

# Healing Items

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

**Details:**

<b>Rarity color:</b>	Common
<b>Renewable:</b>	Yes
<b>Stackable:</b>	Yes (64)
<b>Durability:</b>	Yes (Single Use)

## Obtaining

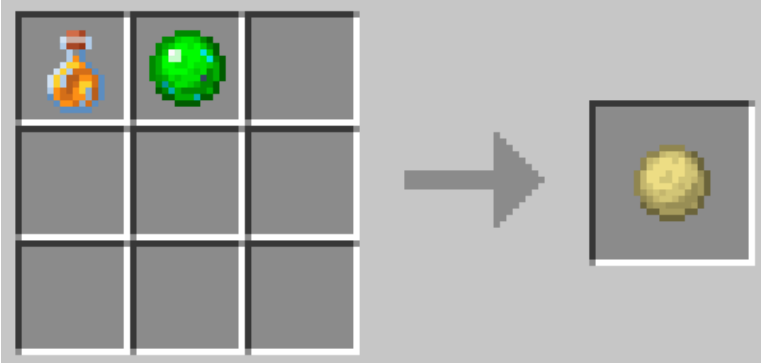
**Loot Spawn**

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

**Crafting**

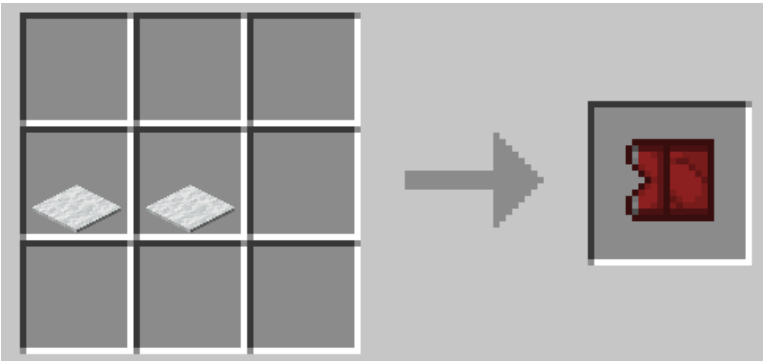
**Salve**

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.