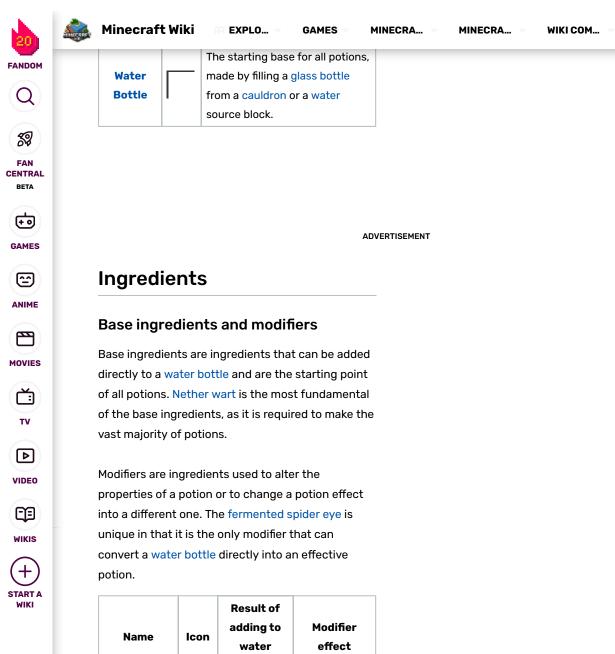


# **Brewing equipment**

Name	Icon	Use	
Brewing Stand		Used to brew ingredients into water bottles which become potions.	
Cauldron		When placed, each cauldron can store one bucket of water and fill 3 glass bottles. It can hold water in the Nether without evaporating. In <i>Bedrock Edition</i> , it can hold potions.	
Water		A water source block can be used to fill infinite glass bottles.	

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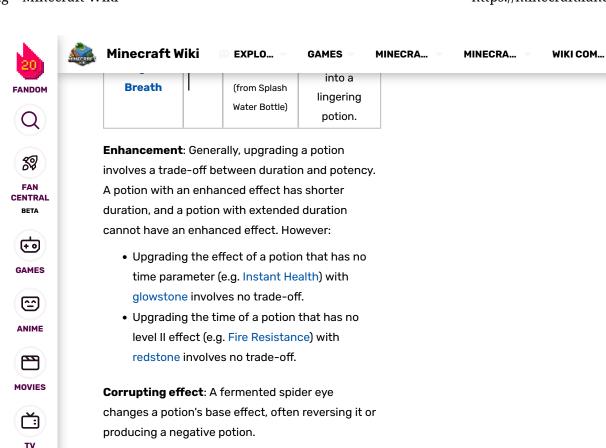
Name	lcon	Result of adding to water bottle	Modifier effect
Nether Wart		Awkward Potion	Allows the creation of more complex potions.
Redstone Dust		Mundane Potion	Extends the duration of a potion.
Glowstone Dust		Thick Potion	Enhances the level of a potion.
Fermented Spider Eye		Potion of Weakness	Corrupts the potion effect (changes effect).
Gunpowder		Splash Water Bottle	Turns a potion into a splash potion.

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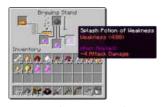
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- A corrupted potion usually does the opposite of the original potion.
- Corrupting an enhanced or extended potion into an effect that supports the modifier results in a potion with the same modifier applied.
- Corrupting an enhanced potion of Poison/
  Healing results in a basic potion of Harming.

  [Java Edition only] Enhanced potions of Leaping or
  Swiftness cannot be corrupted.
- A potion of Invisibility is considered a "corrupted" version of a potion of Night Vision.

Splash and lingering potions: Any potion can be turned into a splash potion, and subsequently, a lingering potion.

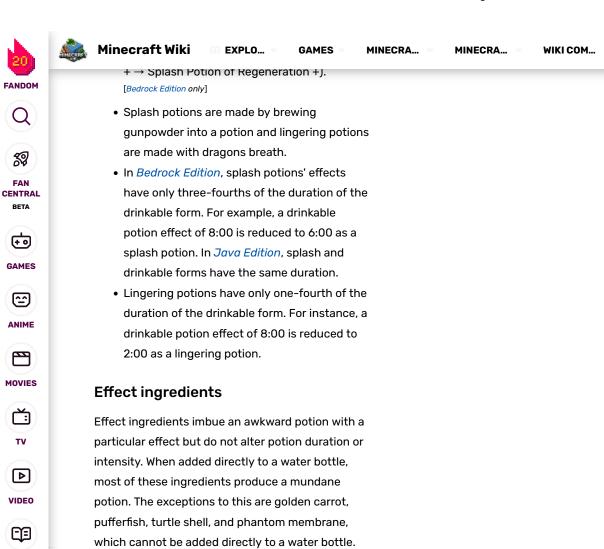


Splash potion brewed using gunpowder.

Splash and lingering potions can be used best for affecting other entities.

- Splash potions and lingering potions can be modified in the same manner as their normal counterparts. For instance, a splash water bottle can be brewed with any of the base ingredients; the result remains a splash potion.
- Some extended/enhanced splash and lingering potions cannot be brewed from their extended/enhanced potion/enlash potion

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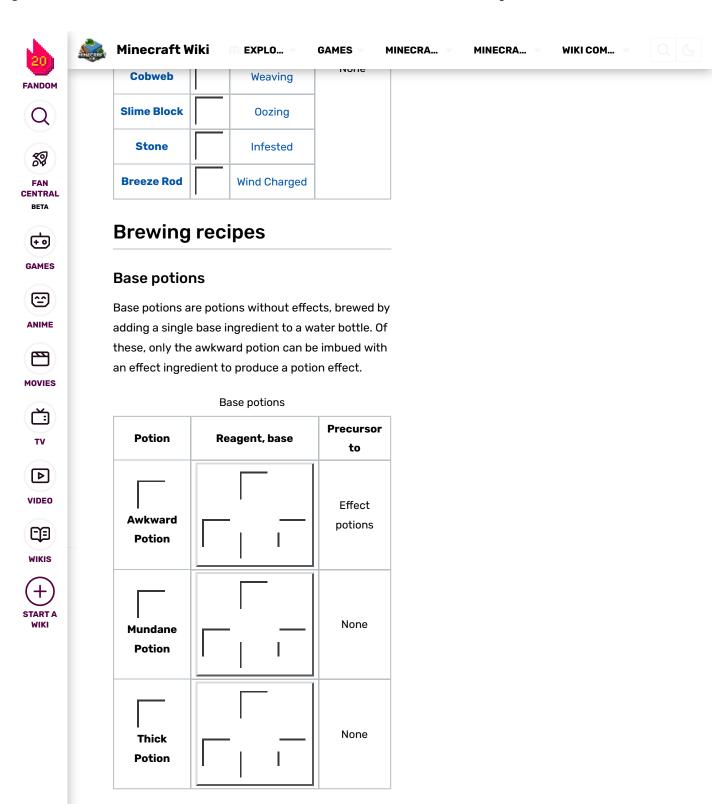
#### Effect ingredients

Name	Icon	Effect	Effect when corrupted
Sugar		Speed	
Rabbit's Foot		Jump Boost	Slowness
Glistering Melon Slice		Instant Health	Instant Damage
Spider Eye		Poison	
Pufferfish		Water Breathing	None
Magma Cream		Fire Resistance	
Golden Carrot		Night Vision	Invisibility
Blaze Powder		Strength	Weakness
Ghast Tear		Regeneration	
Turtle Shell		Slowness, Resistance	
Phantom	_		

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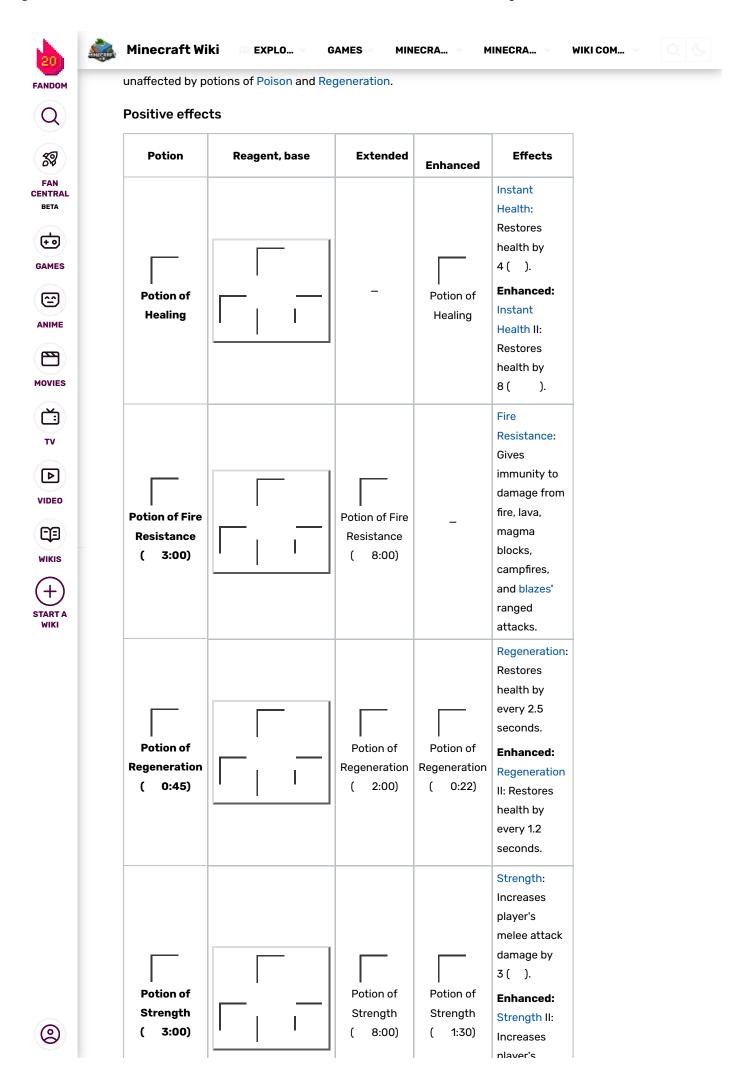


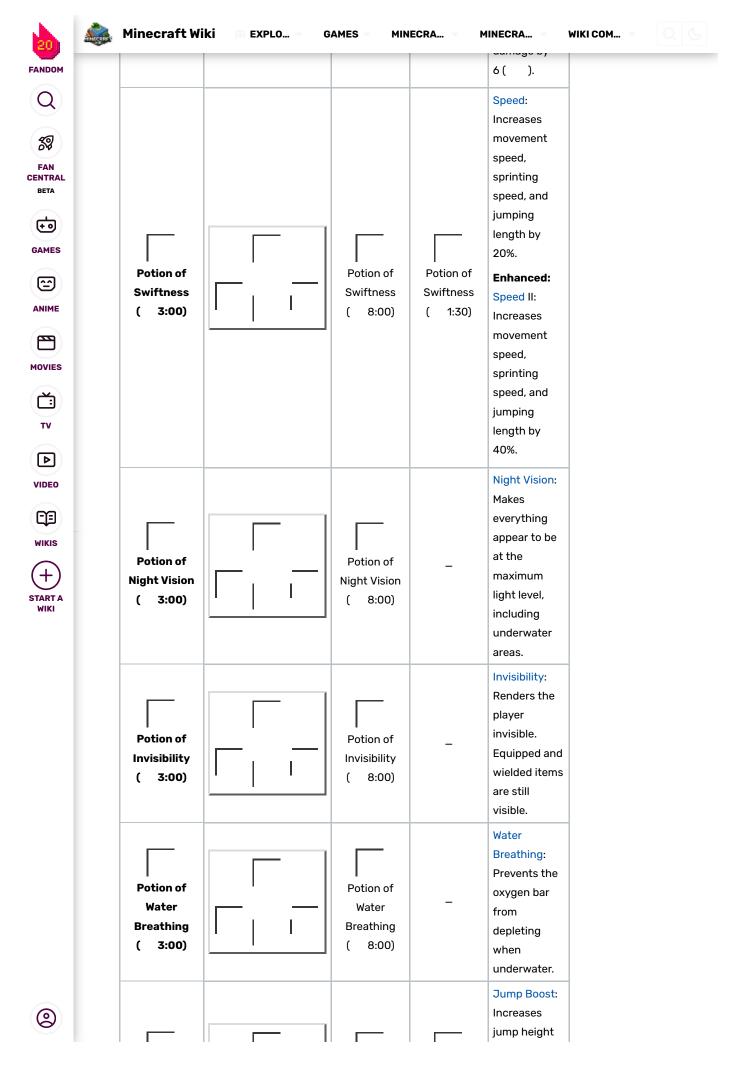
#### **Effect potions**

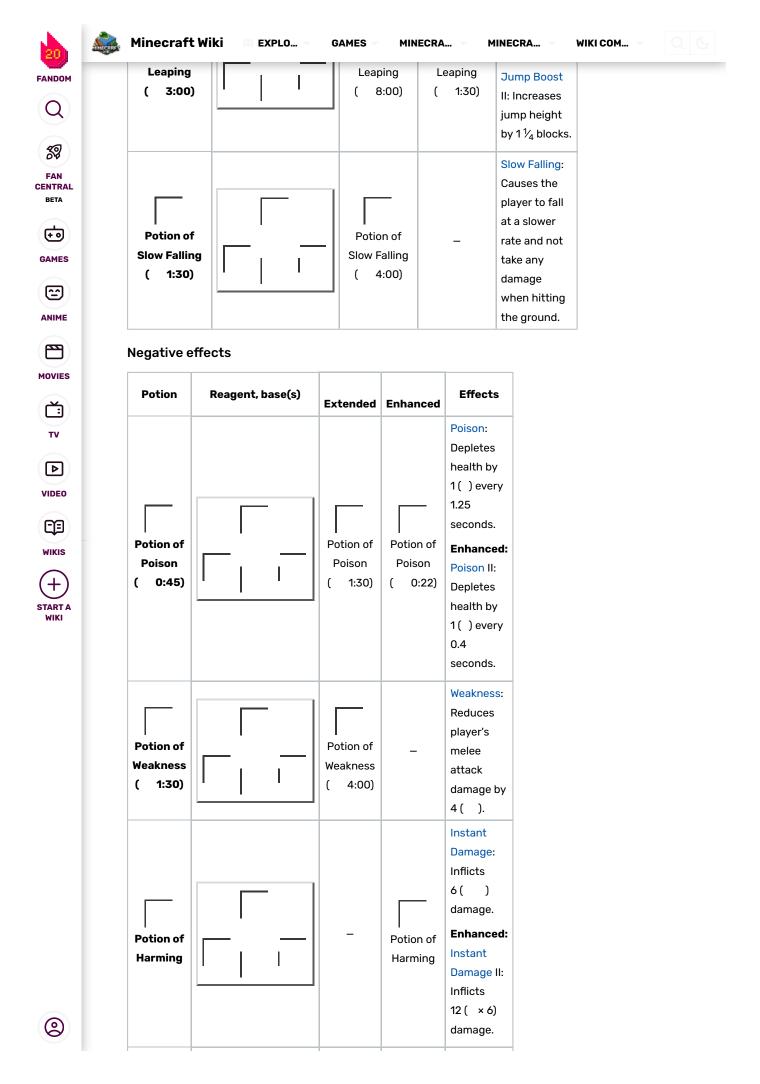
Effect potions are primarily created by adding an effect ingredient to an awkward potion, which is created by adding nether wart to a water bottle. Certain effects require a potion to be corrupted by a fermented spider eye. The potion of Weakness can additionally be created by simply adding a fermented spider eye to a water bottle — and it is the only potion that can be brewed without nether wart.

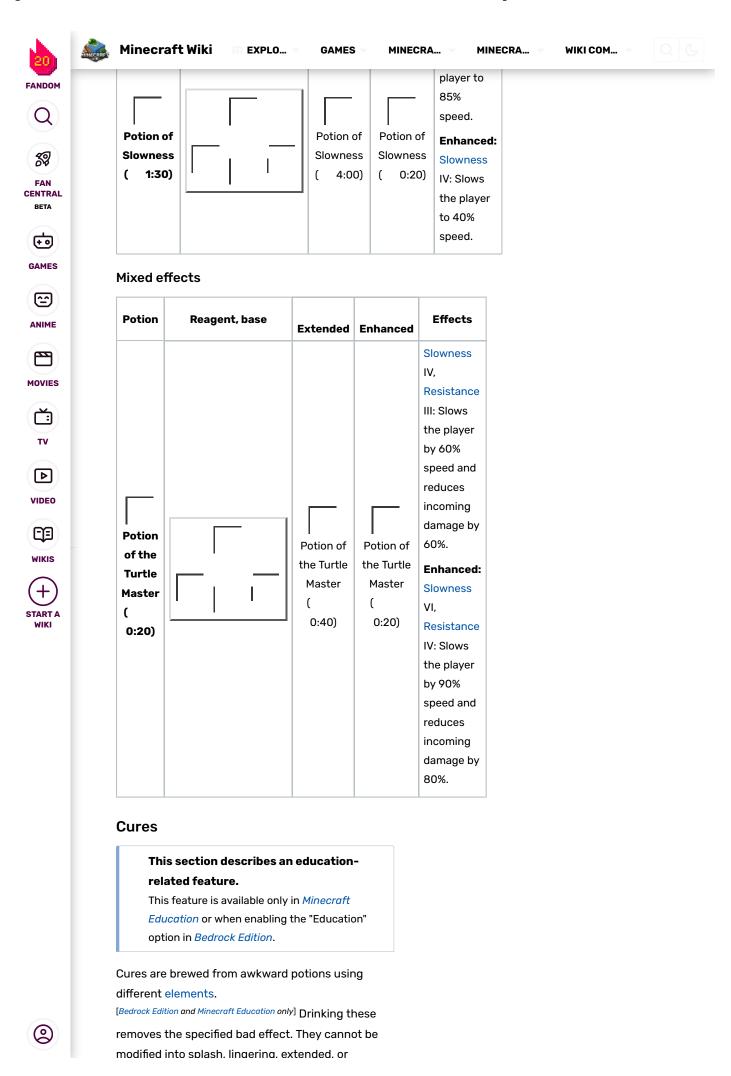
Undead mobs react differently to effects than other

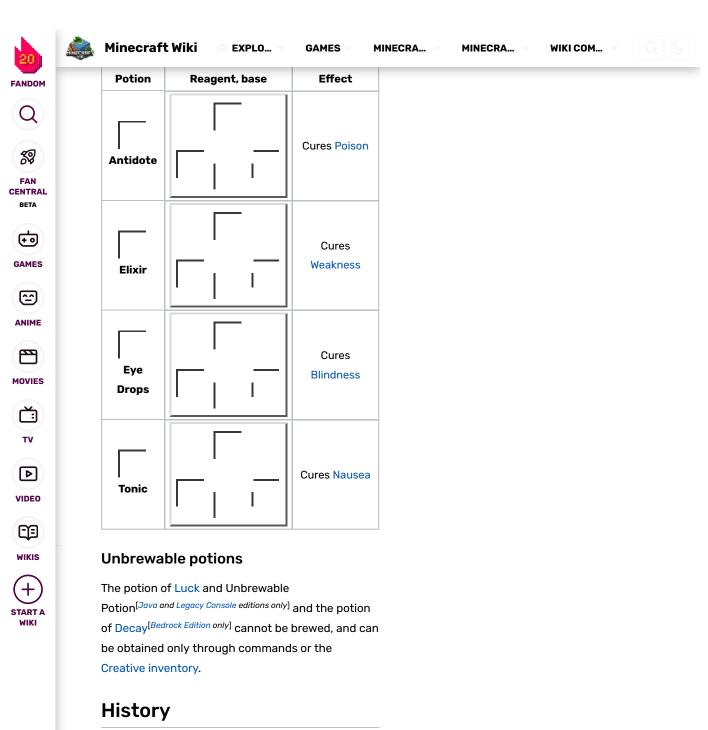




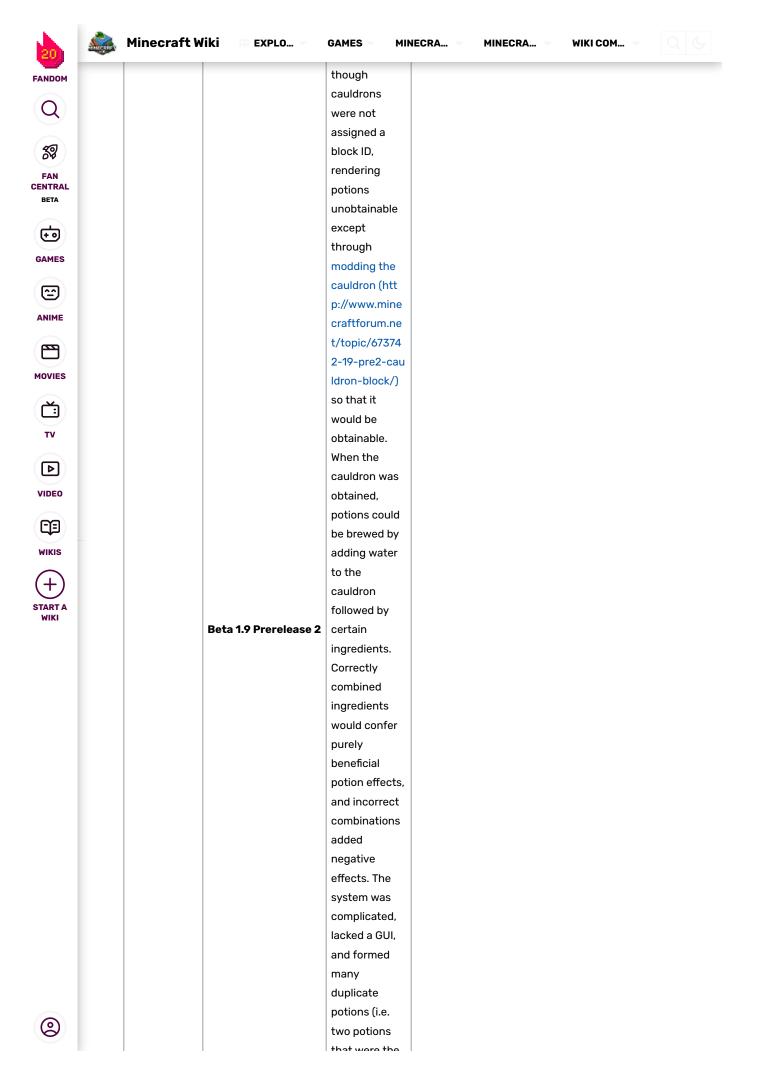


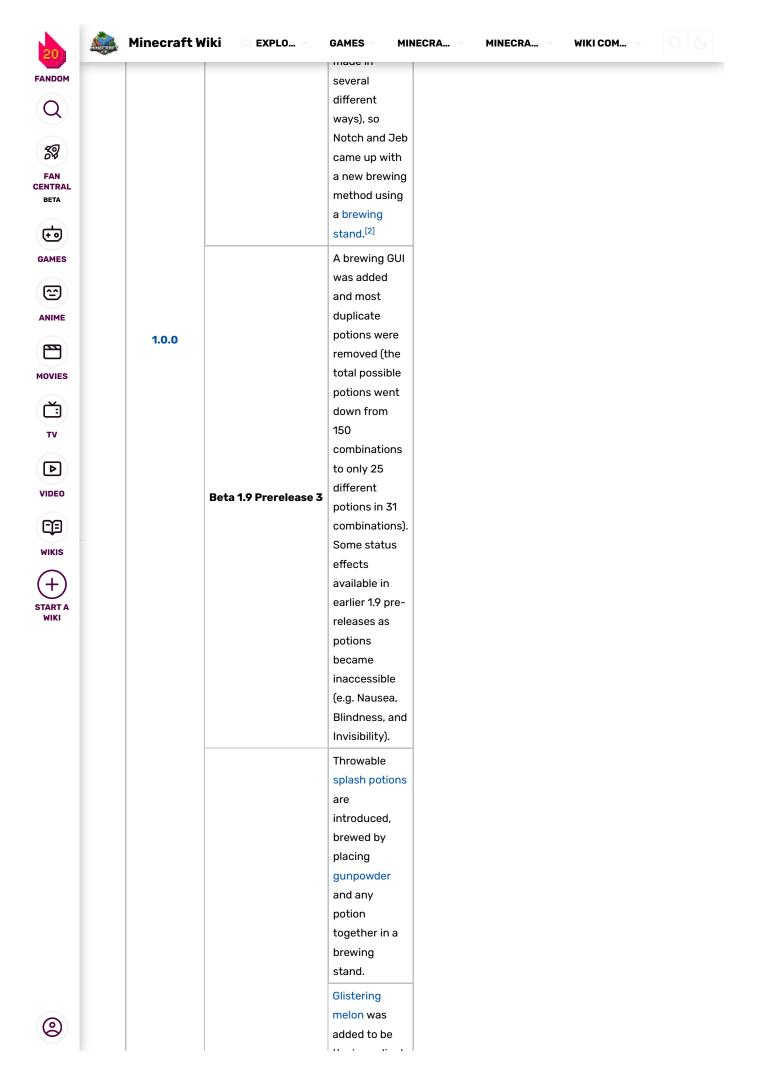


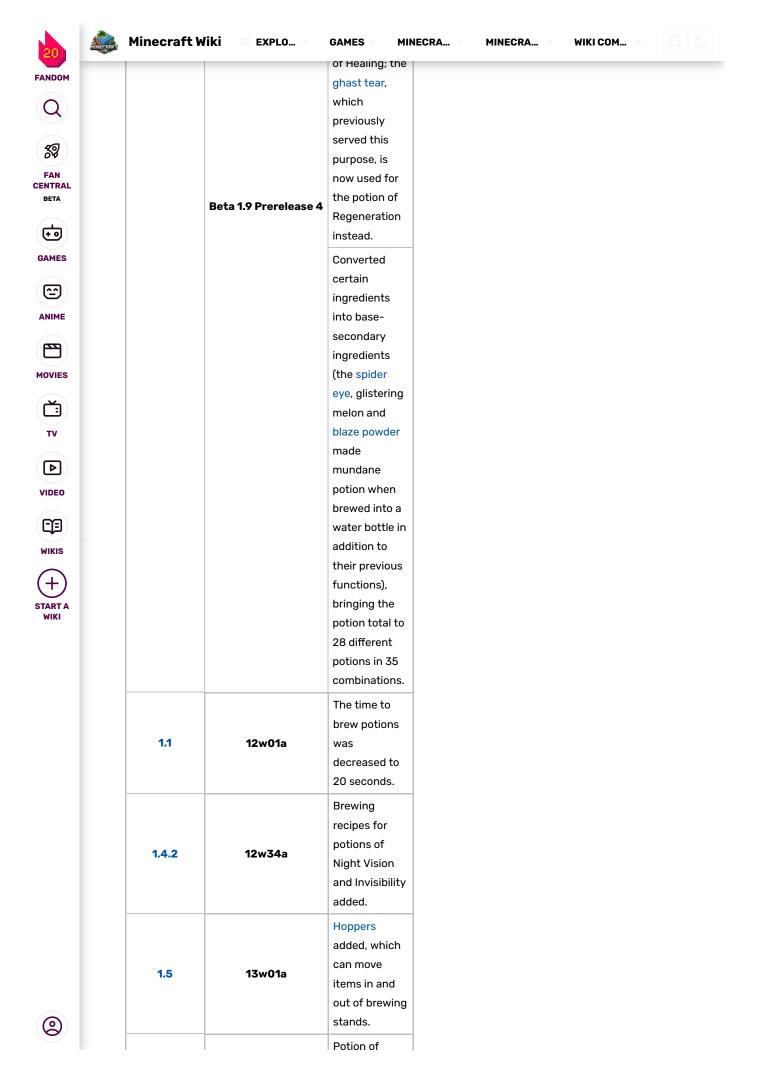


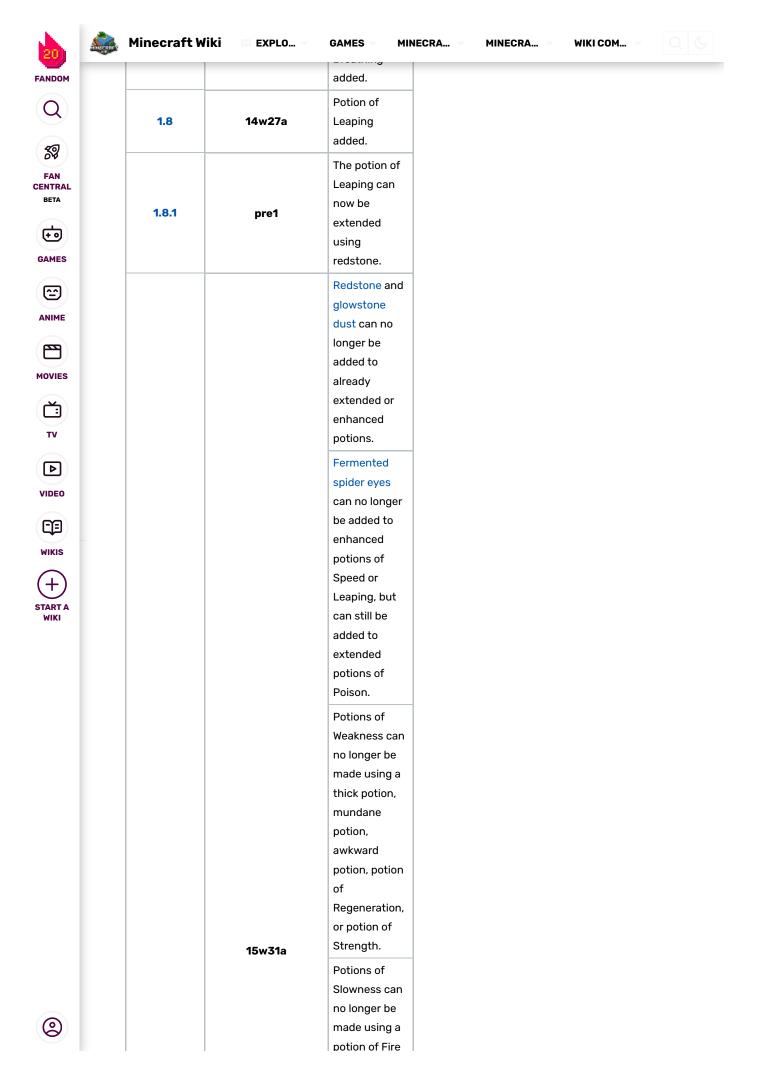


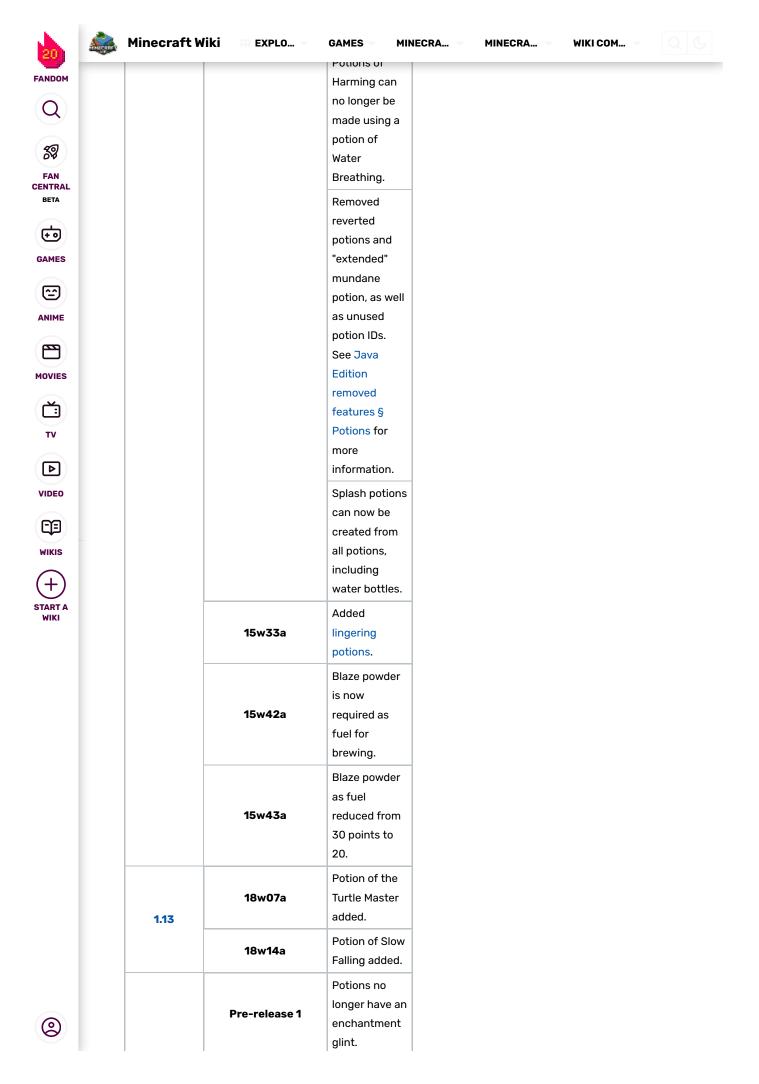
Java Edition				
	The brewing			
	system was			
	originally			
	meant to be			
	procedural,			
	meaning that			
?	the recipes			
	were meant to			
	be different			
	each time one			
	generated a			
	Minecraft			
	world. <sup>[1]</sup>			
	Initially, the			
	cauldron was			

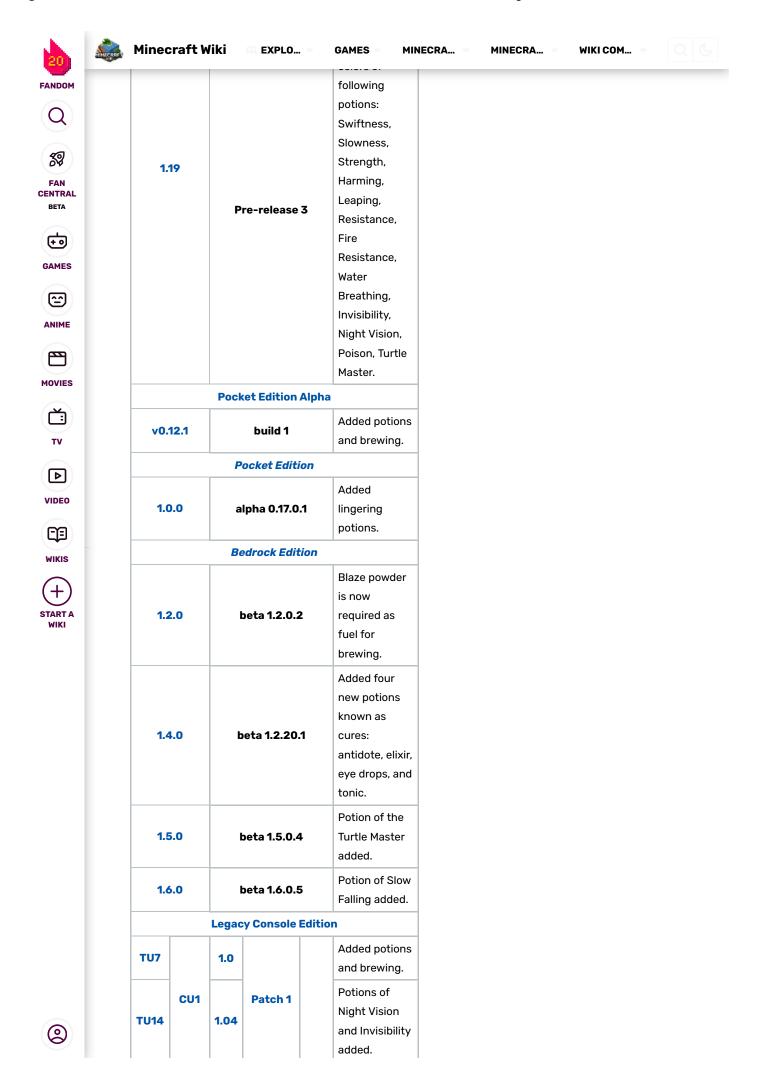












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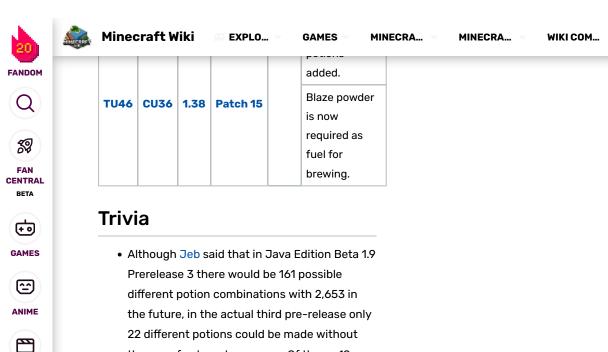
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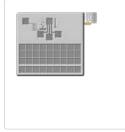
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- 22 different potions could be made without the use of external programs. Of those, 19 potions had one of 8 different effects.
- By modifying the item NBT using an editor or commands, it is possible to get a potion that cannot be upgraded into a splash potion.
- · Unlike crafting, smelting and stonecutting, there is no in-game recipe book for brewing.
- · Destroying a brewing stand while still having a full 8 amounts of blaze powder drops the powder with it.

## Gallery



Texture file for the 1.9 brewing user interface

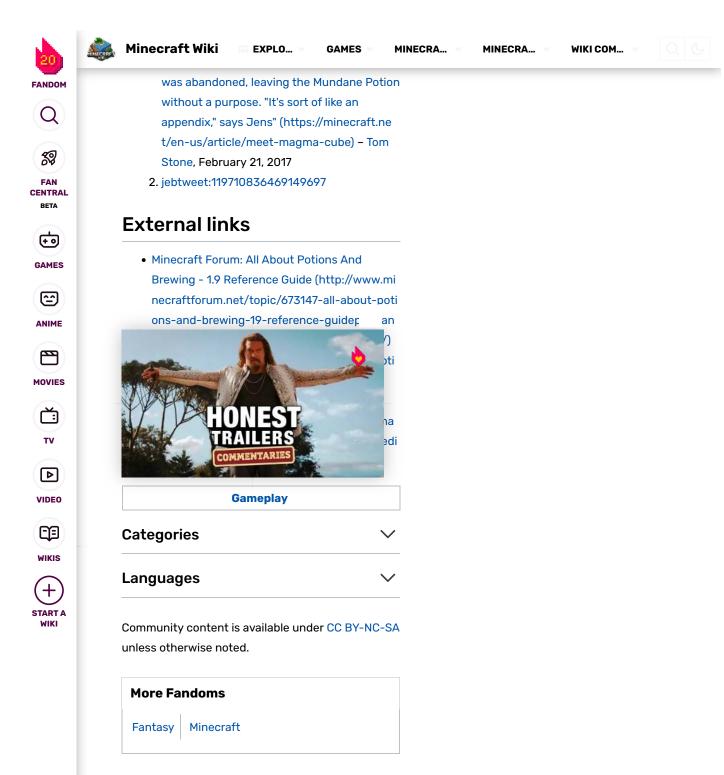
### See also

- Crafting
- Enchanting
- Medicine[Minecraft Education only]
- Smelting

### References

1. "The Mundane Potion is a remnant of an abandoned procedural brewing systemmeaning that the recipes were meant to be different each time you generated a





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