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Potion of infestation recipe

There are numerous potions in this Minecraft crafting game, which can grant powerful buffs, heal players, or even harm enemies. These potions are essential tools for survival whether exploring the Nether or battling mobs. This guide covers all potion recipes in both Java and Bedrock Editions, from basic brewing to crafting advanced Splash and Lingering Potions. It also highlights necessary recipes for making other potions. Some of these potions won't have any effect when consumed but are required for creating more complex potions. These include Water Bottle, Splash Water Bottle, and Lingering Water Bottle. On the other hand, potions like Potion of Healing and Potion of Regeneration can heal health or provide a buff when consumed. Splash Potions of Regeneration A splash potion that restores 18 health or 9 hearts every 22 seconds. Potion of Strength An item that increases melee damage. The amount depends on the type of potion. Lingering Potion of Strength A potion that increases melee damage for three minutes, depending on the potion and materials used. of Awkward Potion & Rabbit's Foot combination allows for increased jumping height and reduced fall damage, whereas the addition of specific potions enhances these effects. The most potent recipes include combining Awkward Potion with Dragon's Breath or adding Redstone Dust to enhance the duration. These Minecraft potion recipes have a twisted twist - they induce negative effects when consumed. The Potions of Poison and its variations are examples of this phenomenon. The Potion of Poison, created by mixing Awkward Potion with Spider Eye, causes tick damage up to 36 health or 18 hearts within 45 seconds. It's also impossible to kill while affected. The Splash Potion of Poison has the same effects but is brewed with Gunpowder, and the Lingering Potion of Poison combines Dragon's Breath for an extended duration. The Potions of Poison can be further enhanced by adding Redstone Dust, which increases the duration to 1 minute 30 seconds and amplifies the damage. However, it's worth noting that the Bedrock version takes the damage even higher. The Potion of Poison II is created by combining Glowstone Dust with Potion of Poison, causing tick damage up to 38 health or 19 hearts within a short time frame of -21 seconds (Java) or -22 seconds (Bedrock). Various potions and brews are listed, each with its own effects. These can be combined in various ways to create different results. - ****Slowness Potions****: - A combination of Potion of Slowness, Potion of Leaping, and Fermented Spider Eye lasts 1 minute 30 seconds, slowing down by 15%. - Another version with Splash Potion of Slowness and Gunpowder also lasts 1 minute 30 seconds, with the same effect. - Lingering Potion of Slowness combined with Dragon's Breath has the same duration and effect. - The combination of two or more potions with Redstone Dust or Gunpowder extends the duration to 4 minutes but still slows down by 15%. - ****Instant Damage Potions****: - A mix of Potion of Harming, Potion of Healing, and Fermented Spider Eye causes instant damage of 6 health or 3 hearts. - Another version with Potion of Poison has the same effect. - Combining Potion of Harming with Redstone Dust or Gunpowder increases the damage to 12 health or 6 hearts, doubling with each upgrade. - ****Weakness Potions****: - Mixing Water Bottle and Fermented Spider Eye reduces melee damage by 4 health or 2 hearts for 1 minute 30 seconds in Java versions. - In Bedrock versions, this combination reduces melee damage by 20% and 0.5 health or 0.25 heart for the same duration. - Similar combinations involving Potion of Strength have the same effects. - ****Infestation Potions****: - Combining Awkward Potion with Stone Block gives a 10% chance to spawn 1-2 Silverfish when hurt, lasting 3 minutes. These combinations and their effects are listed in detail above. When taking damage, there's a 10% chance of spawning 1-2 Silverfish. The Infestation potions, including the Lingering and Splash Potions combined with Dragon's Breath, have this effect for 3 minutes. Alternatively, the Oozing potions, made with Awkward Potion and Slime Block, cause the player to drop 2 Slimes upon death for 3 minutes. The Weaving potions, created with Cobweb, allow faster movement through cobwebs and drop cobwebs upon death. Wind Charging potions, made with Breeze Rod, create a Wind Charge explosion upon death. The Turtle Master potion slows down the user by 60% and reduces damage taken by 60% for 20 seconds when combined with Turtle Shell. Variations of this potion, including those with Redstone Dust and Glowstone Dust, offer extended or enhanced effects. Certain potions, such as the Potion of Luck, which increases luck by 1 point for 5 minutes, cannot be crafted and are only accessible through console commands or Creative Mode inventory in specific Minecraft editions. Other non-craftable potions include the Potion of Caring, moving the player towards the nearest mob, and the Potion of Sharing, causing random item drops, both obtainable only through console commands or Creative Mode. Potion of Decay: Damages health by 1 point every second for 40 seconds. Only found through console commands or Creative Mode inventory in Bedrock Edition. Uncraftable Potion: Placeholder item in Java Edition only. The recipes for making Potions require brewing Water Bottles or Awkward Potions with other ingredients using a Brewing Stand. The crafting station can be made with Blaze Rod x1 and Cobblestone x3. To brew, put Blaze Powder x1 in the fuel slot, then add Water Bottles, Awkward Potions, or other Potions to one of the slots at the bottom. Put the Potion recipe ingredient in the top slot and wait until the arrow bar is filled. Grab the crafted Potion from the bottom slot. Potions can also be obtained by killing mobs or by visiting specific locations. These locations include Witches, Wandering Traders, Piglins, Buried Treasure, End City, Ancient City, Snowy Biome, Swamp Biome, and Trial Chambers. Each location has a different chance of dropping unique Potions. The Potion of Infestation is a new item introduced in Minecraft 1.21 - Tricky Trials Update. It can be brewed using specific ingredients and adds the Infested effect for 3 minutes when consumed. 1. Materials Needed for Potion of Infestation To craft a Potion of Infestation (Infested), follow these steps: Open the Brewing Stand menu, add Blaze Powder to activate it, and then place ingredients in the top box. For this potion, you need water bottles, nether warts, and stones. First, put one water bottle in one of the bottom boxes. You can make up to 3 potions at a time by adding more water bottles. Next, add a nether wart to the top box. The brewing process will begin when bubbles turn white and the arrow turns white. Once the brewing is done, the nether wart will disappear, leaving you with an Awkward Potion that has no effects. Then, add a stone to the top box. After this step, you'll hear a "glug glug glug" sound, and the stone will vanish, leaving you with a Potion of Infestation (Infested) in your bottle. Minecraft Players Can Now Craft Potion of Infestation By Following Simple Steps In Minecraft, players can easily obtain the Stone block by placing cobblestone in a furnace with some fuel. They can then mine cobblestone using a pickaxe and proceed to craft the Potion of Infestation at the brewing stand. To do this, they need to open the brewing stand, activate it by adding blazing powder, and place Nether blocks and water bottles in specific slots. The crafting process involves several steps, including waiting for the progress indicator to complete. Once done, players will receive a Potion of Infestation. For the latest news and guides on Minecraft, Baldur's Gate 3, Starfield, ARK Survival Ascended, and other popular games, visit our website or follow Deltaia on Twitch and YouTube!

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