

Brewing Stand § re article feedback

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](#).

Contents

Obtaining

- [Breaking](#)
- [Natural generation](#)
- [Crafting](#)

Usage

- [Brewing](#)
- [Profession](#)
- [Light source](#)

Sounds

- [Generic](#)
- [Unique](#)

Data values

- [ID](#)
- [Block states](#)
- [Block data](#)

Achievements

Advancements

History

- [Reveal](#)
- [Java Edition](#)
- [Bedrock Edition](#)
- [Legacy Console Edition](#)
- [New Nintendo 3DS Edition](#)
- [Data history](#)

Issues

Trivia

Gallery

- [Screenshots](#)

See also

References

External links

Navigation

Brewing Stand

Empty Right Left Full












Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	0.5
Hardness	0.5
Luminous	JE: Yes (1) BE: No
Transparent	JE: Yes BE: Partial (diffuses sky light, -2 to light)
Waterloggable	JE: No BE: Yes
Flammable	No
Catches fire from lava	No
Map color (JE)	<input type="checkbox"/> 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	
Breaking time (sec) ^[A]	
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

- 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 <u>stone-tier</u> 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.

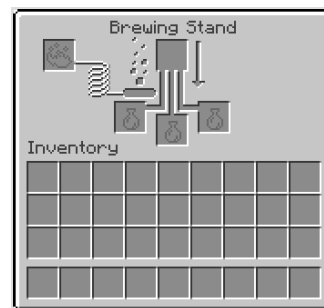
Profession

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:

<div><div></div>stone sound type</div> <div>[hide]</div>								
Sound	<div>Closed captions</div>	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	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.stone.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.stone.step	subtitles.block.generic footsteps	0.15	1.0	16

Bedrock Edition:

stone sound type

[\[hide\]](#)

Sound	<div>Closed captions</div> <div><i>[upcoming: BE 26.0]</i></div>	Source	Description	Identifier	Translation key <div><i>[upcoming: BE 26.0]</i></div>	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	<div>Closed captions</div>	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

- MC-98316 — Wrong subtitles caused by missing distinction


Bedrock Edition:


Sounds [hide]							
Sound	Closed captions [<i>upcoming: BE 26.0</i>]	Source	Description	Identifier	Translation key [<i>upcoming: BE 26.0</i>]	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



ID

Java Edition:

Name	Identifier	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 ^[i 1]	Translation key [hide]
 Block	brewing_stand	117	Block & Ungiveable Item ^[i 2]	item.brewing_stand	—
 Item	brewing_stand	431	Item	—	item.brewing_stand.name

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

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


Advancements

Icon	Advancement	In-game description	Actual requirements (if different) [hide]
	<u>Local Brewery</u>	Brew a Potion	Pick up an item from a <u>brewing stand</u> potion slot. This does not need to be a <u>potion</u> . Water bottles or even <u>glass bottles</u> can also trigger this advancement.




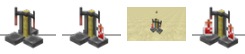




History









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

Reveal









September 30, 2011 (https://twitter.com/jeb_/status/119762786619359232)	 <u>Jeb</u> reveals that brewing is done through a brewing stand instead of a <u>cauldron</u> .
---	--

Java Edition





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

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



Bedrock Edition

<u>Pocket Edition Alpha</u> [hide]		
<u>v0.12.1</u>	<u>build 1</u>	  Added brewing stands.
<u>Pocket Edition</u> [hide]		
<u>1.0.0</u>	<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> .
<u>Bedrock Edition</u> [hide]		
<u>1.2.0</u>	<u>beta 1.2.0.2</u>	Brewing stands now require <u>blaze powder</u> to operate.
<u>1.10.0</u>	<u>beta 1.10.0.3</u>	  The textures of brewing stands have been changed.
		A brewing stand can now generate in <u>village</u> temples.
<u>1.16.100</u>	<u>beta 1.16.100.52</u>	Brewing stands can now be <u>crafted</u> with <u>blackstone</u> .
<u>1.17.0</u>	<u>beta 1.17.0.50</u>	Brewing stands can now be <u>crafted</u> with <u>cobbled deepslate</u> .
<u>1.19.0</u>	<u>beta 1.19.0.20</u>	    Slightly changed its texture, to make their arms connect to their bases.
<u>1.21.50</u>	<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	
<u>TU7</u>	<u>CU1</u>	<u>1.00</u>	<u>1.00</u>	<u>1.00</u>	<u>Patch 1</u>	1.0.1	  Added brewing stands.
<u>TU43</u>	<u>CU33</u>	<u>1.36</u>	<u>1.36</u>	<u>1.36</u>	<u>Patch 13</u>		Brewing stands now appear in <u>igloos</u> . The lack of a fuel requirement means that potions can now be made without going to the Nether.
<u>TU46</u>	<u>CU36</u>	<u>1.38</u>	<u>1.38</u>	<u>1.38</u>	<u>Patch 15</u>		Brewing stands now require <u>blaze powder</u> to operate.
							<u>Sounds</u> have been added for brewing stands.
							Brewing stands now generate in <u>end cities</u> .
			<u>1.90</u>				  The textures of brewing stands have been changed.
			<u>1.91</u>				A brewing stand can now generate in <u>village temples</u> .

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%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Brewing%20Stand%22%29%20ORDER%20BY%20resol

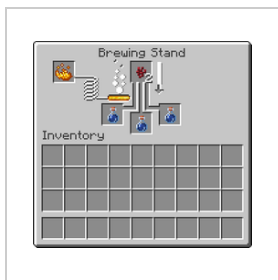
ution%20DESC).

Trivia

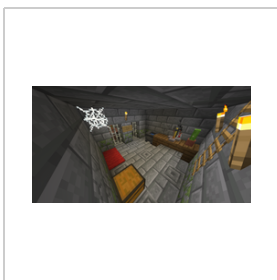
- Even when the brewing stand is not in use, there is still smoke coming out of the top of it.
- In *Java Edition*, when a brewing stand is broken, particles from a bottle appear, even if no bottle is in the stand.
- No matter what potion (including water bottles) is in the stand it always looks like a full red bottle.
- Brewing stands always face east, no matter what direction they are placed.
- According to *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.^[3]

Gallery

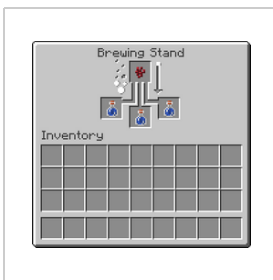
Screenshots



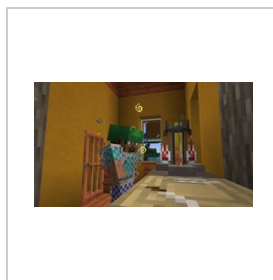
A brewing stand in action.



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."^[4]

See also

- *Glass Bottle*
- *Splash Potion*

















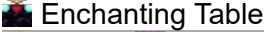
























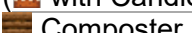



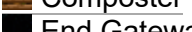
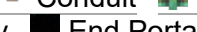
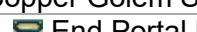

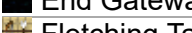
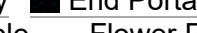
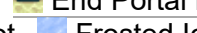








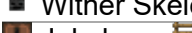









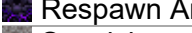























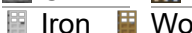




















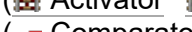
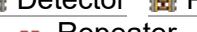
























References

- ↑ "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) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X (formerly Twitter), September 30, 2011
- ↑ *MC-68302* — resolved as "Works As Intended".
- ↑ <https://minecraft.net/en-us/article/meet-blaze>
- ↑ <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

Navigation

	 Blocks	[hide]
	 Structural	[show]
	 Ornamental	[show]
	 Natural	[show]
	 Utility	[hide]
Interactable	 Anvil ( Chipped  Damaged)  Barrel  Beacon  Brewing Stand	
	 Cartography Table  Chest ( Ender  Copper)  Crafting Table	
	 Enchanting Table  Furnace ( Blast  Smoker)  Grindstone  Lectern	
Utilizable	 Loom  Shulker Box ( Dyed)  Sign ( Hanging)  Smithing Table	
	 Stonecutter	
	 Banners ( Ominous)  Beehive  Beds  Bell  Bookshelf  Cake	
	( with Candle)  Campfire ( Soul)  Cauldron  Chiseled Bookshelf	
	 Composter  Conduit  Copper Golem Statue  Decorated Pot	
	 End Gateway  End Portal  End Portal Frame  Farmland	
	 Fletching Table  Flower Pot  Frosted Ice  Heads ( Skeleton	
	 Wither Skeleton  Zombie  Creeper  Piglin  Dragon)  Heavy Core	
	 Jukebox  Ladder  Lodestone  Monster Spawner  Nether Portal	
	 Respawn Anchor  Scaffolding  Shelf  Sponge ( Wet)	
Redstone/ Mechanical	 Suspicious Gravel  Suspicious Sand  TNT  Trial Spawner ( Ominous)	
	 Vault ( Ominous)	
	 Buttons ( Wooden  Stone  Polished Blackstone)  Copper Bulb	
	 Crafter  Daylight Detector  Dispenser  Dropper  Doors ( Copper	
	 Iron  Wooden)  Honey Block  Hopper  Lever  Lightning Rod	
	 Note Block  Observer  Piston ( Sticky)  Pressure Plates ( Wooden	
	 Stone  Polished Blackstone  Heavy Weighted  Light Weighted)  Rail	
	( Activator  Detector  Powered)  Redstone Lamp  Redstone Wire	
	( Comparator  Repeater  Torch)  Slime Block  Target	
	 Trapped Chest  Trapdoors ( Copper  Iron  Wooden)  Fence Gates	
BE & edu only	 Tripwire Hook (~ Tripwire)	
	 Allow  Border  Chalkboard  Compound Creator  Deny	
	 Element Constructor  Heat Block  Item Frame ( Glow)  Lab Table	
	 Material Reducer  Underwater TNT  Underwater Torch	
	 Creative or commands only	[show]
	 Removed	[show]
	 Unused	[show]
	 Unimplemented	[show]
	 Joke	[show]
	 Extreme metadata variants	[show]

Retrieved from "https://minecraft.wiki/w/Brewing_Stand?oldid=3266673"

This page was last edited on 14 November 2025, at 05:53.

Content on this site is licensed under CC BY-NC-SA 3.0 unless otherwise noted; additional terms may apply.

Not an official Minecraft website. We are not associated with Mojang or Microsoft.