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Stand

A **brewing stand** is a [block](#) used for [brewing potions](#) using [bottles](#) and suitable ingredients. It also serves as a [cleric](#)'s [job site block](#).

Brewing Stand			
Empty	Right	Left	Full

Renewable	Yes
Stackable	Yes (64)
Tool	
Blast resistance	0.5
Hardness	0.5
Luminous	Yes (1)
Transparent	Yes
Flammable	No
Catches fire from lava	No

Contents

Obtaining

Breaking

A brewing stand can be obtained using any pickaxe. If mined without a pickaxe, it drops nothing in *Java Edition*, while it drops itself in *Bedrock Edition*.

Block	Brewing Stand
Hardness	0.5
Tool	
Breaking time[A]	
Default	2.5
Wooden	0.4
Stone	0.2
Iron	0.15
Diamond	0.1
Netherite	0.1
Golden	0.1

1. Times are for unenchanted tools as wielded by players with no status effects, measured in seconds. For more information, see Breaking § Speed.

with a splash potion of Weakness in it.

Brewing stands can generate without potions in village churches.

Crafting

Ingredients	Crafting recipe	Description
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 stand GUI in *Java Edition*

Brewing

Main article: Brewing

The main purpose of brewing stands is to allow for the brewing of potions. Its 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. Unlike furnaces, there is no time limit; fuel is consumed only when there are 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.

- 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.

Changing profession

If a village has a brewing stand that has not been claimed by a villager, any villager who hasn't already picked a job site block in the village has a chance to change their profession into cleric.

Light source

Brewing stands emit a light level of 1.

Sounds

Generic

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] 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
	None[sound 1]	*Entity-Dependent*	Falling on the block with fall damage	`block .stone .fall`	*None*[sound 1]	0.5	0.75	16
	Footsteps	*Entity-Dependent*	Walking on the block	`block .stone .step`	`subtitles .block .generic .footsteps`	0.15	1.0	16

1. MC-177868

Source	Description	Resource location	Volume	Pitch
Blocks	Once the block has broken	`dig` `.stone`	1.0	0.8-1.0
Blocks	When the block is placed	`dig` `.stone`	1.0	0.8-1.0
Blocks	While the block is in the process of being broken	`hit` `.stone`	0.37	0.5
Players	Falling on the block with fall damage	`fall` `.stone`	0.4	1.0
Players	Walking on the block	`step` `.stone`	0.3	1.0
Players	Jumping from the block	`jump` `.stone`	0.12	1.0
Players	Falling on the block without fall damage	`land` `.stone`	0.22	1.0

Unique

Java Edition:

Sound	Subtitles	Source	Description	Resource location	Translation key	Volume	Pitch	[Collapse] 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 Creatures	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

Sound	Source	Description	Resource location	Volume	[Collapse] 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
Brewing Stand	`brewing_stand`	Block & Item	`block.minecraft.brewing_stand` `item.minecraft.brewing_stand`

Name	Identifier
Block entity	`brewing_stand`

Bedrock Edition:

Brewing Stand	Identifier	Numeric ID	Form	Item ID[i 1]	Translation key
Block	`brewing_stand`	`117`	Block & Ungiveable Item[i 2]	`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
Block entity	`BrewingStand`

Block states

See also: Block states

Java Edition:

Name	Default value	Allowed values	Description
has_bottle_0	`false`	`false` `true`	True when a bottle is in slot 1

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description
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.

├ **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).

        └ └ └ **Tags common to all items**

└ **Lock**: Optional. When not blank, prevents the container from being opened unless the opener is holding an item whose name matches this string.

Bedrock Edition:

See Bedrock Edition level format/Block entity format.

				Pick up a potion from a [brewing stand](#) potion slot. An already-created potion placed and removed qualifies.	15G	Bronze
		Local Brewery	Brew a [potion](#).			

Advancements

Icon	Advancement	In-game description	Parent	Actual requirements (if different)	Resource location
	Local Brewery	Brew a [Potion](#)	Into Fire	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. [1]	`nether/ brew_potion`

History

	Java Edition	
	Beta 1.9 Prerelease 2	[Cauldrons](#) are implemented to be used to brew [potions](#), but are not available in-game yet.
	[**September 30, 2011 (https://twitter.co m/jeb_/status/1197 62786619359232)**](#)	[Jeb](#) reveals that brewing is done through a brewing stand instead of a [cauldron](#).
1.0.0		Added

	Beta 1.9 Prerelease 3	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.[2]
1.1	**12w01a**	Brewing time for brewing stands has been reduced to 20 seconds.
1.3.1	**12w15a**	⇧ Shift + clicking can now be used to put items in brewing stands.
1.8	**14w11a**	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 appearences 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.
	14w11b	Empty brewing stands' model have been fixed, although the

		14w25a	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.[3]
	1.9	15w31a	Brewing stands now generate in end cities.
		15w33a	Brewing stands can now brew lingering potions.
		15w33c	A bug where the player couldn't put in a splash potion to make a lingering potion has been fixed.
		15w42a	Brewing stands now require blaze powder to operate.
		15w43a	Brewing stands now generate in the basement of igloos.
			Each blaze powder now fuels 20 brewing stand operations rather than 30.
		15w44a	Brewing stand models no longer have a stretched bottle.
		15w47b	Sounds have been added for brewing stands.
	1.11	16w32a	The block entity ID has been changed from `Cauldron` to

		item's 379.
1.14	18w43a	The textures of brewing stands have been changed.
	18w44a	The texture of the brewing stand item has been changed.
	18w48a	Brewing stands now generate in the updated plains villages.
	18w49a	Brewing stands now generate in the updated savanna villages and the new snowy villages.
	18w50a	Brewing stands now generate in the updated desert and taiga villages.
	19w03c	The three plates, but not the rod, of a brewing stand now use correct cullface arguments.
	19w11a	Brewing stands now serve as cleric villagers' job site block.
1.16.2	20w28a	Brewing stands can now be crafted with blackstone.
1.17	21w07a	Brewing stands can now be crafted with grimstone (now deepslate).
		Brewing stands can no longer be crafted with deepslate.

	21w11a	Tweaked the brewing stand GUI texture.
1.18	**21w39a**	The default brightness has been changed from "Moody" to 50.
1.19	**22w11a**	Changed texture and model.
	22w17a	Changed base texture and model.

Pocket Edition Alpha		
v0.12.1	**build 1**	Added brewing stands.

Pocket Edition		
1.0.0	**alpha 0.17.0.1**	Brewing stands now generate in igloo basements.
		Brewing stands now generate in end ships.

Bedrock Edition		
1.2.0	**beta 1.2.0.2**	Brewing stands now require blaze powder to operate.
1.10.0	**beta 1.10.0.3**	The textures of brewing stands have been changed.
		A brewing stand can now generate in village temples.
1.16.100	**beta 1.16.100.52**	Brewing stands can now be crafted with blackstone.
1.17.0	**beta 1.17.0.50**	Brewing stands can now be crafted with

					texture, to make their arms connect to their bases.
Legacy Console Edition					
TU7	**CU1**	**1.0**	**Patch 1**		Added brewing stands.
TU43	**CU33**	**1.36**	**Patch 13**	**1.0.1**	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**	**Patch 15**		Brewing stands now require blaze powder to operate.
		1.90			The textures of brewing stands have been changed.
New Nintendo 3DS Edition					
0.1.0					Added brewing stands.
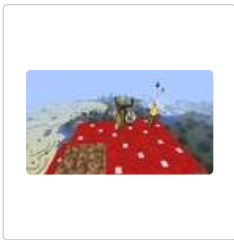
The first picture of a brewing stand. A giant mushroom is also seen in this picture.

Brewing stand "item"

The following content is transcluded from Technical blocks/Brewing Stand.

This section is missing information about Pick Block functionality.

Please expand the section to include this information. Further details may exist on the talk page.

Java Edition

		conventional gameplay.
1.3.1	12w16a	Brewing stand items can now be obtained in singleplayer worlds via the `/give` command using the respective numeric ID.
1.7.2	13w37a	The direct item form of brewing stands has been removed from the game. It can no longer exist as an item in any way, only as a placed block.
Pocket Edition Alpha		
?		Brewing stands exist as an item.

Appearances

Java Edition		
1.0.0	Beta 1.9 Prerelease 3	The brewing stand item uses this texture in inventories, when held in first or third person view, as a dropped item or when in an item frame.
Java Edition		
1.4.2	12w34a	The brewing stand item now uses the aforementioned texture when in an item frame.

Names

> **This section is missing information about**
> - Does it crash beta 1.9?
> - Command announced name.
>
> Please expand the section to include this information. Further details may exist on the talk page.

Java Edition

- Beta 1.9 Prerelease 3 - 13w25b: [Has no defined name, rendering a minimum-length text box if highlighted]
- 13w25c - 13w36b: `tile.brewingStand.name`

Issues

Issues relating to "Brewing Stand" are maintained on the bug tracker. Report issues 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%2

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.[4]
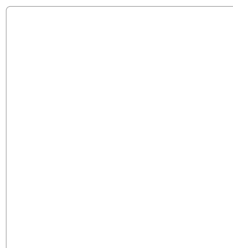
Gallery
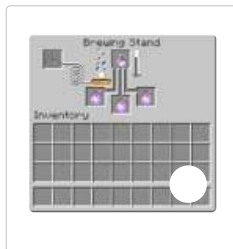
A brewing stand in action.
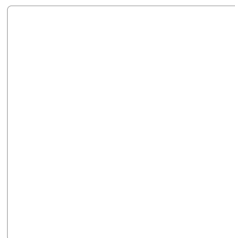
A brewing stand in an igloo basement.

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

See also

- Glass Bottle
- Splash Potion

References

1. MC-116875
2. "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/1197635 32312096769) – @jeb_ (https://twitter.com/jeb_) (Jens Bergensten) on X, September 30, 2011
3. MC-68302 — resolved as "Works As Intended".
4. https://minecraft.net/en-us/article/meet-blaze

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Natural		[Expand]
Biota		[Expand]
Building		[Expand]
Utility		[Collapse]
	Interactable	Anvil (Chipped Damaged) Barrel Beacon Brewing Stand Cartography Table Chest (Ender) Chiseled Bookshelf Crafting Table Enchanting Table Fletching Table Furnace (Blast Smoker) Grindstone Lectern Loom Shulker Box Sign (Hanging) Smithing Table Stonecutter
	Utilizable	Banners Beehive Beds Bell Cake (with Candle) Campfire (Soul) Cauldron (Lava Powder Snow Water) Composter Conduit End Gateway End Portal End Portal Frame Farmland Flower Pot Frosted Ice Heads Item Frame (Glow) Jukebox Ladder Lodestone Monster Spawner Nether Portal Respawn Anchor Scaffolding Sponge (Wet) TNT Button Daylight Detector Dispenser (Dropper) Doors (Trapdoors)

Redstone/**Mechanical**	Head Moving)
	Pressure Plates Rail
	(Activator Detector
	Powered)
	Redstone Wire
	(Comparator
	Repeater Lamp
	Torch) Slime Block
	Target Trapped Chest
	Tripwire Hook
	(Tripwire)
Education Edition **only**	Border
	Chalkboard
	Allow
	Compound Creator
	Colored Torches
	Deny
BE **&** ***edu*** **only**	Element Constructor
	Heat Block Lab Table
	Material Reducer
	Underwater TNT
	Underwater Torch
Creative only	[**Expand**]
Commands only	[**Expand**]
Unimplemented	[**Expand**]
Unused	[**Expand**]
Joke features	[**Expand**]
Removed	[**Expand**]

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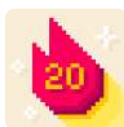Support

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