

Consumable Effects

What each brew and food item does when used.

- [Brew Effects](#)
- [Food Effects](#)

Brew Effects

All brews are crafted at the Crafting Table and consumed by pressing **E** on the brew entity, or using it from your inventory. Each brew is a one-time use — it is destroyed when you drink it.

Brew	Effect	Duration
+20 Health Brew	Instantly restores up to 20 HP. Cannot exceed your maximum health.	Instant
+20 Armor Brew	Instantly adds up to 20 armor points. Cannot exceed your maximum armor.	Instant
+20 Speed Brew	Increases both walk speed and run speed by 20% of your base values. Speeds return to normal when the timer expires.	120 s
Guinness	Applies a motion blur screen effect and periodically jolts your view angle — simulating a drunk effect.	60 s
THC Lean	Applies a purple tint + motion blur to your screen. Reduces walk and run speed by 20%. Regenerates 2 HP every 5 seconds (while below max health). All effects end together when the timer expires.	180 s
X Hackphone Cooldown	Immediately removes your active hackphone cooldown timer.	Instant
Magic Sword Recharge	Resets the Sewer Sword weapon power to 100 and clears its cooldown.	Instant

Food Effects

Food	Effect	Notes
Tinned Tuna	Press E on the Tinned Tuna entity (or use it from inventory) to restore 10 HP , capped at your maximum health.	Can also be sold to the market NPC for money instead of consuming it. Stackable (up to 10 per inventory slot).