

# 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!

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## Needs

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

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## 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 	Health II 	Health III 	Health IV 	Health V 
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.

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## 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.
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## 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.
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## 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>1.20.1</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.

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