

Brewing • See article feedback

Brewing is the process of creating potions, splash potions, lingering potions, and medicine [Minecraft Education only] by adding various ingredients to water bottles in a brewing stand.

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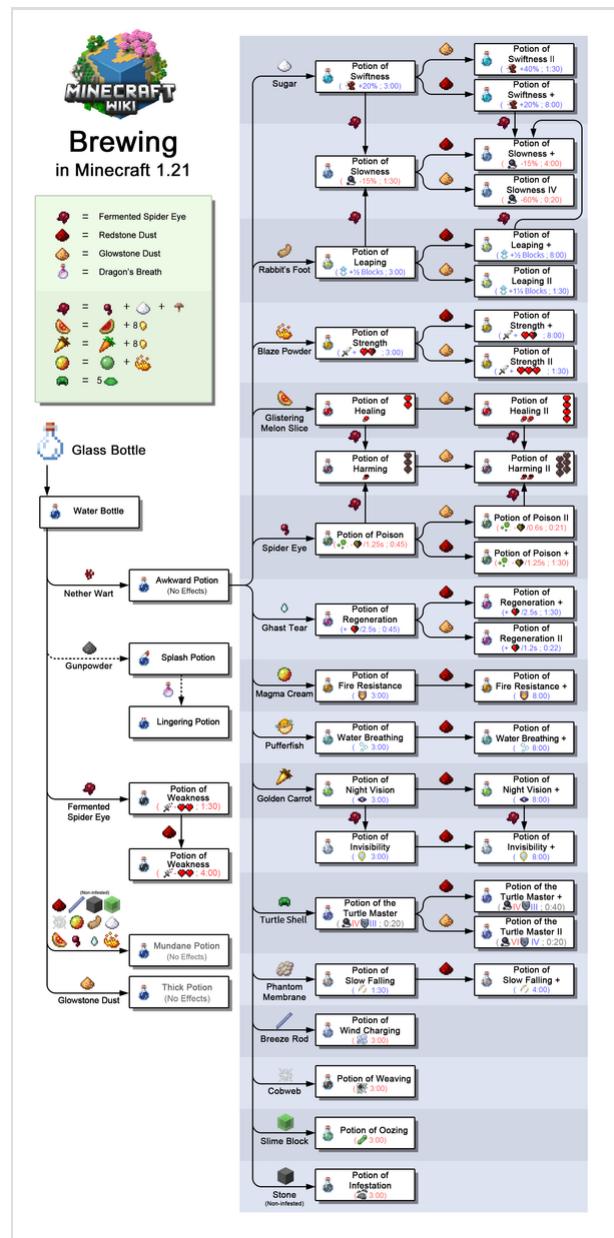
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Potion brewing chart (most efficient recipes, excludes splash and lingering potions) for Java Edition. Recipes may differ in Bedrock Edition.

Navigation

Brewing equipment

Name	Icon	Use
Brewing stand		Used to brew potions using ingredients and water.
Water		A water source block can be used to fill infinite glass bottles.
Blaze powder		Fuels the brewing stand. Holds 20 charges.
Water bottle		The starting base for all potions, made by filling a glass bottle from a cauldron or a water source block .

Ingredients

Main article: [Brewing/Ingredients](#)

There is no provided in-game recipe book for brewing.

Base ingredients and modifiers

Base ingredients are ingredients that can be added directly to a [water bottle](#). [Nether warts](#) are used to make awkward potions, and are the fundamental of the base ingredients, as it is required to make the majority of potions.

Modifiers are ingredients used to alter the properties of a potion or to change a potion effect into a different one. The [fermented spider eye](#) is unique as it is the only modifier that can convert a [water bottle](#) directly into a usable potion.

Name	Icon	When added to water bottle	When added as a modifier
Nether wart		Awkward potion	—
Redstone dust		Mundane potion	Extends the duration of a potion.
Glowstone dust		Thick potion	Increases the level of a potion.
Fermented spider eye		Potion of Weakness	Changes the effect of a potion.
Gunpowder		Splash water bottle	Turns a potion into a splash potion.
Dragon's breath		Lingering water bottle (from splash water bottle)	Turns a splash potion into a lingering potion.

Enhancement

Generally, upgrading a potion involves a trade-off between duration and potency. A potion with an enhanced effect has shorter duration, and a potion with extended duration cannot have an enhanced effect. However:

- Upgrading the effect of a potion that has no time parameter (e.g. [Instant Health](#)) with [glowstone dust](#) involves no trade-off.
- Increasing the time of a potion that has no effects with different levels (e.g. [Fire Resistance](#)) with [redstone dust](#) involves no trade-off.

Corrupting effect

A fermented spider eye changes a potion's base effect, often reversing it or producing a negative potion.

- A corrupted potion usually does the opposite of the original effect.
- Corrupting an enhanced or extended potion into an effect that supports the modifier results in a potion with the same modifier applied.
 - Enhanced potions of Leaping or Swiftness cannot be corrupted.
 - In [Bedrock Edition](#), potions of Strength II corrupt into regular potions of Weakness.
- A [potion of Invisibility](#) is considered the "corrupted" version of a potion of [Night Vision](#).

Splash and lingering potions

By adding gunpowder, a drinking potion can be turned into a [splash potion](#), which can be thrown to coat entities within the place of impact with a status effect. Subsequently, adding dragon's breath to a splash potion makes a lingering potion, creating a cloud that inflicts effects on entities that enter its area.

- Splash potions and lingering potions can be modified in the same manner as their normal counterparts. For instance, a splash water bottle can be brewed with any of the base ingredients; the result remains a splash potion.
- The lingering potions can also be used to craft their respective versions of tipped arrows.
 - In *Bedrock Edition* there is an easier way of using cauldrons for the same effect.
- Splash potions have the same duration as the drinkable form.
- Lingering potions have only one-fourth of the duration of the drinkable form. For instance, a drinkable potion effect of 8:00 is reduced to 2:00 as a lingering potion.



Splash potion brewed using gunpowder.

Effect ingredients

Effect ingredients imbue an awkward potion with a particular effect but do not alter potion duration or intensity. When added directly to a water bottle, most of these ingredients produce a mundane potion. The exceptions to this are the golden carrot, pufferfish, turtle shell, and phantom membrane, which cannot be added directly to a water bottle. A corrupted version of a potion can be made by adding a fermented spider eye to it.

Effect ingredients			
Name	Icon	Effect	Effect when corrupted
<u>Sugar</u>		<u>Speed</u>	<u>Slowness</u>
<u>Rabbit's Foot</u>		<u>Jump Boost</u>	
<u>Glistening Melon Slice</u>		<u>Instant Health</u>	<u>Instant Damage</u>
<u>Spider Eye</u>		<u>Poison</u>	
<u>Blaze Powder</u>		<u>Strength</u>	<u>None</u> <small>[JE only]</small> <u>Weakness</u> <small>[BE only]</small>
<u>Golden Carrot</u>		<u>Night Vision</u>	<u>Invisibility</u>
<u>Ghast Tear</u>		<u>Regeneration</u>	
<u>Pufferfish</u>		<u>Water Breathing</u>	
<u>Magma Cream</u>		<u>Fire Resistance</u>	
<u>Turtle Shell</u>		<u>Slowness + Resistance</u>	
<u>Phantom Membrane</u>		<u>Slow Falling</u>	None
<u>Breeze Rod</u>		<u>Wind Charged</u>	
<u>Stone</u>		<u>Infested</u>	
<u>Cobweb</u>		<u>Weaving</u>	
<u>Slime Block</u>		<u>Oozing</u>	

Brewing recipes

Base potions

Base potions are potions without effects, brewed by adding a single base ingredient to a water bottle. Of these, only the awkward potion can be imbued with an effect ingredient to create a potion with an effect.[Java Edition only]

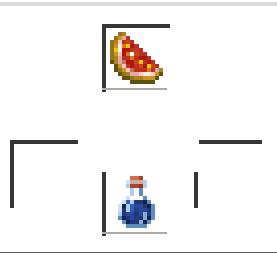
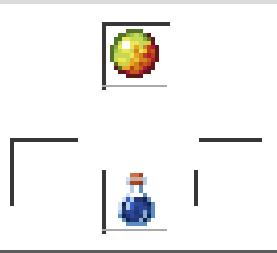
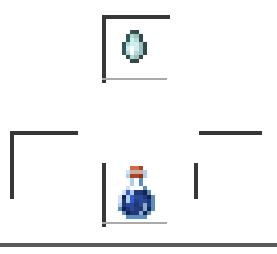
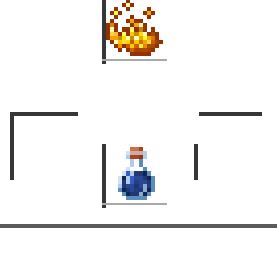
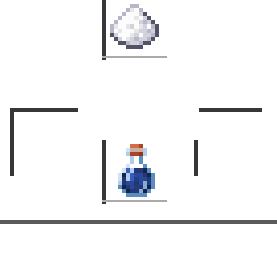
Base potions		
Potion	Recipe(s)	Precursor to
	 	Effect potions
	 	None ^[JE only] Potion of Weakness ^[BE only]
	 	None ^[JE only] Potion of Weakness ^[BE only]

Effect potions

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

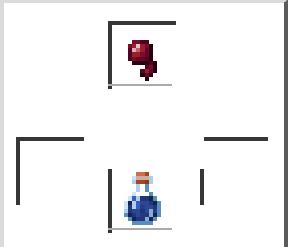
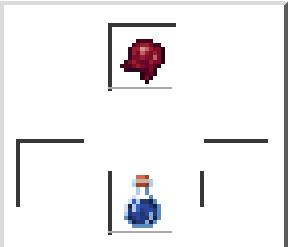
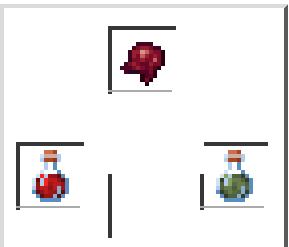
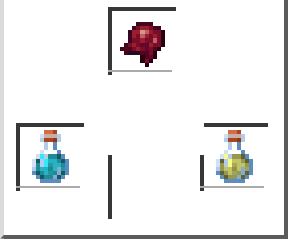
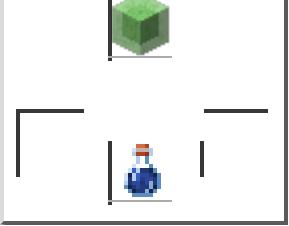
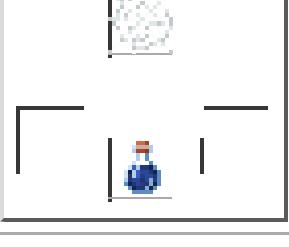
Undead mobs react differently to effects than other mobs. They take damage from potions of Healing, gain health from potions of Harming, and are unaffected by potions of Poison and Regeneration.

Positive effects

Potion	Recipe	◆ Extended	◆ Enhanced	Effects
 Potion of Healing		 —	 Potion of Healing	Instant Health: Restores health by 4 (❤️). Enhanced: Instant Health II: Restores health by 8 (❤️❤️).
 Potion of Fire Resistance (🛡 3:00)		 Potion of Fire Resistance (🛡 8:00)	—	Fire Resistance: Gives immunity to damage from fire, lava, magma blocks, campfires, and <u>blazes'</u> fireballs.
 Potion of Regeneration (❤️ 0:45)		 Potion of Regeneration (❤️ 1:30 [JE only] 2:00 [BE only])	 Potion of Regeneration (❤️ 0:22)	Regeneration: Restores health by ❤️ every 2.5 seconds. Enhanced: Regeneration II: Restores health by ❤️ every 1.25 seconds.
 Potion of Strength (⚔ 3:00)		 Potion of Strength (⚔ 8:00)	 Potion of Strength (⚔ 1:30)	Strength: Increases player's melee attack damage by 3 (❤️). Enhanced: Strength II: Increases player's melee attack damage by 6 (❤️❤️).
 Potion of Swiftness (🏃 3:00)		 Potion of Swiftness (🏃 8:00)	 Potion of Swiftness (🏃 1:30)	Speed: Increases movement speed, sprinting speed, and jumping length by 20%. Enhanced: Speed II: Increases movement speed, sprinting speed, and jumping length by 40%.

 Potion of Night Vision (🕒 3:00)		 Potion of Night Vision (🕒 8:00)	—	Night Vision: Makes everything appear to be at the maximum light level, including underwater areas.
 Potion of Invisibility (🧭 3:00)		 Potion of Invisibility (🧭 8:00)	—	Invisibility: Renders the player invisible. Equipped items are still visible.
 Potion of Water Breathing (🕒 3:00)		 Potion of Water Breathing (🕒 8:00)	—	Water Breathing: Prevents the oxygen bar from depleting when underwater.
 Potion of Leaping (⬆️ 3:00)		 Potion of Leaping (⬆️ 8:00)	 Potion of Leaping (⬆️ 1:30)	Jump Boost: Increases jump height by 50%. Enhanced: Jump Boost II: Increases jump height by 150%.
 Potion of Slow Falling (⬇️ 1:30)		 Potion of Slow Falling (⬇️ 4:00)	—	Slow Falling: Significantly reduces fall speed and acceleration and negates all fall damage.

Negative effects

Potion	Recipe(s)	Extended	Enhanced	Effects	Notes
 Potion of Poison ( 0:45)		 Potion of Poison ( 1:30 [JE only]  2:00 [BE only])	 Potion of Poison ( 0:21 [JE only]  0:22 [BE only]))	Poison: Depletes health by 1 ( every 1.25 seconds. Enhanced: Poison II: Depletes health by 1 ( every 0.6 seconds.)	—
 Potion of Weakness ( 1:30)		 Potion of Weakness ( 4:00)	—	Weakness: Reduces player's melee attack damage by 4 ()	Can be used in combination with a golden apple to cure zombie villagers.
 Potion of Harming		—	 Potion of Harming	Instant Damage: Inflicts 6 () damage. Enhanced: Instant Damage II: Inflicts 12 ( × 6) damage.	—
 Potion of Slowness ( 1:30)		 Potion of Slowness ( 4:00)	 Potion of Slowness ( 0:20)	Slowness: Reduces movement speed by 15%. Enhanced: Slowness IV: Reduces movement speed by 60%.	—
 Potion of Oozing ( 3:00)		—	—	Oozing: Spawns two size-2 slimes nearby when killed	—
 Potion of Weaving ( 3:00)		—	—	Weaving: <ul style="list-style-type: none">▪ Spawns 2–3 cobwebs nearby when killed▪ Doubles walking speed through cobwebs (from 25% to 50%)	—

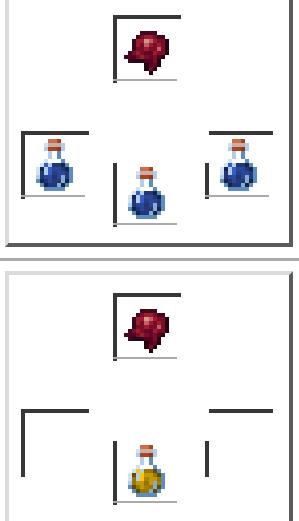
 Potion of Infestation (蠹 3:00)		—	—	—	<u>Infested</u> : Has a 10% chance to spawn 1–2 silverfish nearby when hit	—
 Potion of Wind Charging (风 3:00)		—	—	—	<u>Wind Charged</u> : Emits a wind burst when killed	—

Mixed effects

Potion	Recipe	◆ Extended	◆ Enhanced	Effects
 Potion of the Turtle Master (龟 0:20)		 Potion of the Turtle Master (龟 0:40)	 Potion of the Turtle Master (龟 0:20)	<u>Slowness IV, Resistance III</u> : Reduces movement speed by 60% and reduces incoming damage by 60%. Enhanced: <u>Slowness VI, Resistance IV</u> : Reduces movement speed by 90% and reduces incoming damage by 80%.

Bedrock Edition exclusive recipes

Brewing recipes in *Bedrock Edition* are a superset of that in *Java Edition*, which means that all *Java Edition* recipes are also available in *Bedrock Edition*, but not the other way round.

Potion	Recipe	Effect	Notes
 Potion of Weakness ( 1:30)		<p>Weakness: Reduces player's melee attack damage by 4 ().</p>	<p>—</p> <p>Potions of Strength II are brewed into regular <u>potions of Weakness</u>.</p>

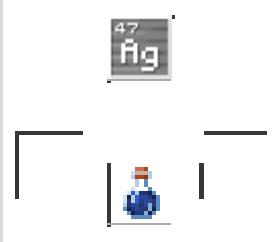
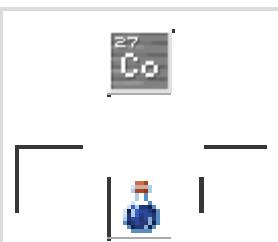
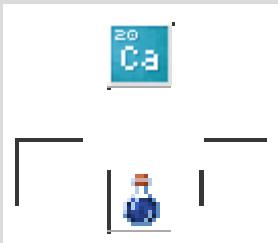
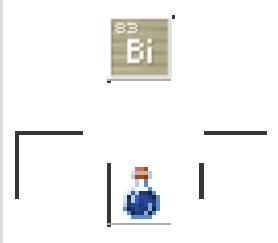
Cures



This section describes an education-related feature.

This feature is available only in *Minecraft Education* or when enabling the "Minecraft Education features" cheat setting in *Bedrock Edition*.

Cures are brewed from awkward potions using different [elements](#). Drinking these removes the specified bad effect. They cannot be modified into splash, lingering, extended, or enhanced versions.

Potion	Recipe	Effect
 Antidote		Cures Poison
 Elixir		Cures Weakness
 Eye drops		Cures Blindness
 Tonic		Cures Nausea

Un-brewable potions

The potion of Luck^[JE only] and the potion of Decay^[BE only] cannot be brewed, and can be obtained only through commands or the Creative inventory.

Custom recipes

 This feature is exclusive to *Bedrock Edition*.

Main article: [Recipe](#)

In *Bedrock Edition*, brewing recipes can be customized through [addons](#) using the same system as other recipes.

History

Java Edition

Java Edition		
?		The brewing system was originally meant to be procedural, meaning that the recipes were meant to be different each time one generated a <i>Minecraft</i> world. [1]
1.0.0	Beta 1.9 Prerelease <u>2</u>	Initially, the cauldron was where potions were brewed, though cauldrons were not assigned a block ID, rendering potions unobtainable except through modding the cauldron (http://www.minecraftforum.net/topic/673742-19-pre2-cauldron-block/) so that it would be obtainable. When the cauldron was obtained, potions could be brewed by adding water to the cauldron followed by certain ingredients. Correctly combined ingredients would confer purely beneficial potion effects, and incorrect combinations added negative effects. The system was complicated, lacked a GUI, and formed many duplicate potions (i.e. two potions that were the same could be made in several different ways), so Notch and Jeb came up with a new brewing method using a brewing stand . ^[2]
	Beta 1.9 Prerelease <u>3</u>	A brewing GUI was added and most duplicate potions were removed (the total possible potions went down from 150 combinations to only 25 different potions in 31 combinations). Some status effects available in earlier 1.9 pre-releases as potions became inaccessible (e.g. Nausea, Blindness, and Invisibility).
	Beta 1.9 Prerelease <u>4</u>	Throwable splash potions are introduced, brewed by placing gunpowder and any potion together in a brewing stand.
		Glistening melon slice was added to be the ingredient for the potion of Healing; the ghast tear, which previously served this purpose, is now used for the potion of Regeneration instead.
	1.1	12w01a The time to brew potions was decreased to 20 seconds.
	1.4.2	12w34a Brewing recipes for potions of Night Vision and Invisibility added.
	1.5	13w01a Hoppers added, which can move items in and out of brewing stands.
	1.7.2	13w36a Added potion of Water Breathing.
	1.8	14w27a Added potion of Leaping.
	1.8.1	pre1 The potion of Leaping can now be extended using redstone.
1.9	15w31a	Redstone and glowstone dust can no longer be added to already extended or enhanced potions.
		Fermented spider eyes can no longer be added to enhanced potions of Speed or Leaping, but can still be added to extended potions of Poison.
		Potions of Weakness can no longer be made using a thick potion, mundane potion, awkward potion, potion of Regeneration, or potion of Strength.
		Potions of Slowness can no longer be made using a potion of Fire Resistance.
		Potions of Harming can no longer be made using a potion of Water Breathing.
		Removed reverted potions and "extended" mundane potion, as well as unused potion IDs. See Java Edition removed features § Potions for more information.
		Splash potions can now be created from all potions, including water bottles.
		Splash potions now have the same duration as drinkable potions.

	<u>15w33a</u>	Added lingering potions. The durations of extended potions of Regeneration and Poison have 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.
	<u>15w42a</u>	Blaze powder is now required as fuel for brewing.
	<u>15w43a</u>	Blaze powder as fuel reduced from 30 points to 20.
<u>1.13</u>	<u>18w07a</u>	Added potion of Turtle Master.
	<u>18w14a</u>	Added potion of Slow Falling.
<u>1.19.4</u>	<u>Pre-release 1</u>	Potions no longer have an <u>enchantment glint</u> .
	<u>Pre-release 3</u>	Changed colors of following potions: Swiftness, Slowness, Strength, Harming, Leaping, Fire Resistance, Water Breathing, Invisibility, Night Vision, Poison, Turtle Master.
<u>1.20.5</u> Experiment Update 1.21	<u>24w13a</u>	Added potion of Infestation, Oozing, Weaving, and Wind Charging.

Bedrock Edition

<u>Pocket Edition Alpha</u> [hide]		
<u>v0.12.1</u>	<u>build 1</u>	Added potions and brewing.
<u>Pocket Edition</u> [hide]		
<u>1.0.0</u>	<u>alpha 0.17.0.1</u>	Added lingering potions.
<u>Bedrock Edition</u> [hide]		
<u>1.2.0</u>	<u>beta 1.2.0.2</u>	Blaze powder is now required as fuel for brewing.
<u>1.4.0</u>	<u>beta 1.2.20.1</u>	Added four new potions known as cures: antidote, elixir, eye drops, and tonic.
<u>1.5.0</u>	<u>beta 1.5.0.4</u>	Added potion of Turtle Master.
<u>1.6.0</u>	<u>beta 1.6.0.5</u>	Added potion of Slow Falling.
<u>1.19.80</u>	<u>Preview 1.19.80.21</u>	Potions no longer have an <u>enchantment glint</u> .
		Changed colors of following potions: Fire Resistance, Harming, Invisibility, Leaping, Night Vision, Poison, Slowness, Strength, Swiftness, Turtle Master, and Water Breathing.
<u>1.21.0</u> Experiment Update 1.21	<u>Preview 1.21.0.20</u>	Added potion of Infestation, Oozing, Weaving, and Wind Charging.
<u>1.21.0</u>	<u>Preview 1.21.0.23</u>	Splash potions now have the same duration as drinkable potions.

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 potions and brewing.
TU14		1.04					Potions of Night Vision and Invisibility added.
TU19	CU7	1.12	1.12	1.12			Hoppers added, which can move items in and out of brewing stands.
TU31	CU19	1.22	1.22	1.22	Patch 3		Added potions of Leaping and Water Breathing.
TU46	CU36	1.38	1.38	1.38	Patch 15	1.0.1	Lingering potions added.
							Blaze powder is now required as fuel for brewing.
							Splash potions now have the same duration as drinkable potions.
							The durations of extended potions of Regeneration and Poison have 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.
							Splash potions only have $\frac{3}{4}$ of the duration of drinkable potions again.
TU57	CU49	1.57	1.56	1.56	Patch 27	1.0.7	The durations of extended potions of Regeneration and Poison have 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.
TU69		1.76	1.76	1.76	Patch 38		Added potions of the Turtle Master and Slow Falling.

Issues

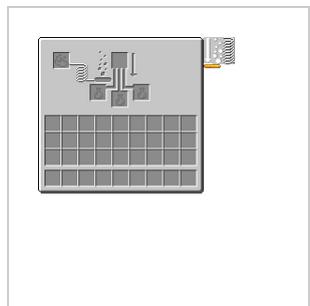
Issues relating to "Brewing" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqI=project%20in%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20summary%20~%20%22-Stand%22%20AND%20%28summary%20~%20%22Brewing%22%29%20ORDER%20BY%20resolution%20DESC>).

Trivia

- Although Jeb said that in [Java Edition Beta 1.9 Prerelease 3](#) there would be 161 possible different potion combinations with 2,653 in the future, in the actual third pre-release only 22 different potions could be made without the use of external programs. Of those, 19 potions had one of 8 different effects.
- By modifying the [item NBT](#) using an editor or [commands](#), it is possible to get a potion that cannot be upgraded into a splash potion.

Gallery

Textures



Texture file for the brewing user interface before 1.20.2 on Java edition

See also

- [Crafting](#)
- [Enchanting](#)
- [Medicine](#) [*Minecraft Education only*]
- [Smelting](#)

References

1. "The Mundane Potion is a remnant of an abandoned procedural brewing system—meaning that the recipes were meant to be different each time you generated a Minecraft world. But this didn't turn out to be much fun for the player and the system was abandoned, leaving the Mundane Potion without a purpose. "It's sort of like an appendix," says Jens" (<https://minecraft.net/en-us/article/meet-magma-cube>) – Tom Stone, February 21, 2017
2. "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

External links

- [Minecraft Forum: All About Potions And Brewing - 1.9 Reference Guide](#) (<http://www.minecraftforum.net/topic/673147-all-about-potions-and-brewing-19-reference-guidepics-and-a-mod-do-wnload-to-make-them-usa/>)
- [Minecraft Potions - A Visual Guide](#) (<http://potioncraft.net/>)
- [Minecraft Commands - A Searchable Minecraft Database](#) (<https://minecraftcommands.org/brewing-ingredie...y725929-1>)

Navigation

Brewing

[\[hide\]](#)

Equipment	Brewing Stand
	Blaze Powder Breeze Rod Cobweb Dragon's Breath
	Fermented Spider Eye Ghast Tear Glistering Melon Slice
Ingredients	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
	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
Potions	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

Gameplay

[\[hide\]](#)

General mechanics	Add-ons Attribute Commands Distance Effect
	Explosion Game rules Interaction range Inventory
	(Creative inventory (Saved Hotbars)) Generated loot Hitbox
	Multiplayer (Servers Server list Realms
	Splitscreen Oxidation Rarity (Legacy)
	Redstone circuits (Conductivity) Rotation Snowlogging
	Social South-east rule Spawn protection Tiers
	Vibration Waterlogging
	Anvil mechanics (Legacy) Enchanting table mechanics
	Redstone mechanics Village mechanics (Legacy)
	Achievements Advancements Archaeology
	Armor materials Bartering Breaking (Instant mining)
	Breeding Brewing Cooking Crafting (2x2 grid)
	Recipe book) Death Dual wield Difficulty
	Durability Enchanting Experience Farming
	Fishing Health Healing Food mechanics (Hunger)
	Saturation) Item repair Mob conversion
	Mob spawning Mob types Ominous Event
	(Ominous Trial Raid) Patrol Raid captain
	Renewability (Renewable Non-renewable) Smelting
	Smithing World spawn Taming Trading
	Workstations Zombie siege
Combat	Damage Knockback Melee attack (Attack damage)
	Attack cooldown Attack range Special attack)
	Ranged attack (Projectile damage Charge time)
	Shield blocking Drops Mob infighting Geared mobs

	Mob fleeing	Use cooldown
More		
Environment	Biomes	Daylight cycle
	Structures	Dimensions
	Weather	Seeds
	More	
Movement	Crawling	Flying
	Gliding	Jumping
	Lying	Riding
	Sitting	Sneaking
	Sprinting	Swimming
	Teleportation	Walking
User interface	Action bar	Bossbar
	Chat	(Death messages)
	Font	
	Game mode switcher	Heads-up display
	Narrator	Language
	Locator Bar	Scoreboard
		Toasts
	(Tutorial hints)	Tooltip
Visuals	Color	(Block colors)
	Item colors	Effect colors
	Miscellaneous colors	Emotes
		Enchantment glint
	Error	Light
	Resource pack	Screen effects
	(Character)	Skin pack
		Third-person view
	Vibrant Visuals	
Removed	Sword blocking	Materials
Unintended	Update suppression	Duplication

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