

Saddle Bags

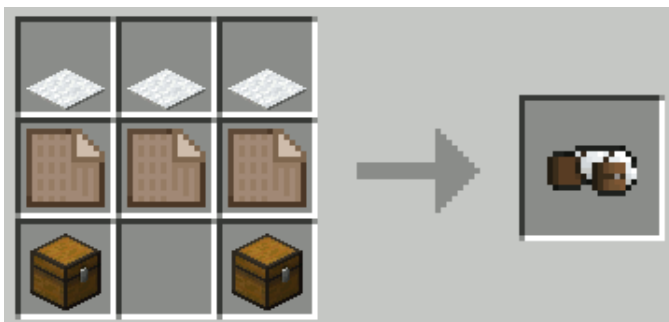
Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Saddle Bags add a storage space you can access while riding, and are equipped in the [horse inventory](#) saddle bag slot.

Crafting

Saddle bags have 16 dyed color options.



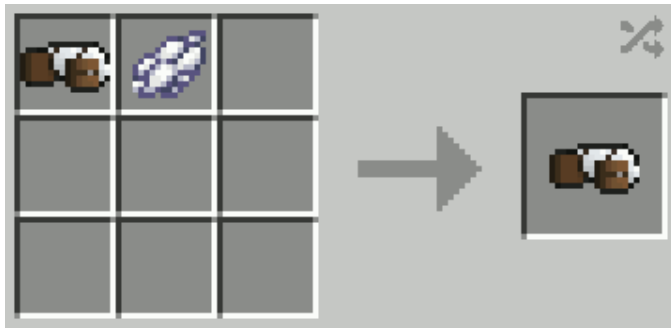
Saddle Bag

[Carpet](#) (1)

[Refined Leather](#) (1)

[Chest](#) (2)

Recoloring



Saddle Bag

Saddle Bag (Any) (1)

Dye (1)

Usage

Lite does not require tack to be equipped in any specific order, but it can only be equipped on a **tamed** horse.

Saddle bags **cannot** be hot-swapped using `Shift` + `Right Click` to minimize exploit risk.

Saddle Bags can be equipped several ways:

- Place a saddle bag in the [horse inventory](#) saddle bag slot (#4).
- `Right Click` a **tamed** horse with a saddle bag in hand.

Inventory

The saddle bag must be equipped to open it, using `K` while mounted, or with the horse inventory saddlebag button.

- Slots are filtered to specific items, or **tags** (ie logs = any logs, bow = modded or "vanilla").
- Slots allow a **full stack** of any items that support it.
- Bed Roll contains 4 slots for camping supplies.
- Saddlebag contains 27 slots for general adventure supplies.
- Hover over the slot to view a tooltip (info label).



Bed	Lead	Crafting Table	Bow
Campfire	Whistle	Log	Arrow
Fuel	Brush	Chest	Sword
Flint & Steel	Horse Heal Potion	Ingots	Pickaxe
	Sugar Cube	Refined Leather	Axe
	Flight Feather	Bucket	Shovel
	Horse Armor	Shining Amethyst	Hoe
	Glistening Melon	Food	Shield
	Cowboy Hat	Torch	Riding Boots

Known Issues

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

- [1.3.0](#) Saddlebag GUI shows torch icon for food slot (and vice versa).

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 It is a log of wiki-related version information and may be outdated.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
1.21.1	1.3.0	Bug Fix: Saddle bags filter slots to items that cannot be obtained (do not exist) in lite.
	1.1.3	Bug Fix: Tack items disappear (visual only) on reload and void TP.
1.20.1	1.1.4	Bug Fix: Saddle bags filter slots to items that cannot be obtained (do not exist) in lite.
	1.1.1	Page established - Information prior to 1.1.1 is not specifically included but is likely the same.

Revision #21

Created 2026-03-23 19:21:36 UTC by Delphi

Updated 2026-05-21 03:17:14 UTC by Delphi