

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 #12

Created 9 December 2021 14:45:05

Updated 7 November 2023 00:36:08 by Delphi