

# XP Potions

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

## Details:

<b>Rarity color:</b>	Common
<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (64)
<b>Durability:</b>	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.

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## 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!

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## 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).

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## Data values

swem:jump\_xp\_potion

swem:speed\_xp\_potion

swem:health\_xp\_potion

swem:affinity\_xp\_potion

swem:all\_xp\_potion

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