Lead & Anchor

Description: A lead and anchor is an improved version of Minecraft's lead that allows players to lead more entities, and hitch (tie up) on any solid surface.

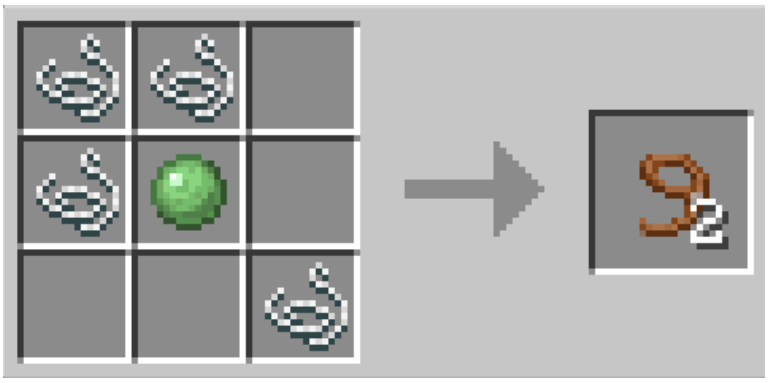
> Removed in version 1.18.2-1.3.0+. The lead and anchor function has been incorporated into Minecraft's lead.

Details:

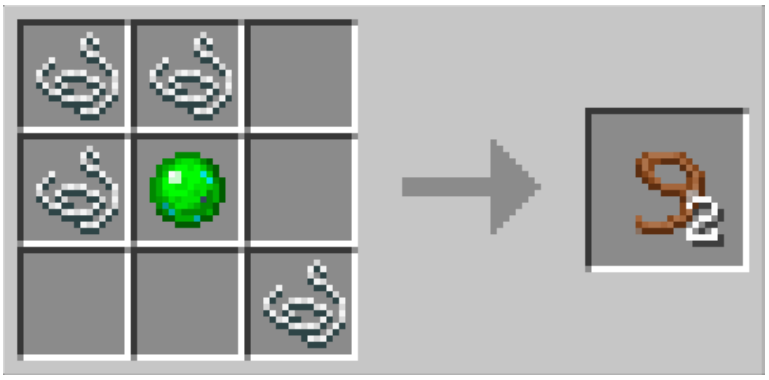
Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	None

Obtaining

Crafting
Leads come in a single (brown) color.
Vanilla Recipe: Two leads can be crafted with 1 Slime and 4 String.



Two leads can be crafted with 1 Star Worm Goop and 4 String.



Usage

Leading
Right-click any passive entity with a lead in hand to lead them. Villagers must be **shift** right-clicked to connect to a lead.

Anchoring
Right-click a block or surface to attach the anchor - this will create a small, temporary ring hitch on the ground. Anchors can be placed on the ground, on the side of blocks or underneath blocks. Right-click the ring to untether the mob, this will drop a lead.



Shown: SWEM horse hitched to the ground with an anchor connection.

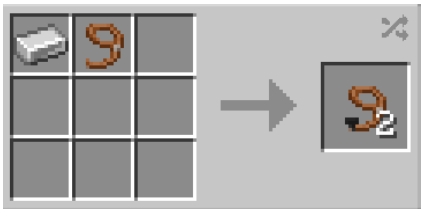
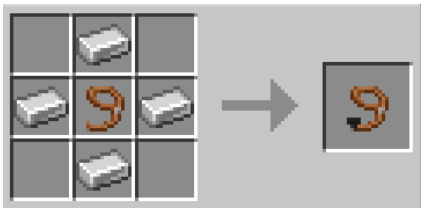
Known Issues

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
1.18.2	1.18.2-1.3.0 [Beta]	Lead & Anchor removed - function combined into (vanilla) lead. Fixed issues: • Lead duplication • Unable to lead non-SWEM rideable entities (donkey, llama, pigs) • Anchor connection left behind when disconnecting lead
	1.18.2-1.2.7	**[Deprecated Recipe]** 
	1.18.2-1.0.0	Lead & Anchor recipe changed from 4 Iron Ingots > 1 Ingot. Yields 2.
1.16.5	1.16.5-0.5.3.21	**[Deprecated Recipe]** 

Data values

swem:lead_anchor

Revision #10
Created 2023-02-05 19:57:18 UTC by Delphi
Updated 2026-05-07 12:11:23 UTC by Delphi