

Brewing

Brew beers, wines and spirits with BreweryX.

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How Brewing Works

The stages of brewing, from cauldron to cup.

Overview & Equipment

Brewing on Parus (powered by BreweryX) turns ordinary ingredients into beers, wines, spirits and more. It looks involved at first, but it is really just a short **process** — and once it clicks, it is simple.

A drink moves through up to **four steps**. Each step is an *action* you carry out with a particular *tool* — and not every drink uses every step:

Step	What you do	Tool you use
1. Ferment	Boil your ingredients in water	Cauldron + heat source
2. Distill	Purify spirits (spirits only)	Brewing stand + blaze powder
3. Age	Mature the brew in wood	Built wooden barrel
4. Drink	Enjoy it — and feel the effects	—

Beers, wines and meads skip distilling. Some quick drinks barely age at all. Spirits use the lot.

One fermentation makes a **batch of 3 bottles** — a full cauldron always fills three, no matter how many ingredients you add. The recipe amounts are for the whole batch, so you do not need to scale anything up.

The closer you follow a recipe — exact **fermenting time**, distill runs, barrel wood and aging time — the **higher the quality** of the result. Every finished drink is even stamped "**Brewed by** ".

What you will need

- **A cauldron** filled with **water**, over a **heat source** (fire, campfire, lava, or a magma block).
- **Glass bottles** to scoop out the brew — a full cauldron yields **3 bottles** per batch.
- **A brewing stand + blaze powder** — only for spirits that need distilling.
- **A built barrel** of the right wood — a small (8 wood stairs) or large (a bigger wood structure) barrel, registered with a sign reading `Barrel`. Plain Minecraft barrel blocks do **not** age brews.
- **A clock** (handy) — right-click the cauldron with one and it tells you how long it has been boiling.

Each step has its own page in this chapter. New to brewing? Start with **Fermenting**, then read the **Worked Example — Golden Rum** to see all four steps in action.

Fermenting

The first step in every brew is **fermenting** your ingredients. The tool you do it in is a **cauldron** of water over a heat source — think of the cauldron as your cooking pot, and fermenting as what happens inside it.

Setting up the cauldron

1. Place a **cauldron** and fill it with **water**.
2. Put a **heat source** directly underneath — a fire, campfire, lava, or magma block. The water starts to boil.

Fermenting

- **Right-click the cauldron** with each ingredient to drop it in, in the amounts the recipe calls for.
- Let it **boil for the recipe's time**, measured in real minutes. Coloured particles rise while it works.
- Check progress any time by **right-clicking the cauldron with a clock** — it tells you *"This cauldron has been boiling for X minutes."*

The longer it boils, the more it ferments — and the finished bottle's description will literally say how many minutes it **fermented** for.

Bottling

When the time is right, **right-click the cauldron with empty glass bottles** to fill them with the base brew.

Each fermentation makes a **batch of 3 bottles** — a full cauldron fills three and then empties, regardless of how many ingredients you added. The recipe's ingredient amounts are for the whole batch of three, not per bottle, so there is no need to multiply anything.

“ Timing matters: bottle too early or leave it boiling too long and the quality drops. Simple drinks like beer just need aging after this — spirits still need distilling.

Distilling

Some drinks need a second step: **distilling**. The tool is an ordinary **brewing stand** — the same one you use for potions. Spirits — whiskey, rum, vodka, gin, absinthe and the like — must be distilled. Beers, wines and meads do **not**; distilling those would ruin them.

How to distill

1. Place your fermented base-brew bottles into a **brewing stand**.
2. Fuel it with **blaze powder**, just like making potions.
3. The stand distills the brew. Each recipe needs a specific number of **distill runs** — keep distilling until you have hit that number.

The brewing stand processes all three bottle slots at once, so you can distill up to three brews together.

“ Too few or too many runs lowers the quality. Each recipe page in **Recipe Types** lists how many runs it wants.

Aging

After fermenting (and distilling, for spirits), most good drinks need time to **age**. The tool is a **wooden barrel** — and on the server you must build a proper barrel for this; a plain vanilla Minecraft barrel block will **not** age brews.

There are **two** kinds of built barrel. Both are made of wood and registered with a sign — the only real difference is **size**.

Small and large Brewery barrels

Small barrel

A compact built barrel — still a real structure, just much smaller than the large one.

- **Build it from 8 wooden stairs** in a barrel shape (see the left of the image above).
- Place a **sign** on it and write `Barrel` on any line to register it.
- Holds **9 brews**.

Large barrel

A big walk-up barrel structure for serious aging.

- **Build it from 16 wooden stairs, 18 wood planks and 5 fences** (the fences form the tap * legs; see the right of the image — it is roughly 4 blocks wide).
- Place a **sign** on it and write `Barrel` on any line to register it.
- Holds **27 brews**, and once registered you can open it by clicking **any** of its blocks.

When a barrel is registered you will get a confirmation message in chat. Open it, place your brew inside, close it, and come back later for the aged result.

Wood & time

- **Wood type matters.** Each recipe calls for a specific wood — oak, birch, spruce, dark oak, acacia, and so on — and you get it from the wood you **build the barrel out of**. The wrong wood changes the outcome, so build a barrel of each wood you brew with.
- **Aging is measured in "years."** On this server, **one year is about 20 real minutes or one full in-game day**. So a recipe asking for "14 years" needs roughly **4 to 5 hours** in the barrel.

“ Aging happens while you are away and when chunks are not loaded.

Wood types

Every barrel is built from a type of wood, and each recipe calls for a specific one (Any means it does not matter). When you read a drink's **Recipe config** block, the `wood:` field is a **number** — here is the key:

#	Wood	#	Wood
0	Any	7	Crimson
1	Birch	8	Warped
2	Oak	9	Mangrove
3	Jungle	10	Cherry
4	Spruce	11	Bamboo
5	Acacia	12	Cut Copper
6	Dark Oak	13	Pale Oak

A recipe with no `wood` / `age` at all (or `age: 0`) needs **no barrel** — bottle it and drink it straight after fermenting/distilling.

Quality & Sealing

Quality

Finished drinks come out **bad, normal, or good** (shown as a star rating). Quality depends on how precisely you matched the recipe at **every** step:

- How long it **fermented** in the cauldron
- Number of **distill runs**
- Barrel **wood type**
- **Years aged**

Each recipe also has a **difficulty** — high-difficulty drinks like absinthe or whiskey demand tight precision, while a simple beer is forgiving.

A finished brew label shows its **name, quality stars, an alcohol indicator, and "Brewed by "** — so a perfectly-aged spirit always carries the name of whoever made it.

Sealing

Sealing locks a brew in its current state. It is the tool for **shops, trades and gifts** — a sealed brew:

- Becomes **static** — it stops aging and will never change again, so a perfect brew stays perfect forever.
- **Stacks** with other identical sealed brews, making it tidy to store and sell.
- **Hides its exact alcohol %** (it still shows "Alcoholic", just not the number).

The Brew Sealing Table

Sealing is done at a **Brew Sealing Table** — a block you craft yourself. It is its own separate item, **not** a normal smoker, so your ordinary smokers keep working for cooking as usual.

Craft it with **2 glass bottles over 4 wood planks** (any wood):

Bottle	Bottle
Plank	Plank
Plank	Plank

Place it down and **right-click** it to open the sealer, then drop your brews in — they come out **sealed**.



Only seal a brew once you are happy with it — sealing is permanent and stops it aging any further.

Drinking & Getting Drunk

Brewing is only half the fun — drinking has real effects.

Getting drunk

Alcoholic brews raise your **drunkenness**, and stronger drinks raise it faster:

- Your screen **stumbles and wobbles** as you walk.
- Your **chat gets slurred** — and so do private messages.
- Drink too much and you will **throw up**, and the very drunk may be **unable to log back in** until they sober up.

Effects

Many brews carry **potion effects**, good or bad — coffee gives a speed boost, fire whiskey warms you, and absinthe is genuinely poisonous. Check a recipe before downing a bottle.

Sobering up

- **Eat bread** or **drink milk** to bring your drunkenness down quickly.
- Otherwise it wears off on its own over time, and heavy sessions leave a lingering **hangover**.

“ It is all part of the roleplay — but pace yourself, especially before a big build or a dragon run.

Worked Example — Golden Rum

Let us brew a batch of **Rum** from scratch — it uses every step, so it is a perfect tour of the whole process.

The recipe: 18 sugar cane · ferment 6 min · distill 2 runs · age 14 years in **oak** · difficulty 6 · ~30% alcohol.

1. Ferment

Fill a cauldron with water and light a fire beneath it. Right-click the cauldron to add **18 sugar cane**, then let it boil for **6 minutes** (check with a clock). Right-click with **glass bottles** to scoop out the base brew.

2. Distill

Pop the bottles into a **brewing stand** with **blaze powder** and distill for **2 runs**.

3. Age

Seal the distilled brew in an **oak barrel** and leave it for **14 years** — about **4 to 5 hours** of real time.

4. Enjoy

Open the barrel to collect your **Golden Rum**. Nail the fermenting time, distill runs and aging and you get a top-quality "Golden Rum" at ~30% alcohol, with a warming hint of fire resistance — stamped "Brewed by you."

“ Rum is **moderately tricky** (difficulty 6), so precision pays off. Off by a bit and you will get "Bitter Rum" or "Spicy Rum" instead — still drinkable, just not the good stuff.

Beers & Ciders

Easy session drinks - no distilling, just ferment then a short age.

Overview

The gentlest brews on the menu - none are distilled, you just ferment then age them. Low in alcohol and forgiving, they are the best place to start. In-game each brew is named after a real-world brand depending on its quality (cheap to premium) - see each page for its brand ladder.

Drink	Ingredients	Barrel & age	Alc
Beer	6 wheat	Any, 3 yrs	~6%
Wheatbeer	3 wheat	Birch, 2 yrs	~5%
Darkbeer	6 wheat	Dark Oak, 8 yrs	~7%
Apple Cider	14 apple	Any, 3 yrs	~7%

Beer

The classic. Simple ingredients, forgiving to make, and it goes with everything.

Recipe

Property	Value
Ingredients	6 wheat
Ferment	8 minutes
Distill	Not distilled
Barrel & age	Any wood · 3 years (~1 hr)
Difficulty	1 / 10
Alcohol	~6%

Brands by quality

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

- ? **Carling**
- ?? **Heineken**
- ??? **Peroni**

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

“ Any wood works for the barrel, so age it in whatever you have to hand.

Recipe config

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

```
beer:  
  name: Carling/Heineken/Peroni  
  ingredients:  
    - WHEAT/6
```

cookingtime: 8
distillruns: 0
wood: 0
age: 3
color: ffd333
difficulty: 1
alcohol: 6
lore:
- '&7Lager'

Wheatbeer

A light, refreshing wheat beer and the gentlest brew on the menu - a perfect first attempt.

Recipe

Property	Value
Ingredients	3 wheat
Ferment	8 minutes
Distill	Not distilled
Barrel & age	Birch · 2 years (~40 min)
Difficulty	1 / 10
Alcohol	~5%

Brands by quality

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

- ? **Blue Moon**
- ?? **Hoegaarden**
- ??? **Erdinger**

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

“ Difficulty 1 makes this very forgiving - a great recipe to learn the ropes.

Recipe config

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

```
wheatbeer:  
  name: Blue Moon/Hoegaarden/Erdinger  
  ingredients:  
    - WHEAT/3
```

cookingtime: 8

distillruns: 0

wood: 1

age: 2

color: ffb84d

difficulty: 1

alcohol: 5

lore:

- '&7Wheat Beer'

Darkbeer

A darker, roasted beer that rewards a longer rest in dark oak.

Recipe

Property	Value
Ingredients	6 wheat
Ferment	8 minutes
Distill	Not distilled
Barrel & age	Dark Oak · 8 years (~2½ hrs)
Difficulty	2 / 10
Alcohol	~7%

Brands by quality

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

- ? **Newcastle Brown**
- ?? **Guinness**
- ??? **Fuller's Porter**

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

Recipe config

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

```
darkbeer:  
  name: Newcastle Brown/Guinness/Fuller's Porter  
  ingredients:  
    - WHEAT/6  
  cookingtime: 8  
  distillruns: 0  
  wood: 6  
  age: 8
```

color: '650013'

difficulty: 2

alcohol: 7

lore:

- '&7Stout'

Apple Cider

Crisp, quick and easy - a big batch of apples and a short rest.

Recipe

Property	Value
Ingredients	14 apple
Ferment	7 minutes
Distill	Not distilled
Barrel & age	Any wood · 3 years (~1 hr)
Difficulty	4 / 10
Alcohol	~7%

Brands by quality

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

- ? **Frosty Jack's**
- ?? **Strongbow**
- ??? **Aspall**

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

Recipe config

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

```
cidre:  
  name: Frosty Jack's/Strongbow/Aspall  
  ingredients:  
    - APPLE/14  
  cookingtime: 7  
  distillruns: 0  
  wood: 0  
  age: 3
```

color: f86820

difficulty: 4

alcohol: 7

lore:

- '&7Cider'

Wines & Meads

Fruit wines and honey meads - aged, never distilled.

Overview

Fruit wines and honey meads. None are distilled - they just ferment and then age, some for a very long time. In-game each is named after a brand by quality - see each page for its ladder.

Drink	Ingredients	Barrel & age	Alc
Red Wine	5 sweet berries	Any, 20 yrs	~8%
White Wine	5 glow berries	Any, 16 yrs	~9%
Rosé	3 sweet berries + 2 glow berries	Any, 10 yrs	~8%
Mead	6 sugar cane	Oak, 4 yrs	~9%
Apple Mead	6 sugar cane + 2 apple	Oak, 4 yrs	~11%

Red Wine

A full-bodied red from sweet berries that demands real patience - the longest age of any brew here.

Recipe

Property	Value
Ingredients	5 sweet berries
Ferment	5 minutes
Distill	Not distilled
Barrel & age	Any wood · 20 years (~6½ hrs)
Difficulty	4 / 10
Alcohol	~8%

Brands by quality

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

- ? **Echo Falls**
- ?? **Hardys**
- ??? **Château Margaux**

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

“ 20 years is a ~6½-hour real-time wait - start it before a long session or leave it aging overnight.

Recipe config

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

```
wine:  
  name: Echo Falls/Hardys/Château Margaux  
  ingredients:
```

- SWEET_BERRIES/5

cookingtime: 5

distillruns: 0

wood: 0

age: 20

color: RED

difficulty: 4

alcohol: 8

lore:

- '&7Red Wine'

White Wine

A crisp, pale white wine pressed from glow berries.

Recipe

Property	Value
Ingredients	5 glow berries
Ferment	5 minutes
Distill	Not distilled
Barrel & age	Any wood · 16 years (~5? hrs)
Difficulty	4 / 10
Alcohol	~9%

Brands by quality

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

- ? Blossom Hill
- ?? Oyster Bay
- ??? Cloudy Bay

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

“ Glow berries give it its pale golden colour - gather them from lush caves.

Recipe config

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

```
white_wine:  
  name: Blossom Hill/Oyster Bay/Cloudy Bay  
  ingredients:  
    - GLOW_BERRIES/5
```

cookingtime: 5
distillruns: 0
wood: 0
age: 16
color: f3e6a8
difficulty: 4
alcohol: 9
lore:
- '&7White Wine'

Rosé

A blush wine - a blend of sweet berries and glow berries gives it its pink finish.

Recipe

Property	Value
Ingredients	3 sweet berries + 2 glow berries
Ferment	5 minutes
Distill	Not distilled
Barrel & age	Any wood · 10 years (~3? hrs)
Difficulty	4 / 10
Alcohol	~8%

Brands by quality

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

- ? **Echo Falls Rosé**
- ?? **Mateus**
- ??? **Whispering Angel**

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

Recipe config

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

```
rose:  
  name: Echo Falls Rosé/Mateus/Whispering Angel  
  ingredients:  
    - SWEET_BERRIES/3  
    - GLOW_BERRIES/2  
  cookingtime: 5  
  distillruns: 0  
  wood: 0
```

age: 10

color: f4a6b8

difficulty: 4

alcohol: 8

lore:

- '&7Rosé'

Mead

Golden and sweet, brewed from sugar cane - quick to ferment and lovely aged in oak.

Recipe

Property	Value
Ingredients	6 sugar cane
Ferment	3 minutes
Distill	Not distilled
Barrel & age	Oak · 4 years (~80 min)
Difficulty	2 / 10
Alcohol	~9%

Brands by quality

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

- ? Lindisfarne
- ?? Lyme Bay
- ??? Moniack

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

“ A top-quality batch has a distinct golden shine.

Recipe config

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

```
mead:  
  name: Lindisfarne/Lyme Bay/Moniack  
  ingredients:  
    - SUGAR_CANE/6
```

cookingtime: 3

distillruns: 0

wood: 2

age: 4

color: ORANGE

difficulty: 2

alcohol: 9

lore:

- '&7Mead'

Apple Mead

Mead with a crisp apple twist - and a surprising gift for divers.

Recipe

Property	Value
Ingredients	6 sugar cane + 2 apple
Ferment	4 minutes
Distill	Not distilled
Barrel & age	Oak · 4 years (~80 min)
Difficulty	4 / 10
Alcohol	~11%

Brands by quality

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

- ? Old Orchard
- ?? Lyme Bay Cyser
- ??? Moniack Apple

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

Effects

Grants **Water Breathing** - handy to down before a dive.

Recipe config

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

```
ap_mead:  
  name: Old Orchard/Lyme Bay Cyser/Moniack Apple  
  ingredients:
```

- SUGAR_CANE/6

- APPLE/2

cookingtime: 4

distillruns: 0

wood: 2

age: 4

color: ORANGE

difficulty: 4

alcohol: 11

lore:

- '&7Apple Mead'

effects:

- WATER_BREATHING/1-2/150

Spirits

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

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
Whiskey	10 wheat	2	Spruce, 18 yrs	~26%
Rum	18 sugar cane	2	Oak, 14 yrs	~30%
Vodka	10 potato	3	none	~20%
Gin	9 wheat + 6 blue flowers + 1 apple	2	none	~20%
Tequila	8 cactus	2	Birch, 12 yrs	~20%
Calvados	12 apple	3	Acacia, 6 yrs	~14%
Fire Whiskey	10 wheat + 2 blaze powder	3	Spruce, 18 yrs	~28%
Mushroom Vodka	10 potato + 3 red + 3 brown mushroom	5	none	~18%
Golden Vodka	10 potato + 2 gold nugget	3	none	~20%
Absinthe	15 grass	6	none	~42%
Green Absinthe	17 grass + 2 poisonous potato	6	none	~46%

Spirits

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'

Spirits

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

Spirits

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

Spirits

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'

Spirits

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'

Spirits

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'

Spirits

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

Spirits

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

Spirits

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

Spirits

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

Spirits

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

Other Brews

Coffees, soft drinks and a festive liqueur - including the brews that sober you up.

Overview

Not everything has to get you drunk. The coffees have **negative alcohol**, so they actively **sober you up** - the bartender's go-to hangover cure. Most here are non-alcoholic; [Eggnog](#) is the boozy exception. In-game each is named after a brand by quality.

Drink	Ingredients	Alc	Effect
Coffee	12 cocoa beans + 2 milk	Sobering	Speed + Regen
Iced Coffee	8 cookies + 4 snowballs + milk	Sobering	Speed + Regen
Hot Chocolate	3 cookies	None	Haste
Eggnog	5 eggs + 2 sugar + milk	~10%	Festive (alcoholic)

Other Brews

Coffee

A hot pick-me-up - and the bartender's secret for sobering up.

Recipe

Property	Value
Ingredients	12 cocoa beans + 2 milk
Ferment	2 minutes
Distill	Not distilled
Barrel & age	No aging needed
Difficulty	3 / 10
Alcohol	Sobering (lowers drunkenness)

Brands by quality

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

- ? **Nescafé**
- ?? **Costa**
- ??? **Lavazza**

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

Effects

Gives **Speed** and **Regeneration**, and lowers your drunkenness - the go-to cure after a heavy night.

Recipe config

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

```
coffee:  
  name: Nescafé/Costa/Lavazza  
  ingredients:
```

- COCOA_BEANS/12

- MILK_BUCKET/2

cookingtime: 2

color: BLACK

difficulty: 3

alcohol: -6

lore:

- '&7Coffee'

effects:

- REGENERATION/1/2-5

- SPEED/1/30-140

Other Brews

Iced Coffee

Coffee served cold, with the same sobering kick.

Recipe

Property	Value
Ingredients	8 cookies + 4 snowballs + 1 milk
Ferment	1 minute
Distill	Not distilled
Barrel & age	No aging needed
Difficulty	4 / 10
Alcohol	Sobering (lowers drunkenness)

Brands by quality

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

- ? **Iced Latte**
- ?? **Starbucks**
- ??? **Emmi**

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

Effects

Gives **Speed** and **Regeneration**, and clears your head even faster than hot coffee.

Recipe config

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

```
iced_coffee:  
  name: Iced Latte/Starbucks/Emmi  
  ingredients:
```

- COOKIE/8
- SNOWBALL/4
- MILK_BUCKET/1

cookingtime: 1

color: BLACK

difficulty: 4

alcohol: -8

lore:

- '&7Iced Coffee'

effects:

- REGENERATION/30
- SPEED/10

Other Brews

Hot Chocolate

A cosy, non-alcoholic warmer.

Recipe

Property	Value
Ingredients	3 cookies
Ferment	2 minutes
Distill	Not distilled
Barrel & age	No aging needed
Difficulty	2 / 10
Alcohol	None (non-alcoholic)

Brands by quality

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

- ? **Options**
- ?? **Cadbury**
- ??? **Hotel Chocolat**

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

Effects

Gives **Haste** - a sweet little mining boost.

Recipe config

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

```
hot_choc:  
  name: Options/Cadbury/Hotel Chocolat  
  ingredients:
```

- COOKIE/3

cookingtime: 2

color: DARK_RED

difficulty: 2

lore:

- '&7Hot Chocolate'

effects:

- HASTE/40

Other Brews

Eggnog

A festive egg liqueur - mildly alcoholic despite the cosy name.

Recipe

Property	Value
Ingredients	5 eggs + 2 sugar + 1 milk
Ferment	2 minutes
Distill	Not distilled
Barrel & age	Any wood · 3 years (~1 hr)
Difficulty	4 / 10
Alcohol	~10%

Brands by quality

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

- ? **Supermarket Eggnog**
- ?? **Advocaat**
- ??? **Warninks**

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

Made with raw egg. It is genuinely alcoholic, which is why it sits among the brews rather than the soft drinks.

Recipe config

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

```
eggnog:  
  name: Supermarket Eggnog/Advocaat/Warninks  
  ingredients:  
    - EGG/5  
    - SUGAR/2  
    - MILK_BUCKET/1  
  cookingtime: 2
```

age: 3

color: ffe680

difficulty: 4

alcohol: 10

lore:

- '&7Egg Liqueur'