

# Treated Leather

**Description:** Treated leather is an item used in crafting.

**Details:**

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

## Obtaining

**Crafting**

Treated leather comes in a single color variant.

1 treated leather can be crafted with 1 Leather and 1 Dried Kelp



## Usage

**Crafting ingredient**

Treated Leather is a processed leather type added to make the process of acquiring [Refined Leather](#) easier. SWEM tack and other items requires a lot of leather that previously needed to be crafted in a multi-step process that demanded a lot of water via water buckets. Treated leather can be created in bulk at a crafting table by combining dried kelp and leather, then combined in bulk with a water bucket to create 8 Refined Leather. Alternatively, right click a [Spigot](#) (with a [water](#)

[supply](#)) to instantly convert the Treated Leather in to Refined Leather.



## 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	1.18.2-1.0.0	Added Treated Leather as a new item.

## Data values

swem:treated\_leather