

Brewing Guide

Learn how to brew potions in Minecraft with this Guide

Introduction

Welcome To Brewing Guide

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

This guide was made in order to help you how to brew potions in Minecraft, it can also help you when you forget some recipes of potions. The Summary section under the Ingredients category listed there all ingredients of potions that you can brew.

Brewing Process

Brewing Potions

Brewing Stand Interface



By placing one or more bottles in the lower three slots of the brewing interface, an ingredient in the upper slot, and blaze powder in the fuel slot, you can distill the ingredient into each bottle and brew potions that may be consumed to grant an effect to the player.

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Brewing Process

Every potion starts with a water bottle, made by filling a glass bottle at a water source or filled cauldron. Using blaze powder, the next step is to add a base ingredient to create a base potion, usually nether wart to create an awkward potion. By brewing an effect ingredient into the awkward potion, in the same manner, the player can create a potion with a working effect.

A modifier ingredient (glowstone dust or Redstone dust) may be added to make the effect more intense or last longer or change the effect entirely. Gunpowder can be added to a potion at any stage to convert it to a splash potion, which can be thrown (or fired using a dispenser) to affect all players and mobs in a radius. Dragon's breath can be added to a splash potion to convert it to a lingering potion, which can be used to create a cloud that grants an effect as long as it remains. Each brewing step takes 20 seconds.

Each piece of blaze powder used provides fuel for brewing 20 batches of potions. Fuel is consumed when a brewing operation starts; it is not recovered if the operation is halted prematurely by removing the ingredient or potion bottles.

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Brewing Equipment



Uses

Brewing Stand - Used to add ingredients into water bottle/s.

Cauldron - Used for holding water. Can be fully filled with 1 water bucket or three water bottles. It can fill three glass bottles.

Blaze Powder - It is needed to fuel the brewing stand.

Glass Bottle - Container for all kinds of potions.

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

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Brewing 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.

Results and Effect Table

The picture below shows the result of a certain item when brewed with a water bottle and its modifier effect. The third row is the result and the last row is the modifier effect.

| | | | |
|---|----------------------|--------------------|--|
|  | Nether Wart | Awkward Potion | Allows the creation of More Complex Potion |
|  | Redstone Dust | Mundane Potion | Extends Duration |
|  | Glowstone Dust | Thick Potion | Enhances Level |
|  | Fermented Spider Eye | Potion of Weakness | Corrupts Effect |
|  | Gunpowder | Splash Potion | Turns Normal Potion Into Splash |
|  | Dragon's Breath | Lingering Potion | Turns Splash Potion Into Lingering |

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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 extended potion of Poison results in a basic potion of Harming. Enhanced potions of Leaping or Swiftiness 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 potions and lingering potions can be modified in exactly 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.
- Splash potions' effects have only three-fourths of the duration of the drinkable form. For instance, a drinkable potion effect of 8:00 is reduced to 6:00 as a splash potion.
- 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.

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 effective ingredient to produce a potion effect.


































- Nether Wart turns water bottle into an awkward potion and it's the precursor to effect potions.
- Redstone Dust is often used to make mundane potion but some recipes can also be added directly to a water bottle and turn into a mundane potion. These are spider eye, ghastr tear, rabbit's foot, blaze powder, glistening melon, sugar, and magma cream.
- Glowstone Dust turns water into a thick potion, a potion with this base has a longer duration of effects of the potion.

Effect Potions

Effect potions are primarily created by adding an effective ingredient to an awkward potion, which is created by adding a 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.















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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 (♥ 1:30) |  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 melee attack damage by 6 (♥♥♥). |
|  Potion of Swiftsness (🏃 3:00) |  |  Potion of Swiftsness (🏃 8:00) |  Potion of Swiftsness (🏃 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. |
|  Potion of Leaping (🦘 3:00) |  |  Potion of Leaping (🦘 8:00) |  Potion of Leaping (🦘 1:30) | Jump Boost: Increases jump height by 1/2 block. Enhanced: Jump Boost II: Increases jump height by 1 1/4 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. |


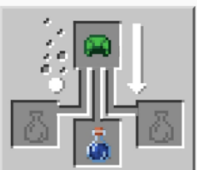


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Negative Effects

| Potion | Reagent, base(s) | Extended | Enhanced | Effects |
|--|---|---|---|--|
|  Potion of Poison (0:45) |  |  Potion of Poison (1:30) |  Potion of Poison (0:21) | 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 (♥♥♥) of damage. Enhanced: Instant Damage II: Inflicts 12 (♥ × 6) of damage. |
|  Potion of Slowness (1:30) |  |  Potion of Slowness (4:00) |  Potion of Slowness (0:20) | Slowness: Slows the player to 85% speed. Enhanced: Slowness IV: Slows the player to 40% speed. |

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Mixed Effects


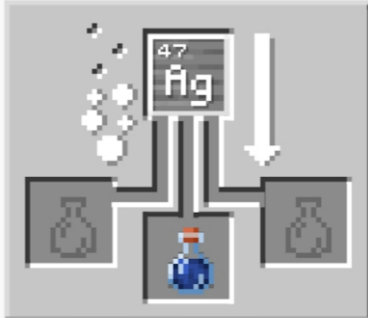

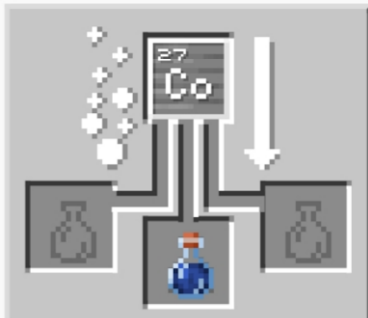

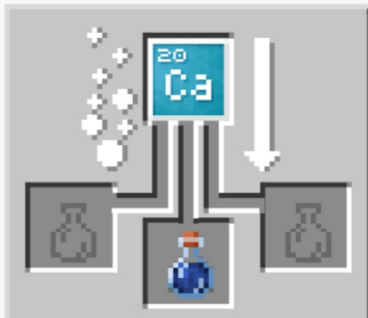

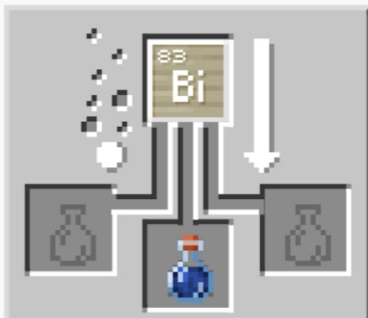
| Potion | Reagent, base | Extended | Enhanced | Effects |
|---|---|--|--|---|
|  Potion of the Turtle Master (👤🛡️ 0:20) |  |  Potion of the Turtle Master (👤🛡️ 0:40) |  Potion of the Turtle Master (👤🛡️ 0:20) | Slowness IV , Resistance III : Slows the player to 40% speed and reduces incoming damage to 40%. Enhanced: Slowness VI , Resistance IV : Slows the player to 10% speed and reduces incoming damage to 20%. |

Cure Potions

Cures (Medicine) are brewed from awkward potions using certain elements. These remove the specified effect when drunk. They cannot be modified into a splash, lingering, extended, or enhanced versions.

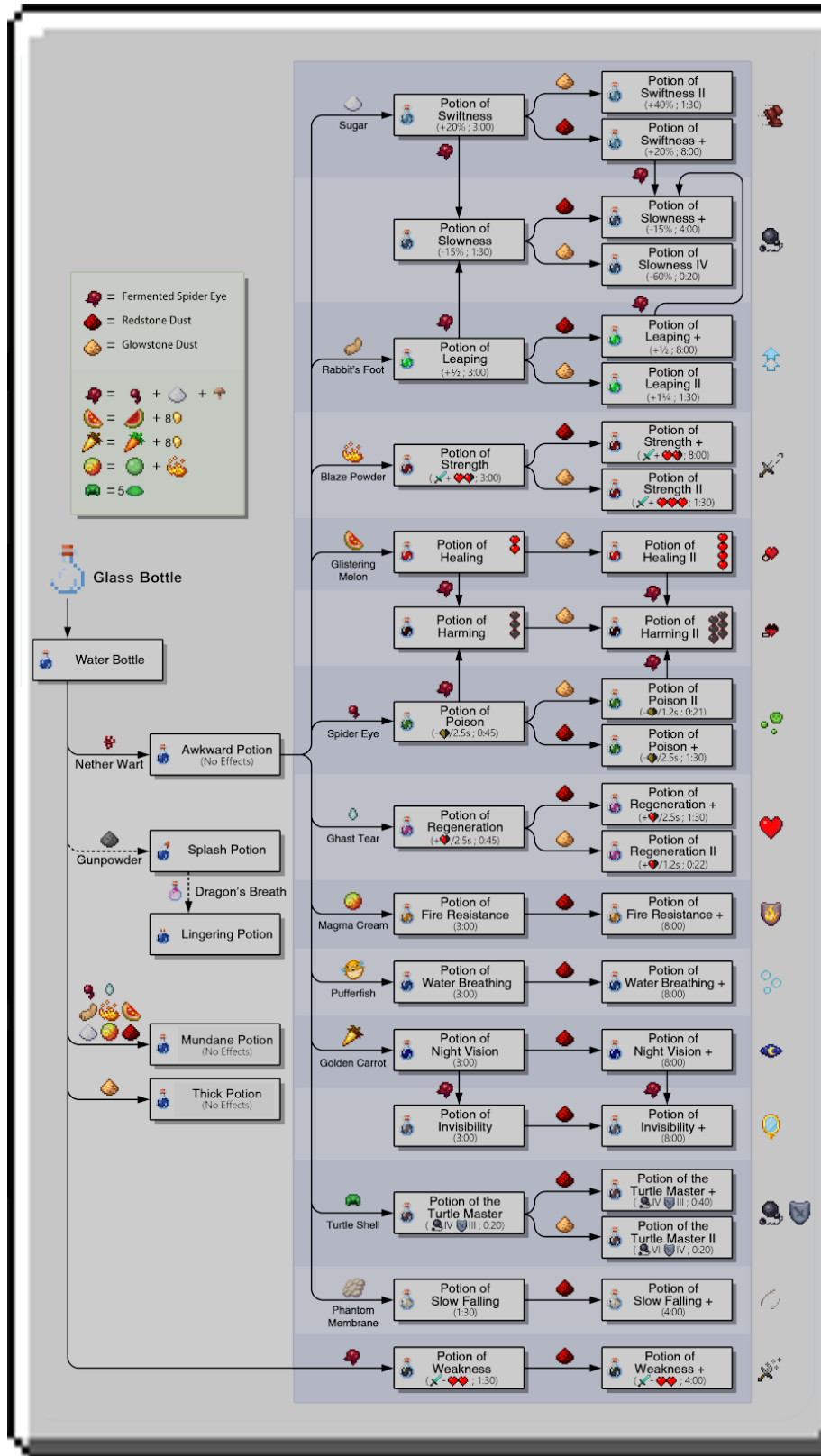
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Recipes and Effects

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

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Summary Recipes



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To learn more, please visit newcaledoniadevteam.github.io/MountainsGuide

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