Skeleton Horse

re article feedback

v t *For other uses, see Skeleton (disambiguation) and Horse (disambiguation).*

> **This article would benefit from the addition of isometric renders.**
> Please remove this notice once you have added suitable isometric renders to the article.
> **The specific instructions are:**
> *Update the render of saddled skeleton horses, as its saddle texture was changed in Java Edition 1.19.4 and Bedrock Edition 1.19.60 to align with the horse texture.*

A **skeleton horse** is an undead skeletal horse that sometimes spawns when lightning strikes as a hostile mob. Despite being undead, it does not burn in sunlight.

A **skeleton horseman** is an iron helmet-wearing skeleton that rides and controls a skeleton horse, which becomes passive once separated from its rider.

Skeleton Horse	
Horse Saddled	
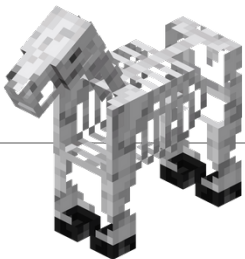
Health points	15 (🧡 × 7.5)
Behavior	Passive[note 1]
Mob type	🖼 Undead 🖼 Monster 🖼 Animal
Attack strength	*Does not deal direct damage, only acting as support for its rider*
Hitbox size	**In *Java Edition*:** **Adult:** Height: 1.6 blocks Width: 1.3965 blocks **Baby:** Height: 0.8 blocks Width: 0.6982 Blocks **In *Bedrock Edition*:** **Adult:** Height: 1.6 blocks Width: 1.4 blocks

Contents

	Baby:
	Height: 0.8 blocks
	Width: 0.7 blocks
Speed	0.2
Spawn	Skeleton traps
Usable items	Saddle [*Java Edition* only] Lead Shears

Spawning

A "skeleton trap" horse is a skeleton horse spawned from a fraction of lightning generated naturally by a thunderstorm (0.75–1.5% chance on Easy, 1.5–4% on Normal, and 2.25–6.75% on Hard difficulty, depending on regional difficulty). In *Java Edition*, the lightning that spawns a trap horse doesn't strike nearby entities or spawn fires. Lightning strikes created from a Channeling-enchanted trident and lightning strikes directed to a lightning rod *never* spawn a skeleton trap horse. The trap horse despawns after 15 minutes if not triggered (even if it is named). As they are hostile-adjacent mobs, trap horses do not spawn in the mushroom fields biome.[1]

In *Java Edition*, skeleton horses do not spawn in Peaceful difficulty, like other hostile mobs. In *Bedrock Edition*, they do spawn, but the trap triggers without the skeleton riders.[*verify*]

Baby skeleton horses cannot spawn naturally.

Skeleton Horseman

"Skeleton Horseman" redirects here. For the powerful mob in Minecraft Dungeons*, see* Dungeons:Skeleton Horseman*.*

The skeleton trap horse is triggered when a player approaches within 10 blocks of it, resulting in a lightning strike that does not start fires or damage nearby entities. When struck, the skeleton trap horse transforms into a **skeleton horseman**: a skeleton riding a skeleton horse. It also spawns three additional skeleton horsemen in the vicinity.

The skeleton rider is equipped with an enchanted iron helmet along with an enchanted bow. Like regular skeletons, they also have a chance to spawn with various pieces of armor or with the ability to pick up equipment on the ground. The skeleton riders are always regular skeletons, and never spawn as strays, bogged, parched, or wither skeletons. Like the horses themselves, the skeleton riders are persistent, meaning they do not despawn unless the difficulty is set to "Peaceful".

In *Java Edition*, both the horse and rider have damage immunity for 3 seconds after spawning. In *Bedrock Edition*, both the horse and rider are always immune to lightning. Once its skeleton rider is killed, the skeleton horse becomes completely passive, allowing for it to be ridden.

A skeleton trap horse, and therefore skeleton horsemen, can also be manually spawned using commands:

Java Edition
```
/summon skeleton_horse ~ ~ ~ {SkeletonTrap:1}
```

Bedrock Edition
```
/summon skeleton_horse ~ ~ ~ ~ ~ minecraft:set_trap.
```

Drops

On death

Java Edition:

Decimal Fraction Distribution   Expectation

Item	Quantity / Chance / Average											
	Default			**Looting I**			**Looting II**			**Looting III**		
Bone	0–2	66.67%	1.00	0–3	83.33%	1.50	0–4	91.67%	2.00	0–5	94.44%	2.50

Bedrock Edition:

Decimal Fraction Distribution   Expectation

Item	Quantity / Chance / Average											
	Default			**Looting I**			**Looting II**			**Looting III**		
Bone	0–2	66.67%	1.00	0–3	66.67%	1.33	0–4	66.67%	1.67	0–5	66.67%	2.00

- 1–3 when killed by a player or tamed wolf.

If saddled, it drops a saddle.[*Java Edition only*]

Killing a baby skeleton horse yields no items or experience. In *Bedrock Edition*, killing a trap skeleton horse also yields no items or experience.

Behavior

The skeleton horse is an undead mob that spawns and triggers a "skeleton trap" if the player gets too close. Once the skeleton rider is defeated, the skeleton horse becomes completely passive. Skeleton horses behave like normal horses, roaming idly and occasionally stopping to rear, swish their tails, or lower their heads as though eating the grass. Unlike sheep, the eating animation does not actually cause any grass to be consumed. Skeleton horses can breathe in water.

In *Bedrock Edition*, skeleton horses prevent players from sleeping,[2] and are targeted by the conduit like any regular hostile mob,

Skeleton Horseman

even while tamed.[3]

Skeleton horses can safely fall 6 blocks before they begin to accumulate fall damage, unlike most mobs, which can only safely fall 3 blocks. Skeleton horses also take half of the normal fall damage (rounded up) that most other mobs take (0.5 (♥ × 0.25) damage per block over the safe distance instead of 1 (♥)). If an entity is riding a skeleton horse, they receive the same fall damage as the skeleton horse.

Skeleton horses have a $\frac{1}{900}$ chance to regenerate 1 (♥) health point each game tick.[*verify for Bedrock Edition*]

Skeleton horses cannot be bred. However, in *Java Edition*, skeleton horses can be fed while being ridden by the skeleton. The valid food items are the same as for the normal horse: sugar, wheat, normal/gold/enchanted apples, golden carrots, and hay bales.

As they are under the `skeletons` entity type tag, creepers drop a music disc when killed by a skeleton horse. This can be done with the following command: `/damage` @n[type=creeper] 100 generic by @n[type=skeleton_horse]

Being an undead mob, they are:

- damaged by the status effect Instant Health and healed by the status effect Instant Damage.
- unaffected by the status effects Regeneration and Poison.
- ignored by the wither.
- affected by the Smite enchantment.
- a threat to armadillos, causing them to hide in their shell.

Skeleton horses are monsters, and as such, will never spawn if the game rule `spawn_monsters` is set to false.[4]

Other notes:

- The skeleton wears an iron helmet, unless it randomly spawned with some other headgear.
- The skeleton's bow and helmet are enchanted as if on an enchanting table at level 5–22. The exact level depends on regional difficulty; on Easy it is always a level-5 enchantment.
- The skeleton trap horse and the skeleton horse in a jockey are always adults.
- The skeleton in a naturally spawned skeleton horseman jockey does not despawn.
- A trap horse may spawn in areas that a regular horse may not, such as the middle of an ocean.
- A trap horse can trigger normally in clear weather (and often a player encounters a trap horse after the thunderstorm has cleared).
- The skeleton drops more experience orbs.
- The skeleton does not attack any mob that attacks the skeleton horse.

Differences/inconsistencies of skeleton horses with other undead mounts, such as zombie horses, camel husks, and zombie nautiluses:

- It count for the passive mob cap instead of the hostile mob cap.[5]

Health points	**Skeleton:** 20 (♥ × 10) **Skeleton Horse:** 15 (🧡 × 7.5)
Behavior	Hostile
Spawn	When a skeleton trap is triggered
Natural equipment	**Skeleton:** 🪶 Bow (enchanted) 🪖 Iron Helmet (enchanted, can sometimes be replaced by another tier of helmet) 🛡 Armor (occasionally, may be enchanted)

- It is not valid for advancements.[6]
- It can still be leashed and fed with horse food items when ridden by hostile mobs.[7]
- It cannot be tamed normally, as its tamed by default when the trap triggers.
- A skeleton horse spawned via a spawn egg can not be tamed or ridden.[8]
- Its health and stats are not variable.[9]
- It cannot wear horse armor.[10]
- Parrots can't imitate them.[11]

Taming

In *Bedrock Edition*, the skeleton horse is always tamed. In *Java Edition*, a skeleton trap horse becomes tamed when struck by lightning. The other three skeleton horses are tamed when they are spawned.

In *Java Edition*, with the use of commands, a skeleton horse can be tamed in the same way as a regular horse, granting the Best Friends Forever advancement.

Statistics

See also: Tutorial:Horses

All horses have three "equine stats" that vary from horse to horse: health, maximum movement speed, and jump strength. These stats are created once the horse is born or spawned, and are not affected by food.

Spawned values

When spawned in any way except breeding – for instance, using commands, spawning naturally, spawning as part of a skeleton trap, or using spawn eggs – horses are assigned their stats within certain ranges, specific according to their horse type.

Health

A skeleton horse's health is always 15. Displayed hearts are health, divided by two, rounded down. A horse with an odd number of health points (15, 17, 19, etc.) does not show the last half-heart. If the horse has lost one health point lower than the inflicted damage and did not regenerate, it has an odd number of health points, otherwise, it has an even number of health points.

Movement speed

Skeleton horse's speed is always 0.2; the player's normal walking speed is 0.1. The speed listed does not include any status effect that affects the speed of a horse or a player.

See *transportation* to compare the speeds of various transportation methods.

Jump strength

Jump strength ranges from 0.4–1.0, averaging 0.7.

A jump strength of 0.5 is enough to clear 1 $\frac{19}{32}$ blocks, while 1.0 is enough to clear 5 $\frac{9}{32}$ blocks.

The jump strengths required to clear several block heights are:

Jump Strength	Blocks
0.967	5.00
0.848	4.00
0.716	3.00
0.565	2.00
0.431	1.25 (player's jump height)

Usage

See also: Transportation

As with normal horses, skeleton horses can be ridden by a player. When ridden, they can be used to climb hills and jump fences because the skeleton horses can jump up to five block heights, versus the player's maximum of one (without jump boost).

Skeleton horses can be ridden in water at any depth without forcing the player to dismount. They sink to the bottom and can be ridden along the ocean or river floor.

Skeleton horses can be pulled or tethered with a lead.

Equipment

Java Edition

Skeleton horses have the following slot available:

- Saddle Slot: For equipping a saddle.

Saddles can be placed on a tamed skeleton horse by holding it and then using on the skeleton horse, or by accessing its inventory. A skeleton horse's inventory can be accessed by mounting the skeleton horse and using inventory control, or by sneaking and then using on the skeleton horse.

The saddle can be removed by two methods:

- Removing the saddle from its slot in the skeleton horse's inventory.
- Using shears on the skeleton horse.

Baby skeleton horses cannot be equipped, as they cannot be ridden.

GUI of a skeleton horse.[*JE only*]

Bedrock Edition

A skeleton horse does not have an inventory and cannot be equipped with a saddle or horse armor. Despite this, the default texture file, like those of normal horses, donkeys and mules, includes a chest.

Riding

Main article: Riding

In *Bedrock Edition*, skeleton horses can be controlled by the player without a saddle. In *Java Edition*, skeleton horses must be equipped with a saddle to be controlled. Like riding other entities, a player can travel into a nether portal or end portal while on a skeleton horse.

The player can control a tamed (and saddled *Java Edition*) skeleton horse with standard directional controls, jump, and the mouse. The player dismounts using the dismount control.

A player controlled skeleton horse automatically runs up any one block high slope. The skeleton horse and rider can safely fit through a space as low as 2.75 blocks high. Lower clearance risks suffocating the rider if the rider's head enters a non-transparent block. The horse itself can enter gaps as low as 1.625 blocks high, but may itself take suffocation damage when clearance is less than 1.75 blocks. Skeleton horses cannot fit through a 1-block-wide gap.

Player controlled skeleton horses have the ability of "jumping charging". When the player rides them, the experience bar on HUD is replaced by jumping charging bar. A controlled skeleton horse can be made to jump and holding the control charges for a higher leap. Skeleton horses are not affected by jump boost beacons or potions.

Unlike normal horses, a skeleton horse does not force the player to dismount when it is under water; rather, it can be ridden underwater without drowning. The player can still drown underwater without the proper potions or enchantments, even when mounted on the skeleton horse. When underwater, its running speed and jump remain the same although it has a slower rate of descent.

Sounds

Skeleton horse sounds are the sounds of the regular horse but lower pitched and slowed with reverb. Despite being monsters, skeleton horses use the "Friendly Mobs" sound category.[12]

Java Edition:

							Sounds			[hide]
Sound	**Closed captions**	**Source**	**Description**	**Identifier**	**Translation key**	**Volume**	**Pitch**	**Attenuation distance**
	Skeleton Horse cries	Friendly Mobs	Randomly while in air	`entity .skeleton_horse .ambient`	`subtitles .entity .skeleton_horse .ambient`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Skeleton Horse cries	Friendly Mobs	Randomly while in water	`entity .skeleton_horse .ambient_water`	`subtitles .entity .skeleton_horse .ambient`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Skeleton Horse dies	Friendly Mobs	When a skeleton horse dies	`entity .skeleton_horse .death`	`subtitles .entity .skeleton_horse .death`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Horse gallops	Friendly Mobs	While a skeleton horse is galloping	`entity.horse .gallop`	`subtitles .entity.horse .gallop`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16
	Horse gallops	Friendly Mobs	While a skeleton horse is galloping on blocks in water	`entity .skeleton_horse .gallop_water`	`subtitles .entity.horse .gallop`	0.15	0.6-1.4	16
	Skeleton Horse hurts	Friendly Mobs	When a skeleton horse is damaged	`entity .skeleton_horse .hurt`	`subtitles .entity .skeleton_horse .hurt`	0.8	0.8-1.2 (Baby: 1.3-1.7)	16
	Horse jumps	Friendly Mobs	When a skeleton horse begins a leap	`entity.horse .jump`	`subtitles .entity.horse .jump`	0.4	1.0	16
	Skeleton Horse jumps	Friendly Mobs	When a skeleton horse attempts to begin a leap in water	`entity .skeleton_horse .jump_water`	`subtitles .entity .skeleton_horse .jump_water`	0.32	1.0	16
	Something fell	Friendly Mobs	When a skeleton horse falls from more than 1 block	`entity.horse .land`	`subtitles .entity.generic .big_fall`	0.4	1.0	16
	Skeleton Horse swims	Friendly Mobs	Randomly while a skeleton horse is moving through water	`entity .skeleton_horse .swim`	`subtitles .entity .skeleton_horse .swim`	[sound 2]	0.6-1.4	16
	Footsteps	Friendly Mobs	While a skeleton horse is walking	`entity.horse .step`	`subtitles .generic.block .footsteps`	Block-Dependent [sound 1]	Block-Dependent [sound 1]	16

None [sound 3]	Friendly Mobs	While a skeleton horse is walking in water	`entity .skeleton_horse .step_water`	*None*[sound 3]	0.18	0.6-1.4	16
Saddle equips	Friendly Mobs	When a saddle is equipped to a skeleton horse	`entity.horse .saddle`	`subtitles .entity.horse .saddle`	0.5	1.0	16
Saddle snips away	Friendly Mobs	When a saddle is removed from a skeleton horse using shears	`item.saddle .unequip`	`subtitles.item .saddle.unequip`	1.0	1.0	16

1. See block sound type
2. The precise equation is as follows:

   $$\text{velocity} = \sqrt{\text{speed.x}^2 \times 0.2 + \text{speed.y}^2 + \text{speed.z}^2 \times 0.2}$$

   volume=(whichever is smaller) 0.1 or ($\text{velocity} \times 10$ if being ridden and $\text{velocity} \times 8.75$ if not)
3. MC-177090

Bedrock Edition:

	Sounds						[hide]
Sound	**Closed captions** [*upcoming: BE 26.0*]	**Source**	**Description**	**Identifier**	**Translation key** [*upcoming: BE 26.0*]	**Volume**	**Pitch**
	?	Friendly Mobs	Randomly	`mob.horse .skeleton .idle`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	*Unused sound event*[sound 1]	`mob.horse .armor`	?	0.6	1.0 (Baby: 1.5)
	?	Friendly Mobs	*Unused sound event*[sound 2]	`mob.horse .armor`	?	1.0	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	*Unused sound event*	`mob.horse .breath`	?	0.7	1.0 (Baby: 1.5)
	?	Friendly Mobs	When a skeleton horse dies	`mob.horse .skeleton .death`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	While a skeleton horse is galloping while in air	`mob.horse .gallop`	?	0.45	0.9-1.1
	?	Friendly Mobs	When a skeleton horse is damaged	`mob.horse .skeleton.hit`	?	0.8	0.8-1.2 (Baby: 1.3-1.7)
	?	Friendly Mobs	When a skeleton horse begins a leap	`mob.horse .jump`	?	0.4	1.0
	?	Friendly Mobs	When a skeleton horse falls from more than 1 block	`mob.horse .land`	?	0.4	1.0 (Baby: 1.5)
	?	Friendly Mobs	While a skeleton horse is walking	`mob.horse .soft`	?	0.45	0.9-1.1
	?	Friendly Mobs	While a skeleton horse is walking on wood[sound 3] or is being ridden	`mob.horse .wood`	?	0.45	0.9-1.1
	?	Friendly Mobs	*Unused sound event*	`mob.horse .leather`	?	0.6	1.0

1. This sound event would occur if skeleton horses could have armor equipped.
2. This sound event would occur if skeleton horses could have a chest equipped.
3. Except for stems, Nether wood, cherry wood, and bamboo wood due to MCPE-165012

Data values

ID

Java Edition:

Name	Identifier	Entity tags	Translation key	[hide]
🐴 Skeleton Horse	skeleton_horse	can_breathe_under_water can_equip_saddle followable_friendly_mobs ignores_poison_and_regen inverted_healing_and_harm skeletons undead wither_friends sensitive_to_smite	entity.minecraft.skeleton_horse	

Bedrock Edition:

Name	Identifier	Numeric ID	Family	Translation key	[hide]
🐴 Skeleton Horse	skeleton_horse	26	mob skeletonhorse undead	entity.skeleton_horse.name	

Entity data

Skeleton horses have entity data associated with them that contain various properties.

Java Edition:

> Main article: *Entity format*
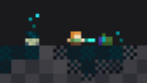
Entity data

Additional fields for mobs that can breed
Tags common to all entities
Tags common to all mobs

- **Bred**: 1 or 0 (true/false) – Unknown. Remains 0 after breeding. If true, causes it to stay near other horses with this flag set.
- **EatingHaystack**: 1 or 0 (true/false) – true if the mob is eating grass.
- **Owner**: The UUID of the entity that tamed the mob, stored as four ints. Has no effect on behavior. Does not exist if there is no owner.
- **Tame**: 1 or 0 (true/false) – true if the mob is tamed.
- **Temper**: Ranges from 0 to 100; increases with feeding. Higher values make a mob easier to tame.
- **SkeletonTrap**: 1 or 0 (true/false) - true if the horse is a trapped skeleton horse. Does not affect horse type.
- **SkeletonTrapTime**: Incremented each tick when SkeletonTrap is set to 1. The horse automatically despawns when it reaches 18000 (15 minutes).

Bedrock Edition:

> See Bedrock Edition level format/Entity format.

Achievements

						[hide]
Icon		**Achievement**	**In-game description**	**Actual requirements (if different)**	**Gamerscore earned**	**Trophy type (PS)**
PS4	**Other**					
🖼️	🖼️	It Spreads	Kill a mob next to a catalyst	Kill any mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this achievement.	10	Bronze

Achievements that apply to all mobs:

[show]

Advancements

Unlike all other undead mounts, killing a skeleton horse does not grant the Monster Hunter advancement and is not required in order to complete the Monsters Hunted advancement.[6]

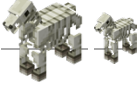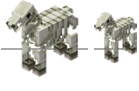| Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	It Spreads	Kill a mob near a Sculk Catalyst	Kill *any* mob that drops experience near a sculk catalyst, with the sole exception of the ender dragon. Mobs that drop no experience are ignored for this advancement.	
	Best Friends Forever	Tame an animal	Tame *one* of these 11 tameable animals: Cat Donkey Horse Llama Mule Nautilus Parrot Trader Llama Wolf Zombie Horse Zombie Nautilus Skeleton Horse can be tamed in the same way as a regular horse to gain this advancement with the ride command.	

Advancements that apply to all mobs:
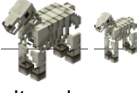
[show]

History
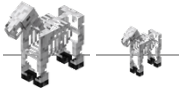
> ℹ️ **This section is missing information about: Did saddles always show up on invisible skeleton horses? If not, when did this change? Remember to include any relevant bug reports.**
> Please expand the section to include this information. Further details may exist on the talk page.

Development

4 April 2013 (https://twitter.com/jeb_/status/319937646673674241)	Jeb hinted at adding horses when *Minecraft* hit 10,000,000 sales.

Java Edition

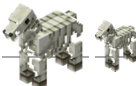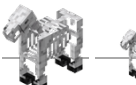| Java Edition			[hide]
1.6.1	**13w16a**	Added skeleton horses.	
		The addition of skeleton horses, along with other horses, has been assisted by DrZhark (John Olarte), creator of the Mo' Creatures mod, whose horses are a baseline for Minecraft's horse models.[13]	
		Skeleton horses are not available yet without the use of third party commands.	
	13w21a	Added new GUI for horses, including skeleton horses; to control saddles, armor and inventories.	
	13w22a	Added new sound effects for skeleton horses.	
1.7.2	**13w36a**	Skeleton horses are now available without third-party tools, with the introduction of the / summon command.	
1.9	**15w38a**	Added "skeleton trap" horses and skeleton horsemen.	
		There is a chance (depending on regional difficulty) that a lightning strike spawns a "skeleton trap" skeleton horse.	
		When the skeleton trap is approached, 4 skeleton horsemen appear.	
	15w38b	Skeleton horses are now undead mobs.	
	15w43a	Skeleton horses no longer drop anything other than their equipment.	
	15w43c	Skeleton horses now drop 1 bone, not affected by Looting.	
	15w44a	Skeleton horses now drop 1 end crystal, not affected by Looting.	
	15w44b	The above change has been reverted.	
1.10	**16w20a**	Added spawn eggs for skeleton horses.	
	pre2	The spawn eggs for skeleton horses have been removed.	
1.11	**16w32a**	The spawn egg for skeleton horses has been re-added.	
		Skeleton trap horses' chance to spawn during lightning strikes has been reduced to $\frac{1}{5}$ of what it was.	
		Skeleton horses now count as monsters.[4]	
	16w38a	Skeleton horses now drop 0–2 of bones or rotten flesh, affected by Looting.	
1.13	**17w45a**	The models of skeleton horses have been changed.	
	17w46a	The new models for skeleton horses have been slightly tweaked.	
	18w03a	The models of skeleton horses have been updated again and the textures have been slightly altered.	
	18w19a	Skeleton horses now sink in water, due to being an undead mob. Zombie horses, curiously, do not.[14]	
		The player can now ride skeleton horses when underwater.	
	pre2	The model of skeleton horses has been updated to fix serious Z-fighting, which has changed the model from to [15]	

1.14	19w08a	The textures of skeleton horses have been changed.
		The textures of skeleton horsemen have been changed.
1.16	20w09a	Skeleton horses can now be leashed.[16]
1.19.4	23w03a	The saddle texture of the skeleton horse has been changed to be aligned with the horse saddle texture.
1.21.5	25w03a	The skeleton horse's saddle is now an overlay texture, separate from the skeleton horse main texture.
		Saddles now show up on invisible skeleton horses.[17]
		Saddles now show the enchantment glint on the skeleton horse when enchanted.
		The unused saddlebag of the skeleton horse's texture has been removed.
1.21.6	25w20a	Saddles can now be removed from skeleton horses using shears.
1.21.11	25w41a	Skeleton horses now burn in sunlight.
	25w42a	Skeleton horses no longer burn in sunlight.

Bedrock Edition

Pocket Edition Alpha			[hide]
v0.15.0	**build 1**	Added "skeleton trap" horses and skeleton horsemen.	

Pocket Edition			[hide]
1.0.6	**alpha 1.0.6.0**	Skeleton horses spawned from traps can now be tamed and ridden.	
	?	Skeleton horses no longer need to be tamed and do not require saddles to be controlled.	

Bedrock Edition			[hide]
1.2.6	**beta 1.2.6.2**	The models of skeleton horses have been changed to Java Edition 17w45a's skeleton horse models.	
1.5.0	**beta 1.5.0.0**	Skeleton horses can now be ridden underwater.	
1.8.0	**beta 1.8.0.8**	Baby skeleton horses now have a chance of being spawned using a spawn egg.	
1.10.0	**beta 1.10.0.3**	The textures of skeleton horses have been changed.	
		The textures of skeleton horsemen have been changed.	
1.19.60	**Preview 1.19.60.25**	The saddle texture of the skeleton horse has been changed to be aligned with the horse saddle texture.	
1.21.120	**Preview 1.21.120.24**	The skeleton horse's saddle is now an overlay texture, separate from the skeleton horse main texture.[*verify*]	
		The unused saddlebag of the skeleton horse's texture has been removed.	

Upcoming *Bedrock Edition*			[hide]
26.0	**Preview 26.0.25**	Skeleton horses no longer panic when hit.	

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU19	CU7	1.12	1.12	1.12	Patch 1	1.0.1	Added skeleton horses.	
TU46	CU36	1.38	1.38	1.38	Patch 15		Added "skeleton trap" horses and skeleton horsemen.	
							Skeleton horses are now undead mobs.[is this the correct version?]	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Skeleton horses are now able to be spawned with a spawn egg found in the creative inventory.	
TU57	CU49	1.57	1.56	1.56	Patch 27	1.0.7	Skeleton horses can now be tamed and leashed.	
TU60	CU51	1.64	1.64	1.64	Patch 30	1.0.11	The models of skeleton horses have been changed to Java Edition 17w45a's skeleton horse models.	
TU69		1.76	1.76	1.76	Patch 38		Skeleton horses now sink in water, due to being an undead mob.	
							The player can now ride skeleton horses when underwater.	
							Skeleton horses no longer need to be tamed and don't need a saddle to be controlled just like on *Bedrock Edition*.	
			1.90				The textures of skeleton horses have been changed.	
							The textures of skeleton horsemen have been changed.	

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	Added "skeleton trap" horses and skeleton horsemen.	

Data history

> ℹ️ **This section is missing information about: 1.21.5 changed how saddles are handled internally**
> Please expand the section to include this information. Further details may exist on the talk page.

Java Edition

Java Edition			[hide]
1.11	**16w32a**	Horses now have separate IDs. The ID for skeleton horses has been changed from the NBT `Type` equal 4 to the unique ID `skeleton_horse`.	
1.13	**17w47a**	Numeric IDs for entities were presumably deprecated in this version.[*more information needed*]	
1.20.3	**23w40a**	Skeleton horses are now part of the `#can_breathe_under_water`, `#undead` and `#skeletons` tags.	
1.21.5	**25w03a**	Unified the **SaddleItem** into the new **equipment.saddle** slot.	

Bedrock Edition

Pocket Edition			[hide]
1.1.0	**alpha 1.1.0.0**	The entity ID for skeleton horse has been changed from `skeletonhorse` to `skeleton_horse`.	

Issues

Issues relating to "Skeleton horse" are maintained on the bug tracker. Issues should be reported and viewed there (https://bugs.mojang.com/issues/?jql=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Skeleton%20horse%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- In the Mobspotter's Encyclopedia, skeleton horses were referred to as neutral mobs, due to their status as a monster.

Gallery

Renders

A baby skeleton horse

A stray skeleton horseman, possible through the skeleton rider freezing in powder snow.
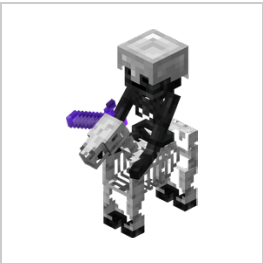
A wither skeleton horseman (this is not possible in modern versions of the game)

Screenshots

A skeleton horse spawned in.

The four variations of skeleton traps using "Grumm" or "Dinnerbone" name tags.

Skeleton horses spawned from a trapped skeleton horse.

A player riding a skeleton horse, having killed the skeleton rider.

A player riding a skeleton horse underwater. It can run and jump.

Skeleton horse with saddle[*Java Edition only*] in survival after defeating the skeleton horse trap.

A skeleton horse in *Minecraft Education*.

A group of skeleton horsemen spawned by a "skeleton trap" horse.
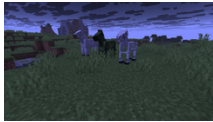
A comparison between a horse, a zombie horse, and a skeleton horse.

Textures
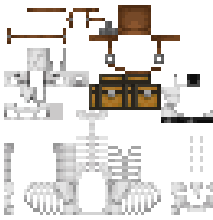
Skeleton horse texture file.

In other media
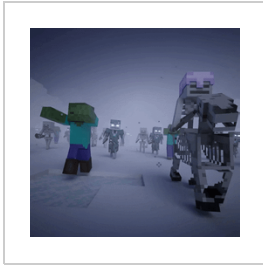
Animation of undead mobs walking on snow, including skeleton horses.

Lego Minecraft Skeleton Horse.

Lego Minecraft Skeleton Horseman.

A skeleton horse as it appears in *Last Block Standing!*

See also

- Horse
- Donkey
- Mule
- Skeleton
- Zombie Horse

Notes

1. Passive by itself, but hostile as a jockey, as the rider controls its pathfinding, therefore making it hostile, despite skeleton horses not actually damaging players, like small slimes.

References

1. MC-99980 — resolved as "Fixed".
2. MCPE-172928 — Cannot sleep with Skeleton Horse nearby
3. MCPE-175996 — Conduits damage skeleton horses — resolved as "Won't Fix".
4. MC-89064 — Lightning spawns Skeleton Horse when doMobSpawning/spawn-monsters is false.
5. MC-304371 — Skeleton horses use the incorrect mob cap
6. MC-303546 — Zombie horses and zombie nautiluses count towards the "Monster Hunter" and "Monsters Hunted" advancements while skeleton horses don't — resolved as "Works As Intended".
7. MC-304372 — Skeleton horses can be interacted when ridden by hostile mobs
8. MC-102949 — Can't interact with a skeleton and a zombie horse that have been spawned from a spawn egg

9. MC-188404 — Naturally spawned skeleton horses do not have randomized stats
10. MC-304394 — Skeleton Horses can't wear armor — resolved as "Works As Intended".
11. MC-304373 — Parrots don't imitate skeleton horses, endermen and zombified piglins
12. MC-304386 — Undead mounts use the friendly mobs sound category, which is inconsistent — resolved as "Working as Intended".
13. "Also big thanks to @DrZhark, the creator of Mo' Creatures, that have assisted us to make it happen!" (http s://twitter.com/jeb_/status/319938276003827712) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), April 4, 2013
14. MC-129262
15. MC-121832
16. MC-166246 — resolved as "Fixed".
17. MC-13738

Navigation

	Entities	[hide]
	🐷 **Mobs**	[hide]
Passive	🟦 Allay 🦔 Armadillo 🟪 Axolotl 🦇 Bat 🐪 Camel 🐫 Camel Husk 🐱 Cat 🐔 Chicken 🐟 Cod 🐢 Copper Golem 🐄 Cow 🐴 Donkey 🐸 Frog 🟦 Glow Squid ☁ Happy Ghast 🐴 Horse 🍄 Mooshroom 🐴 Mule 🐱 Ocelot 🦜 Parrot 🐷 Pig 🐰 Rabbit 🐟 Salmon 🐑 Sheep 🦴 Skeleton Horse 🐛 Sniffer 🟫 Snow Golem 🦑 Squid 🟥 Strider 🟫 Tadpole 🐠 Tropical Fish 🐢 Turtle 🧑 Villager 🧑 Wandering Trader 🐴 Zombie Horse	
	BE & *edu* only 🤖 Agent 🧑 NPC	
Neutral	🐝 Bee 🕷 Cave Spider 🐬 Dolphin 🧟 Drowned 🟪 Enderman 🦊 Fox 🐐 Goat 🟫 Iron Golem 🦙 Llama 🦐 Nautilus 🐼 Panda 🟫 Piglin 🐻 Polar Bear 🐡 Pufferfish 🕷 Spider 🦙 Trader Llama 🐺 Wolf 🧟 Zombie Nautilus 🟫 Zombified Piglin	
Hostile	🔥 Blaze 🟩 Bogged 🟦 Breeze 🟫 Creaking 🟩 Creeper 🟫 Elder Guardian 🟪 Endermite 🟫 Evoker 👻 Ghast 🟩 Guardian 🐗 Hoglin 🟫 Husk 🟥 Magma Cube 🟫 Parched 🟦 Phantom 🟫 Piglin Brute 🟫 Pillager 🟫 Ravager 🟫 Shulker 🟫 Silverfish 🟫 Skeleton 🟩 Slime 🟫 Stray 🟦 Vex 🟫 Vindicator 🟦 Warden 🟫 Witch 🟫 Wither Skeleton 🟫 Zoglin 🟩 Zombie 🟩 Zombie Villager	
Bosses	🟫 Ender Dragon 🟫 Wither	
Mob types	🐷 Animal 🟦 Aquatic 🟫 Arthropod 🟫 Illager 🟫 Monster 🟫 Undead	
Other	🐔 Jockey (🐫 Camel Husk 🐔 Chicken 🐗 Hoglin 🟫 Ravager 🦴 Skeleton Horseman 🕷 Spider 🟥 Strider 🐴 Zombie Horseman 🧟 Zombie Nautilus) 🟫 Mob variants 🟫 Mob conversion	
	🐾 **Other entities**	[show]
	Unimplemented	[show]
	Joke	[show]