Health Booster

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

Introduction

Health Booster is a medical item that gives horse a temporary increase to maximum health.

Brewing



Health Booster

Potion of Healing `(1)`

Golden Carrot `(1)`

> Outputs the booster to the same slot the potions use!

Usage

`Right Click` a horse with the booster in hand to apply it. This consumes the item (single use).

Effect

Boosters heal any missing hearts and increase maximum health by `10` ❤ using a Health Boost V potion effect.

Duration

> Duration is set in the server config - changes will only apply to horses given a **new** booster after reload.

Boosters last `600` minutes (30 MC days) by default, duration only decreases while the horse is **loaded**.

Response

> Horses may rear or **buck** if they have the fussy trait. To minimize damage, use away from other horses, pets or players!

More Information: Maximum Health, Fussy Trait, Duration (MP)

Maximum Health

Boosters make the maximum possible health `30 ❤` for Health V horses - `20 ❤ + Bonus 10 ❤`

Fussy

Fussy is a randomly assigned trait in all horses.

- It only affects booster response (currently).
- It is not identifiable without commands, or administering a booster shot.

`/data get entity @e[type=swem:swem_horse,limit=1,sort=nearest] Behaviors[8]`

Output will show the value `1b` for fussy, or `0b` for not fussy.



Multiplayer Duration

600 seconds is 10 **continuous** hours of health boosting for a very reasonable price. In multiplayer situations where horses are **constantly** in loaded chunks or near popular areas like world spawn hubs, consider using `5000` to `10000` minutes, equivalent to a half/week of **continuous** loading.

Trivia

Booster shots (health boosters) were added for multiplayer servers, originally official SWE. Servers often increase horse care and leveling requirements, and the loss of many hours or sentimental attachment is very demoralizing. Boosters make horses more robust on adventures against hostile mobs, terrain challenges and block suffocation (now disabled).

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 It is a log of wiki-related version information and may be outdated.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
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

Revision #10
Created 2026-04-14 15:49:04 UTC by Delphi
Updated 2026-05-10 23:15:04 UTC by Delphi