

Breeding Token

Description: Breeding tokens are optional items that can be fed to [SWEM Horses](#) for breeding.

Details:

Rarity color:	Common
Renewable:	No
Stackable:	Yes (64)
Durability:	No (single use)

Obtaining

Crafting

Breeding Tokens come in a single variation.

A breeding token can be crafted with 1 Dried Kelp, 1 Sugar, 1 Iron Nugget, 1 Clay and 1 Rose Feed Scoop.

Breeding tokens **cannot** be crafted in survival by default - this can be configured in the [recipe config](#).



Usage

Breeding

Breeding tokens work the same as [Sweet feed](#) to breed horses. Both horses must be right-clicked with a breeding token in hand to go into love mode. Breeding items must be used by the player that owns the horse, regardless of trust status.

Servers

By default, Breeding tokens will work the same as sweet feed, but cannot be obtained without commands (/give). This can be configured in [recipe configs](#). For breeding tokens to disable the use of sweet feed, token breeding must be set to **true** in the [server config](#). When this setting is enabled:

- [Cantazarite potions](#) will not work on vanilla ponies.
- [Sweet feed](#) will not work to breed SWEM Horses.
- **Two** breeding tokens will be required (one for each horse to be bred).

With breeding tokens and its configs, servers can now restrict breeding tokens to:

- Approved breeding (application only, role or job restrictions, horse skill requirements)
- Sell breeding tokens (realistic costs of raising horses, economy sink and limiting over-breeding)
- Offer as rewards for events, activity etc

Breeding tokens (obtained by commands or given by an OP) can be used as normal, even if token breeding is disabled.

It is not recommended to require breeding tokens ONLY unless the server has sufficient (active) staff to manage their distribution, or they can be purchased without staff management (ie creative shop or sign store mods)

Known Issues

If you find an issue, please report it to our bugs channel on [Discord](#). We ask that you look to see if your issue was reported first!

- [-] **1.18** Survival crafting Recipes missing for Breeding Tokens. **Fixed in 1.20.**

Changelog

View Changes

This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.20.1	1.20.1-1.3.2	Breeding token has survival crafting recipe if enabled via config.
1.18.2	1.18.2-1.3.0	Breeding items must be used by the horse owner to be consumed/breed.
	1.18.2-1.0.0	Breeding Tokens require configurable values to be crafted in survival.
		Breeding Tokens can be configured to disable cantazarite potion converting and sweet feed as a breeding item.
		Breeding Tokens added.

Data values

swem:token_breeding_horse

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