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 `10` ❤ 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`
No Horse Armor	`3.0`	3.3s	3.6s	4.3s	5.3s	6.6s
Cloth Tier Armor	`1.5`	6.6s	7.3s	8.6s	10.6s	13.3s
Armor + Booster	`0.5-1.0`	*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 `10` .

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

> 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
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

Revision #17
Created 2026-03-07 00:32:43 UTC by Delphi
Updated 2026-05-08 01:21:24 UTC by Delphi