

Drugs

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Overview

A Drug is an item which you can use in order to receive a range of special effects. Each drug has its own effects, and this is accompanied with the risk of addiction and overdose. Each drug uses up your drug cooldown. Find key details below.

- You cannot use another drug while under the effect of a previous one. You can check how much time is left by checking the cooldowns command.
- Any drug that increases your happiness above your natural maximum will reset back to your natural maximum every quarter-hour and on the hour. For example: xx:00, xx:15, xx:30, xx:45
- [Overdosing](#) on drugs will increase the cooldown
- Drugs can be found abroad as well as on the auction house.
- Your level of [addiction](#) does affect your chance to overdose, however overdosing without being addicted is still possible.

Drugs

Effects & Cooldown	Overdose Effects
Xanax	

<ul style="list-style-type: none"> • +250 Energy • +100 Happy • -25% Battle Stats <p>Cooldown: 360 - 480 minutes</p>	<ul style="list-style-type: none"> • -100% Energy, Happy & Adrenaline • Hospital: 2000 - 5000 minutes • -25% Battle Stats <p>Cooldown: 1200 - 1800 minutes</p>
Ecstasy	
<ul style="list-style-type: none"> • Doubles Happy • +15% Speed <p>Cooldown: 240 - 320 minutes</p>	<ul style="list-style-type: none"> • -100% Energy & Happy • Hospital: 360 - 480 minutes <p>Cooldown: 720 - 1080 minutes</p>
Lean	
<ul style="list-style-type: none"> • -20% Strength & Speed • +35% Defence & Dexterity <p>Cooldown: 120 - 160 minutes</p>	<ul style="list-style-type: none"> • -100% Energy, Happy & Adrenaline • Hospital: 180 - 300 minutes <p>Cooldown: 480 - 720 minutes</p>
Vicodin	
<ul style="list-style-type: none"> • +25% Battle Stats • +25% Maximum Health <p>Cooldown: 120 - 160 minutes</p>	<ul style="list-style-type: none"> • -150 Happy • Hospital: 600 - 840 minutes <p>Cooldown: 720 - 960 minutes</p>
LSD	
<ul style="list-style-type: none"> • +30% Strength • +45% Defence • +25% Speed & Dexterity • +50 Energy • +350 Happy • +5 Adrenaline <p>Cooldown: 420 - 560 minutes</p>	<ul style="list-style-type: none"> • -100% Energy & Adrenaline • -50% Happy • -30% Strength • -45% Defence • -25% Speed & Dexterity • Hospital: 1500 - 2000 minutes <p>Cooldown: 1200 - 1800 minutes</p>
Painkillers	
<ul style="list-style-type: none"> • +50% Maximum Health • +50% Health <p>Cooldown: 120 - 160 minutes</p>	<ul style="list-style-type: none"> • -100% Energy & Adrenaline • Hospital: 600 - 840 minutes <p>Cooldown: 480 - 720 minutes</p>
Cannabis	

<ul style="list-style-type: none"> • +25% Crime EXP • -20% Strength • -25% Defence • -35% Speed • +5 Adrenaline <p>Cooldown: 60 - 80 minutes</p>	<ul style="list-style-type: none"> • -100% Adrenaline • -35% Happy • -50% Crime EXP • -30% Strength • Hospital: 240 - 360 minutes <p>Cooldown: 240 - 420 minutes</p>
Crack	
<ul style="list-style-type: none"> • -20% Dexterity • +20% Speed <p>Cooldown: 180 - 240 minutes</p>	<ul style="list-style-type: none"> • 100% Energy, Happy & Adrenaline • Hospital: 360 - 600 minutes <p>Cooldown: 450 - 660 minutes</p>

Addiction

Each type of drug will give you a different level of addiction. Addiction effects occur once you have reached a particular level of addiction. These effects last long term, and will directly affect your [Battle Stats](#).

Aside from the [Battle Stats](#) debuff, additional negative consequences. These are:

- You will be kicked from any education you are enrolled in after 3 - 10% [Battle Stats](#) debuff.
- Job effectiveness in the city will drop

Overdosing

Any time a drug is taken, there is a small chance to overdose on said drug. When this happens, the player will receive an event saying whenever they have overdosed.

Currently, all drugs share a single overdose effect, and they all come with an extended drug cooldown and hospital time. Each drug currently has the same overdose rate. This will change in the near future.

Overdose chances can be slightly reduced by keeping your addiction level low to none.

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