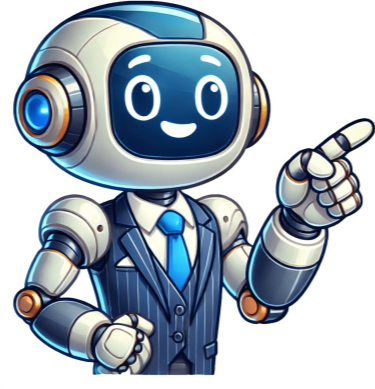


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## Mc brewing guide

Brewing is the process of making potions in Minecraft by combining ingredients with water bottles in a brewing stand. The essential items required for brewing are the brewing stand, cauldron, water source block, blaze powder, and water bottles. The most fundamental base ingredient used in brewing is Nether wart, which is necessary to create most potions. Modifiers like fermented spider eye can alter a potion's effect or convert a regular water bottle into an effective potion. Upgrading a potion often involves trading off between duration and potency, but certain exceptions exist for glowstone and redstone enhancements. A cauldron placed in the Nether can store one bucket of water without evaporating, while also being able to hold potions in Bedrock Edition. Water bottles are filled using cauldrons or water source blocks, and blaze powder is used to fuel the brewing stand. Potions can be transformed into splash or lingering potions by adding gunpowder, which can then be used for affecting other entities. Certain potion effects have specific limitations, such as enhanced potions of Leaping or Swiftmess that cannot be corrupted. Corrupting a fermented spider eye can change the base effect of a potion, potentially resulting in an opposite or negative effect. This concept is particularly relevant when considering the corrupted version of a potion of Night Vision, which is essentially a potion of Invisibility. For instance, splash potions remain unchanged from their drinkable counterparts when brewed with base ingredients. Some extended/enhanced splash and lingering potions cannot be created by brewing their counterparts, respectively (e.g., Regeneration → Splash Potion of Regeneration +1). In Bedrock Edition, splash potion effects have only three-fourths of the duration as the drinkable form. Lingering potions have only one-fourth of the duration as the drinkable form. Effect ingredients imbue an awkward potion with a particular effect without altering potion duration or intensity. When added directly to a water bottle, most effect ingredients produce a mundane potion. Brewing recipes involve base potions brewed by adding a single base ingredient, while effect potions are created by adding an effect ingredient to an awkward potion. Certain effects require a potion to be corrupted by a fermented spider eye. Undead mobs react differently to effects than other mobs. Positive effects include Potion of Healing, which restores health, and Potion of Fire Resistance, which gives immunity to damage from fire, lava, magma blocks, campfires, and blazes' ranged attacks. Additionally, Potion of Regeneration and Potion of Strength enhance player health restoration and melee attack damage. Damage: -6 Potion of Swiftmess (3:00), Potion of Swiftmess (8:00), Potion of Swiftmess (1:30) - Speed: Boosts 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: Illuminates everything 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 remain visible. Potion of Water Breathing (3:00), Potion of Water Breathing (8:00) - Water Breathing: Prevents oxygen depletion when underwater. Potion of Leaping (3:00), Potion of Leaping (8:00), Potion of Leaping (1:30) - Jump Boost: Increases jump height by 0.5 block. Enhanced Jump Boost II: Increases jump height by 1.25 blocks. Potion of Slow Falling (1:30), Potion of Slow Falling (4:00) - Slow Falling: Slows down falling and prevents 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 melee attack damage by 4. 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: Slows down movement to 85% speed. Enhanced Slowness IV: Slows down movement 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) - Slowness IV, Resistance III: Slows down movement by 60% and reduces incoming damage by 60%. Enhanced Slowness VI, Resistance IV: Slows down movement by 90% and reduces incoming damage by 80%. Potion of Weaving (3:00), Potion of Oozing (3:00), Potion of Infestation (3:00) - Weaving, Oozing, Infested: Various effects including cobweb spawning, slime creation, and silverfish generation. Cures: 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 enhanced versions. 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. The recipes for potions in Minecraft were initially complex and allowed for a wide range of combinations, resulting in many duplicate potions. This led to a new brewing method using a brewing stand being implemented by Notch and Jeb. The GUI was later added, reducing the number of possible potions from 150 combinations to just 25 different potions in 31 combinations. Over time, additional features were introduced, including throwable splash potions, new ingredients like glistering melon and ghast tear, and base-secondary ingredients such as spider eye and blaze powder. The brewing time was also reduced, and new potion recipes for Night Vision, Invisibility, Leaping, Water Breathing, and more were added. However, some potion recipes were later restricted or removed due to balance issues. Additionally, lingering potions were introduced, requiring a change in brewing fuel from torches to blaze powder. The Turtle Master potion was also added to the game. Added features include: - No enchantment glint on Potions. - New potions: Swiftmess, Slowness, Strength, Harming, Leaping, Resistance, Fire Resistance, Water Breathing, Invisibility, Night Vision, Poison, Turtle Master and four new cures (antidote, elixir, eye drops, and tonic). - Lingering Potions. - Blaze Powder is required for brewing. - Brewing equipment includes Cauldron, Water, Blaze Powder, and Water Bottle. ### Nether wart is the primary ingredient in potions, as it's necessary for making the majority of them. Modifiers like fermented spider eye alter potion properties or change effects. Fermented spider eye can turn a water bottle into an effective potion instantly. There are trade-offs when upgrading potions: shorter duration means more potent effects, but enhanced potions have no extended duration. Some upgrades don't involve trade-offs, such as with glowstone and redstone. Corrupting a potion changes its base effect, often reversing it or producing a negative potion. Corrupted potions usually do the opposite of the original. Some corrupted enhanced potions become basic potions. Enhanced Leaping and Swiftmess potions can't be corrupted. Invisibility is considered a corrupted version of Night Vision. Splash potions are made by brewing gunpowder, while lingering potions use dragons breath. In Bedrock Edition, splash potion effects last three-fourths as long as the drinkable form. Lingering potions last only one-fourth as long as the drinkable form. Effect ingredients imbue awkward potions with specific effects without altering duration or intensity. Golden carrot, pufferfish, turtle shell, and phantom membrane are exceptions that can't be added directly to water bottles. Potions are substances that can be brewed using ingredients and water. There are two main types of potions: base potions and effect potions. Base potions do not have any effects, but they can be used as a starting point for creating effect potions. Base potions can be created by adding a single ingredient to a water bottle. The only exception is the awkward potion, which can be imbued with an effect ingredient to produce a potion effect. Effect potions are primarily created by adding an effect ingredient to an awkward potion. Certain effects require a potion to be corrupted by a fermented spider eye. Additionally, the potion of Weakness can be brewed without nether wart. Potions can have both positive and negative effects on players. Positive effects include healing, fire resistance, regeneration, strength, swiftmess, night vision, invisibility, water breathing, and leaping. Negative effects include poisoning, which depletes health over time. The potion of Weakness is the only potion that does not require nether wart to be brewed. Undead mobs react differently to potions than other mobs. They take damage from healing potions, gain health from harming potions, and are unaffected by poison and regeneration potions. Original potion effects and brewing system information have been merged with an account of its development history. The original text is primarily about various potions and their uses within Minecraft, including details on crafting and recipes. Additionally, it touches upon the game's brewing system and how it has evolved over time. The potion effects listed include: \* Weakening melee attack damage \* Inflicting instant harm or increased damage \* Slowing player movement speed \* Enhancing player attributes with resistance to incoming damage A significant part of the text also focuses on the development history of Minecraft's brewing system. This includes details about its original design, which aimed for procedural generation of potion recipes, and how it evolved over several beta releases. Key points from the text: 1. The original brewing system was meant to generate unique recipes each time a Minecraft world was created. 2. Players initially brewed potions in cauldrons by combining ingredients with water, but this method was complicated and led to duplicate potions. 3. Notch and Jeb introduced a new brewing stand-based system with a graphical user interface (GUI), significantly simplifying the potion-making process. The potion brewing system has undergone significant changes in the latest updates. The ghast tear, previously used for healing potions, has been replaced with the ghast tear's alternative use for regeneration potions. Additionally, certain ingredients have been converted into base-secondary ingredients, expanding the total potion count to 28 different potions in 35 combinations. The brewing time has been reduced to 20 seconds, and new recipes have been added for potions of Night Vision and Invisibility. Hoppers have also been introduced, allowing players to move items in and out of brewing stands. The potion of Water Breathing and Leaping have been added, with the latter now capable of being extended using redstone. However, some limitations have been imposed on certain potions, such as not being able to add fermented spider eyes to enhanced potions of Speed or Leaping, but still allowing it for extended potions of Poison. Other potion combinations have also been restricted, including the use of blaze powder in certain recipes. New features include the creation of splash potions from all existing potions, including water bottles, and the introduction of lingering potions. Blaze powder is now required as fuel for brewing, with its requirements reduced from 30 points to 20. Additionally, new potions such as the Turtle Master and Slow Falling have been added, along with some changes in potion colors. These updates bring the total number of possible potion combinations from 161 to an estimated 2,653, although the actual number may vary depending on external programs or modifications using item NBT editors or commands. Minecraft's brewing system allows players to create potions, enhancing their abilities or counteracting negative effects. Unlike other crafting methods, brewing doesn't have an in-game recipe book. If a brewing stand is destroyed while still containing 8 blaze powder, the powder will drop with it. The brewing process involves combining specific ingredients and water in a brewing stand. To craft a brewing stand, players need cobblestones and a blaze rod at a crafting table. Water bottles are essential for brewing and can be made by filling glass bottles with water. Each brewing operation requires three water bottles. Nether Wart is crucial for brewing many potions and can be found in the Nether on soul sand. It transforms water into an Awkward Potion, which serves as the base for other concoctions. Various ingredients like plants, animal drops, and minerals provide specific effects to potions, ranging from spider eyes to ghast tears. Modifiers such as Redstone, Glowstone Dust, or Gunpowder can enhance or alter potions, allowing for advanced brewing strategies and customized effects. To brew a potion, players must carefully select and time their ingredients, following these steps: prepare necessary water bottles and ingredients, position the brewing stand, add ingredients to the interface, and combine them with water. The result is a unique magical concoction that can be used to enhance player abilities or counteract adverse effects, adding an extra layer of strategy and excitement to Minecraft gameplay. To brew potions in Minecraft, first, you'll need Blaze Powder - it's the fuel that lets your brewing stand do its magic. Without it, brewing is out of the question! Next, grab three Water Bottles and stash 'em at the bottom slots on the brewing stand's interface. Now it's time to get creative with Nether Wart - toss one in the top slot, and you'll have some basic Awkward Potions ready for action. This foundation is crucial for most potions, so don't skip this step! Once your Awkward Potions are ready, add the specific ingredient you want to create that final potion. And if you're feeling extra fancy, throw in a modifier to give it an extra boost or turn it into a splash potion. Collect your new potions by clicking and dragging them into your inventory - voila! You've got yourself some freshly brewed goodness. The Minecraft world is home to several categories of potions, each with its own unique trick up its sleeve. Here's the lowdown on what you can brew: - Awkward Potion: The base potion for all other potions - pretty self-explanatory. - Healing Potion: This one restores your health instantly. You'll need an Awkward Potion and a Glistering Melon to make it happen. - Regeneration Potion: Over time, this potion will restore your health. Combine it with some Ghast Tear and Awkward Potion. - Strength Potion: Boost your melee damage with this potion - just mix it with Blaze Powder and Awkward Potion. - Swiftmess Potion: This one speeds you up. Blend it with Sugar and Awkward Potion to get the job done. - Fire Resistance Potion: Stay cool and calm in fire-infested areas with this potion. Combine Magma Cream and Awkward Potion for a fire-resistant shield. - Water Breathing Potion: Dive into the depths without worrying about running out of air - Pufferfish and Awkward Potion are all you need. - Night Vision Potion: See in the dark like a pro! This one's a no-brainer with Golden Carrot and Awkward Potion. - Invisibility Potion: Slip under the radar with this potion. Make it by blending Fermented Spider Eye and Awkward Potion. - Weakness Potion: Weaken your enemies with this potion - just mix in some Fermented Spider Eye and Awkward Potion. - Poison Potion: This one's a bit nasty, but it'll inflict poison on your foes over time. Combine Spider Eye and Awkward Potion to get the job done. - Slowness Potion: Slow down movement with this potion - blend it with Fermented Spider Eye and Awkward Potion for an extra-slow pace. - Harming Potion: This one's a bit of a wild card, but it'll cause instant damage instead of healing. Mix it up with Spider Eye and Awkward Potion to create chaos. - Jump Boost Potion: Leap tall buildings in a single bound - or at least jump higher than usual! Blend Rabbit's Foot and Awkward Potion for this potion. - Turtle Master Potion: Channel your inner turtle with this potion. It'll grant you high resistance and make you nice and slow. Combine Turtle Shell, Fermented Spider Eye, and Awkward Potion to get the job done. Need some extra help brewing potions in Minecraft? Here are some pro tips: - Go multi-brew! Using multiple brewing stands can speed up your potion-making process. - Keep your ingredients organized by storing them in separate chests, next to your brewing stand. This saves time and frustration when supplies are needed. Use various water sources: oceans, rivers or cauldrons are options. Choose the most convenient one. Experiment with glowstone dust or redstone. Bubbles show the potion is brewing, while no bubbles may need more blaze powder. Advanced techniques are available for advanced players. Strategies include: Splash Potions and Lingering Potions allow for quick application of effects on other players or mobs. Potion Stacking can reinforce effects. Using certain items enhances potions. Certain equipment like Rods of the Gods or Enchanted Books generate massive boosts.

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