

# Spirits

The strong stuff - all distilled, most aged, and the trickiest to perfect.

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# Overview

The strong stuff. Every spirit is **distilled** in a brewing stand, most are aged, and they are the trickiest drinks to get right. Handle the high-proof ones with care. In-game each is named after a brand by quality - see each page for its ladder.

Drink	Ingredients	Distill	Barrel & age	Alc
<a href="#">Whiskey</a>	10 wheat	2	Spruce, 18 yrs	~26%
<a href="#">Rum</a>	18 sugar cane	2	Oak, 14 yrs	~30%
<a href="#">Vodka</a>	10 potato	3	none	~20%
<a href="#">Gin</a>	9 wheat + 6 blue flowers + 1 apple	2	none	~20%
<a href="#">Tequila</a>	8 cactus	2	Birch, 12 yrs	~20%
<a href="#">Calvados</a>	12 apple	3	Acacia, 6 yrs	~14%
<a href="#">Fire Whiskey</a>	10 wheat + 2 blaze powder	3	Spruce, 18 yrs	~28%
<a href="#">Mushroom Vodka</a>	10 potato + 3 red + 3 brown mushroom	5	none	~18%
<a href="#">Golden Vodka</a>	10 potato + 2 gold nugget	3	none	~20%
<a href="#">Absinthe</a>	15 grass	6	none	~42%
<a href="#">Green Absinthe</a>	17 grass + 2 poisonous potato	6	none	~46%

# Whiskey

A single-malt whiskey, long-aged in spruce for a smooth, warming spirit.

## Recipe

Property	Value
Ingredients	10 wheat
Ferment	10 minutes
Distill	2 runs
Barrel & age	Spruce · 18 years (~6 hrs)
Difficulty	7 / 10
Alcohol	~26%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Bell's**
- ?? **Jameson**
- ??? **Macallan**

In-game the bottle is named after the brand, with **Whisky** shown on the line beneath.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
whiskey:  
  name: Bell's/Jameson/Macallan  
  ingredients:  
    - WHEAT/10  
  cookingtime: 10  
  distillruns: 2  
  distilltime: 50  
  wood: 4  
  age: 18
```

color: ORANGE

difficulty: 7

alcohol: 26

lore:

- '&7Whisky'

# Rum

HellHold's sweet, strong signature spirit, with a faint warming kick.

## Recipe

Property	Value
Ingredients	18 sugar cane
Ferment	6 minutes
Distill	2 runs
Barrel & age	Oak · 14 years (~4½ hrs)
Difficulty	6 / 10
Alcohol	~30%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Lamb's**
- ?? **Captain Morgan**
- ??? **Mount Gay**

In-game the bottle is named after the brand, with **Rum** shown on the line beneath.

## Effects

A well-made Rum gives a brief touch of **Fire Resistance**; a botched one can leave you **Poisoned**.

“ Want to see it made start to finish? Follow the Worked Example.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

rum:

name: Lamb's/Captain Morgan/Mount Gay

ingredients:

- SUGAR\_CANE/18

cookingtime: 6

distillruns: 2

distilltime: 30

wood: 2

age: 14

color: DARK\_RED

difficulty: 6

alcohol: 30

lore:

- '&7Rum'

effects:

- FIRE\_RESISTANCE/1/20-100

- POISON/1-0/30-0

# Vodka

A clean, strong potato spirit - no barrel needed, just distill and drink.

## Recipe

Property	Value
Ingredients	10 potato
Ferment	15 minutes
Distill	3 runs
Barrel & age	No aging needed
Difficulty	4 / 10
Alcohol	~20%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Glen's**
- ?? **Smirnoff**
- ??? **Grey Goose**

In-game the bottle is named after the brand, with **Vodka** shown on the line beneath.

## Effects

A rough drink - expect a brief **Weakness** and a touch of **Poison** when you knock it back.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
vodka:  
  name: Glen's/Smirnoff/Grey Goose  
  ingredients:  
    - POTATO/10
```

cookingtime: 15

distillruns: 3

age: 0

color: WHITE

difficulty: 4

alcohol: 20

lore:

- '&7Vodka'

effects:

- WEAKNESS/15

- POISON/10

# Gin

A juniper-forward gin made with HellHold's custom blue flowers.

## Recipe

Property	Value
Ingredients	9 wheat + 6 blue flowers + 1 apple
Ferment	6 minutes
Distill	2 runs
Barrel & age	No aging needed
Difficulty	6 / 10
Alcohol	~20%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Gordon's**
- ?? **Bombay Sapphire**
- ??? **Hendrick's**

In-game the bottle is named after the brand, with **Gin** shown on the line beneath.

**Blue flowers** are a custom ingredient - use either a **cornflower** or a **blue orchid**.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
gin:  
  name: Gordon's/Bombay Sapphire/Hendrick's  
  ingredients:  
    - WHEAT/9  
    - blue-flowers/6  
    - APPLE/1  
  cookingtime: 6
```

distillruns: 2

color: 99ddff

difficulty: 6

alcohol: 20

lore:

- '&7Gin'

# Tequila

A desert spirit distilled from cactus and aged in birch.

## Recipe

Property	Value
Ingredients	8 cactus
Ferment	15 minutes
Distill	2 runs
Barrel & age	Birch · 12 years (~4 hrs)
Difficulty	5 / 10
Alcohol	~20%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Sierra**
- ?? **Jose Cuervo**
- ??? **Patrón**

In-game the bottle is named after the brand, with **Tequila** shown on the line beneath.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
tequila:  
  name: Sierra/Jose Cuervo/Patrón  
  ingredients:  
    - CACTUS/8  
  cookingtime: 15  
  distillruns: 2  
  wood: 1  
  age: 12  
  color: f5f07e
```

difficulty: 5

alcohol: 20

lore:

- '&7Tequila'

# Calvados

An apple brandy - distilled cider, aged in acacia. The refined step up from a simple cider.

## Recipe

Property	Value
Ingredients	12 apple
Ferment	16 minutes
Distill	3 runs
Barrel & age	Acacia · 6 years (~2 hrs)
Difficulty	5 / 10
Alcohol	~14%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Boulard**
- ?? **Père Magloire**
- ??? **Christian Drouin**

In-game the bottle is named after the brand, with **Apple Brandy** shown on the line beneath.

“ Get it wrong and it turns sour like acid; nail it for a smooth Calvados.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
apple_liquor:  
  name: Boulard/Père Magloire/Christian Drouin  
  ingredients:  
    - APPLE/12  
  cookingtime: 16
```

distillruns: 3

wood: 5

age: 6

color: BRIGHT\_RED

difficulty: 5

alcohol: 14

lore:

- '&7Apple Brandy'

# Fire Whiskey

Whiskey brewed with blaze powder for a genuinely fiery kick.

## Recipe

Property	Value
Ingredients	10 wheat + 2 blaze powder
Ferment	12 minutes
Distill	3 runs
Barrel & age	Spruce · 18 years (~6 hrs)
Difficulty	7 / 10
Alcohol	~28%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Hot Shot**
- ?? **Fireball**
- ??? **Goldschläger**

In-game the bottle is named after the brand, with **Cinnamon Whisky** shown on the line beneath.

## Effects

Drinking it gives a burning feeling in your mouth.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
fire_whiskey:  
  name: Hot Shot/Fireball/Goldschläger  
  ingredients:  
    - WHEAT/10
```

- BLAZE\_POWDER/2

cookingtime: 12

distillruns: 3

distilltime: 55

wood: 4

age: 18

color: ORANGE

difficulty: 7

alcohol: 28

lore:

- '&7Cinnamon Whisky'

drinkmessage: You get a burning feeling in your mouth

# Mushroom Vodka

A wild variant that literally glows, brewed with red and brown mushrooms.

## Recipe

Property	Value
Ingredients	10 potato + 3 red mushroom + 3 brown mushroom
Ferment	18 minutes
Distill	5 runs
Barrel & age	No aging needed
Difficulty	7 / 10
Alcohol	~18%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Toadstool**
- ?? **Spore Vodka**
- ??? **Glowcap Reserve**

In-game the bottle is named after the brand, with **Vodka** shown on the line beneath.

## Effects

Grants **Night Vision** and glows in the dark - but it is a rough ride, with Nausea and (on a bad batch) Blindness and Slowness.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
shroom_vodka:  
  name: Toadstool/Spore Vodka/Glowcap Reserve  
  ingredients:
```

- POTATO/10
- RED\_MUSHROOM/3
- BROWN\_MUSHROOM/3

cookingtime: 18

distillruns: 5

age: 0

color: ff9999

difficulty: 7

alcohol: 18

lore:

- '&7Vodka'

effects:

- WEAKNESS/80
- NAUSEA/27
- NIGHT\_VISION/50-80
- BLINDNESS/12-2
- SLOWNESS/10-3

# Golden Vodka

A premium vodka finished with gold nuggets for a shimmering result.

## Recipe

Property	Value
Ingredients	10 potato + 2 gold nugget
Ferment	18 minutes
Distill	3 runs
Barrel & age	No aging needed
Difficulty	6 / 10
Alcohol	~20%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Fool's Gold**
- ?? **Gold Rush**
- ??? **Au Vodka**

In-game the bottle is named after the brand, with **Vodka** shown on the line beneath.

## Effects

Like plain vodka, a poor batch can give **Weakness** and **Poison** - aim for the shimmering top tier.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

```
g_vodka:  
  name: Fool's Gold/Gold Rush/Au Vodka  
  ingredients:  
    - POTATO/10
```

- GOLD\_NUGGET/2

cookingtime: 18

distillruns: 3

age: 0

color: ORANGE

difficulty: 6

alcohol: 20

lore:

- '&7Vodka'

effects:

- WEAKNESS/28

- POISON/4

# Absinthe

A fearsome high-proof liquor distilled from grass - and genuinely poisonous.

## Recipe

Property	Value
Ingredients	15 grass
Ferment	3 minutes
Distill	6 runs
Barrel & age	No aging needed
Difficulty	8 / 10
Alcohol	~42%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? Hapsburg
- ?? Pernod
- ??? La Fée

In-game the bottle is named after the brand, with **Absinthe** shown on the line beneath.

## Effects

**Poisonous** - even a good batch will poison you. Drink with care.

“ Difficulty 8 and six distill runs make this one of the hardest brews to perfect.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

absinthe:

name: Hapsburg/Pernod/La Fée

ingredients:

- SHORT\_GRASS/15

cookingtime: 3

distillruns: 6

distilltime: 80

color: GREEN

difficulty: 8

alcohol: 42

lore:

- '&7Absinthe'

effects:

- POISON/15-25

# Green Absinthe

An even more dangerous absinthe spiked with poisonous potato - the strongest, deadliest brew on the server.

## Recipe

Property	Value
Ingredients	17 grass + 2 poisonous potato
Ferment	5 minutes
Distill	6 runs
Barrel & age	No aging needed
Difficulty	9 / 10
Alcohol	~46%

## Brands by quality

The closer you follow the recipe, the better the bottle - and the brand changes with it:

- ? **Gutrot**
- ?? **Wormwood**
- ??? **Green Fairy**

In-game the bottle is named after the brand, with **Absinthe** shown on the line beneath.

## Effects

Heavily **Poisonous** with a jolt of **Instant Damage**, plus a dose of **Night Vision**. The most dangerous drink here.

“ Difficulty 9 - the single hardest recipe. Handle with extreme care.

## Recipe config

The exact BreweryX `recipes.yml` entry for this drink:

gr\_absinthe:

name: Gutrot/Wormwood/Green Fairy

ingredients:

- SHORT\_GRASS/17
- POISONOUS\_POTATO/2

cookingtime: 5

distillruns: 6

distilltime: 85

color: LIME

difficulty: 9

alcohol: 46

lore:

- '&7Absinthe'

effects:

- POISON/25-40
- INSTANT\_DAMAGE/2
- NIGHT\_VISION/40-60