

# Amethyst Sword

**Description:** An Amethyst Longsword is a weapon that yields high-damage to entities.

You cannot use SWEM swords 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).

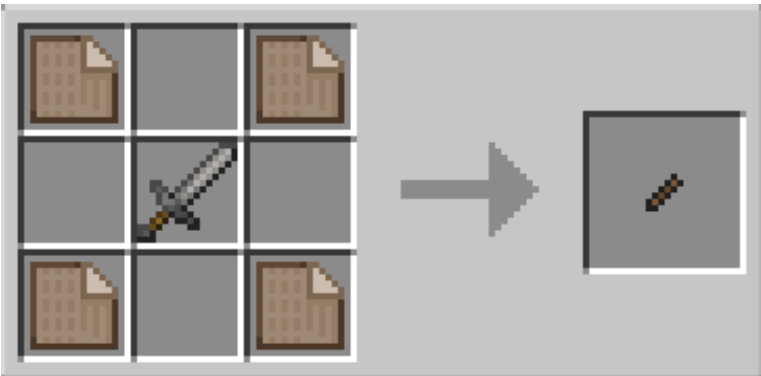
## Leather Sword

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

## Obtaining

### Crafting

Leather Swords are crafted with 4 [Refined Leather](#) and 1 (Vanilla) Stone Sword.



## Usage

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

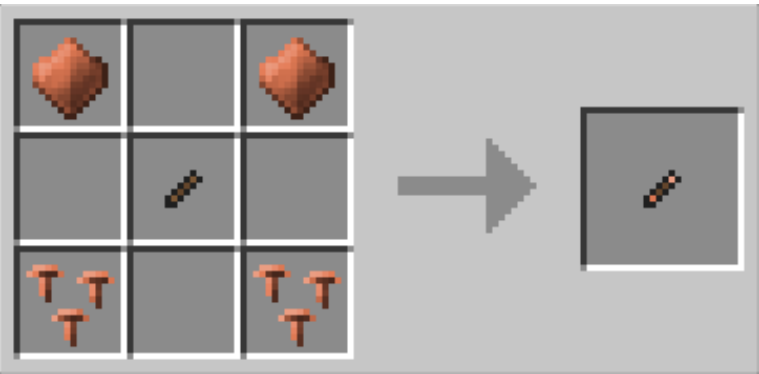
Copper Sword

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

Obtaining

Crafting

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



Usage

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

Iron Longsword

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

# Obtaining

## Crafting

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



# Usage

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

## Gold Longsword

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

# Obtaining

## Crafting

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



## Usage

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

### Diamond Longsword

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

## Obtaining

### Crafting

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



## Usage

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

## Netherite Longsword

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

## Obtaining

### Crafting

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



## Usage

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

## Amethyst

<b>Rarity color:</b>	Common
<b>Durability:</b>	2,500
<b>Renewable:</b>	Yes
<b>Stackable:</b>	No
<b>Attack damage:</b>	20

Attack speed:	6
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## Obtaining

### Crafting

Amethyst Swords are crafted with 4 [Shining Amethyst Shards](#) and 1 Diamond Longsword.



## Usage

Amethyst Longswords (Amethyst Sword) are high-damage weapons that are far superior in stats to Minecraft's expensive netherite sword. While a little over-powered compared to basegame weapons, it is the perfect companion for the novice explorer or those with a challenging PVE survival modpack.

Left-clicking with the sword inflicts damage upon mobs and players. For many mobs the Amethyst Sword is a 1-2 hit kill. Unlike the [Amethyst Scythe](#), Longswords will not break blocks like grass or flowers even if a strike intersects their hitbox.

### Enchanting

Amethyst Longswords cannot be used in an enchanting table, but can be combined with enchanting books in an anvil (vanilla or cantazarite).

## Repair

Each time the sword damages a player or mob, the sword's durability is decreased by one. The sword can destroy boats and minecarts with one hit, and without lowering the durability.

The Amethyst Longsword 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!

- **[ - ]** Amethyst swords break blocks (grass etc) in **survival** when a hit intersects with their hitbox. This is supposed to differ from the scythe which does/should break them.

# 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
1.18.2	1.18.2-1.3.0	Added Leather, Copper & Netherite tier sword as a crafting component.
		Updated naming scheme from type_longsword to sword_type - existing items of this type will be lost from saves.
		Amethyst sword's attack reach doubled while on horseback.
		<b>[Bug Fix]</b> Amethyst Longsword uses cantazarite to repair instead of Amethyst.
	1.18.2-1.2.0	<b>[Deprecated Recipe]</b> 
	1.18.2-1.0.0	Amethyst tool durability decreased from 10,000 to ~2500
1.16.5	1.16.5-0.5.3.21	<b>[Deprecated Recipe]</b> 

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## Data values

```
swem:sword_leather  
swem:sword_copper  
swem:sword_iron  
swem:sword_gold  
swem:sword_diamond  
swem:sword_netherite  
swem:sword_amethyst
```

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Revision #20

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