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Gameplay

Brewing

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> **This article needs to be updated.**
> Please update this page to reflect recent updates or newly available information.
>
> **Reason:** Some information in this article is out of date; for example in *Bedrock Edition*, extended regeneration lasts a full 2 minutes. See discussion at Talk:Brewing#Likely errors in Brewing chart.

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

Brewing is the process of creating potions, splash potions, and lingering potions by adding various ingredients to water bottles in a brewing stand.

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Brewing equipment

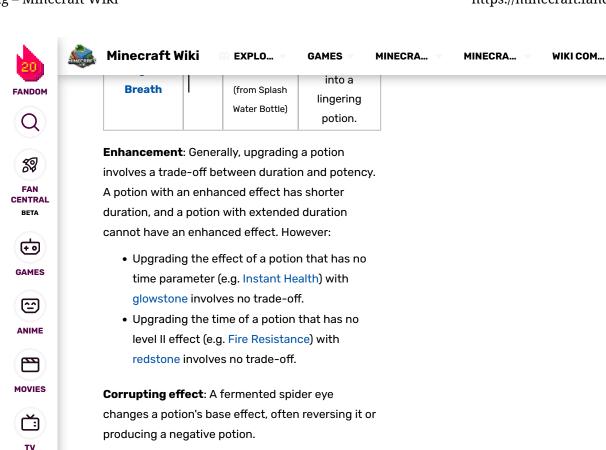| Name	Icon	Use
Brewing Stand		Used to brew ingredients into water bottles which become potions.
Cauldron		When placed, each cauldron can store one bucket of water and fill 3 glass bottles. It can hold water in the Nether without evaporating. In *Bedrock Edition*, it can hold potions.
Water		A water source block can be used to fill infinite glass bottles.
Blaze		

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Water Bottle		The starting base for all potions, made by filling a glass bottle from a cauldron or a water source block.

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Ingredients

Base ingredients and modifiers

Base ingredients are ingredients that can be added directly to a water bottle and are the starting point of all potions. Nether wart is the most fundamental of the base ingredients, as it is required to make the vast 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 in that it is the only modifier that can convert a water bottle directly into an effective potion.

Name	Icon	Result of adding to water bottle	Modifier effect
Nether Wart		Awkward Potion	Allows the creation of more complex potions.
Redstone Dust		Mundane Potion	Extends the duration of a potion.
Glowstone Dust		Thick Potion	Enhances the level of a potion.
Fermented Spider Eye		Potion of Weakness	Corrupts the potion effect (changes effect).
Gunpowder		Splash Water Bottle	Turns a potion into a splash potion.

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Breath   (from Splash   into a
Water Bottle)   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 involves no trade-off.
- Upgrading the time of a potion that has no level II effect (e.g. Fire Resistance) with redstone 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 potion.
- Corrupting an enhanced or extended potion into an effect that supports the modifier results in a potion with the same modifier applied.
- Corrupting an enhanced potion of Poison/ Healing results in a basic potion of Harming. [*Java Edition only*] Enhanced potions of Leaping or Swiftness cannot be corrupted.
- A potion of Invisibility is considered a "corrupted" version of a potion of Night Vision.

Splash and **lingering** potions: Any potion can be turned into a splash potion, and subsequently, a lingering potion.
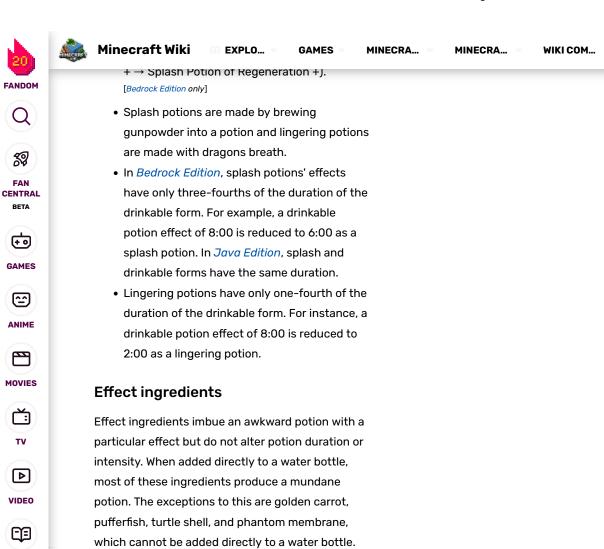
Splash potion brewed using gunpowder.

Splash and lingering potions can be used best for affecting other entities.

- 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.
- Some extended/enhanced splash and lingering potions cannot be brewed from their extended/enhanced potion/splash potion

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+ → Splash Potion of Regeneration +).
[*Bedrock Edition* only]

- Splash potions are made by brewing gunpowder into a potion and lingering potions are made with dragons breath.
- In *Bedrock Edition*, splash potions' effects have only three-fourths of the duration of the drinkable form. For example, a drinkable potion effect of 8:00 is reduced to 6:00 as a splash potion. In *Java Edition*, splash and drinkable forms have the same duration.
- 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.

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 golden carrot, pufferfish, turtle shell, and phantom membrane, which cannot be added directly to a water bottle.

Effect ingredients

Name	Icon	Effect	Effect when corrupted
Sugar		Speed	Slowness
Rabbit's Foot		Jump Boost	
Glistering Melon Slice		Instant Health	Instant Damage
Spider Eye		Poison	
Pufferfish		Water Breathing	None
Magma Cream		Fire Resistance	
Golden Carrot		Night Vision	Invisibility
Blaze Powder		Strength	Weakness
Ghast Tear		Regeneration	
Turtle Shell		Slowness, Resistance	
Phantom			

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Cobweb		Weaving
Slime Block		Oozing
Stone		Infested
Breeze Rod		Wind Charged

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 produce a potion effect.

Base potions

Potion	Reagent, base	Precursor to
Awkward Potion		Effect potions
Mundane Potion		None
Thick Potion		None

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

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unaffected by potions of Poison and Regeneration.

Positive effects

Potion	Reagent, base	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 blazes' ranged attacks.
Potion of Regeneration (0:45)		Potion of Regeneration (2:00)	Potion of Regeneration (0:22)	Regeneration: Restores health by every 2.5 seconds. **Enhanced:** Regeneration II: Restores health by every 1.2 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

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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 and wielded 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.
				Jump Boost: Increases jump height

Leaping (3:00)		Leaping (8:00)	Leaping (1:30)	Jump Boost II: Increases jump height by 1 ¼ blocks.
Potion of Slow Falling (1:30)		Potion of Slow Falling (4:00)	–	Slow Falling: Causes the player to fall at a slower rate and not take any damage when hitting the ground.

Negative effects

Potion	Reagent, base(s)	Extended	Enhanced	Effects
Potion of Poison (0:45)		Potion of Poison (1:30)	Potion of Poison (0:22)	Poison: Depletes health by 1 ( ) every 1.25 seconds. **Enhanced:** Poison II: Depletes health by 1 ( ) every 0.4 seconds.
Potion of Weakness (1:30)		Potion of Weakness (4:00)	–	Weakness: Reduces player's melee attack damage by 4 ( ).
Potion of Harming		–	Potion of Harming	Instant Damage: Inflicts 6 ( ) damage. **Enhanced:** Instant Damage II: Inflicts 12 (× 6) damage.

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Potion	Reagent, base	Extended	Enhanced	Effects
Potion of Slowness (1:30)		Potion of Slowness (4:00)	Potion of Slowness (0:20)	player to 85% speed. **Enhanced:** Slowness IV: Slows the player to 40% speed.

Mixed effects

Potion	Reagent, base	Extended	Enhanced	Effects
Potion of the Turtle Master (0:20)		Potion of the Turtle Master (0:40)	Potion of the Turtle Master (0:20)	Slowness IV, Resistance III: Slows the player by 60% speed and reduces incoming damage by 60%. **Enhanced:** Slowness VI, Resistance IV: Slows the player by 90% speed and reduces incoming damage by 80%.

Cures

> **This section describes an education-related feature.**
> This feature is available only in *Minecraft Education* or when enabling the "Education" option in *Bedrock Edition*.

Cures are brewed from awkward potions using different elements.
[*Bedrock Edition* and *Minecraft Education* only] Drinking these removes the specified bad effect. They cannot be modified into splash, lingering, extended, or

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Potion	Reagent, base	Effect
Antidote		Cures Poison
Elixir		Cures Weakness
Eye Drops		Cures Blindness
Tonic		Cures Nausea

Unbrewable potions

The potion of Luck and Unbrewable Potion[*Java* and *Legacy Console* editions only] and the potion of Decay[*Bedrock Edition* only] cannot be brewed, and can be obtained only through commands or the Creative inventory.

History

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 *Minecraft* world.[1]
	Initially, the cauldron was

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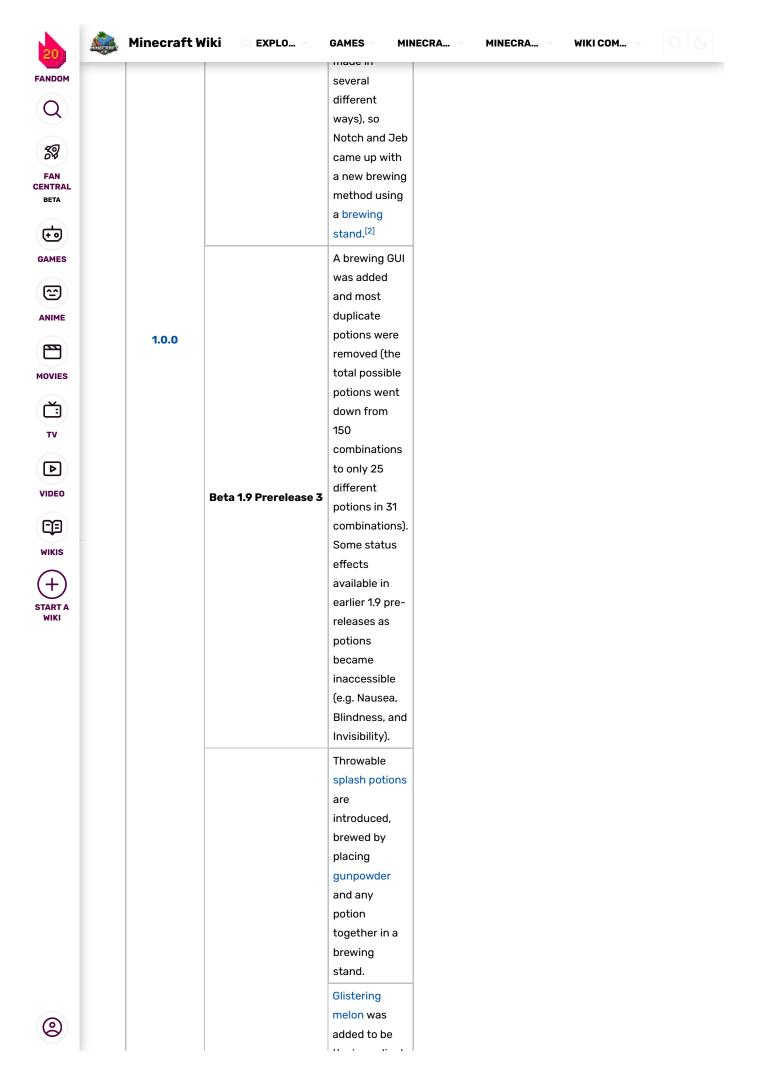|			
		Beta 1.9 Prerelease 2	though cauldrons were not assigned a block ID, rendering potions unobtainable except through [modding the cauldron (http://www.minecraftforum.net/topic/673742-19-pre2-cauldron-block/)](http://www.minecraftforum.net/topic/673742-19-pre2-cauldron-block/) so that it would be 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

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1.0.0		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 3	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).
		Throwable splash potions are introduced, brewed by placing gunpowder and any potion together in a brewing stand.
		Glistering melon was added to be

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	Beta 1.9 Prerelease 4	of Healing; the ghast tear, which previously served this purpose, is now used for the potion of Regeneration instead.
		Converted certain ingredients into base-secondary ingredients (the spider eye, glistering melon and blaze powder made mundane potion when brewed into a water bottle in addition to their previous functions), bringing the potion total to 28 different potions in 35 combinations.
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.
		Potion of

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		Breathing added.
1.8	**14w27a**	Potion of Leaping added.
1.8.1	**pre1**	The potion of Leaping can now be extended using redstone.
	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

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		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.
	15w33a	Added lingering potions.
	15w42a	Blaze powder is now required as fuel for brewing.
	15w43a	Blaze powder as fuel reduced from 30 points to 20.
1.13	**18w07a**	Potion of the Turtle Master added.
	18w14a	Potion of Slow Falling added.
	Pre-release 1	Potions no longer have an enchantment glint.

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1.19	Pre-release 3		colors of following potions: Swiftness, Slowness, Strength, Harming, Leaping, Resistance, Fire Resistance, Water Breathing, Invisibility, Night Vision, Poison, Turtle Master.
Pocket Edition Alpha			
v0.12.1	build 1		Added potions and brewing.
Pocket Edition			
1.0.0	alpha 0.17.0.1		Added lingering potions.
Bedrock Edition			
1.2.0	beta 1.2.0.2		Blaze powder is now required as fuel for brewing.
1.4.0	beta 1.2.20.1		Added four new potions known as cures: antidote, elixir, eye drops, and tonic.
1.5.0	beta 1.5.0.4		Potion of the Turtle Master added.
1.6.0	beta 1.6.0.5		Potion of Slow Falling added.
Legacy Console Edition			
TU7		1.0		Added potions and brewing.
TU14	CU1	1.04	Patch 1	Potions of Night Vision and Invisibility added.

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				potions added.
TU46	**CU36**	**1.38**	**Patch 15**	Blaze powder is now required as fuel for brewing.

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.
- Unlike [crafting](#), [smelting](#) and [stonecutting](#), there is no in-game [recipe book](#) for brewing.
- Destroying a brewing stand while still having a full 8 amounts of blaze powder drops the powder with it.

Gallery

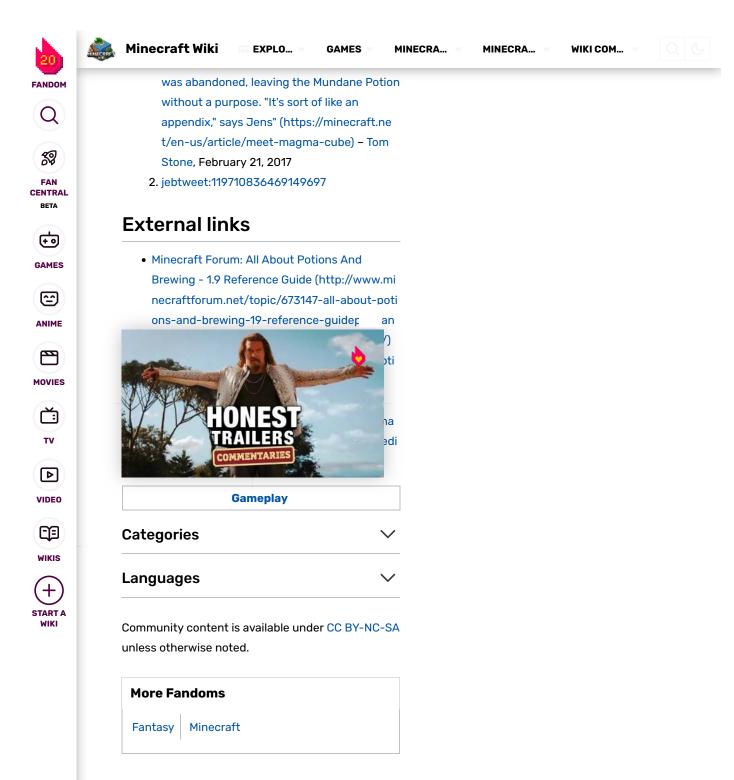Texture file for the 1.9 brewing user interface

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](#)

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. jebtweet:119710836469149697

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-guide/) an

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