# Care

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

## Introduction

Horses are intended to be valuable adventure mounts, and need a little care to stay happy and healthy!

---

## Hunger

View section here.

---

## Thirst

View section here.

---

## 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 Fly Spray to quickly treat low health.

## Healing

- Natural Regeneration
- Splash Potion of Healing
- Fly Spray (15s Healing)
- Glistening Melon
- Health Booster
- Command `/swem set health #` (1-5)
- `SWPM` Bandage
- `SWPM` Salve
- `SWPM` Medicated Bandage

## 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 `/swem horse immortal` to toggle "immortality" on or off.

---

## Brushing

Brushing is **not** a care requirement, but adds a small quality of life interaction to increase affinity skill with a horse each day.

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | TOTAL |
|---|---|---|---|---|---|---|---|---|---|
| **Affinity** | +9 | +8 | +7 | +6 | +5 | +4 | +3 | 0 | **+42** |
| **Particles** | | | | | | | | | |
| | *"Woot"* | | | *"Yay"* | | *"Meh"* | | *"Bad"* | |

---

## 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!

- 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 |
| --- | --- | --- |
| `1.21.1` | `1.6.12` | Page established - Information prior to `1.6.12` is not specifically included and may differ significantly. |

Revision #1
Created 2026-11-18 20:58:12 UTC by Delphi
Updated 2026-11-18 21:28:08 UTC by Delphi