

Horse Heal Potion

Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

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

Brewing



Horse Heal Potion

[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 It is a log of wiki-related version information and may be outdated.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
<code>1.20.1</code>	<code>1.1.1</code>	Page established - Information prior to <code>1.1.1</code> is not specifically included but is likely the same.

Revision #11

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

Updated 2026-05-10 19:04:49 UTC by Delphi