XP Potions

Description: Experience (XP) potions improve a horse's points towards the respective skill area / levels of Horses.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	Yes (1 use)

Obtaining

Loot
XP Potions appear in loot containers such as in villages or dungeons, but most frequently in naturally generated SWEM structures (abandoned farmhouses).

Crafting
XP Potions cannot be crafted or brewed in survival.

Creative
XP Potions can be acquired from the creative menu, or with commands.

Jump 

Speed 

Health 

Affinity 

All 

Usage

Right-click on a SWEM Horse with an XP Potion to immediately convert them. Each potion will increase a horse's experience points by 750 with each potion in the respective skill.

- If a horse's level is maxed the potion will still be consumed, but have no effect.

- If a horse's level has less points until maxed than the potion offers, it will be consumed and no excess carried over.
- If a horse is untamed, XP potions cannot be used on them (no skills/stats).

XP Potions are single use and the entire bottle will be consumed.

Known Issues

If you find an issue, please report it to our bugs channel on Discord. We ask that you look to see if your issue was reported first!

Changelog

View Changes

> This is not a complete list of version changes / fixes. It is a changelog of relevant wiki-related version information.

MC Version	Release	Notes
1.20.1	1.20.1-1.3.2	XP potions increase skills by 750XP instead of 250 (rare and valuable).
1.18.2	1.18.2-1.0.0	XP Potions increase skills by 250XP instead of 50 (rare and valuable).

Data values

swem:jump_xp_potion
swem:speed_xp_potion
swem:health_xp_potion
swem:affinity_xp_potion
swem:all_xp_potion

Revision #13
Created 2021-12-10 00:45:05 UTC
Updated 2026-05-07 12:08:05 UTC by Delphi