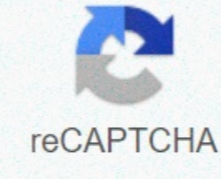




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Weakness splash potion minecraft wiki

Comments Share This article contains content about features that are not yet released. These features aren't currently in Minecraft, but Mojang Studios may have announced that they are likely to appear in a future update, or may only be available in a slide or beta. This article or section requires a cleanup to meet Minecraft Wiki quality standards. Edit this page to improve it. It needs links to new effects and needs the creation of these pages. Drinking Persistent Splash Apply a specific status effect to players and crowds if they drank or threw potions are bottled fabrics that give players and crowds limited-time status effect if drunk or in it splash radius when thrown (in the case of persistent and splash potions). All drinking potions are stackable in 1.16.2's combat test snapshot 7c (video: Minecraft 1.16.2 Combat Test Snapshot 7C: Stackable potions!) Elixier cooking procedure 1. Start by crafting a stand in a craft table by arranging the ingredients the following way (it is possible to get one from the village church and extract them with pickaxe from 1.14).2. In addition to the cooking rack, the player will need burning powder and 1-3 glass bottles (made using 3 glass) in their respective holes (see below), along with a water source to fill the bottles (water source block or boiler). Cooking rack interface. 3. Fill the glass bottles with water by right clicking on the water source while holding the bottle. Once the player has finished filling the bottles, they can start cooking. 4. Put 1-3 bottles of water and 1 burning powder in the cooking rack and then put the first basic ingredient (usually Nether Wart) in the top drawer. When it ends up cooking, the player should have an embarrassing potion if they use nether warts. 5. Once a player has an annoying potion, they can put additional ingredients in the top drawer to make several different potions. TIP: If the player is not sure which ingredients to use, check out the potion recipes section below. Ingredients Ingredients have a wide range of effects, most of which develop some ilks potions with several ingredients that specify the ilk elixir to be brewed. Basics Basics are key ingredients that begin the cooking process. Bases are the first component added to glass bottles. The most commonly used base is Nether warts, because they need to make the greatest possible range of options. The ilks of the foundation are: = secondary components Secondary components are the components that determine the ilk elixir (in other words, the effect). These are: Converters Converters describe aspects of the current potion. You cannot use 2 at once. They may change the duration of action, positivity or use. Types of converters are: Elixir Recipes Fire Resistance (3:00) Nether Wart -- Magma Cream Fire Resistance Extended (8:00) Podther Magma Cream -- Redstone Damage (Instant) Nether Wart -- Glistering Watermelon -- Fermented Spider Eye Nether Wart -- Spider Eye -- Fermented Spider Eye Harms II (Instant) Nether Wart -- Glistering Watermelon -- Fermented Spider Eye -- Glowstone Dust Nether Wart -- Spider Eye -- Fermented Spider Eye -- Glowstone Dust Healing (Instant) Nether Wart -- Glistering Watermelon Healing II (Instant) Nether Wart -- Glistering Watermelon -- Glowstone Dust Invisibility (3:00) Nether Wart -- Golden Carrot -- Fermented Spider Eye Invisibility Enhanced (8:00) Nether Wart -- Golden Carrots -- Fermented Spider Eye Invisibility Enhanced (8:00) Nether Wart -- Golden Carrot -- Fermented Spider Eye -- Redstone Spider Eye -- Redstone Leaping (3:00) Nether Wart -- Rabbit's Foot Leaping II (1:30) Nether Wart -- Rabbit's Foot -- Glowstone Dust Luck II Can't Be Brewed. It is also exclusive to Java Edition and Legacy Consoles Edition. Lucky Extended (8:00) It can not be cooked. It is also exclusive to Java Edition and Legacy Consoles Edition. Night Vision (3:00) Nether Wart -- Golden Carrot Night Vision Extended (8:00) Nether Wart -- Golden Carrot -- Redstone Poison (0:45) Nether Wart -- Spider Eye Poison II (0:22) Nether Wart -- Spider Eye -- Glowstone Dust Regeneration (0:45) Nether Wart -- Ghost Tear Regeneration Extended (1:30) Nether Wart -- Ghost Tear -- Redstone Regeneration II (0:22) Nether Wart -- Ghost Tear -- Glowstone Dust Slowness (1:30) Nether Wart -- Sugar -- Fermented Spider Eye Nether Wart -- Magma Cream -- Fermented Spider Eye Slowness Extended (3:00) Nether Wart -- Sugar -- Fermented Spider Eye -- Redstone Nether Wart -- Magma Cream -- Fermented Spider Eye -- Redstone Force (3:00) Nether Wart -- Blaze Powder Force Enhanced (8:00) Nether Wart -- Blaze Powder -- Redstone Force II (1:30) Nether Wart -- Blaze Powder -- Glowstone Dust Swiftness (0 3:00) Nether Wart -- Sugar Swiftness Extended (8:00) Nether Wart -- Sugar -- Redstone Swiftness II (1:30) Nether Wart -- With Sugar Glowstone Dusty Breathing (3:00) Nether Wart -- Pufferfish Water Breathing Extended (8:00) Nether Wart -- Pufferfish -- Redstone Weakness (1:30) Fermented Spider Eye Weakness Enlarged (4:00) Fermented Spider Eye -- Redstone Slow Falling (1:30) Podther Wart -- Phantom Membranes Slow Falling Extended (4:00) Nether Wart -- Phantom Membranes -- Redstone Strengthening Potions There are different categories of potions, as poison variations: Poison, Poison II, and Poison Extended. The usual potion has the usual effects that come naturally when it is first cooked, but some potions can be strengthened in 2 ways. Duration extension If a player adds a redstone to the potion, it makes the potion last longer, creating poison extended (ext is added to the end of the elixir name). This enhancement can be applied to most potions, except those that have an immediate effect (i.e. damage or healing). Growing effects If a player adds glowstone dust to an elixir, it makes an elixir strong / stronger, bringing poison II. Some potions cannot be improved in this way because they activate an effect that can be active or inactive. If a witch is killed while she holds her medicinal potion, there is a 45% chance that the witch will drop its potion, and a 25% chance for other potions to drop like Instant Health II. Elixir effects The following effects apply only to a regular elixir without any duration or extent of efficacy added to it. Fire Resistance -- Gives immunity to damage from fire, lava, and moved Blaze attacks. Damage - causes 3/6 damage immediately. Healing -- Restores 3/6 health immediately. Invisibility - Plaster invisible, but equipped / controlled objects and armor are still visible to others. Jumping - can jump higher than normal. The higher level increases the height of the jump. Happiness -- Increases the likelihood of getting higher quality items in dungeon chests, fishing, etc. (Minecraft: Java Edition only) Night Vision -- It does everything that appears at the maximum light level, including underwater areas. Poison - Deals with damage over time with poison effect. A higher level deals with more damage over time. It can't kill you, but it can't get you half a heart. Regeneration - Restores health over time by approximately 1 heart every 2.4 seconds. The higher level allows you to regenerate faster. Slowness - The speed of movement decreases by 1 minute and 30 seconds. Speed - Increases walking speed, sprint speed and jump distance by 20%. In the case of Level II, it shall be increased to 40 %. Strength - Adds 1 and 1/2 hearts/3 damage to all melee attacks with or without weapons. Breathing water - Allows something to breathe underwater or stay underwater for an extended period of time. It also gives additional vision underwater. Weakness - Reduces all melee attacks by 1 heart damage. Thus, the victim will not be able to damage without the use of a weapon. Slow Falling - Makes the affected bodies glide instead of falling. Bad luck - reduces the chances of getting treasure from fishing. Turtle Master - slows down, but also does take less damage. (Resistance III and slowness IV) Trivia Elixir healing harms undead crowds (this includes crowds like zombies, skeletons, shaking skeletons, and shaking), but the elixir of damage heals those crowds. The idea of sugar being used for potions of speed may be based on the theory that sugar makes some hyperactive. The idea of a golden carrot being used to make potions of night vision may be based on the Theory of the British Air Force that carrots help people see better (which only applies to people with low levels of vitamin A). It could also be a reference to the myth of how carrots can help people see better at night. When throwing a splash of potion with the duration down, the duration of the potion will be reduced. This means that it is usually better to throw a splash of potion up for the duration. Even if night vision increases, still get the same amount of vision. It is impossible to increase night vision on Night Vision II to survive mode as it is on Creative because of the use of commands. In java edition, with the command / give &player' potion, it is possible to get an Uncraftable Elixir that does not give any effects of the condition. Gallery Videos Tactical Minecraft EP.01 (Retake) Cooking PotionsMinecraft Items Elixir bouncy community content is available under CC-BY-SA, unless otherwise stated. Chart of cooking potions (the most effective recipes, does not include a splash of potions). Recipes may vary in Bedrock Edition. Cooking is the process of creating potions, splash potions and lingering potions by adding various ingredients to water bottles in a brewing rack. Cooking potions [to adjust] By placing at least one or more bottles in the bottom three slots of the brewing interface, the ingredients in the upper slit, and the burning powder in the fuel hole, the player can distil the ingredients into each bottle and cook the potions that can be consumed to give effect to the player. Each potion starts with a water bottle, which is produced by filling a glass bottle at a water source or a pre-filled boiler. The next step is to add an essential ingredient to create a basic potion, usually a nether wart is used to create an embarrassing potion, and adding burning powder to the fuel slot. Cooking the effect of the ingredient into an embarrassing potion, in the same way, the player can create an elixir with a working effect. The modifier component (glowstone dust, redstone dust, or fermented spider eye) can be added to make the effect more intense or take longer, or change the effect completely. Gunpowder can be added to the potion at any stage to convert to a splash potion that can be thrown (or fired using a dispenser) to affect all players and crowds in the circuit. Dragon's breath can be added to a splash potion converted into a persistent potion that can be used to create a cloud that provides an effect as long as it stays. Each cooking step takes 20 seconds. Each piece of burning powder used provides fuel for cooking 20 batches of potions. The fuel is consumed when the cooking operation begins and does not recover if the operation is stopped prematurely by removing the potion component or bottle. Brewing equipment[edit] Name Icon Use brewing stand Used to add ingredients to water bottles. Boiler Each boiler can hold a bucket of water (after placement), fill 3 glass bottles, or in bedrock edition, hold 3 bottles' worth of one potion (after placement). It can hold water under hypothermia without evaporation. Blaze Powder Needed to fuel 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 boiler or a block of water source. Ingredients [edit] Basic folders and modifiers [edit] Basic ingredients are folders that can be added do &player' water bottle and are the starting point of all potions. Nether wart is the most basic essential ingredient as it is necessary to make the vast majority of potions. Modifiers are components that are used to change the properties of an elixir or to change the elixir effect to another. The fermented spider's eye is unique in that it is the only modifier that can turn a water bottle directly into an effective potion. Corrupt effect: The fermented spider's eye changes the basic effect of the potion, often reversing it or creating a negative elixir. A damaged potion usually does the opposite of the original potion. Damage to an extended or extended potion to an effect supported by the modifier results in an elixir with the same modifier used. Damage to the poison extended elixir / healing results in a basic elixir of damage. Extended potions of jumping or swiftness cannot be damaged. The invisibility elixir is considered a damaged version of the night vision elixir. Splash and lingering potions: Any potion can be converted into a splash potion, and subsequently a lingering potion. Splash and lingering potions can be best used to influence other bodies. Splash potions and persistent potions can be adjusted in the same way as their normal counterparts. For example, a splash of water bottle can be boiled with any of the basic ingredients; the result remains a splashing elixir. In Bedrock Edition, splash potions' effects have only three quarters of the duration of drinking form. For example, the drinking potion effect of 8:00 is reduced to 6:00 as a splash elixir. In Java Edition, splash and drinking forms have the same duration. Persistent potions have only one quarter of the duration of the drinking form. For example, the drinking potion effect of 8:00 is reduced to 2:00 as a persistent elixir. The effect of the ingredient [edit] Effect component imbue an embarrassing elixir with a special effect, but does not change the length of the potion or intensity. After adding directly to the water bottle, most of these ingredients produce a mundane elixir. The exception is the golden carrot, pufferfish, turtle shell, and phantom membrane, which can not be added directly to the water bottle. Elements [edit] In the Education Edition, or Bedrock Edition with educational features enabled, some elements can be used as cooking ingredients for drugs that eliminate specific negative effects of the condition. Cooking recipes [edit] Basic potions [edit] Basic potions are potions without effects, cooked by adding one basic ingredient to the water bottle. Of these, only an embarrassing elixir can be penetrated with the effect of the ingredient producing an elixir effect. Elixir reagent, the basic precursor to the embarrassing elixir effect elixir mundane elixir No coarse elixir No effect potions [edit] Effect potions are primarily created by adding the effect folder to the embarrassing elixir that is created by adding attic into a water bottle. Some effects require the potion to be damaged by a fermented spider eye. In addition, the potion of weakness can be created simply by adding a fermented spider eye to a water bottle. Positive Effects [edit] Elixir Reagent, Essential Enhanced Effects Elixir Healing - Elixir Healing Instant Health: Restores Health 4. Is enhanced:Instant Health II: Restores health at 8.08 am - Fire resistance: Provides immunity to damage caused by fires, lava, magma, bonfires and fires. 0:45 Regeneration Elixir (0:22) Regeneration: Restores health every 2.5 seconds. Advanced:Regeneration II: Restores health every 1.2 seconds. Power: Increases player melee attack damage 3. Enhanced:Strength II: Increases player melee attack damage by 6. 3:00 A.M. Speed Elixir: Increases speed, sprint speed and jump time by 20%. Extended:Speed II: Increases motion speed, sprint speed and jump length by 40%. 8:00 a.m. - Night vision: Everything appears to be at maximum light levels, including underwater areas. 3:00 A.M. Invisibility Elixir: Makes a Player Invisible. Equipped and controlled objects are still visible. 8:00 a.m. - Breathing water: Prevents the exhaustion of the oxygen rod underwater. Jump Elixir (3:00) Jump Elixir (8:00) Jump Elixir (1:30) Jump Boost: Increases jump height by 1.2 block. Advanced: Jump Boost II: Increases jump height by 1.14 blocks. 1:30 p.m. Negative Effects[edit] Elixir Reagent, Base(s) Enhanced Enhanced Effects Poison Elixir (0:45) Poison Elixir (1:30) Poison Elixir (0:21) Poison: Depletes health by 1 every 1.25 seconds. Advanced: Poison II: Depletes health by 1 every 0.4 seconds. 4:30 p.m. Elixir Damage - Elixir Damage Immediate Damage: Causes 6 damages. Enhanced:Instant Damage II: Causes 12 × 6 damages. 1:30 a.m. Enhanced:Slowness IV: Slows down the player to 40% speed. Mixed Effects[edit] Elixir Reagent, Basic Enhanced Effects Elixir Turtle Master (0:20) Elixir Turtle Mast(s) (0:40) Elixir Turtle Master (0:20) IV. Resistance III: Slows down the player to 40% speed and reduces incoming damage to 40%. Enhanced:Slowness VI, Resistance IV: Slows down the player to 10% speed and reduces incoming damage to 20%. Heals [edit] Treats are cooked from embarrassing potions using various elements. [Only subslot and education editions] These remove the specified bad effect when drunk. They cannot be edited into splash, persistent, enhanced, or improved versions. Unbrewable potions [edit] Elixir of happiness [Java Edition only] and the elixir of bankruptcy [Bedrock Edition only] can not be cooked, and can be obtained only through commands or creative inventory. In Bedrock Edition, potions of decay can be obtained from the boiler in the witch's shack. Video [edit] History [edit] Java Edition? The brewing system was originally supposed to be procedural, which means that recipes should have been different whenever one created the minecraft world. [1] 1.0.0Beta 1.9 Prerelease 2Conscientiously, the boiler was the place where the potions were cooked, even if the boilers were not assigned block ID, making potions unreachable except for modding boilers so that they could be obtained. When the boiler was obtained, the potions could be boiled by adding water to the boiler followed by some ingredients. Proper combined ingredients would have purely beneficial elixir effects and incorrect combinations would add negative effects. The system was complicated, lacked GUI, and formed many duplicate potions (i.e. two potions that were the same could be made in several different ways), so notch came up with a new method of cooking using a brewing booth. [2] Beta 1.9 Forecourt 3A Cooking GUI has been added and most duplicate potions have been removed (the total possible potions came down from 150 combinations of only 25 different potions in 31 combinations). Some effects on the condition available in the previous 1, 9 pre-releases as potions became inaccessible (e.g. Nausea, Blindness, and Invisibility). Beta 1.9 Preset 4Hady splash potions introduced, cooked by placing gunpowder and any potion together in a cooking rack. Glistering watermelon has been added as an ingredient for elixir healing; Ghost tear, which previously served this purpose, is now used for elixir regeneration instead. Converted some ingredients into base-secondary ingredients (spider eye, shiny watermelon and burning powder from a mundane potion when cooked into a water bottle in addition to its previous functions), bringing the potion to a total of 28 different potions in 35 combinations. 1.112w01aTimes for cooking potions has been reduced to 20 seconds. 1.4.212w34aBrewing recipes for night vision potions and invisibility added. 1.513w01aHoppers added that can move items to and from brewing stalls. 1.7.213w36aPotion water breathing added. 1.814w27aPotion jump added. 1.8.1pre1 The jump elixir can now be extended with the help of 1,915w31aGlowstone and redstone can no longer be added to improved or improved potions. Fermented spider eyes can no longer be added to the enhanced potions of speed or jumping, but they can still be added to the elongated potions of Poison.Potions of Weakness can no longer be done using a dense elixir, a mundate potion, an unpleasant elixir, an elixir of regeneration, or an elixir of Strength.Potions of slowness can no longer be done using the elixir of fire resistance. Damage potions can no longer be done using the water elixir Breathing.Removed reverted potions and extended mundane potion, as well as unused elixir ID. See Java Edition removed features § Potions for more information. Splash potions can now be created from all potions, including water bottles. 15w33aAdded lingering potions. 15w42aBlaze powder is now needed as fuel for cooking. 1.4.0beta 1.2.20.1Added four new potions known as drugs: antiem, potion, eye drops and tonic. 1.5.0beta 1.5.0.4Potion Turtle Master added. 1.6.0beta 1.6.0.5Potion slow fall added. Legacy Console Edition TU7CU1 1.0 Patch 1Added Potions and Cooking. TU14 1.04 Night vision elixirs and invisibility added. TU46CU36 1.38 Patch 15Section potions added. Blaze powder is now needed as fuel for cooking. Elixir type history[edit] Potions brewed in pothos (1.9 for2). [check code] Based on the information found in minecraft.jar/lang/en_US.lang, the current types of potion are listed below: Elixir speed (Speed) Slowness Elixir forces elixir of weakness healing (Instant Health for Gamers, Instant Damage for the Undead) Elixir of Damage (Instant Damage for Gamers, Instant Health for the Undead) Elixir Regeneration Elixir Fire Resistance Water Elixir Breathing Toxic Night Vision Elixir Invisibility Elixir Jump Elixir (Jump Boost) Slow Elixir Fall Elixir Turtle Master (Resistance and Slowness) Due to changes in the brewing system, these potions are currently not accessible: Elixir rush Elixir of solidity (Mining fatigue) Elixir nausea Elixir of Confusion (Blindness) Hunger Elixir Elixir Decline (Wither) Resistance Elixir Some potions also do not have a real name in Minecraft, and are currently not accessible: Elixir etion, healthBoost.postFix (Health Boost) Elixir etion.absorption.postFix (Absorption) Elixir etion.saturation.postFix (Saturation) Trivia [adjust] Splash elixir cooked using gunpowder. Brewing continues until at least one of the three bottom bottles of water or potions can be added. However, if the folder is removed, or the bottom three slots are emptied at any time during the process, the process stops and nothing is boiled. These three potions are not necessarily the same. Improving the effect of an elixir that has no time parameter (e.g. immediate health) with glowstone dust has no drawbacks. Improving the elixir time, which has no level II effect (e.g. fire resistance) with redstone has no drawbacks. Although he said that in Beta 1.9 Prerelease 3 there would be 161 possible different elixir combinations with 2653 in the future, in the actual third pre-release only 22 different potions could be made without the use of external programs. Of these, 19 potions had one of 8 different effects. Undead crowds do damage from potions healing, gain health from potions damage, and are not affected by potions and regeneration. By editing an NBT item using an editor or commands, it is possible to obtain an elixir that cannot be upgraded to a splash potion. The potion of weakness is the only potion with an effect that can be cooked without the need to have a wart. Brewing recipes are one of the few types of crafting that cannot be included in data packages. Gallery[edit] Texture file for 1.9 brewing user interface See also [edit] Crafting Enchanting Melting Reference [edit] Gameplay Gameplay