

# Horse Heal Potion

UP TO DATE FOR LITE RELEASE VERSION 1.20.1-

UNDER CONSTRUCTION - INFORMATION MAY BE INCOMPLETE

## Introduction

Horse heal potion is a healing item with a [regeneration](#) effect.

## Brewing



### Horse Heal Potion

In a brewing stand:

[Awkward Potion](#) (1)

[Glistening Melon](#) (1)

Requires a brewing stand with [blaze powder](#).

## Usage

[Right Click](#) a horse with the potion in hand to increase healing from 0.2  to 0.4  per second.

## Duration

Potions last for 15 seconds. Multiple applications only **resets** the duration, and does not extend it (stack).

## Uses

Potions have 8 total uses, every use reduces this by 1. At 0 the item is destroyed.

### More Information

#### Additional

- Potions can be used on tamed **or** untamed horses.

- Potions can be used, even if the horse is uninjured.
- Potions do not offer benefits to health skill or experience.
- **Potions cannot be used on any other entities.**

## Known Issues

You can report any mod issues to our bugs forum on [Discord](#) - please check for duplicate reports first!

## Changelog

### View Changes

This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
<a href="#">1.20.1</a>	<a href="#">1.1.1</a>	Page established - Information prior to <a href="#">1.1.1</a> is not specifically included but is likely the same.

Revision #9

Created 2026-04-12 14:44:24 UTC by Delphi

Updated 2026-05-07 12:07:43 UTC by Delphi