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# Stand

A **brewing stand** is a [block](#) used for [brewing](#) [potions](#) using [bottles](#) and suitable ingredients. It also serves as a [cleric's job site block](#).

## Brewing Stand

[Empty](#) Right Left Full



**Renewable** Yes

**Stackable** Yes (64)

### Tool

**Blast resis-  
tance** 0.5

**Hardness** 0.5

**Luminous** Yes (1)

**Transparent** Yes

**Flammable** No

**Catches fire  
from lava** No

### Contents

- Obtaining
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## RELATED TOPICS

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## Obtaining

### Breaking

A brewing stand can be obtained using any [pickaxe](#). If mined without a pickaxe, it drops nothing in *Java Edition*, while it drops itself in *Bedrock Edition*.

Block	Brewing Stand
Hardness	0.5
Tool	
Breaking time <sup>[A]</sup>	
Default	2.5
Wooden	0.4
Stone	0.2
Iron	0.15
Diamond	0.1
Netherite	0.1
Golden	0.1

- Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see [Breaking § Speed](#).





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with a [splash potion of Weakness](#) in it.

Brewing stands can generate without potions in [village churches](#).

## Crafting

Ingredients	Crafting recipe	Description
<a href="#">Blaze Rod</a> + Any <a href="#">stone-tier block</a>		Can use cobblestone and its other variants interchangeably.

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## Usage

By default, the interface of a brewing stand is labeled "Brewing Stand", but this name can be customized by naming it in an [anvil](#) before placing it.

Brewing stands cannot be pushed by [pistons](#) in [Java Edition](#).

Brewing stand GUI in [Java Edition](#)

## Brewing

*Main article: [Brewing](#)*

The main purpose of brewing stands is to allow for the [brewing](#) of [potions](#). Its interface can be opened by pressing use on them.

Brewing stands need [blaze powder](#) as fuel. Each piece brews 20 batches of potions, with each stage of brewing counting separately. Unlike [furnaces](#), there is no time limit; fuel is consumed only when there are [bottles](#) and an ingredient to brew into it.

Brewing stands interact with [hoppers](#) as follows:

- They accept brewing ingredients from hoppers pointing down into the top.





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- Finished products can be pulled out by hoppers below, but each stage of brewing counts as a batch of "finished" potions.

In *Minecraft Education*, elements can be combined in the brewing stand to make the [medicine](#) potions: antidote, elixir, eye drops, and tonic.

## Changing profession

If a village has a brewing stand that has not been claimed by a villager, any villager who hasn't already picked a [job site](#) block in the village has a chance to change their profession into cleric.

## Light source

Brewing stands emit a light level of 1.

## Sounds

### Generic

*Java Edition:*

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<a href="#">[Collapse]</a> Attenuation distance
	Block broken	Blocks	Once the block has broken	<code>block.stone.break</code>	<code>subtitles.block.generic.break</code>	1.0	0.8	16
	Block placed	Blocks	When the block is placed	<code>block.stone.place</code>	<code>subtitles.block.generic.place</code>	1.0	0.8	16
	Block breaking	Blocks	While the block is in the process of being broken	<code>block.stone.hit</code>	<code>subtitles.block.generic.hit</code>	0.25	0.5	16
	<i>None</i> <sup><a href="#">[sound 1]</a></sup>	<i>Entity-Dependent</i>	Falling on the block with fall damage	<code>block.stone.fall</code>	<i>None</i> <sup><a href="#">[sound 1]</a></sup>	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	<code>block.stone.step</code>	<code>subtitles.block.generic footsteps</code>	0.15	1.0	16



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	Blocks	Once the block has broken	<code>dig</code> <code>.stone</code>	1.0	0.8-1.0
	Blocks	When the block is placed	<code>dig</code> <code>.stone</code>	1.0	0.8-1.0
	Blocks	While the block is in the process of being broken	<code>hit</code> <code>.stone</code>	0.37	0.5
	Players	Falling on the block with fall damage	<code>fall</code> <code>.stone</code>	0.4	1.0
	Players	Walking on the block	<code>step</code> <code>.stone</code>	0.3	1.0
	Players	Jumping from the block	<code>jump</code> <code>.stone</code>	0.12	1.0
	Players	Falling on the block without fall damage	<code>land</code> <code>.stone</code>	0.22	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	<div>[Collapse]</div> Attenuation distance
	Brewing Stand bubbles	Blocks	When a potion finishes brewing	<code>block</code> <code>.brewing_stand</code> <code>.brew</code>	<code>subtitles</code> <code>.block</code> <code>.brewing_stand</code> <code>.brew</code>	1.0	1.0	16
	Cleric works	Friendly Creatures	Randomly while a cleric is working	<code>entity</code> <code>.villager</code> <code>.work_cleric</code>	<code>subtitles</code> <code>.entity</code> <code>.villager</code> <code>.work_cleric</code>	1.0	0.8-1.2	16
	Chest locked <sup>[sound 1]</sup>	Blocks	When a player attempts to open a brewing stand locked using the <b>Lock</b> tag	<code>block.chest</code> <code>.locked</code> <sup>[sound 1]</sup>	<code>subtitles</code> <code>.block.chest</code> <code>.locked</code> <sup>[sound 1]</sup>	1.0	1.0	16

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Sound	Source	Description	Resource location	Volume	<span>[Collapse]</span> <div>Pitch</div>
	Blocks	When a potion finishes brewing	<div>random</div> <div>.potion</div> <div>.brewed</div>	1.0	1.0
	Blocks	Randomly while a cleric is working	<div>random</div> <div>.potion</div> <div>.brewed</div>	1.0	1.0

## Data values

### ID

*Java Edition:*

Name	Identifier	Form	Translation key
Brewing Stand	<div>brewing_stand</div>	Block & Item	<div>block.minecraft.brewing_stand</div> <div>item.minecraft.brewing_stand</div>

Name	Identifier
Block entity	<div>brewing_stand</div>

*Bedrock Edition:*

Brewing Stand	Identifier	Numeric ID	Form	Item ID <sup><span>[</span>1<span>]</span></sup>	Translation key
Block	<div>brewing_stand</div>	<div>117</div>	Block & Ungiveable Item <sup><span>[</span>2<span>]</span></sup>	<div>item.brewing_stand</div>	–
Item	<div>brewing_stand</div>	<div>431</div>	Item	–	<div>item.brewing_stand.name</div>

- ID of block's direct item form, which is used in savegame files and addons.
- Unavailable with /give command

Name	Savegame ID
Block entity	<div>BrewingStand</div>

### Block states

*See also:* *Block states**Java Edition:*

Name	Default value	Allowed values	Description
<b>has_bottle_0</b>	<div>false</div>	<div>false</div> <div>true</div>	True when a bottle is in slot 4



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*Bedrock Edition:*

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
<b>brewing_stand_slot_a_bit</b>	0x1	false	false true	0 1	True when a bottle is in slot 1.
<b>brewing_stand_slot_b_bit</b>	0x2	false	false true	0 1	True when a bottle is in slot 2.
<b>brewing_stand_slot_c_bit</b>	0x4	false	false true	0 1	True when a bottle is in slot 3.

Block data

A brewing stand has a block entity associated with it that holds additional data about the block.

*Java Edition:*

See also: *Block entity format*

Block entity data

Tags common to all block entities

**BrewTime:** The number of ticks the potions have to brew.

**CustomName:** Optional. The name of this container in JSON text component, which appears in its GUI where the default name ordinarily appears.

**Fuel:** Remaining fuel for the brewing stand. 20 when full, and counts down by 1 each time a potion is brewed.

**Items:** List of items in this container.

: An item in the brewing stand, including the slot tag:

Slot 0: Left potion slot.

Slot 1: Middle potion slot.

Slot 2: Right potion slot.

Slot 3: Where the potion ingredient goes.

Slot 4: Fuel (Blaze Powder).

Tags common to all items

**Lock:** Optional. When not blank, prevents the container from being opened unless the opener is holding an item whose name matches this string.

*Bedrock Edition:*

See *Bedrock Edition level format/Block entity format*.

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9/4/24, 14:31





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		<b>Local Brewery</b>	Brew a <a href="#">potion</a> .	Pick up a potion from a <a href="#">brewing stand</a> potion slot. An already-created potion placed and removed qualifies.	15G	Bronze
--	--	----------------------	---------------------------------	--	-----	--------

## Advancements

Icon	Advancement	In-game description	Parent	Actual requirements (if different)	Resource location
	<b>Local Brewery</b>	Brew a <a href="#">Potion</a>	Into Fire	Pick up an item from a <b>brewing stand</b> potion slot. This does not need to be a potion. Water bottles or even <a href="#">glass bottles</a> can also trigger this advancement. <sup>[1]</sup>	<code>nether/brew_potion</code>

## History

Java Edition		
1.0.0	<b>Beta 1.9 Prerelease 2</b>	<a href="#">Cauldrons</a> are implemented to be used to brew <a href="#">potions</a> , but are not available in-game yet.
	<b>September 30, 2011</b> ( <a href="https://twitter.com/jeb_/status/119762786619359232">https://twitter.com/jeb_/status/119762786619359232</a> )	<a href="#">Jeb</a> reveals that brewing is done through a brewing stand instead of a <a href="#">cauldron</a> .
		Added



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	<b>Beta 1.9 Prerelease 3</b>	When the first brewing stand was shown by Jeb, it had an additional 2D sub-stand for <a href="#">bottles</a> , but the stands for bottles are now designed in 3D. <sup>[2]</sup>
<b>1.1</b>	<b>12w01a</b>	Brewing time for brewing stands has been reduced to 20 seconds.
<b>1.3.1</b>	<b>12w15a</b>	<div><div><div><div></div></div><div>Shift</div></div> + clicking can now be used to put items in brewing stands.</div>
<b>1.8</b>	<b>14w11a</b>	<div>The <a href="#">model</a> of brewing stands has been changed. Stands with no bottles appear glitched from some angles, the left and right slots appear identical when filled in (although both distinct appearances still exist as metadata), and the arm angles have changed due to the 22.5° rotation limit.</div> <div>Brewing stands' targeting <a href="#">hitbox</a> is now a full cube - previously it was a cuboid around the base plates.</div>
	<b>14w11b</b>	<div>Empty brewing stands' model have been fixed, although the</div>



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	<b>14w25a</b>	Stand models have changed such that bottles in the left and right slots now indeed appear different. However, the leftmost one appears stretched. Arms are also now affected by directional shading. <sup>[3]</sup>
<b>1.9</b>	<b>15w31a</b>	Brewing stands now generate in <a href="#">end cities</a> .
	<b>15w33a</b>	Brewing stands can now brew <a href="#">lingering potions</a> .
	<b>15w33c</b>	A bug where the <a href="#">player</a> couldn't put in a <a href="#">splash potion</a> to make a lingering potion has been fixed.
	<b>15w42a</b>	Brewing stands now require <a href="#">blaze powder</a> to operate.
	<b>15w43a</b>	Brewing stands now generate in the basement of <a href="#">igloos</a> .
		Each blaze powder now fuels 20 brewing stand operations rather than 30.
	<b>15w44a</b>	Brewing stand models no longer have a stretched bottle.
	<b>15w47b</b>	<a href="#">Sounds</a> have been added for brewing stands.
<b>1.11</b>	<b>16w32a</b>	The block entity ID has been changed from <code>Cauldron</code> to



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		<a href="#">item's</a> <a href="#">379</a> .
<a href="#">1.14</a>	<b>18w43a</b>	The textures of brewing stands have been changed.
	<b>18w44a</b>	The texture of the brewing stand <a href="#">item</a> has been changed.
	<b>18w48a</b>	Brewing stands now generate in the updated <a href="#">plains villages</a> .
	<b>18w49a</b>	Brewing stands now generate in the updated <a href="#">savanna</a> villages and the new <a href="#">snowy</a> villages.
	<b>18w50a</b>	Brewing stands now generate in the updated <a href="#">desert</a> and <a href="#">taiga</a> villages.
	<b>19w03c</b>	The three plates, but not the rod, of a brewing stand now use correct cullface arguments.
	<b>19w11a</b>	Brewing stands now serve as cleric <a href="#">villagers'</a> job site block.
<a href="#">1.16.2</a>	<b>20w28a</b>	Brewing stands can now be <a href="#">crafted</a> with <a href="#">blackstone</a> .
<a href="#">1.17</a>	<b>21w07a</b>	Brewing stands can now be crafted with <a href="#">grimstone</a> (now deepslate).
		Brewing stands can no longer be crafted with <a href="#">deenslate</a>



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	<b>21w11a</b>	Fixed the brewing stand GUI texture.
<b>1.18</b>	<b>21w39a</b>	The default <a href="#">brightness</a> has been changed from "Moody" to 50.
<b>1.19</b>	<b>22w11a</b>	Changed texture and model.
	<b>22w17a</b>	Changed base texture and model.
<b>Pocket Edition Alpha</b>		
<b>v0.12.1</b>	<b>build 1</b>	Added brewing stands.
<b>Pocket Edition</b>		
<b>1.0.0</b>	<b>alpha 0.17.0.1</b>	Brewing stands now generate in <a href="#">igloo</a> basements.
		Brewing stands now generate in <a href="#">end ships</a> .
<b>Bedrock Edition</b>		
<b>1.2.0</b>	<b>beta 1.2.0.2</b>	Brewing stands now require <a href="#">blaze powder</a> to operate.
<b>1.10.0</b>	<b>beta 1.10.0.3</b>	The textures of brewing stands have been changed.
		A brewing stand can now generate in <a href="#">village</a> temples.
<b>1.16.100</b>	<b>beta 1.16.100.52</b>	Brewing stands can now be <a href="#">crafted</a> with <a href="#">blackstone</a> .
<b>1.17.0</b>	<b>beta 1.17.0.50</b>	Brewing stands can now be <a href="#">crafted</a> with



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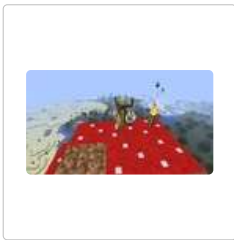
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					texture, to make their arms connect to their bases.
Legacy Console Edition					
TU7	CU1	1.0	Patch 1	1.0.1	Added brewing stands.
					Brewing stands now appear in <a href="#">igloos</a> . The lack of a fuel requirement means that potions can now be made without going to the Nether.
TU43	CU33	1.36	Patch 13		
TU46	CU36	1.38	Patch 15		Brewing stands now require <a href="#">blaze powder</a> to operate.
		1.90			The textures of brewing stands have been changed.
New Nintendo 3DS Edition					
0.1.0					Added brewing stands.



The first picture of a brewing stand. A [giant mushroom](#) is also seen in this picture.

Brewing stand "item"

The following content is transcluded from [Technical blocks/Brewing Stand](#).

**This section is missing information about Pick Block functionality.**

Please expand the section to include this information. Further details may exist on the [talk page](#).

Java Edition
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		conventional gameplay.
<b>1.3.1</b>	<b>12w16a</b>	Brewing stand items can now be obtained in singleplayer worlds via the <code>/give</code> command using the respective numeric ID.
<b>1.7.2</b>	<b>13w37a</b>	The direct item form of brewing stands has been removed from the game. It can no longer exist as an item in any way, only as a placed block.
<b>Pocket Edition Alpha</b>		
	<b>?</b>	Brewing stands exist as an item.

Appearances

<b>Java Edition</b>		
<b>1.0.0</b>	<b>Beta 1.9 Prerelease 3</b>	The brewing stand item uses this texture in inventories, when held in first or third person view, as a dropped item or when in an item frame.
<b>Java Edition</b>		
<b>1.4.2</b>	<b>12w34a</b>	The brewing stand item now uses the aforementioned texture when in an item frame.

Names

**This section is missing information about**

- Does it crash beta 1.9?
- Command announced name.

Please expand the section to include this information.  
Further details may exist on the [talk page](#).

Java Edition

- Beta 1.9 Prerelease 3 - 13w25b: [Has no defined name, rendering a minimum-length text box if highlighted]
- 13w25c - 13w36b: `tile.brewingStand.name`

Issues

Issues relating to "Brewing Stand" are maintained on the [bug tracker](#). Report issues [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%22Brewing%20Stand%22>



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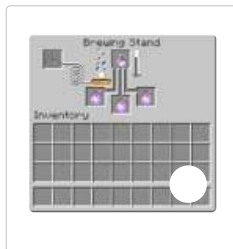
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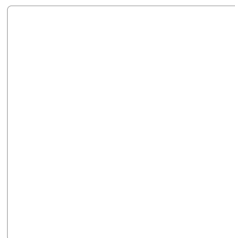
still smoke coming out of the top of it.

- In *Java Edition*, when a brewing stand is broken, particles from a bottle appear, even if no bottle is in the stand.
- No matter what potion (including water bottles) is in the stand it always looks like a full red bottle.
- Brewing stands always face east, no matter what direction they are placed.
- According to *Searge*, for thematic reasons, a brewing stand was added to the basement of the *igloo*. Because of this, blaze powder was required for fuel to preserve game progression. In this way, the player is prevented from using it before going to the Nether.<sup>[4]</sup>

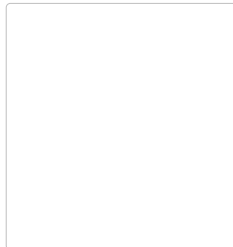
## Gallery



A brewing stand in action.



A brewing stand in an igloo basement.



The GUI of the brewing stand in 1.8.x and below.

## See also

- [Glass Bottle](#)
- [Splash Potion](#)

## References

- [MC-116875](#)
- "I'm fully aware the potions are very thin (diet?), but it looks cute. (Always work in progress, of course)" ([https://twitter.com/jeb\\_/status/119763532312096769](https://twitter.com/jeb_/status/119763532312096769)) – @jeb\_ ([https://twitter.com/jeb\\_](https://twitter.com/jeb_)) (Jens Bergensten) on X, September 30, 2011
- [MC-68302](#) – resolved as "Works As Intended".
- <https://minecraft.net/en-us/article/meet-blaze>







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and) – Minecraft.net on October 11, 2019

	<b>Blocks</b>	<b>[Collapse]</b>
	<b>Natural</b>	<b>[Expand]</b>
	<b>Biota</b>	<b>[Expand]</b>
	<b>Building</b>	<b>[Expand]</b>
	<b>Utility</b>	<b>[Collapse]</b>
	Anvil ( Chipped Damaged) Barrel	
	Beacon	
	<b>Brewing Stand</b>	
	Cartography Table	
	Chest ( Ender)	
	Chiseled Bookshelf	
	Crafting Table	
<b>Interactable</b>	Enchanting Table	
	Fletching Table	
	Furnace ( Blast Smoker) Grindstone	
	Lectern Loom	
	Shulker Box Sign	
	( Hanging)	
	Smithing Table	
	Stonecutter	
	Banners Beehive	
	Beds Bell Cake	
	( with Candle)	
	Campfire ( Soul)	
	Cauldron ( Lava	
	Powder Snow Water)	
	Composter Conduit	
	End Gateway	
	End Portal	
	End Portal Frame	
<b>Utilizable</b>	Farmland Flower Pot	
	Frosted Ice Heads	
	Item Frame ( Glow)	
	Jukebox Ladder	
	Lodestone	
	Monster Spawner	
	Nether Portal	
	Respawn Anchor	
	Scaffolding Sponge	
	( Wet) TNT	
	Button	
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Items

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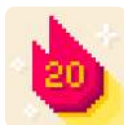
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