

Horse

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Horse Overview

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Lite horses are Minecraft "re-imagined" equestrian mods. Bigger, tougher and more realistic with moderately expanded functionality.

Details	
Health Points	20-40 10-20 
Behavior	Passive
Height (B)	Withers: 2
	Ears: 3
Width (B)	1.2
Length (B)	2.7

Obtaining

Lite does **not** support converting horses via cantazerite potions!

Horses can be obtained from:

- [Natural Spawning](#)
- [Breeding](#)
- [Spawn Egg](#)

- [Summon Command](#)

Natural Spawns

Natural spawns for lite **and** vanilla horses is enabled by default in the [server config](#).

- Herds of up to 5 horses may spawn in overworld biomes.
- Herds use a single "color tag" out of 7 options to spawn "similar" coat types.
- Naturally spawning horses are wild until tamed by a player.

Spawn Eggs

Spawn eggs are a creative menu or command only item. It spawns one horse with a random coat variant and gender.

Summon Command

Lite does **not** support randomization via commands. If you require a random coat, use a spawn egg.

Commands can summon an **adult** horse with a specific coat, and gender (optional). For foals, see [here](#).

More Information: Summon Commands

Permissions

Use of summon commands require cheats enabled, and the relevant user permissions in Multiplayer.

Basics

- Commands must use a valid namespace ID like `swem:`
- Commands must use a valid coat ID
- If `MALE` or `FEMALE` is not set the gender will be random.

Default Coats

It is easy to view all coat options included in lite.

```
/swemlite summon swem:
```

Press `?` or `?` to scroll the list, and `Tab` to select the highlighted option. Add `MALE` or `FEMALE` to specify gender.

EXAMPLES

<code>/swemlite summon swem:helios_arishant</code>	Summons the Helios coat with a random gender.
<code>/swemlite summon swem:helios_arishant FEMALE</code>	Summons the Helios coat as a female horse.

Community Pack (Custom) Coats

[Community pack](#) file names set the "ID" used in game, so if you have a pack called `my_coats` the ID in game is `my_coats:`

`/swemlite summon pack_name:`

Press `?` or `?` to scroll the list, and `Tab` to select the highlighted option. Add `MALE` or `FEMALE` to specify gender.

EXAMPLES

<code>/swemlite summon custom_coats:arishant_bob</code>	Summons the <code>Bob</code> coat by <code>Arishant</code> with a random gender.
<code>/swemlite summon custom_coats:arishant_bob MALE</code>	Summons the <code>Bob</code> coat by <code>Arishant</code> as a male horse.

The above examples use an **EXAMPLE** community pack called `custom_coats` with a coat option `arishant_bob`

Troubleshooting

Use `/swemlite summon` to scroll **all** options.

If the list contains only `swem:` there are **NO** packs installed correctly **OR** it there are no valid coats.

If you summon a coat and it is completely black.

The coat variant is missing a `png` texture file, or it is wrongly specified in the `json` data file.

If a summoned coat uses the default white (gray) coat.

The coat information was modified - the pack or coat was renamed or removed.

Appearance

Does Lite

not include any complex coat genetics, breeds or model variants (custom models excluded).

Horses use one of 100+ default [adult coats](#).

Custom Coats

Community packs do not support foal coats. All foal coats (14) can be replaced using a [resource pack](#).

- You can add custom coats directly into the game using a [community pack](#).
- You can override (replace) the default coats using a [resource pack](#).

Gender

There are no visual or functional [gender](#) differences besides the icon displayed with named Horses.

More Information: "Breeds"

Breeds

Lite does **NOT** include breeds, or breed-specific models, excluding custom **community-made** model replacements (overrides).

Behavior

Idle

Horses will idle wander, and occasionally trigger shake, scratch or tail swish idle animations.

Sleep

Horses lay down to sleep every night between 9PM-6AM, unless equipped with a bridle.

Aggression

Horses are passive-neutral and do not "aggro" towards entities or players.

- They can retaliate by bucking if harmed or ridden when untamed.
- Bucking deals **TBC** damage to entities and players in a **TBC** radius.

Fatal "buck offs" can occur if one horse kicks another, who kicks back etc. It's not an "intentional" risk but it can happen!

Horse Inventory

The horse inventory overviews information on ownership, skills, status and equipment. It is available for all **tamed** horses.

Shift + Right Click the horse with an empty hand, or press E while riding.



1. Horse Name
2. [Tank Controls](#) - Green if enabled
3. Owner (Player Name)
4. [Jump Skill](#)
5. [Speed Skill](#)
6. [Health Skill](#)
7. [Affinity Skill](#)
8. [Gender](#) and [Status](#)
9. Trust Status
10. [Bridle Slot](#)
11. [Saddle Slot](#)
12. [Horse Armor Slot](#)
13. [Saddlebag Slot](#)
14. [Saddlebag Storage Button](#)

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
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1.21.1	1.1.1	Bug Fix: Community packs not cross-compatible with full mod. Discord: Guide for 1.0.0 Packs.
1.20.1	1.1.1	Bug Fix: Community packs not cross-compatible with full mod. Discord: Guide for 1.0.0 Packs.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Riding

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Horses can be tamed, equipped with a range of cosmetics and ridden with expanded functionality.

Taming

Fatal "buck offs" can occur if one horse kicks another, who kicks back etc. It's not an "intentional" risk but it can happen!

It is recommended to tame horses in safely enclosed area, away from other players, pets or animals.

`Right Click` any untamed horse with an empty hand to mount it.

- Taming attempts will prompt the horse to buck or rear.
- Horses will dismount the rider and emit gray particles if unsuccessful.
- Horses may harm nearby entities and players with bucks - back up quickly to avoid taking damage!
- Every attempt reduces the (random) "temper" variable until it reaches 0.

Successful taming is indicated by heart particles and this time the rider remains mounted.

Tacking

`Shift` + `Right Click` a **tamed** horse with an empty hand to access the [horse inventory](#).



There are four item slots:

1. [Bridle](#)
2. [Saddle](#)
3. [Armor](#)
4. [Saddle Bag](#)

The last icon is a button to access the saddlebag storage.

Tack can be equipped in **any order** by dropping a compatible item into the slot. If an item is already equipped, it can be removed from the slot in the same menu, or "hot swapped" using **Shift** + **Right Click** on the horse while holding a replacement tack item.

Riding

Keybinds can conflict with other functions or mods. If you experience issues controlling a horse, check your controls.

Horses require both bridle and saddle to control direction and speed. There are two control types - standard or tank controls.

Standard (Default)

W to move forward and mouse controls direction. **A/D** keys control lateral left and right movement without affecting camera angle.

S resets the gait to walk.

Tank Controls **N** TO TOGGLE

W to move forward, and **A/D** to turn smoothly left or right. If held, the horse will make a perfect circle movement - the size depends on the current gait (faster gait, wider circle). Camera angle can be freely controlled using the mouse without affecting horse movement. Tank controls are great for precision riding with dressage or coordinated group routines.

Enabling tank controls notifies the player over the hotbar, and highlights a small tank symbol in the [horse inventory](#) menu.

Gait (Speed)

Horse speed is determined by their current "gait" and their [speed skill](#). Use `G` to decrease (slower), and `H` to increase (faster).

- Walk
- Trot
- Canter
- Extended Canter
- Gallop

Current gait displays next to hotbar if `gaitHudEnabled = true` in [configs](#). Gait resets to walk if `S` is used, or `W` released.

Jumping

Horse [jump height](#) is determined by [jump skill](#), and the jump "charge". Hold `space` to charge the meter, and release it to jump.

Flight

Horses must be equipped with a bridle, saddle and amethyst tier armor (any with wings) to allow flight.

Default Key	Action	Description
<code>J</code>	Launch	Initiate flight and launch horse <code>7B</code> into the air.
	Glide	Default state with no controls active - slow forward and downward motion towards the ground.
<code>W</code>	Accelerate	Increases speed (up to max) without increasing altitude.
<code>A</code>	Bank Left	Rotates the horse in a gradual left turn - altitude is decreased unless moving forward <code>W</code>
<code>D</code>	Bank Right	Rotates the horse in a gradual right turn - altitude is decreased unless moving forward <code>W</code>
<code>Space</code>	Elevate	Increases the altitude without forward movement.
<code>Space + W</code>	Rise	Increases the altitude while moving forward.

LShift	Flutter	Decreases the altitude without moving forward - useful for precise landings.
LShift + W	Dive	Decreases the altitude while moving forward.
S	Float	Decreases speed to a stop and holds position without losing altitude (hover).
	Land	Landing occurs when a horse touches a block. This includes collision with blocks (terrain).

Summary: J Launch W Move A/D Steer Space Up Shift Down S Hover. *Think creative flying but no mouse steering!*

Combat Commands

Horses equipped with Adventure saddle **and** bridle can use special combat moves if their affinity skill is high enough.

Default Key	Action	Affinity Level	Description	Area Of Effect	Damage
	Bite	Affinity VII	Horse bites out in front of them		2 ❤️
X	Kick	Affinity VIII	Horse kicks out behind them		4 ❤️
C	Stomp	Affinity IX	Horse rears up and stomps with front legs		1 ❤️

"You can't do that right now" means wrong or partial equipment, inadequate level or using a gait above halt or walk.

Known Issues

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- Pressing S accidentally will bring the horse to a sudden stop from any gait.

Changelog

View Changes

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MC Version	Release	Notes
1.21.1	1.1.3	Bug Fix: Crash on collision with any blocks in flight.
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Care

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Lite Horses are intended to be low maintenance adventure mounts, but they may need a little care to stay healthy!

Needs

Lite does **not** include any hunger, thirst, pee or poo functions.

Health

Horse health is default 20 HP  and can be increased by leveling the [health skill](#).

Damage Sources

- Falling 9+ blocks
- Potion of Harming
- Dragons Breath
- Fire, Lava & Magma Blocks
- Cactus, Sweet Berry Bushes & **Wither Roses**
- Blast damage from TNT, Withers or Creepers
- Hostile Mobs
- Bucking horses

More Information

Pathfinding

Horses naturally seek to avoid (while wandering) harmful blocks such as lava, magma, cactus and sweet berry bushes etc.

Hostile Mobs

Horses are not a target of most hostile mobs, unless indirectly while ridden by a player (ie shot by a skeleton). They can be direct targets of Zoglins and Withers, and any hostile entities from other mods that use a similar hostility logic.

Fall Damage

Horses take fall damage from any drop greater than 9 blocks. This limit increases to 11 with **GOLD TIER HORSE ARMOR**

	9B	13B	17B	21B	25B	29B	31B	33B	35B	37B	++
No Horse Armor	0.5	1.5	2.5	3.0	4.0	5.0	5.5	6.5	7.0	7.0	7.0
Gold Tier Armor	0.0	1.0	1.5	1.5	2.0	3.0	3.5	3.5	3.5	4.0	4.0

TBC Fall damage was thoroughly tested but the exact formula is non-linear and has not been verified from code.

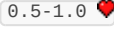
Horses cannot die to fall damage unless their health is below the maximum damage cap of 7.0 , or 4.0 with gold+ horse armor, or they sustain damage from another source shortly after taking a dangerous fall.

Dragons Breath

Horses may **not** avoid Dragon's Breath if left unsupervised or idle wandering in the End dimension.

Dragon's Breath is extremely hazardous and can result in a buck and rearing loop that makes it very hard to escape!

	Damage	Health I 10	Health II 11	Health III 13	Health IV 16	Health V 20
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No Horse Armor		3.3s	3.6s	4.3s	5.3s	6.6s
Cloth Tier Armor		6.6s	7.3s	8.6s	10.6s	13.3s
Armor + Booster		20-40s 	21-42s 	23-46s 	26-52s 	30-60s 

Damage (per second) and **approx.** seconds this amount of damage can be sustained (by health level) until fatal.

The following are recommended before going to the End with a horse (if Dragon is not defeated):

- [Horse Armor](#) of any tier except leather reduces damage per second by half.
- [Horse Armor](#) of Amethyst tier (flight) reduces dangers of ground-based combat.
- [Health Boosters](#) increase maximum health to extend time they can sustain damage.
- Healing supplies such as [Horse Heal Potion](#) to quickly treat low health.

Healing

- Natural Regeneration
- [Splash Potion of Healing](#)
- [Horse Heal Potion](#)
- [Health Booster](#)
- Command `/swemlite set health #` (1-5)

Booster Shot

[Health Boosters](#) fully heal missing hearts and **temporarily** increase maximum health by a 20 HP  .

Immunity

[Horse Armor](#) significantly reduces or negates damage from various sources, effects stack per tier.

Immortality "God Mode"

Immortality is a command-only function and prevents further skill gain while active.

Horses can receive immunity to **ALL** damage using `/swemlite horse immortal` to toggle "immortality" on or off.

Additional

- Horses use a "sad" animation when their health is low to visually communicate the need for care.
- Horses may "flee" from or after taking damage, but this is usually very brief and ineffective.
- Horses can kick or buck when taking damage, this can harm nearby entities and players.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

- `1.0.0` Horse health icons do not show above the hotbar when in creative.
- `1.0.0` Horses occasionally engage in fatal "kick-offs" when harmed.

Changelog

View Changes		
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MC Version	Release	Notes
<code>1.20.1</code>	<code>1.1.1</code>	Page established - Information prior to <code>1.1.1</code> is not specifically included but is likely the same.

Skills



Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Lite Horses can upgrade four skills to unlock increased "perks" for horse and riders.

Overview

The [horse inventory](#) displays current level for all skills, and progress (experience) towards the next level.



Jump

Jump increases the maximum height a horse can reach when their jump bar (space) is fully charged.

Jump skill is increased by:

- [Jumping](#)
- Using Jump or All [skill potions](#)
- Reaching Affinity III (Tolerant) automatically unlocks Jump II
- Commands `/swemlite set level JUMP #`

	Jump I (1)	Jump II (2)	Jump III (3)	Jump IV (4)	Jump V (5)
Experience	---	1350	3038	4050	5063
Height (Blocks)	1.75B	2.75B	3.75B	4.75B	5.75B

Experience listed shows **default** values. Requirements may differ on servers or worlds with custom [configuration](#) values.

More Information

Jump Phases

Jump is charged by holding `space` and the amount of charge determines how high they jump. This is not a straight launch into the air, the launch phase (straight after releasing space) has a natural arc where height steadily increases, then declines before they land. Contact with the ground (landing) automatically ends the jump animation.

Jump Height

Maximum jump height refers to the highest point of the jump arc. This means the rider must correctly judge their approach, charge and release (space) to gain the height necessary to make it over an obstacle. As jump skill increases, it becomes easier to clear lower level jumps with less preparation, but easier to "over jump". Outside of multiplayer server events that score players based on appropriate skill (using a jump height that matches the jump itself), this has no real significance to horse or rider.

Jump Distance

Jumping without pressing `W` plays a jump animation on the spot. It is holding `W` that gives the jump forward motion, and this is further affected by speed. Jumping in a higher gait (speed)

covers more distance the faster you go, and this scales further depending on the gait used and the speed skill. Certain gaits - specifically walk, trot and canter - are fixed speeds and are unaffected by skill level, so a horse with level 1 and another with level 5 will not cover more distance while jumping at canter. At maximum speed **and** jump, it is possible to jump over gaps up to 11 blocks wide with good timing.

Jump Spacing

Jump spacing is important in planned courses - riders need enough time to approach the jump, charge, release and reach the appropriate height to clear an obstacle. The distance required between jumps depends on how tall they are and what speed the rider is expected to use. Read more [here](#) (Discord).

Jump Refusals

Jump refusals are very common in low level horses, but are not influenced by the jump skill or successful vs unsuccessful jumps.

Only affinity impacts refusal, so it is easier to begin training jump after increased bonding and training in other skills.

Jump Collisions

There is no system in lite to identify jump collision ("faults") and obstacles are not knocked over if contact occurs.

FUN FACT

The most challenging jump is a 5B tall and 5B wide ascending triple bar.



It is only possible at a gallop and requires **perfect** timing to clear all bars and cover the entire jump distance without collision.

Speed

Speed increases the maximum speed (in blocks per second) a horse can move in certain gaits.

Speed skill is increased by:

- [Riding or flying](#)
- Using Speed or All [skill potions](#)
- Commands `/swemlite set level SPEED #`

	Speed I (1)	Speed II (2)	Speed III (3)	Speed IV (4)	Speed V (5)
Experience	---	1350	3038	4050	5063
Walk	3bps	3bps	3bps	3bps	3bps
Trot	5bps	5bps	5bps	5bps	5bps
Canter	11bps	11bps	11bps	11bps	11bps
Extended Canter	11bps	13bps	15bps	17bps	19bps
Gallop	13bps	15bps	18bps	20bps	22bps

Experience listed shows **default** values. Requirements may differ on servers or worlds with custom [configuration](#) values.

More Information

Universal Speeds

Walk, trot and canter use "universal" speeds, which means they are unaffected by speed skill. This was added for the convenience of multiplayer worlds to allow players to ride at a uniform speed in trail riding together or group routines, and engage in competitions where variable speed skill need not be factored in for time-based trials.

Experience

Experience gain from riding is calculated based on blocks covered (distance). Riding at a higher gait increases skill gain simply because it covers more ground and therefore gains more experience.

Affinity

Affinity increases tolerance to rider commands, which decreases the rate of jump and gait command refusals. It also unlocks access to special [mounted combat moves](#).

Affinity skill is increased by:

- [Riding or flying](#)
- [Brushing](#)
- [Treats](#)
- Using Affinity or All [skill potions](#)
- Commands `/swemlite set level AFFINITY #`

Level	Level Name	Experience	Refusal (Jump)	Refusal (Gait)	Notes
1	Affinity	100			Previously: Unwilling
2	Affinity I	850			Previously: Reluctant
3	Affinity II	2000			Previously: Tolerant
4	Affinity III	3000			Previously: Indifferent
5	Affinity IV	4000			Previously: Accepting
6	Affinity V	6000			Previously: Willing
7	Affinity VI	9000			Previously: Committed
8	Affinity VII	11000			Previously: Trusted
9	Affinity VIII	14000			Previously: Friends
10	Affinity IX	15000			Previously: Best Friends
11	Affinity X	16000			Previously: Bonded

Experience listed shows **default** values. Requirements may differ on servers or worlds with custom [configuration](#) values.

More Information: Treats, Skill Loss

Treats

Horses can be fed a number of food items to increase affinity, including "regular" or "special" kinds.

Type	Limit (Time)	Limit (Amount)	Food Item	Affinity (Experience)	Total
Regular	Daily TE	3	Apples	3	26
		5	Carrots	2	
		7	Melon	1	
Special	Lifetime	10	Golden Carrot	100	1000
		10	Golden Apple	200	2000
		1	Enchanted Golden Apple	5000	5000

Lifetime: This treat can be given a limited number of times, once reached no more treats of that type will be accepted.

Providing a horse the maximum number of special treats is a good approach to boost to Affinity IV (4)+ and reduce refusals.

High value treats may put the horse **over** the required skill experience. Riding the horse will trigger the level up to occur.

Skill Loss

Affinity is the only skill that can be decreased without commands. Points are decreased if the horse takes damage.

The exact point calculation is unknown, as the deduction seems to vary by source.

- Hit from a player with an empty hand deducts 5 points (0.5 ♥)
- Hit from a fully-charged unenchanted bow deducts 30 points (4 ♥)
- Damage from cactus deducts 20+ points (0.5 ♥)

Levels can decrease if the skill points decrease beyond 0. For example, Affinity III becomes Affinity II. If the horse already has the lowest affinity, points remain at 0. The horse will

automatically level up again once their points reach the experience threshold for the next level.

Other

- Affinity is not a bond to specific riders, only an indication of it's receptiveness to rider commands.
- Affinity is not a trait, it starts at 0 for all, gains at the same rate and every horse can reach max level (Affinity X).

Health

Health increases the maximum heart or health points a horse has while in good condition (full health).

Health skill is increased by:

- [Glistening Melon](#)
- Using Health or All [skill potions](#)
- Commands `/swemlite set level HEALTH #`

	Health I (1)	Level 2	Level 3	Level 4	Level 5
Experience	---	1350	3037.5	4050	5062.5
Health Points	20	22	26	32	40
Hearts	10	11	13	16	20

Experience listed shows **default** values. Requirements may differ on servers or worlds with custom [configuration](#) values.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

- `1.0.0` Skill values are sometimes rounded down, such as `1k/1k` instead of `1000/1350`.

Changelog

View Changes

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MC Version	Release	Notes
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Gender

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Gender is a data value assigned to all horses, even if untamed. It is part of a simple [breeding](#) feature.

Identifying Gender

Gender is shown as an icon in the [horse inventory](#) for all **tamed** horses, and an icon next to **any** name tagged horse.



Gender Potions

Lite does**not** include infertility potions for geldings (or infertile mares).

Gender can be changed at any time using [gender potions](#).

Gameplay

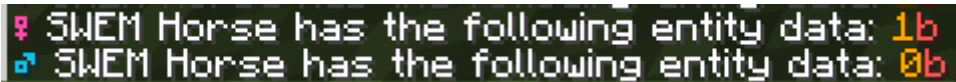
There are no gender-specific differences in appearance, behavior or functions. Gender is only relevant to [breeding](#).

Additional

Gender data can be revealed via command if the player has access.

```
/data get entity @e[type=swem:swem_horse,sort=nearest,limit=1] Behaviors[9].Female
```

Output will show the gender icon of the horse, and the value `1b` for female, or `0b` for male.



Changelog

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MC Version	Release	Notes
1.20.1	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.
1.20.1	1.1.0	Bug Fix: All horses spawn male.

Breeding

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Breeding is the process of pairing a [male and female](#) horse to produce a foal.

Readiness

Breeding requires two horses of opposite genders who are "ready", as indicated by the small icon in the [horse inventory](#).



Ready to breed.



Not ready to breed.

Love Mode

Love mode is a vanilla Minecraft feature that makes entities search for a compatible partner to breed with.

- Love mode lasts for 120 seconds (2 minutes).
- Horses require a [sugar cube](#) to activate love mode.
- Horses emit heart particles when love mode is activated successfully.
- Horses will seek out opposite genders also in love mode to breed.
- Successful breeding produces a foal **immediately**.

Cooldown

Horses have a cooldown period of 300 seconds (5 minutes) after breeding, during which they are "unready" to breed.

Hover over the gender icon in the [horse inventory](#) to see a tooltip for cooldown duration (seconds).

Foals

Appearance

- Adult horses have at least one of seven coat "tags" that apply to their coat texture.
- Foals inherit **one** tag at random from either of their parents.
- Foals can use one of **two** coat textures for their color tag.
- Foals roll for a random coat that uses their tag when growing up.

Foal Coat Options		
Tag	Variant	Coat
Creamy	swem:foal_creamy_0_arishant	
	swem:foal_creamy_1_arishant	

swem:foal_creamy_2_arishant



Chestnut

swem:foal_chestnut_0_arishant



swem:foal_chestnut_1_arishant



swem:foal_chestnut_2_arishant



Brown

swem:foal_brown_0_arishant



swem:foal_brown_1_arishant



swem:foal_brown_2_arishant



Dark Brown

swem:foal_dark_brown_0_arishant



swem:foal_dark_brown_1_arishant



swem:foal_dark_brown_2_arishant



Black

swem:foal_black_0_arishant



swem:foal_black_1_arishant



swem:foal_black_2_arishant



Gray

swem:foal_gray_0_arishant

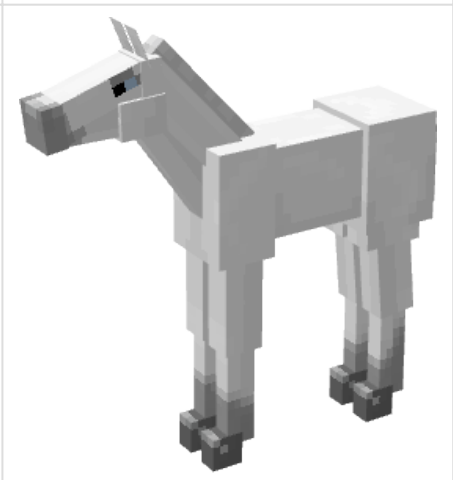


swem:foal_gray_1_arishant



swem:foal_gray_2_arishant



White	swem:foal_white_0_arishant	
	swem:foal_white_1_arishant	
	swem:foal_white_2_arishant	

Behavior

Foals will follow **any** adult horse, and may idle wander in a small radius. If no adult is around, they will stand or wander.

Interaction

TBC Foals can be led by their owner, this is automatically set to the player who owns the mare (mother).

Foals do not have an accessible inventory menu so cannot be equipped with any tack items.

Growth

Foals grow up after 20 minutes, equivalent to 24000 ticks. Growth can be accelerated with [sugar cubes](#).

More Information: Age (Foal Growth), Summon Commands

Age

Lite does not offer any configs for foal growth time. However, this can be set for individual foals in-game using commands.

```
/data modify entity @e[type=swem:swem_horse,sort=nearest,limit=1] Age set value -#
```

Change `#` to the number of ticks until age up. `6000` is equal to 5 minutes. Use `-999999999` for "permanent" foals.

Summon

You can summon foals with specific coats and growth durations using commands.

```
/summon swem:swem_horse ~ ~ ~ {Age: -#, Behaviors: [{Id: "swem:coat", Coat: "swem:foal_TYPE"}]}
```

Change `#` as above and add a valid coat entry for `swem:foal_TYPE`. See **Foal Coat Options** (dropdown) above.

Transfer

You can transfer ownership of foals using commands.

```
/data modify entity @e[type=swem:swem_horse,sort=nearest,limit=1] Owner set value PLAYERSFULLUUIDHERE
```

Change `PLAYERSFULLUUID` to that of a valid player using [MCUUID](#).

This does not automatically update the `ownerName` value, which is displayed in the [horse inventory](#) (adult horses).

Owner name gets set automatically when horses are tamed or transferred using **mod** commands, but not with the above option.

```
/data modify entity @e[type=swem:swem_horse,sort=nearest,limit=1] ownerName set value PLAYERNAME
```

Change `PLAYERNAME` to that of a player. It should not cause any issues if invalid, but aim to use valid names anyway.

Additional

- Breeding has a very small chance (1/1000) of a twin birth.

Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

- Foals cannot be summoned using `/swemlite summon <id:coat>` - shows adult coat with broken foal texture.
- Foal variant `black_2` is potentially invalid (unable to be obtained).

Changelog

View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<code>1.21.1</code>	<code>1.1.3</code>	Bug Fix: Breeding fails to produce a foal in some cases.
		Bug Fix: Breeding does not trigger a cooldown for stallions.
<code>1.20.1</code>	<code>1.1.1</code>	Page established - Information prior to <code>1.1.1</code> is not specifically included but is likely the same.