Treated Leather

Description: Treated leather is an item used in crafting.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	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

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