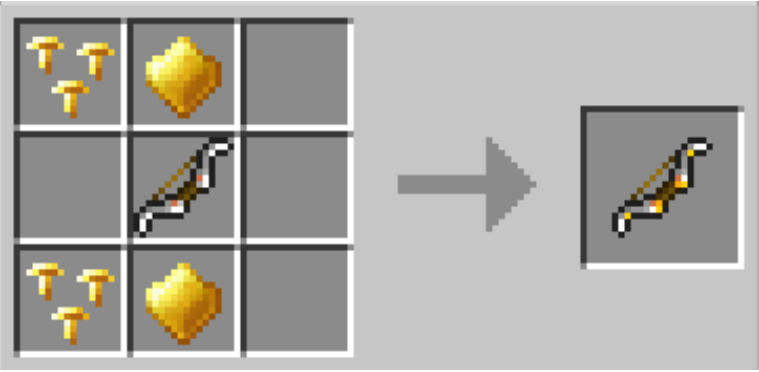
## Gold Bow

<b>Rarity color:</b>	Common
<b>Durability:</b>	None
<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (64)

# Obtaining

## Crafting

Gold Bows are crafted with 2 [Gold Rivets](#), 2 [Gold Plates](#) and 1 Iron Bow.



# Usage

This bow is purely for crafting and cannot be used as a weapon.

## Diamond Bow

	<b>Rarity color:</b>	Common
	<b>Durability:</b>	None
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)

# Obtaining

## Crafting

Diamond Bows are crafted with 2 [Diamond Rivets](#), 2 [Diamond Plates](#) and 1 Gold Bow.



# Usage

This bow is purely for crafting and cannot be used as a weapon.

## Netherite Bow

	<b>Rarity color:</b>	Common
	<b>Durability:</b>	None
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)

# Obtaining

## Crafting

Netherite Bows are crafted with 2 [Netherite Rivets](#), 2 [Netherite Plates](#) and 1 Diamond Bow.



# Usage

This bow is purely for crafting and cannot be used as a weapon.

## Amethyst Bow

<b>Rarity color:</b>	Common
<b>Durability:</b>	None
<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (64)

# Obtaining

## Crafting

Diamond Bows are crafted with 4 [Shining Amethyst Shard](#) and 1 Diamond Bow.



## Usage

Amethyst bows are high-damage ranged weapons that have an effect similar to Minecraft's **Infinity** enchantment - allowing players to shoot endless arrows. However, unlike Infinity the Amethyst bow does not require a player to have at least one arrow in their inventory for the effect to work.

To shoot an arrow, draw the bow back by holding right-click. A fully-charged arrow (drawn back for around 3 seconds) deals more damage than one that is shot quickly (not fully charged).

Amethyst bows do not currently use special/potion effect arrows. Having one in the player's inventory will not be used, nor will the arrows shot have any additional effects or damage.

## 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
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1.18.2	1.18.2-1.3.0	Added Leather, Copper & Netherite tier bow as a crafting component.  Updated naming scheme from type_bow to bow_type - existing items of this type will be lost from saves.
	1.18.2-1.2.0	<b>[Deprecated Recipe]</b> 
1.16.5	1.16.5-0.5.3.21	<b>[Bug]</b> Amethyst bows do not have durability.
		<b>[Deprecated recipe]</b> Amethyst bows require Amethyst in corners of the crafting grid 

## Data values

swem:bow_leather swem:bow_copper swem:bow_iron swem:bow_gold swem:bow_diamond swem:bow_netherite swem:bow_amethyst
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