

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 	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.

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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