

# Brewing Stand

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A **Brewing stand** is a block used for brewing potions using water bottles and suitable ingredients. It also serves as a cleric's job site block.

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<b>Brewing Stand</b>	
<u>Empty</u>	<u>Right</u> <u>Left</u> <u>Full</u>
	
	
<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resistance</b>	0.5
<b>Hardness</b>	0.5
<b>Luminous</b>	<u>JE</u> : Yes (1) <u>BE</u> : No
<b>Transparent</b>	<u>JE</u> : Yes <u>BE</u> : Partial (diffuses sky light, -2 to light)
<b>Waterloggable</b>	<u>JE</u> : No <u>BE</u> : Yes
<b>Flammable</b>	No
<b>Catches fire from lava</b>	No
<b>Map color (JE)</b>	 6 METAL

# Obtaining

## Breaking

A brewing stand can be mined with anything, but pickaxes are the fastest. When broken, it also drops all of its contents.

Block	 Brewing Stand
Hardness	0.5
Tool	
<u>Breaking time (sec)</u> <sup>[A]</sup>	
Default	0.75
 Wooden	0.4
 Stone	0.2
 Copper	0.15
 Iron	0.15
 Diamond	0.1
 Netherite	0.1
 Golden	0.1

### Legend

- .  incorrect tool, drops nothing
- .  correct tool, drops nothing or something other than the block itself
- .  correct tool, drops the block itself
- *italicized* can be instant mined

1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

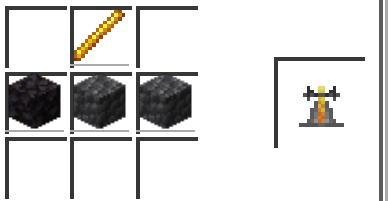
## Natural generation

Brewing stands generate in end ships. They have two Instant Health II potions in their holders.

A brewing stand also generates in the basement of igloos with a splash potion of Weakness in it.

Brewing stands can generate without potions in village churches.

## Crafting

Ingredients	Crafting recipe	Description	[hide]
Blaze Rod + Any stone-tier block		Can use cobblestone and its other variants interchangeably.	

## 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

[Main article: Brewing](#)

The main purpose of brewing stands is to allow for the [brewing of potions](#). Their 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. A single brew takes 20 seconds (400 ticks) to complete. Unlike [furnaces](#), there is no time limit; fuel is consumed only when there are [water 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.
- Any valid brewing ingredient is pushed into the ingredient slot, regardless of whether it would actually start the brewing process.
- Any valid potion recipe can be preloaded for "hands-free" brewing of a complex recipe, with the [nether wart](#) falling through into the stand for the first step.
- Bottles (including empty bottles) and fuel are accepted from hoppers pointing into the side.
- 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.

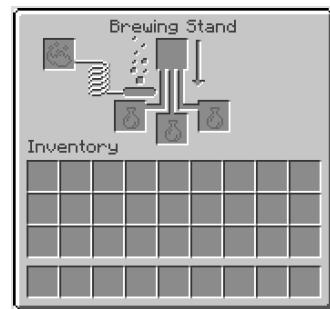
## Profession

[Main article: Job site block](#)

If a brewing stand has not been claimed by a [villager](#), any nearby unemployed villager has a chance to change their profession to cleric and claim the brewing stand as their [job site block](#).

## Light source

Brewing stands emit a light level of 1. [\[Java Edition only\]](#)



Brewing stand GUI in [Java Edition](#)

# Sounds

## Generic

*Java Edition:*

stone sound type									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Block broken	Blocks	Once the block has broken	block.stone.break	subtitles.block.generic.break	1.0	0.8	16	
	Block placed	Blocks	When the block is placed	block.stone.place	subtitles.block.generic.place	1.0	0.8	16	
	Block breaking	Blocks	While the block is in the process of being broken	block.stone.hit	subtitles.block.generic.hit	0.25	0.5	16	
	Something falls on a block	Entity-Dependent	Falling on the block with fall damage	block.stone.fall	subtitles.block.generic.fall	0.5	0.75	16	
	Footsteps	Entity-Dependent	Walking on the block	block.stone.step	subtitles.block.generic.footsteps	0.15	1.0	16	

*Bedrock Edition:*

stone sound type								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	Block broken	Blocks	Once the block has broken	dig.stone	subtitles.block.generic.break	1.0	0.8-1.0	
	Block broken	Blocks	When the block is placed	dig.stone	subtitles.block.generic.break	1.0	0.8-1.0	
	Block breaking	Blocks	While the block is in the process of being broken	hit.stone	subtitles.block.generic.hit	0.37	0.5	
	Footsteps	Players	Falling on the block with fall damage	fall.stone	subtitles.block.generic.footsteps	0.4	1.0	
	Footsteps	Players	Walking on the block	step.stone	subtitles.block.generic.footsteps	0.3	1.0	
	Footsteps	Blocks	Jumping from the block	jump.stone	subtitles.block.generic.footsteps	0.12	1.0	
	Footsteps	Blocks	Falling on the block without fall damage	land.stone	subtitles.block.generic.footsteps	0.22	1.0	

## Unique

### Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Brewing Stand bubbles	Blocks	When a potion finishes brewing	block.brewing_stand.brew	subtitles.block.brewing_stand.brew	1.0	1.0	16	
	Cleric works	Friendly Mobs	Randomly while a cleric is working	entity.villager.work_cleric	subtitles.entity.villager.work_cleric	1.0	0.8-1.2	16	
	Chest locked[sound 1]	Blocks	When a player attempts to open a brewing stand locked using the lock tag	block.chest.locked[sound 1]	subtitles.block.chest.locked[sound 1]	1.0	1.0	16	

1. MC-98316 — Wrong subtitles caused by missing distinction

Bedrock Edition:

Sounds [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
?	Blocks	When a potion finishes brewing	random.potion.brewed	?	1.0	1.0	
	Blocks	Randomly while a cleric is working	random.potion.brewed	?	1.0	1.0	

## Data values

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### ID

Java Edition:

Name	Identifier [hide]	Form	Translation key [hide]
 Brewing Stand	brewing_stand	Block & Item	block.minecraft.brewing_stand item.minecraft.brewing_stand
Name	Identifier [hide]		
 Block entity	brewing_stand		

Bedrock Edition:

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

1. ID of block's direct item form, which is used in savegame files and addons.

2. Unavailable with /give command

Name	Savegame ID [hide]
 Block entity	BrewingStand

### Block states

See also: Block states

Java Edition:

Name	Default value	Allowed values	Description	[hide]
has_bottle_0	false	false true	True when a bottle is in slot 1.	
has_bottle_1	false	false true	True when a bottle is in slot 2.	
has_bottle_2	false	false true	True when a bottle is in slot 3.	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
brewing_stand_slot_a_bit	0x1	false	false true	0 1	True when a bottle is in slot 1.	
brewing_stand_slot_b_bit	0x2	false	false true	0 1	True when a bottle is in slot 2.	
brewing_stand_slot_c_bit	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. Is not preserved when removed.

**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).

└ **An item**

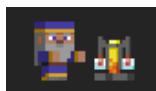
**lock:** Optional. An item predicate representing the "key" to open this container.

**item predicate**

Bedrock Edition:

See [Bedrock Edition level format/Block entity format](#).

## Achievements

<a href="#">[hide]</a>						
Icon		Achievement	In-game description	Actual requirements (if different)	Gamerscore earned	Trophy type (PS)
PS4	Other					
		<a href="#">Local Brewery</a>	Brew a potion.	Pick up a potion from a brewing stand potion slot. An already-created potion placed and removed qualifies.	15	Bronze

## Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	<a href="#">[hide]</a>
	<a href="#">Local Brewery</a>	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.	

## History

There is an associated [technical blocks](#) page for the internal item form of this block; see [Technical blocks/Brewing Stand](#).

## Reveal

<a href="#">September 30, 2011 (<a href="https://twitter.com/jeb_/status/119762786619359232">https://twitter.com/jeb_/status/119762786619359232</a>)</a>	 Jeb reveals that brewing is done through a brewing stand instead of a cauldron.
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## Java Edition

<i><a href="#">Java Edition</a></i>		
[ <a href="#">hide</a> ]		
	<b>Beta 1.9 Prerelease 2</b>	Cauldrons are implemented to be used to brew potions, but are not available in-game yet.
<b>1.0.0</b>	<b>Beta 1.9 Prerelease 3</b>	 Added brewing stands. Brewing potions with brewing stands currently take 30 seconds. When the first brewing stand was shown by Jeb, it had an additional 2D sub-stand for bottles, but the stands for bottles are now designed in 3D. <sup>[1]</sup>
<b>1.1</b>	<a href="#">12w01a</a>	Brewing time for brewing stands has been reduced to 20 seconds.
<b>1.3.1</b>	<a href="#">12w15a</a>	 + clicking can now be used to put items in brewing stands.
<b>1.8</b>	<a href="#">14w11a</a>	 The model 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. Brewing stands' targeting hitbox is now a full cube - previously it was a cuboid around the base plates.
	<a href="#">14w11b</a>	 Empty brewing stands' model have been fixed, although the other changes still remain.
	<a href="#">14w25a</a>	 Brewing 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>[2]</sup>
<b>1.9</b>	<a href="#">15w31a</a>	Brewing stands now generate in end cities.
	<a href="#">15w33a</a>	Brewing stands can now brew lingering potions.
	<a href="#">15w33c</a>	A bug where the player couldn't put in a splash potion to make a lingering potion has been fixed.
	<a href="#">15w42a</a>	Brewing stands now require blaze powder to operate.
	<a href="#">15w43a</a>	Brewing stands now generate in the basement of igloos. Each blaze powder now fuels 20 brewing stand operations rather than 30.
	<a href="#">15w44a</a>	 Brewing stand models no longer have a stretched bottle.
	<a href="#">15w47b</a>	Sounds have been added for brewing stands.
<b>1.14</b>	<a href="#">18w43a</a>	 The textures of brewing stands have been changed.
	<a href="#">18w44a</a>	 The texture of the brewing stand item has been changed.
	<a href="#">18w48a</a>	Brewing stands now generate in the updated plains villages.
	<a href="#">18w49a</a>	Brewing stands now generate in the updated savanna villages and the new snowy villages.
	<a href="#">18w50a</a>	Brewing stands now generate in the updated desert and taiga villages.
	<a href="#">19w03c</a>	The three plates, but not the rod, of a brewing stand now use correct culface arguments.
	<a href="#">19w11a</a>	Brewing stands now serve as cleric villagers' job site block.
<b>1.16.2</b>	<a href="#">20w28a</a>	Brewing stands can now be crafted with blackstone.
<b>1.17</b>	<a href="#">21w07a</a>	Brewing stands can now be crafted with grimstone (now known as deepslate).
	<a href="#">21w08a</a>	Brewing stands can no longer be crafted with deepslate.

		Brewing stands can now be crafted with <u>cobbled deepslate</u> .
	<u>21w11a</u>	Tweaked the brewing stand GUI texture.
1.19	<u>22w11a</u>	 Changed texture and model.
	<u>22w17a</u>	 Changed base texture and model.
1.21.4	<u>24w44a</u>	Now drop when broken with any tool.

## Bedrock Edition

Pocket Edition Alpha [hide]		
v0.12.1	<u>build 1</u>	 Added brewing stands.
Pocket Edition [hide]		
1.0.0	<u>alpha 0.17.0.1</u>	Brewing stands now generate in <u>igloo</u> basements.
		Brewing stands now generate in <u>end ships</u> .
Bedrock Edition [hide]		
1.2.0	<u>beta 1.2.0.2</u>	Brewing stands now require <u>blaze powder</u> to operate.
1.10.0	<u>beta 1.10.0.3</u>	 The textures of brewing stands have been changed.
		A brewing stand can now generate in <u>village temples</u> .
1.16.100	<u>beta 1.16.100.52</u>	Brewing stands can now be <u>crafted</u> with <u>blackstone</u> .
1.17.0	<u>beta 1.17.0.50</u>	Brewing stands can now be <u>crafted</u> with <u>cobbled deepslate</u> .
1.19.0	<u>beta 1.19.0.20</u>	 Slightly changed its texture, to make their arms connect to their bases.
1.21.50	<u>Preview 1.21.50.24</u>	Brewing stands are mined faster when using an improper tool.

## Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU7	CU1	1.00	1.00	1.00	Patch 1	1.0.1	  Added brewing stands.
TU43	CU33	1.36	1.36	1.36	Patch 13		Brewing stands now appear in igloos. The lack of a fuel requirement means that potions can now be made without going to the Nether.
TU46	CU36	1.38	1.38	1.38	Patch 15		Brewing stands now require blaze powder to operate.
							Sounds have been added for brewing stands.
							Brewing stands now generate in end cities.
			1.90				  The textures of brewing stands have been changed.
			1.91				A brewing stand can now generate in village temples.

## New Nintendo 3DS Edition

New Nintendo 3DS Edition		[hide]
0.1.0	 	Added brewing stands.



The first picture of a brewing stand. A giant mushroom is also seen in this picture.

## Data history

Java Edition			[hide]
1.11	16w32a	The block entity ID has been changed from Cauldron to brewing_stand.	
1.13	17w47a	Prior to <i>The Flattening</i> , this block's numeral ID was 117, and the item's 379.	

## Issues

Issues relating to "Brewing Stand" 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%20resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%20AND%20%28summary%20~%20%22Brewing%20Stand%22%29%20ORDER%20BY%20resolved>)

ution%20DESC).

## Trivia

- Even when the brewing stand is not in use, there is 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 Sarge, 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>[3]</sup>

## Gallery

### Screenshots



A brewing stand in action.

A brewing stand in an igloo basement.

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

"Steve is experimenting with different potion effects in a Savanna Village hut. Potion effect particles of different colors are visible around them."<sup>[4]</sup>

## See also

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

## References

1. "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://minecraft.wiki/w/Jens\\_Bergensten](https://minecraft.wiki/w/Jens_Bergensten)) on X (formerly Twitter), September 30, 2011
2. MC-68302 — resolved as "Works As Intended".
3. <https://minecraft.net/en-us/article/meet-blaze>
4. <https://www.minecraft.net/en-us/article/minecraft-java-edition-1-20-5>

## External links

- Taking Inventory: Brewing Stand (<https://www.minecraft.net/en-us/article/taking-inventory--brewing-stand>) – Minecraft.net on October 11, 2019

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