Potion of Return

SIGN IN TO EDIT

PC version Console version Mobile version tModLoader version

PC/Console/Mobile/tModLoader-Only Content: This information applies only to the PC, Console, Mobile, and tModLoader versions of Terraria.

Potion of Return

Potion of Return item sprite

Stack digit 9Stack digit 9Stack digit 9Stack digit 9

Statistics

Type

Potion

Consumable ✔️

Use time 30 (Average)

Tooltip Teleports you home and creates a portal

Use portal to return when you are done

'Good for one round trip!'

Rarity Rarity level: 1

Sell 2

Research 20 required

Sounds

Use

Internal Item ID: 4870

Portal sprites

Return Portal Entrance Return Portal Exit

Entrance Exit

Minimap icons

Map Return Portal Entrance Map Return Portal Exit

Entrance Exit

The Potion of Return is a potion that teleports the player back to their spawn point, similar to the Recall Potion, and additionally creates a portal exit at the location where the potion was consumed. A portal entrance will be created at the spawn point, which can be used to teleport back to where the player consumed the potion. The portal can only be used once and will disappear afterwards. In addition to being crafted, the Potion of Return can be found in Shadow Chests and Pots in the Underworld.

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Craftingeditedit source

Recipeseditedit source

Result Ingredients Crafting station

Potion of ReturnPotion of Return

Recall PotionRecall Potion

ObsidifishObsidifish

Placed BottlePlaced Bottle

or

Alchemy TableAlchemy Table

Noteseditedit source

Only one portal can be active at any time in the world. If a second Potion of Return is used before using a portal, the first portal will disappear.

The portal will vanish upon exiting the world, and so cannot be used across play sessions.

The entrance and exit of the portal will be displayed on the minimap. Unlike pylons, however, the portal cannot be used from there.

In multiplayer, each player will only be able to use their own portal. This means that overlapping portals are not an issue.

Potions of Return can be used to enter the Dungeon before killing Skeletron, though this may require many potions and can be inconvenient.

Tipseditedit source

In general, the Potion of Return is useful in remote locations that cannot be easily accessed from the spawn point. For instance, it can be used during exploration to clear a full inventory at spawn or stock up on consumables.

It can be particularly useful during boss fights not rooted to a specific biome, such as the Moon Lord: Consuming the potion to return to the Nurse for healing allows quickly returning back to the fight.

If a player is surrounded by enemies and finds themselves in danger, it can be useful to use a Potion of Return to teleport away and come back a few seconds later. This is likely to cause the enemies to despawn before the player re-enters, and can be especially useful on harder difficulties where the player can very easily become overwhelmed.

Triviaeditedit source

The tooltip of this item, "'Good for one round trip!'", is a nod to many public transit systems, particularly bus, airplane, or train tickets, which often display text such as "round trip" when referring to the use of the ticket.

The oval-like shape and the highlights of the bottle may be a reference to how pylons look like and how they work. This is not confirmed by any developers and is just a speculation.

The entrance and exit portal sprites are slightly different, with the exit portal sprite having a lighter outline and spiraling outward, whereas the entrance portal appears to be spiraling inward.

The portals, more specifically the entrance, resembles the beta Void Bag portal sprite showcased in a old screenshot.

This item is probably a nod to the Scroll of Town Portal from the Diablo series of games, much like Mana and Healing Potions.