

# 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:

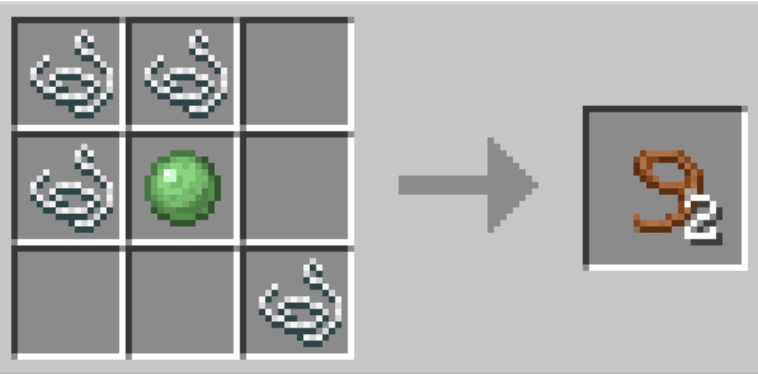
	<b>Rarity color:</b>	Common
	<b>Renewable:</b>	Yes
	<b>Stackable:</b>	Yes (64)
	<b>Durability:</b>	None

## Obtaining

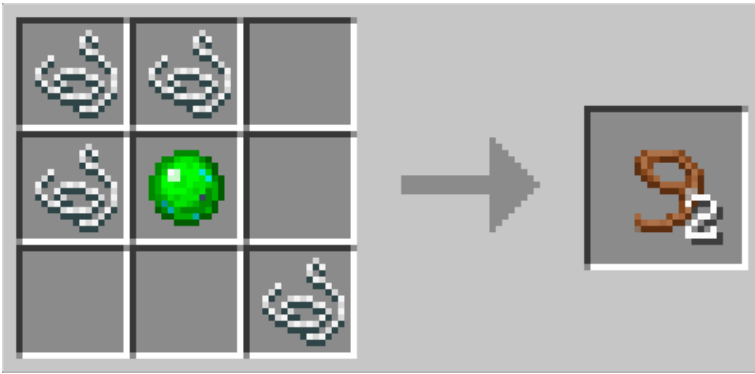
### Crafting

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.



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## 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.

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## Known Issues

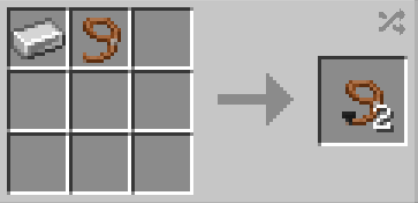

If you find an issue, please report it to our bugs channel on [Discord](#). We ask that you look to see if your issue was reported first!



# 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"><li>• Lead duplication</li><li>• Unable to lead non-SWEM rideable entities (donkey, llama, pigs)</li><li>• Anchor connection left behind when disconnecting lead</li></ul>
	1.18.2-1.2.7	<b>[Deprecated Recipe]</b> 
	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	<b>[Deprecated Recipe]</b> 

# Data values

swem:lead\_anchor

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