Potion   ᔕ   re article feedback

v t *This article is about the drinkable potions and their mechanics. For the throwable potions, see Splash Potion. For the throwable potions that leave a lingering area of effect, see Lingering Potion. For instructions on how to brew potions, and their recipes, see Brewing. For the booster in* Minecraft Blast, *see Boosters (Blast).*

Potions are bottled consumable liquids that give effects for a certain amount of time when drunk. They are primarily obtained from brewing. Every potion is brewed starting from a water bottle, which is considered a type of potion that has no effects.
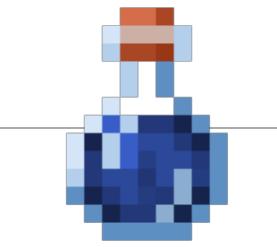
Potion

View all renders

Rarity tier	Common
Consumption time	32 game ticks (1.(seconds)
Always consumable	Yes
Renewable	**Luck** an(**Uncraftable**[JE only] **Decay**[BE only]: No **All others**: Yes
Stackable	No

Contents

Advancements

History
    Development
    Java Edition
    Bedrock Edition
    Legacy Console Edition
    New Nintendo 3DS Edition
    Data history

Issues

Trivia

Unused potions

Gallery
    Icons
    Screenshots
    Mojang screenshots
    In other media

See also

References

External links

Navigation

Variants

Base potions

- Water Bottle
- Awkward Potion
- Mundane Potion
- Thick Potion

Effect potions

- Potion of Night Vision
- Potion of Invisibility
- Potion of Leaping
- Potion of Fire Resistance
- Potion of Swiftness
- Potion of Slowness
- Potion of the Turtle Master
- Potion of Water Breathing
- Potion of Healing
- Potion of Harming
- Potion of Poison
- Potion of Regeneration
- Potion of Strength
- Potion of Weakness

- 🧪 Potion of Slow Falling
- 🧪 Potion of Wind Charging
- 🧪 Potion of Weaving
- 🧪 Potion of Oozing
- 🧪 Potion of Infestation
- 🧪 Potion of Luck[*Java Edition* only]
- 🧪 Potion of Decay[*Bedrock Edition* only]

Obtaining

Brewing
> *Main article: Brewing*

Almost all potions are obtained by brewing.

The potion of Luck[*JE only*] and the potion of Decay[*BE only*] cannot be brewed. They can be obtained via commands, and are also available in the Creative inventory in their respective editions.

Mob loot

A witch has an 8.5% chance to drop a potion of Healing, Fire Resistance, Swiftness, or Water Breathing if it dies while drinking one of them.

A wandering trader also has an 8.5% chance to drop a potion of Invisibility if killed while drinking it.

Generated loot

Two potions of Healing II can be found in the brewing stand on end ships in end cities.

One splash potion of Weakness can be found in the brewing stand inside every igloo basement.

In *Bedrock Edition*, the cauldron in a swamp hut contains 1 to 3 bottles of a random potion. There is a 25% chance for a potion of Healing or Poison, 15% for Swiftness, 10% for Slowness, Weakness, or Water Breathing, and 5% for Fire Resistance.

Item	Structure	Container	Quantity	Chance [hide]
Java Edition and *Bedrock Edition*				
🧪 **Potion of Regeneration**	🏛 **Ancient City**	Chest	1–3	35.9%
	🟫 **Trial Chambers**	Supply chest	2	20.4%
		Ominous trial spawner	1	7%
		Trial spawner	1	5%
🧪 **Potion of Swiftness**	🟫 **Trial Chambers**	Trial spawner	1	5%
🧪 **Potion of Water Breathing**	🟫 **Buried Treasure**	Chest	1	66.7%
🧪 **Potion of Strength**	🟫 **Trial Chambers**	Ominous trial spawner	1	7%
		Supply chest	2	20.4%

Bartering

When given a gold ingot, piglins have a $^{10}\!/_{469}$ (~2.13%) chance to barter a water bottle, a $^{8}\!/_{469}$ (~1.71%) chance to barter a potion of Fire Resistance, and a $^{8}\!/_{469}$ (~1.71%) to barter a splash potion of Fire Resistance.

Fishing

Water bottles can be fished up as junk items.

Trading

Wandering traders can sell 1 extended potion of Invisibility for 5 emeralds.

Cauldrons

Main article: Glass Bottle

A glass bottle can be used on a filled cauldron to fill it with water, making a water bottle. This drops the water level in the cauldron by one. In *Bedrock Edition*, a cauldron can hold 1 to 3 bottles of any potion, which can be picked up by the same method to fill the bottle with the corresponding potion.

Water

A glass bottle can also be used on a water source block to fill it with water. This does not affect the water source block.

Usage

Potions are used by pressing and holding use with the potion bottle in hand, as with all consumable items. When consumed, they bestow the corresponding status effect upon the player and return a glass bottle.

Drinking a potion while already under the effects of the same potion does not add onto the effect's duration, but simply resets it. A potion effect does not "downgrade" if a lower level is activated. For example, if a player has Regeneration II, drinking a regular potion of Regeneration does not have any effect.

Modifiers

Main article: Brewing

Potions can be modified in five ways.

1. Adding glowstone dust into certain potions enhances their level of effect.
2. Adding redstone extends the duration of the effect.
3. Adding gunpowder into a potion makes it a splash potion (area effect).
4. Adding dragon's breath to a splash potion makes it a lingering potion (area effect that lingers on the ground).
5. Adding a fermented spider eye into specific potions modifies their effect, usually inverting it; this is referred to as "corruption".

The modifications of enhancement and extension are mutually exclusive.

Enhancing most potions trades some of its duration for a bigger effect. For example, the base Regeneration lasts for 44 seconds whereas Regeneration II lasts for only 22 seconds but heals more per tick during that time.

Extending a potion generally makes it last $\frac{8}{3}$ times as long as its base potion, so a duration of 3 minutes becomes 8 minutes.

Corruption

The usual result of corruption is to invert the potion's effect (for example Swiftness becomes Slowness). However:

- Corrupting potion of Poison (a continuous damage effect) creates a potion of Harming (an instant damage effect) instead of Regeneration (a continuous healing effect).
- Corrupting a potion of Night Vision turns it into a potion of Invisibility instead of Blindness or Darkness.

Corrupting an extended or enhanced potion results in a corrupted potion with the same modifier, if it is supported by the corrupted effect. The only exception to this is the enhanced potion of Slowness, which cannot be brewed by corrupting an enhanced potion of Swiftness or Leaping. All of the corrupted potions except Harming can be extended, but only Harming and Slowness can be enhanced.

Base potions

Base potions are potions that have no effect when the player drinks them, but are necessary as the basis for other potions.

Icon	Name	Use
	Water bottle	The base for the awkward potion and potion of Weakness.
	Awkward potion	The base for all other effect potions.
	Mundane potion	Only usable as an alternative base for potion of Weakness in *Bedrock Edition*.
	Thick potion	Only usable as an alternative base for potion of Weakness in *Bedrock Edition*.
	Long mundane potion	Exists only in *Bedrock Edition* and cannot be obtained in Survival mode. It can only be brewed into an extended potion of Weakness.

Effect potions

Potions with positive effects

Icon	Name	Duration	Effect	Description
	Potion of Regeneration	0:45	❤ Regeneration	Restores 18 (❤ × 9) health over time, 1 (❤) every 50 <u>ticks</u> (2.5 seconds).
	Potion of Regeneration +	1:30[JE only] 2:00[BE only]		Restores 36 (❤ × 18)[JE only] or 48 (❤ × 24) [BE only] health over time, 1 (❤) every 50 ticks (2.5 seconds).
	Potion of Regeneration II	0:22.5		Restores 18 (❤ × 9) health over time, 1 (❤) every 25 ticks (1.25 seconds).
	Potion of Swiftness	3:00	🦶 Speed	Increases speed and jump distance by 20% and increases FOV (6.73 meters per second sprinting).
	Potion of Swiftness +	8:00		
	Potion of Swiftness II	1:30		Increases speed and jump distance by 40% and increases FOV (7.85 meters per second sprinting).
	Potion of Fire Resistance	3:00	🛡 Fire Resistance	Gives immunity to all heat-related damage.
	Potion of Fire Resistance +	8:00		
	Potion of Healing	Instant	💥 Instant Health	Restores 4 (❤❤) health.
	Potion of Healing II	Instant		Restores 8 (❤❤❤❤) health. (doubles with every additional level)
	Potion of Night Vision	3:00	👁 Night Vision	Visually brightens everything to a light level of 15, brightens up water with a blue shine, brightens up lava with an orange shine (other players cannot see the enhanced lighting without this effect).
	Potion of Night Vision +	8:00		
	Potion of Strength	3:00	⚔ Strength	JE: Increases melee damage by 3 (❤❤). BE: Increases melee damage by 30%, and then by 1 (❤).
	Potion of Strength +	8:00		
	Potion of Strength II	1:30		JE: Increases melee damage by 6 (❤❤❤). BE: Increases melee damage by 69%, and then by 2.3 (❤ × 1.15).
	Potion of Leaping	3:00	🔼 Jump Boost	Increases the jump height to 1.83 blocks and reduces fall damage by one block.
	Potion of Leaping +	8:00		
	Potion of Leaping II	1:30		Further increases jump height to 2.51 blocks and reduces fall damage by two blocks.
	Potion of Water Breathing	3:00	🫧 Water Breathing	Allows the entity to swim without drowning or needing to surface for air. The oxygen bar does not decrease when underwater.
	Potion of Water Breathing +	8:00		

	Potion of Invisibility	3:00	Invisibility	Makes player disappear from view. Mobs can detect and track the player only at close range, although the range increases when the player wears armor. The splash version make mobs or other players invisible. Some items are unaffected and so remain visible. These include: armor, items held in hand, arrows stuck into the player, a pig's saddle, a llama's carpet pattern, a shulker's yellow head, and the glowing eyes of spiders, phantoms, and endermen.
	Potion of Invisibility +	8:00		
	Potion of Slow Falling	1:30	Slow Falling	The mob/player falls at a much slower rate, and damage from hitting the ground is reduced to zero. A sprinting leap of almost 6 blocks becomes possible and farmland is not affected by the player falling onto it.
	Potion of Slow Falling +	4:00		
	Potion of Luck [*JE & LCE only*]	5:00	Luck	Increases the luck attribute by 1 point.

Potions with negative effects

Icon	Name	Duration	Effect	Description
	Potion of Poison	0:45		Causes up to 36 (🛡 × 18) damage over time at a rate of 1 every 50 ticks, but does not reduce health below 1 (❤).
🧪	Potion of Poison +	1:30[JE only] 2:00[BE only]	🟢 Poison	Causes up to 72 (🛡 × 36)[JE only] or 96 (🛡 × 48)[BE only] damage over time, but does not reduce health below 1 (❤).
	Potion of Poison II	0:21.6[JE only] 0:22.5[BE only]		Causes up to 38 (🛡 × 19) damage over time, but does not reduce health below 1 (❤).
🧪	Potion of Weakness	1:30	✨ Weakness	Reduces melee damage by 4 (❤❤).[JE only] Reduces melee damage by 20% of the base damage and 0.5 (❤ × 0.25).[BE only]
	Potion of Weakness +	4:00		
	Potion of Slowness	1:30		Slows players and mobs by 15%, to about 4.75 blocks per second sprinting.
🧪	Potion of Slowness +	4:00	⚫ Slowness	
	Potion of Slowness IV	0:20		Slows players and mobs by 60%, to about 2.25 blocks per second sprinting.
🧪	Potion of Harming	Instant	💥 Instant Damage	Damages 6 (❤❤❤).
	Potion of Harming II	Instant		Damages 12 (❤ × 6). (doubles with every additional level)
🧪	Potion of Decay [BE only]	0:40	🖤 Wither	Damages 1 (❤) every second, making a total of 40 (❤ × 20) damage
🧪	Potion of Infestation	3:00	🪨 Infested	If a mob has the Infested effect, it has a 10% chance to spawn 1–3 silverfish when hurt. The quantity and chance of silverfish spawning are unaffected by the potency level of the potion.
🧪	Potion of Oozing	3:00	🟩 Oozing	If a mob has the Oozing effect, it spawns two medium-sized slimes upon death. The quantity and size of slimes spawning are unaffected by the potency level of the potion.
🧪	Potion of Weaving	3:00	🕸 Weaving	If a mob has the Weaving effect, the effect of cobwebs on its speed is reduced, and it creates 2–3 cobwebs upon death. The quantity of cobwebs is unaffected by the potency level of the potion.
🧪	Potion of Wind Charging	3:00	🌀 Wind Charged	If a mob has the Wind Charged effect, it generates a wind burst upon death, similar to that created by wind charges. Intensity of this burst is unaffected by the potency level of the potion.

Potions with mixed effects

Icon	Name	Duration	Effect	Description
	Potion of the Turtle Master	0:20		Slows players and mobs by 60%, to about 2.25 blocks per second sprinting, and reduces their damage taken by 60%.
🧪	Potion of the Turtle Master +	0:40	⚫ Slowness 🛡 Resistance	
	Potion of the Turtle Master II	0:20		Slows players and mobs by 90%, to about 0.5625 blocks per second sprinting, and reduces their damage taken by 80%.

Joke potions

Java Edition 15w14a

Icon	Name	Duration	Effect	Description
	Potion of Caring	Instant	Caring	
	Potion of Caring	Instant	Caring	Changes the mob AI to move toward the nearest mob as if it were to attack it.
	Potion of Caring II	Instant		
	Potion of Sharing	1:30	Sharing	Drops items in a random amount of time, ranging from food to rare items like saddles or diamonds.
	Potion of Sharing +	4:00		

Java Edition 23w13a_or_b

Icon	Name	Duration	Effect	Description
	Potion of Big	3:00		
	Potion of Big +	8:00	Big	Makes the entity bigger.
	Potion of Big II	1:30		
	Potion of Small	3:00		
	Potion of Small +	8:00	Small	Makes the entity smaller.
	Potion of Small II	1:30		

Java Edition 24w14potato

Icon	Name	Duration	Effect	Description
	Potion of Sticky	1:30	Sticky	Makes the mob able to scale blocks like a spider by simply walking into them.
	Potato Oil	Instant	It's very slippery	Affected items slide as if on ice blocks
	Poisonous Potato Oil	Instant	It's very slippery	
		0:10	Poison	Causes up to 36 (❤ × 18) damage over time at a rate of 1 every 50 ticks, but does not reduce health below 1 (❤).

Undead mobs

The effects given by potions of Healing and Harming are reversed on underlined undead mobs. Potions of Healing deal damage, and Harming heals them. In addition, undead mobs are not affected by Poison or Regeneration.

In *Bedrock Edition*, hitting an undead mob with a Regeneration Potion always registers as Regeneration I, no matter the level of the used potion.

Mud conversion

Using a water bottle, splash water bottle, or lingering water bottle on dirt, coarse dirt, or rooted dirt converts it into mud, returning a glass bottle with it. This process can be automated with a dispenser.

Filling cauldrons with potions

In *Bedrock Edition*, using a potion bottle on a cauldron empties the potion into it and fills the cauldron by $\frac{1}{3}$ of its capacity. Using a glass bottle on a cauldron filled with a potion drains it by $\frac{1}{3}$ and fills the bottle. A single cauldron can store up to three potions of the same type. Different potions cannot be combined in a cauldron, nor can they be mixed with any other substance. Arrows can be also tipped when used on a cauldron containing potion. A single portion of potion can tip 16 arrows at once, while a full cauldron can tip a stack of arrows at once.

Uncraftable potion

In *Java Edition*, the uncraftable potion is a potion with no effect that is unobtainable in Survival. It is also available in splash potion and lingering potion forms, as well as for tipped arrows.

Uncraftable potions have the same texture as water bottles.

It can be obtained using the following command: `/give @s minecraft:potion`. It is also obtained when a potion has invalid or missing potion effect tags, and thus serves as a placeholder.

Custom effects

Main article: Data component format § potion contents

In *Java Edition*, potions can also be obtained with any status effect using `/give` and the `potion_contents` data component.

Sounds

Java Edition:

					Sounds				[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Sipping	Players	While a player is drinking a potion	`entity.generic .drink`	`subtitles.entity .generic.drink`	0.5	0.9–1.0	16	
	Witch drinks	Hostile Mobs	When a witch drinks a potion	`entity.witch .drink`	`subtitles.entity .witch.drink`	1.0	0.8–1.2	16	
	Wandering Trader drinks potion	Friendly Mobs	While a wandering trader is drinking a potion to become invisible during nighttime	`entity .wandering_trader .drink_potion`	`subtitles.entity .wandering_trader .drink_potion`	*varies* [sound 1]	0.9–1.0	16	
	Bottle empties	Blocks	When a water bottle is emptied	`item.bottle.empty`	`subtitles.item .bottle.empty`	1.0	1.0	16	
	Bottle fills	Blocks	When a water bottle is filled	`item.bottle.fill`	`subtitles.item .bottle.fill`	1.0	1.0	16	
	Splashing	Blocks	Using a water bottle to create a mud block	`entity.generic .splash`	`subtitles.entity .generic.splash`	1.0	1.0	16	

1. 0.35 for the first sound, 0.325 for the second sound

Bedrock Edition:

Sounds							[hide]
Sound	Closed captions [*upcoming: BE 26.0*]	Source	Description	Identifier	Translation key [*upcoming: BE 26.0*]	Volume	Pitch
	?	Players	When a player drinks a potion	`random.drink`	?	0.35	0.9–1.1
	?	Hostile Mobs	When a witch drinks a potion	`mob.witch.drink`	?	1.0	1.0
	?	Friendly Mobs	When a wandering trader drinks a potion to become invisible during nighttime	`mob.wanderingtrader .drink_potion`	?	0.7	0.8–1.2
	?	Blocks	When a potion is placed in a cauldron[sound 1]	`cauldron.fillpotion`	?	0.1	1.0
	?	Blocks	When a potion is taken from a cauldron[sound 1]	`cauldron.takepotion`	?	0.1	1.0
	?	Blocks	When water from a bottle is placed in a cauldron [sound 1]	`cauldron.fillwater`	?	0.1	1.0
	?	Blocks	When water from a bottle is taken from a cauldron [sound 1]	`cauldron.takewater`	?	0.1	1.0
	?	Sound	When a water bottle or potion is emptied	`bottle.empty`	?	1.0	1.0
	?	Sound	When a water bottle or potion is filled	`bottle.fill`	?	1.0	1.0

1. MCPE-174867

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key	[hide]

🧪 Potion	potion	Item	`item.minecraft.potion`
			`item.minecraft.potion.effect.empty`
			`item.minecraft.potion.effect.water`
			`item.minecraft.potion.effect.mundane`
			`item.minecraft.potion.effect.thick`
			`item.minecraft.potion.effect.awkward`
			`item.minecraft.potion.effect.night_vision`
			`item.minecraft.potion.effect.invisibility`
			`item.minecraft.potion.effect.leaping`
			`item.minecraft.potion.effect.fire_resistance`
			`item.minecraft.potion.effect.swiftness`
			`item.minecraft.potion.effect.slowness`
			`item.minecraft.potion.effect.water_breathing`
			`item.minecraft.potion.effect.healing`
			`item.minecraft.potion.effect.harming`
			`item.minecraft.potion.effect.poison`
			`item.minecraft.potion.effect.regeneration`
			`item.minecraft.potion.effect.strength`
			`item.minecraft.potion.effect.weakness`
			`item.minecraft.potion.effect.levitation`
			`item.minecraft.potion.effect.luck`
			`item.minecraft.potion.effect.turtle_master`
			`item.minecraft.potion.effect.slow_falling`
			`item.minecraft.potion.effect.infested`
			`item.minecraft.potion.effect.oozing`
			`item.minecraft.potion.effect.weaving`
			`item.minecraft.potion.effect.wind_charged`	

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Translation key	[hide]

🧪 Potion	potion	426	Item	`potion.emptyPotion.name`
				`potion.mundane.name`
				`potion.mundane.extended.name`
				`potion.thick.name`
				`potion.awkward.name`
				`potion.nightVision.name`
				`potion.invisibility.name`
				`potion.jump.name`
				`potion.fireResistance.name`
				`potion.moveSpeed.name`
				`potion.moveSlowdown.name`
				`potion.heal.name`
				`potion.harm.name`
				`potion.poison.name`
				`potion.regeneration.name`
				`potion.damageBoost.name`
				`potion.weakness.name`
				`potion.wither.name`
				`potion.turtleMaster.name`
				`potion.slowFalling.name`
				`potion.infested.name`
				`potion.oozing.name`
				`potion.weaving.name`
				`potion.windcharged.name`	

Metadata

In *Bedrock Edition*, potions use the following item data values to indicate the kind of potion:

Potion	Regular	Extended	Enhanced (Level II)
Water Bottle	0	N/A	N/A
Mundane Potion	1	2	N/A
Thick Potion	3	N/A	N/A
Awkward Potion	4	N/A	N/A
Potion of Night Vision	5	6	N/A
Potion of Invisibility	7	8	N/A
Potion of Leaping	9	10	11
Potion of Fire Resistance	12	13	N/A
Potion of Swiftness	14	15	16
Potion of Slowness	17	18	42
Potion of Water Breathing	19	20	N/A
Potion of Healing	21	N/A	22
Potion of Harming	23	N/A	24
Potion of Poison	25	26	27
Potion of Regeneration	28	29	30
Potion of Strength	31	32	33
Potion of Weakness	34	35	N/A
Potion of Decay	36	N/A	N/A
Potion of the Turtle Master	37	38	39
Potion of Slow Falling	40	41	N/A
Potion of Wind Charging	43	N/A	N/A
Potion of Weaving	44	N/A	N/A
Potion of Oozing	45	N/A	N/A
Potion of Infestation	46	N/A	N/A

Item data

Java Edition:

> *See also: Data component format*

components: the item's **components** tag.
└ **minecraft:potion_contents**: The base potion, custom list of mob effects, and custom color contained in this potion, splash potion, lingering potion, tipped arrow, or area effect cloud. When present on an item, the mob effects are listed in the item's tooltip. If this and a `minecraft:consumable` component are present on an item, consuming the item will apply all of the effects from this component to the player or mob that consumed it. If defined as a string, corresponds to **potion**.
　├ **potion**: The ID of a potion type. Optional. See Potion#Item data.
　├ **custom_color**: The overriding color of this potion texture, and/or the particles of the area effect cloud created.
　├ **custom_name**: An optional string used to generate containing stack name. The game uses the translation key `item.minecraft.<item type>.effect.<value>`. This name has a higher priority than the `minecraft:item_name` component, but lower than the `minecraft:custom_name` component.

└   **custom_effects**: A list of the additional effects that this item should apply.
　　└   : A single custom effect.
　　　├   **id**: The ID of the effect.
　　　├   **amplifier**: The amplifier of the effect, with level I having value 0. Optional, defaults to 0.
　　　├   **duration**: The duration of the effect in ticks. Value -1 is treated as infinity. Values 0 or less than -2 are treated as 1. Optional, defaults to 1 tick.
　　　├   **ambient**: Whether or not this is an effect provided by a beacon, conduit, or nautilus and therefore should be less intrusive on the screen. Optional, defaults to `false`.
　　　├   **show_particles**: Whether or not this effect produces particles. Optional, defaults to `true`.
　　　└   **show_icon**: Whether or not an icon should be shown for this effect. Optional, defaults to `true`.

Calculate representation of color

Color

| | `#f9fffe` | ⊠ |

Decimal

16383998

Hexadecimal

#f9fffe

Normal potions use a "potion" tag inside "potion_contents" component to indicate the potion type. The values of the tag (to be prefixed with `minecraft:`) are:

Potion	Regular	Level II	Extended +
Uncraftable potion	anything except the below	–	–
Water bottle	water	–	–
Mundane potion	mundane	–	–
Thick potion	thick	–	–
Awkward potion	awkward	–	–
Night Vision	night_vision	–	long_night_vision
Invisibility	invisibility	–	long_invisibility
Leaping	leaping	strong_leaping	long_leaping
Fire Resistance	fire_resistance	–	long_fire_resistance
Swiftness	swiftness	strong_swiftness	long_swiftness
Slowness	slowness	strong_slowness	long_slowness
Water Breathing	water_breathing	–	long_water_breathing
Instant Health	healing	strong_healing	–
Harming	harming	strong_harming	–
Poison	poison	strong_poison	long_poison
Regeneration	regeneration	strong_regeneration	long_regeneration
Strength	strength	strong_strength	long_strength
Weakness	weakness	–	long_weakness
Luck	luck	–	–
The Turtle Master	turtle_master	strong_turtle_master	long_turtle_master
Slow Falling	slow_falling	–	long_slow_falling
Infestation	infested	–	–
Oozing	oozing	–	–
Weaving	weaving	–	–
Wind Charging	wind_charged	–	–

Bedrock Edition:

See also: Bedrock Edition level format/Item format

Achievements

Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS) [hide]
PS4	Other					
		Local Brewery	Brew a potion.	Pick up a potion from a brewing stand potion slot. An already-created potion placed and removed qualifies.	15	Bronze
		Taste of Your Own Medicine	Poison a witch with a splash potion.	Throw a splash potion of poison at a witch (by facing the witch and pressing the use key).	20	Silver

Advancements

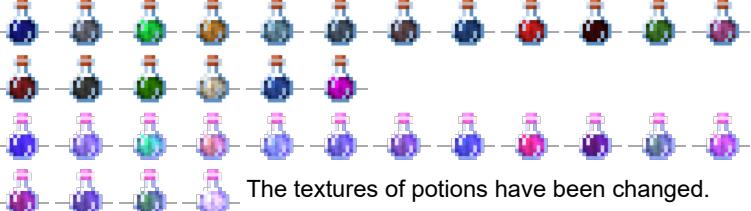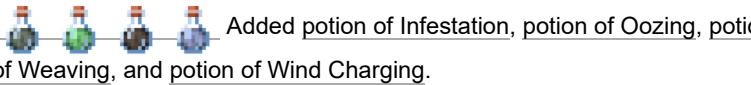| Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	Local Brewery	Brew a Potion	Pick up an item from a brewing stand potion slot. This does not need to be a potion. Water bottles or even glass bottles can also trigger this advancement.
	A Furious Cocktail	Have every potion effect applied at the same time	Have *all* of these 17 status effects applied to the player at the same time: [show] The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement.
	How Did We Get Here?	Have every effect applied at the same time	Have *all* of these 34 status effects applied to the player at the same time: [show] The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement. *See also: Tutorial:Advancement guide/Nether tab § How Did We Get Here?* *This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.*
	Husbandry	The world is full of friends and food	Consume anything that can be consumed, except for cake.

History

Development

July 7, 2010 (https://web.archive.org/web/0/https://notch.tumblr.com/post/779956568/the-rationale-for-redstone)	Alchemy was first hinted by Notch when he explained why redstone ore disintegrates into "dust". He states that dust would be used later in potions.
September 27, 2011 (https://twitter.com/jeb_/status/118681103350501376)	Jeb tweeted a screenshot showing potion durations and glass bottles.

Java Edition

Java Edition			[hide]
1.0.0	Beta 1.9 Prerelease 2	Added effects.	
		Implemented cauldrons, used to brew potions[1] by filling them with water and adding a series of ingredients. They were ultimately disabled in this release due to dissatisfaction with the feature, making brewing inaccessible without using a mod to assign them a block ID.	
		Added glass bottles. Their only use is collecting potions from cauldrons.	
		Added potions. They stack to 64 and can have multiple effects, including negative effects, depending on the ingredients used to make them. They are always given one of 32 generic names, with their actual effects being listed in their tooltip.	
		In total, there are 161 possible potion combinations and 2,653 different types of potions.[2]	
		Jeb later tweeted that both Notch and he had come up with a different way to brew potions, which was revealed to be brewing stands.[3]	
	Beta 1.9 Prerelease 3	Added water bottles, created by using a glass bottle on water or on a filled cauldron.	
		Potions can no longer stack. Only empty bottles can be stacked to 64.	
		Added brewing stands, replacing the scrapped cauldron-based brewing mechanic. Potions are now obtainable. Potions brewed in the previous version are now glitched.	
		Cauldrons are now properly accessible, but most of their previous functionality is removed. Instead of holding potions, they can only hold water.	
		Added potions of Swiftness, Slowness, Strength, Weakness, Healing, Harming, Regeneration, Fire Resistance, and Poison.	
1.3.1	12w21b	Water bottles have been added to the Creative inventory.	
	12w22a	Potions have been added to the Creative inventory. This includes extended-enhanced potions with both extended duration and enhanced effect for potions of Poison, Regeneration, Strength, and Swiftness.	
1.4.2	12w32a	Added potion of Night Vision, which is currently not brewable.	
	12w34a	Added potion of Invisibility. It is brewed by adding a fermented spider eye to a potion of Night Vision.	
		A potion of Night Vision can now be brewed by adding a golden carrot to an awkward potion.	
	12w38a	Added Healing and Harming potions to the Creative inventory.	
		Witches now drink potions and can rarely drop them upon death.	
	12w39a	Potions are now customizable using NBT editors and tools like MCEdit.	
1.5	13w09c	Extended-enhanced potions are no longer available in the Creative inventory for Poison, Regeneration, Strength and Swiftness.	
1.6.1	?	The potion of Weakness now reduces damage by one-half heart, instead of one heart as it was before.	
	13w23a	The potion of Healing and potion of Regeneration have been nerfed (by 33.3% and 50% respectively).	
	1.6	The potion of Strength now increases damage by 130% instead of 3 (❤❤).	

1.7.2	13w36a	Added the potion of Water Breathing.
		Water bottles can now be obtained as one of the "junk" items from fishing.
1.8	14w25a	Drinking a potion immediately after attacking no longer continues the swinging animation.[4]
	14w27a	Added the potion of Leaping.
	14w30a	Potions are now positioned a little higher and further to the left during the drinking animation in first person view.[5]
1.8.1	pre1	The potion of Leaping can now be extended.
1.9	15w31a	The order of potions has been changed in the Creative inventory.
		Splash potions now have a separate data value and ID name.
		Added Mundane, Thick, and Awkward potions to the Creative inventory.
		Two Potions of Healing II can now be found in the brewing stand inside every end ship.
	15w33a	Added lingering potions, which are brewed by adding dragon's breath to splash potions.
		The duration of extended potions of Regeneration and Poison has been reduced from 2:00 to 1:30. The duration of the strong potion of Poison has been reduced from 0:22.5 to 0:21.6.
		The potion of Strength has been changed from a 130% increase (per level) to a 3-point increase.
		The potion of Weakness has been changed from a 0.5-point decrease (per level) to a 4-point decrease.
	15w44b	Added the uncraftable potion and the potion of Luck. Uncraftable potions currently look identical to water bottles.
1.11	16w33a	A water bottle can now be used on a cauldron to increase the water level by 1.
	16w38a	The uncraftable potion is now magenta, has no glint. Also, any potion that is specified with invalid or missing potion effect NBT data now becomes an uncraftable potion.
		Because the water bottle without tags has been changed to the uncraftable potion, the brewing icon has also been changed to the uncraftable potion in creative inventory.
		The uncraftable potion has been removed from the Creative inventory.
1.13	18w07a	Added the potion of the Turtle Master, which gives Slowness IV and Resistance IV for 1 minute.
		The extended variant gives both effects for 3 minutes.
		The enhanced variant gives level VI of both effects for 1 minute.
		Added an enhanced variant of the potion of Slowness; it gives Slowness V for 10 seconds.
	18w14a	Added potions of Slow Falling.

	18w16a	Regular and extended potions of the Turtle Master now give only Resistance III.
		The enhanced potion of the Turtle Master now gives only Resistance IV, because Resistance VI makes the player invincible.
	18w19a	Changed the effect color of Slow Falling.
		The enhanced variant of the potion of Slowness now gives Slowness IV for 20 seconds.
1.14	**18w43a**	The textures of potions have been changed.
	19w06a	Wandering traders now drink Invisibility potions at night and have a chance of dropping one if killed while holding it.
1.16	**20w09a**	The potion of Fire Resistance can now be obtained through bartering.
1.16.2	**20w28a**	Water bottles can now be obtained through bartering.
1.18	**21w39a**	The potion of Water Breathing can now generate as loot in buried treasure chests.
1.19	**Deep Dark Experimental Snapshot 1**	Potions of Healing can now generate in ancient city chests.
	22w11a	A water bottle can now be used on dirt, coarse dirt, or rooted dirt to turn the block into mud.
	22w13a	Potions of Healing no longer generate in ancient city chests.
		Potions of Regeneration can now be found in ancient city chests.
1.19.4	**pre1**	Potions no longer have an enchantment glint.
	pre3	Changed colors of the following potions: Night Vision, Invisibility, Leaping, Fire Resistance, Swiftness, Slowness, Turtle Master, Water Breathing, Harming, Poison, Strength.
1.20	**23w12a**	The potion of Slow Falling has had its color tweaked to make it more distinguishable from the potion of Invisibility.
1.20.2 ───── Experiment ───── **Villager Trade Rebalance**	**23w31a**	Wandering traders now have a chance to buy a water bottle or sell a potion of Invisibility.
1.20.5	**24w09a**	Uncraftable potions are no longer a specific potion type; instead, when a potion has no `potion` tag in its `potion_contents` component, its name becomes "Uncraftable Potion".
1.20.5 ───── Experiment ───── **Update 1.21**	**24w13a**	Added potion of Infestation, potion of Oozing, potion of Weaving, and potion of Wind Charging.
1.21	**24w18a**	Uncraftable potions now use the water bottle color instead of their own distinct color.
1.21.6 ───── Experiment ───── **Locator Bar**	**25w15a**	The potion of Invisibility now hides players from the locator bar.

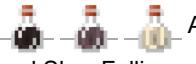| Java Edition Combat Tests	[hide]
7c	Potions with the same tags can now stack to 16.
8b	Potions (and liquid food) can now be consumed faster (20 ticks, previously 32 ticks).

Bedrock Edition

Pocket Edition Alpha		**[hide]**
v0.12.1	**build 1**	Added potions.
		Water bottles, mundane, long mundane, thick, and awkward potions are all available in the Creative inventory.
v0.13.0	**build 1**	Potions of Leaping are now obtainable in Survival.
v0.14.0	**build 1**	Potions can now be used to fill $\frac{1}{3}$ of a cauldron Filling cauldron with different liquid afterwards empties the cauldron.
		Using a glass bottle to a cauldron filled by a potion now fills the glass bottle with that potion.
		Swamp huts now generate cauldrons filled with a random potion, making potions now obtainable in Survival without brewing.
		Potions of Healing, Fire Resistance, Water Breathing, and Swiftness can now be obtained by killing witches while they are drinking potions.
v0.16.0	**build 4**	Added potions of Decay.
Pocket Edition		**[hide]**
1.0.0	**alpha 0.17.0.1**	Two potions of Healing II can now be found in a brewing stand inside end ships.
Bedrock Edition		**[hide]**
1.4.0	**beta 1.2.14.2**	Potions of Water Breathing and potions of Regeneration can now be found inside buried treasure chests.
1.5.0	**beta 1.5.0.4**	Added potions of the Turtle Master.
1.6.0	**beta 1.6.0.5**	Added potions of Slow Falling.
1.10.0	**beta 1.10.0.3**	The textures of potions have been changed.
1.11.0	**beta 1.11.0.3**	Wandering traders have a chance of dropping a potion of Invisibility if they are killed while holding one.
1.16.0	**beta 1.15.0.51**	Added potions of Slowness IV, which can be brewed from potions of Slowness using glowstone dust.
	beta 1.16.0.57	Potions of Fire Resistance can now be obtained through bartering.
1.16.100	**beta 1.16.100.54**	Water bottles can now be obtained through bartering.
1.19.0	**beta 1.19.0.20**	Water bottles can now be used on dirt, coarse dirt, or rooted dirt to turn it into mud.
1.19.80	**Preview 1.19.80.21**	Changed potion colors for the following potions: Fire Resistance, Harming, Invisibility, Leaping, Night Vision, Poison, Slowness, Strength, Swiftness, Turtle Master, and Water Breathing.
		Removed enchantment glint from potions.
1.20.0	**Preview 1.20.0.21**	Changed the effect colors for potions of Decay and Slow Falling.
1.21.0 — **Experiment** — **Update 1.21**	**Preview 1.21.0.20**	Added potion of Infestation, potion of Oozing, potion of Weaving, and potion of Wind Charging.

1.21.0	potion of Infestation, potion of Oozing, potion of Weaving, and potion of Wind Charging are now obtainable without using the "Update 1.21" experimental toggle.

Legacy Console Edition

Legacy Console Edition								[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch		
TU7		1.00						Added potions.
TU8								Added the awkward potion to the Creative menu.
	CU1		1.00	1.00	Patch 1			Added potions of Night Vision and potions of Invisibility.
TU14		1.04						Awkward potion is no longer obtainable from the Creative inventory.
								Extended-enhanced potions are now listed individually for potions of Poison, Regeneration, Strength and Swiftness.
TU19	CU7	1.12	1.12	1.12				Witches now drink potions and can rarely drop them upon death.
TU31	CU19	1.22	1.22	1.22	Patch 3			Added potions of Leaping and potions of Water Breathing. These are both available in four variants unlike *Java* and *Bedrock* where the latter group added two variants of water breathing and three variants for leaping.
								Water bottles can now be obtained as one of the "junk" items from fishing.
								Drinking immediately after attacking no longer continues the swinging animation.
TU34	CU22	1.25	1.25	1.25	Patch 4	1.0.1		Removed two of the four types of water breathing potions and splash potions.
TU36	CU25	1.28	1.28	1.28	Patch 7			Effects of potions are now shown above the HUD when switching items in the hotbar instead of only when hovering over them in the inventory.
								Added potions of Luck.
								Added lingering potions, which are brewed with splash potions and dragon breath after splash potions are brewed with potions and gunpowder.
								Removed all types of extended-enhanced potions for all five potion effects.
								Potions effects are now arranged more like *Java Edition*.
TU46	CU36	1.38	1.38	1.38	Patch 15			Two Potions of Healing II can now be found in a brewing stand inside end ships.
								potion of Strength has been changed from 130% increase to a 3-point increase.
								potion of Weakness has been changed to 4-point decrease, was 0.5-point decrease.
								The duration of extended potions of Regeneration and Poison has been reduced from 2:00 to 1:30. The duration of strong potions of poison has been reduced from 0:22.5 to 0:21.6.
TU49	CU39	1.42	1.42	1.42	Patch 18			Potions are now positioned a little higher and further left during the drinking animation in first person view.
TU57	CU49	1.57	1.56	1.56	Patch 27	1.0.7		The duration of extended potions of Regeneration and Poison has been increased from 1:30 back to 2:00. The duration of strong potions of poison has been increased

							from 0:21.6 back to 0:22.5.
TU60	**CU51**	**1.64**	**1.64**	**1.64**	**Patch 30**	**1.0.11**	Potions can now be put into a cauldron. This can be used to obtain tipped arrows of that potion.
TU69		**1.76**	**1.76**	**1.76**	**Patch 38**		Added potions of Decay, Turtle Master, and Slow Falling.
							Potions of Water Breathing and potions of Regeneration can now be found inside buried treasure chests.
		1.82	**1.83**	**1.82**			Awkward potion is once again obtainable from the Creative inventory.
			1.90				The textures of potions have been changed.

New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	Added potions.	
	Water bottles, mundane, thick, and awkward potions are all available in the Creative inventory.	
1.3.12	Added potions of Decay.	
1.7.10	Added lingering potions, which are brewed with splash potions and dragon breath after splash potions are brewed with potions and gunpowder.	

Data history

Java Edition		[hide]
1.9	**15w31a**	Numeric IDs are no longer used for potions. Instead, an NBT "Potion" tag is used, e.g. `/give @p minecraft:potion 1 0 {Potion:"minecraft:swiftness"}`. See here for the old numeric IDs.
1.13	**17w47a**	Prior to *The Flattening*, this item's numeral ID was 373.

Issues

Issues relating to "Potion" 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%22Potion%22%29%20ORDER%20BY%20resolution%20DESC).

Trivia

- When a player drinks two potions by quickly switching to another potion immediately after drinking one, the second drinking animation is not shown.[*verify*]
- A potion of Poison II lasts for 22.5 seconds, but it is displayed as 22 seconds because the item hover display shows rounded-down integer values.
- The "Local Brewery" advancement uses the uncraftable potion texture for its icon.

Unused potions

Bedrock Edition has unused potion textures for several effects, along with their splash variants. These effects are: Absorption, Blindness, Haste, Health Boost, Hunger, Mining Fatigue, Nausea, Resistance, Saturation, and Levitation, as well as the Luck potion textures also present in *Java Edition*. These unused textures were added along with the other potion textures in Pocket Edition v0.12.1 alpha, except for the potion of Levitation, which was added in Pocket Edition 1.0.0. The textures were changed along with the other potion textures during the texture update in Bedrock Edition 1.10.0. Strangely, the potion of levitation texture is a duplicate of the splash potion of levitation texture.

Potion of Absorption	Potion of Blindness	Potion of Haste	Potion of Health Boost
Potion of Hunger	Potion of Mining Fatigue	Potion of Nausea	Potion of Resistance
Potion of Saturation	Potion of Levitation		
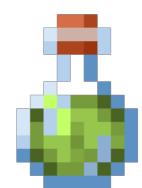
Gallery
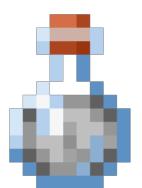
Icons
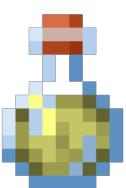
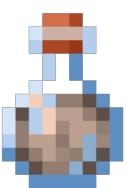|			
Water Bottle	Potion of Night Vision	Potion of Invisibility	Potion of Leaping
Potion of Fire Resistance	Potion of Swiftness	Potion of Slowness	Potion of the Turtle Master
Potion of Water Breathing	Potion of Healing	Potion of Harming	Potion of Poison
Potion of Regeneration	Potion of Strength	Potion of Weakness	Potion of Slow Falling
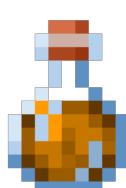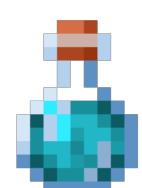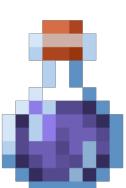
Potion of Wind Charging
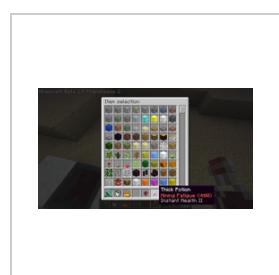

Potion of Weaving

Potion of Oozing
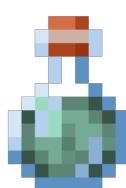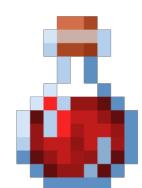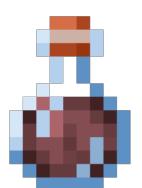
Potion of Infestation

Potion of Luck

Potion of Decay

Old texture file for the uncraftable potion on *Java Edition*.

Screenshots
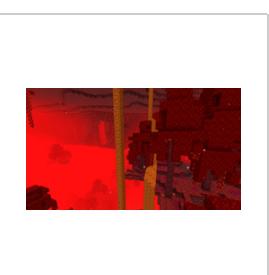
Thick Potion with status effects of Mining Fatigue (duration 4:00) and Instant Health II (duration 4:00).

The bubbles emitted when a player (Noor) drinks a potion (of Swiftness)

The effect of Night Vision (left image is with Night Vision, right image is without)

The view when a player uses Night Vision in the Nether

A brewing stand with a potion of Healing on it

Mojang screenshots

A savanna cleric villager standing next to a brewing stand.

Then-new potion colors.

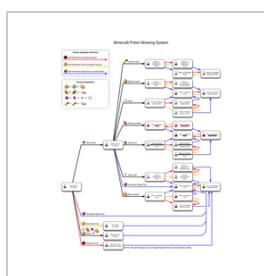Potion effects showing up in the inventory.

In other media

An officially licensed bottle LED desk lamp
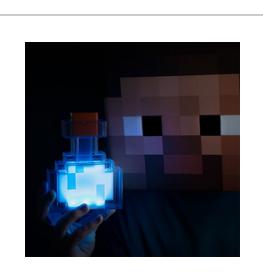

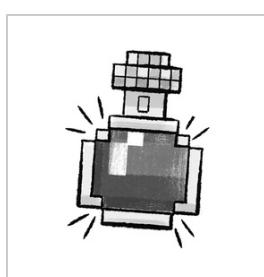A water bottle depicting many potions

A guide to brewing before 1.6

Brewing guide

Light up potion

Light up potion

A potion as it appears in *Dungeon Crawl!*

See also

- 🍯 Brewing
- 🧪 Glass Bottle
- 🧴 Medicine
- 🧪 Splash Potion
- 🧪 Lingering Potion
- 🏹 Tipped Arrow
- 🧪 Effect

References

1. "Potions are delayed because *add to cauldron, pick up, look at tooltip, pour back into cauldron, repeat* was extremely tedious" (https://twitter.com/jeb_/status/119466949708222465) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), September 29, 2011

2. "In the prerelease, there are 161 brewable unique potions. Unless we change it, there will be 2,653 with all ingredients added." (https://twitter.com/jeb_/status/120520408792432641) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), October 2, 2011

3. "A quick discussion with @notch led me in on a new way of doing the potion brewing. Cauldron is out..." (https://twitter.com/jeb_/status/119710836469149697) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), September 30, 2011

4. MC-201394 — Punching animation get cancelled in first person when blocking, eating and aiming, inconsistent with third person behavior — resolved as "Works As Intended".

5. MC-273056 — First person eating animation no longer works correctly/too high — resolved as "Works As Intended".

External links

- "WHAT ARE POTIONS (AND HOW CAN YOU MAKE THEM?)" (https://www.minecraft.net/en-us/article/taking-inventory--potion) by Duncan Geere – Minecraft.net, May 12, 2022.
- "Minecraft Potions - A Visual Guide (1.9)" (https://potioncraft.net/) – Potioncraft.net, November 2, 2016.

Navigation

Brewing		[hide]
Equipment	🏺 Brewing Stand	
Ingredients	🍥 Blaze Powder · Breeze Rod · 🕸 Cobweb · 🧪 Dragon's Breath · 🦠 Fermented Spider Eye · Ghast Tear · 🍉 Glistering Melon Slice · Glowstone Dust · 🥕 Golden Carrot · Gunpowder · Magma Cream · Nether Wart · 🦠 Phantom Membrane · 🐡 Pufferfish · Rabbit's Foot · Redstone Dust · Slime Block · Spider Eye · Stone · Sugar · Turtle Shell	
Bottles	🍶 Glass · Water	
Potions	🧪 Awkward · Mundane · Thick · Uncraftable[*JE only*] · Night Vision · Invisibility · Leaping · Fire Resistance · Swiftness · Slowness · Turtle Master · Water Breathing · Healing · Harming · Poison · Regeneration · Strength · Weakness · Slow Falling · Wind Charging · Weaving · Oozing · Infestation · Luck[*JE only*] · Decay[*BE only*]	
	Joke	🧪 Caring · Sharing · Big · Small · Sticky · Potato Oil (Poisonous)
	Types	🧪 Potion · Splash Potion · Lingering Potion

Items		[hide]
🗡 **Equipment**		[show]
🪣 **Utilities**		[hide]
Display/storage	🗿 Armor Stand · Item Frame (Glow) · Painting	
Buckets	🪣 Bucket (Water · Lava · Milk · Powder Snow) · Axolotl · Cod · Pufferfish · Salmon · Tadpole · Tropical Fish	
Bottles	🍶 Glass Bottle (Water · Honey) · Potion (Splash · Lingering) · Bottle o' Enchanting · Ominous Bottle	
Informational	📕 Book and Quill (Written) · Clock · Compass (Lodestone · Recovery) · Eye of Ender · Map (Empty · Explorer) · Spyglass	
Vehicles/mobility	🛶 Boat (with Chest) · Ender Pearl · Minecart (with Chest · with Hopper · with TNT) · Wind Charge; *JE* **only** Minecart with Furnace	

Music discs	13 · cat · blocks · chirp · far · mall · mellohi · stal · strad · ward · 11 · wait · otherside · 5 · Pigstep · Relic · Creator (Music Box) · Precipice · Tears · Lava Chicken
Other	Bone Meal · Bowl · Bundle (Dyed) · Enchanted Book · End Crystal · Fire Charge · Goat Horn · Lead · Name Tag · Totem of Undying · Trial Key (Ominous)
Edu only	Balloon · Glow Stick · Ice Bomb · Medicine · Sparkler · Super Fertilizer

🍎 Food [show]

Ingredients [show]

Creative or commands only [show]

Removed [show]

Unused [show]

Unimplemented [show]

3D Joke [show]

Effects [hide]

Movement	Jump Boost · Levitation · Slow Falling · Slowness · Speed
JE only	Dolphin's Grace
Health	Absorption · Fire Resistance · Instant Damage · Instant Health · Poison · Regeneration · Resistance · Wither
BE only	Fatal Poison
Unused	Health Boost
Combat	Strength · Weakness
Hunger	Hunger · Saturation
Breaking	Haste · Mining Fatigue
Spawns	Infested · Oozing · Weaving · Wind Charged
Underwater	Conduit Power · Water Breathing · Breath of the Nautilus
Visibility	Blindness · Darkness · Invisibility · Nausea · Night Vision
JE & LCE only	Glowing
Ominous Events	Bad Omen · Raid Omen · Trial Omen
Loot	Hero of the Village
Unused *JE & LCE* only	Bad Luck · Luck
Joke	Big · Caring · It's very slippery · Sharing · Shazboots! · Small · Sticky

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Combat [hide]

⚔ Melee [show]

Ranged [show]

Armor [show]

🍎 Food [show]

General [hide]

Mechanics	Damage · Knockback · Drops · Durability · Blocking · Mob infighting · Geared mobs · Mob fleeing · Use cooldown
Items	Shield · Ender Pearl · Potion (Splash · Lingering) · Totem of Undying · TNT (Minecart with TNT) · End Crystal · Respawn Anchor · Bed · Bucket (Lava Bucket · Water Bucket · Powder Snow Bucket · Milk Bucket) · Cobweb · Flint and Steel · Fire Charge · Fishing Rod · Bottle o' Enchanting
Enchantments	Curse of Vanishing · Mending · Unbreaking
Effects	Instant Health · Instant Damage · Regeneration · Resistance · Poison · Wither · Health Boost · Absorption · Fatal Poison[*BE only*]

📖 Tutorials   [show]

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