

What Makes ModN Equine Different

Horses on the SMP are not normal vanilla Minecraft horses. Vanilla horses will not spawn naturally in the world.

All horses on the server are part of **ModN Equine**, a custom horse system built for Pinecraft Equestrian. This means horses are tracked, owned, cared for, progressed, shared, raced, bred, and traded through server systems rather than only through vanilla Minecraft behaviour.

Custom Ownership

Each ModN Equine horse belongs to a player.

Ownership affects who can:

- ride the horse
- rename it
- manage it in the horse panel
- share it with friends
- list it on the market
- breed it
- customise it

Owners must allow other players to do these actions through /h panel and commands.

The Horse Panel

The main way to manage your horses is:

```
/h  
/h panel  
/horse panel
```

These all open the horse panel. From there, you can view your stable, open horse details, access the market, check racing options, and manage many horse features.

Progression and XP

Horses must be trained to get faster and jump higher. These values are called "Speed XP" and "Jump XP". These stats matter for race eligibility, breeding plans, and worth of each horse.

Energy and Care

Horses have energy and care needs.

Feeding restores energy, and persistent-spawn horses need daily attention. Tired or neglected horses may not be ready for demanding activities such as racing or breeding.

Bonding

Players can build a personal bond with individual horses through care and riding. Use a brush to begin this process.

Any player added to a horse can form a bond with the horse, separate from other players.

Breeding and Foals

Breeding uses ModN Equine systems rather than vanilla breeding.

To breed, you must have two "breeding potions". Navigate to your /h panel to begin the breeding.

Racing

A race may require certain Speed XP, Jump XP, energy, rank, and riding crop type. Riders must keep the required crop in their main hand during the race.

Market Listings

Horses and foals can be listed through the horse market.

Listed horses behave differently from normal active horses. Interacting with a listed horse will open the market listing instead of letting you ride it.

Custom Items

ModN Equine includes custom items such as:

- riding crops
- Pro riding crops
- breeding potions
- customisation tokens (breed, coat, and gender)
- XP boosts (speed and jump)
- healing items
- invulnerability shards
- race ribbons
- grooming brushes

These items are part of the horse system and may not behave like ordinary vanilla items.

Player-Friendly Rule

When in doubt, open:

```
/h panel
```

The horse panel is the safest starting point for almost every horse action.

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