

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:

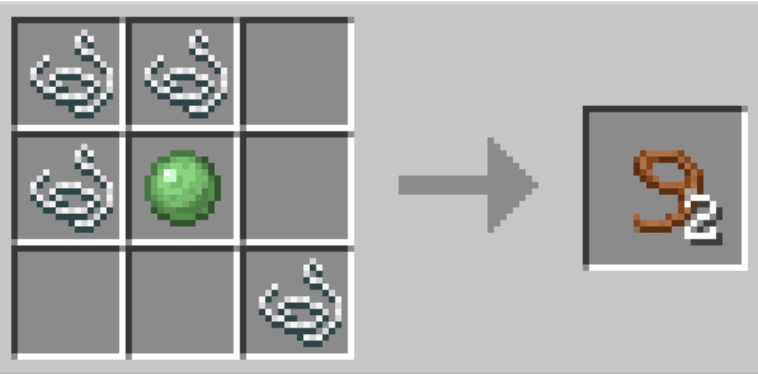
	Rarity color:	Common
	Renewable:	Yes
	Stackable:	Yes (64)
	Durability:	None

Obtaining

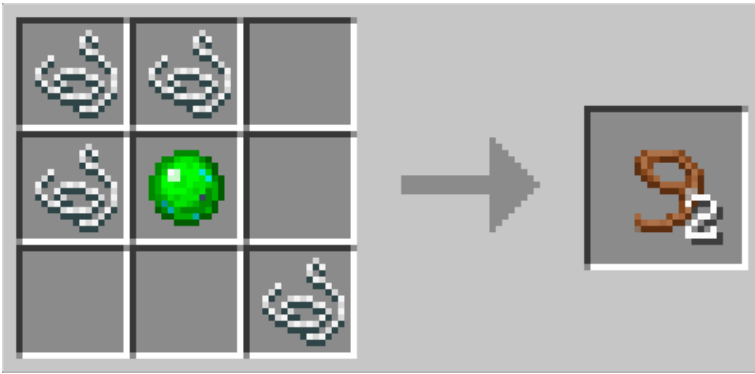
Crafting

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.

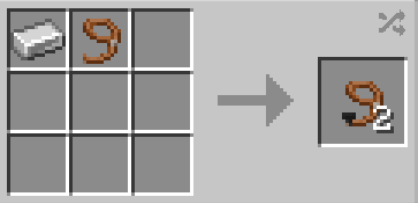
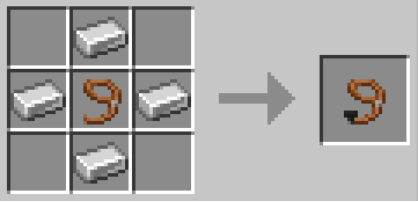
Known Issues

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: <ul style="list-style-type: none">• 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 #9

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