

Items

The items section outlines unique (new) items added by the SWPM mod.

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Healing Items

Description: Healing Items are a group of items that can heal passive mobs and the player.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)
Durability:	Yes (Single Use)

Obtaining

Loot Spawn

Healing items can spawn in loot containers around the world; villages, dungeons, and loot containers provided by other mods.

Crafting

Salve

Salve is crafted with Honey Bottle and Slime. It can be used with a Bandage to make a Medicated Bandage.

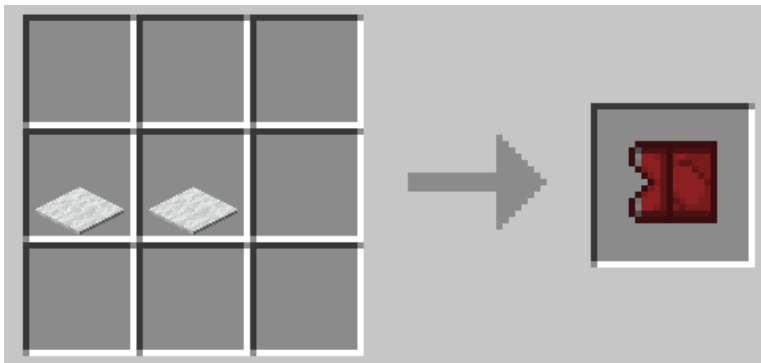
It heals 2 full Hearts (4 Health).



Bandage

A Bandage is made by using 2 White Carpets. Salve can be added to the Bandage to make a Medicated Bandage.

It heals 1 full Heart (2 Health).



Medicated Bandage

A Medicated Bandage is made with a Bandage and Salve.

It heals 3 full Hearts (6 Health).



Usage

Right click and hold to apply to self. Right click to a passive mob to heal it.

Paint Filler

Description: Paint Filler is an item that can be used to increase the amount of color dyes.

Details:

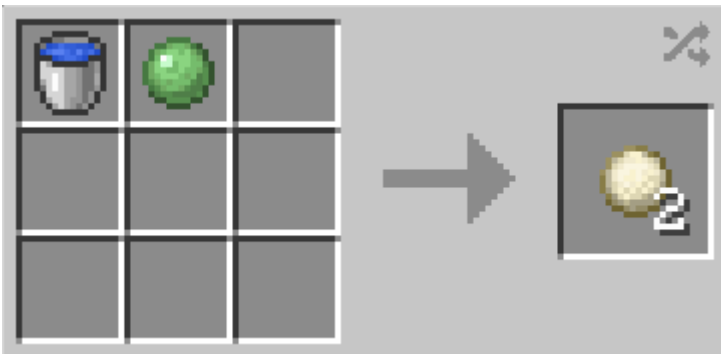
Rarity color:	Common
Renewable:	Yes
Stackable:	Yes (64)

Obtaining

Crafting

Paint Filler can be crafted with 1 Water Bucket and 1 Slime

Paint Filler can also be crafted with Star Worm Goop from SWLM and SWEM.



Usage

Crafting ingredient

Paint Filler can be combined with any dye to produce 4 dyes of that color.



Data values

Mercy Blade

Description: Mercy Blade offers a humane one-hit kill to passive entities.

Details:

Rarity color:	--
Renewable:	--
Stackable:	--
Durability:	--

Obtaining

Crafting

A mercy blade can be crafted with 1 Bone and 1 Poppy.



Usage

Left click a passive mob with a mercy blade in hand to use it. This offers a one-hit kill and the animal will not make any sound that is usually produced when harmed. Normal mob loot will be dropped.

Mercy blades can be enchanted with Looting in an enchanting table, or combined with an enchanted book in an anvil.

This item effects **PASSIVE** mobs **ONLY**. This item does not affect any mob classified as Aggressive.

Known Issues

- `1.21.1` Mercy blades do not one-hit kill pigs. [Bug Report](#)
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Data values

Knapsack

Description: A dyeable backpack with one chest worth of inventory slots. Designed to be cheap for beginning game, perfect for starter equipment. There are currently no upgrades for the knapsack so there are no effects to gameplay besides moderate convenience.

Details:

Rarity color:	Common
Renewable:	Yes
Stackable:	No
Durability:	None

Obtaining

Knapsacks come in a single Brown color variant but can be dyed.

1 Knapsack can be crafted with 1 Dried Kelp, 2 Leather, and 1 Chest.



Usage

Open via right click when in hand.

Currently no curios compatibility or model for wearing on one's back.

[Knapsack]

Additional

N/A