


Healing Axe

The **Healing Axe** is an unbreakable axe that quickly refills the player's hunger and saturation when held. It can also heal mobs (other than villagers) by hitting them with the axe at the cost of hunger. There are two ways to obtain the healing axe. The first is through the "Hunger No More" quest which exchanges every type of garden and a variety of high-tier foods for the axe, but that requires going to the nether for the necessary nether gardens. The second is crafting it directly with unstable ingots and obsidian rods, but that requires killing a Wither for a division sigil. Therefore, the healing axe is only obtainable in the Steam Age, but the player can (and should) work towards obtaining one while searching for food in the Stone Age.

Healing Axe



Mod	Extra Utilities
Tooltip Text	+6 Attack Damage
Relevant Quest	Hunger No More
Tier	Stone

Hunger No More Quest

This is an infamously difficult beginner's quest. Players need to collect all 13 types of Gardens, cook batches of 6 different complex foods, and prepare at least 4 stacks of tofu. Furthermore, the quest consumes all of the inputs and leaves the player with nothing until they finally obtain the healing axe. The following is a list of all the required materials. The high-level cost breakdown is everything explicitly required by the quest and the low-level cost breakdown is everything in terms of raw materials, reduced to the minimum number of unique ingredients (ie. meats are replaced with tofu). Those in **bold** are difficult/unique to obtain and are explained in more detail below.

High-Level Cost Breakdown	Low-Level Cost Breakdown	Required Tools
<ul style="list-style-type: none"> 8 Leafy Garden 8 Mushroom Garden 8 Stalk Garden 8 Textile Garden 8 Tropical Garden 8 Nether Garden 8 Ground Garden 8 Berry Garden 8 Desert Garden 8 Grass Garden 8 Gourd Garden 8 Herb Garden 8 Water Garden 128 Firm Tofu 128 Silken Tofu 20 Delighted Meal 20 Hearty Breakfast 20 Rainbow Curry 20 Supreme Pizza 20 Sausage in Bread 20 Beef Wellington 	<ul style="list-style-type: none"> 656 Buckets of Water^[1] 396 Soybeans 160 Barley (or wheat)^[2] 60 Onion 60 Spice Leaf 60 Tomato 40 Apple (or other fruit/berry) 40 Potato 40 Buckets of Milk 20 Lettuce 20 Spinach 20 White Mushroom (or other mushroom) 20 Bell Pepper 20 Chili Pepper 20 Rice 20 Coconut 20 Maple Syrup 20 Snowball 20 Grass 20 Dandelion 20 Poppy 20 Blue Orchid 20 Lavender 20 Burning Blossom 	<ul style="list-style-type: none"> Soft Mallet (476 Uses) Rolling Pin (188 Uses) Mortar (160 Uses) Bowls (20 Uses) Knife (20 Uses) Sauce Pan Skillet Pot

1. Using meats instead of tofu will reduce this significantly
2. Barley grows much faster than wheat and makes the same amount of dough

Players can find the necessary ingredients in the following gardens. Water gardens spawn rarely in SWAMP and RIVER tagged biomes, or crafted with four other gardens. Nether Gardens are native to the nether. However, *all* gardens can be acquired randomly from a [lootbag](#) under the "Garden Bags" quest--at the cost of five Farmer 1 coins.

Trees	Stalk Garden	Leafy Garden	Herb Garden	Ground Garden	Water Garden	Mushroom Garden
Apple	Soybeans	Lettuce	Spice Leaf	Onion	Rice	White Mushroom
Coconut	Tomato	Spinach				
Maple Syrup	Bell Pepper					
	Chili Pepper					

All the flowers in the rainbow curry can be grown with a basic wild bee that likes flowers (Meadows,

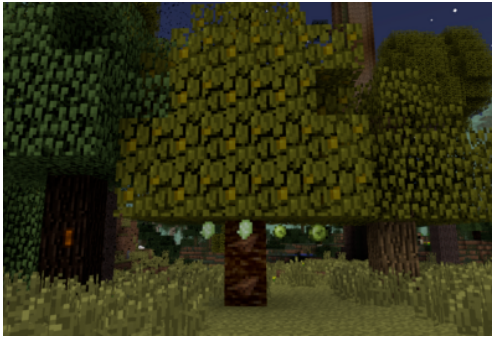
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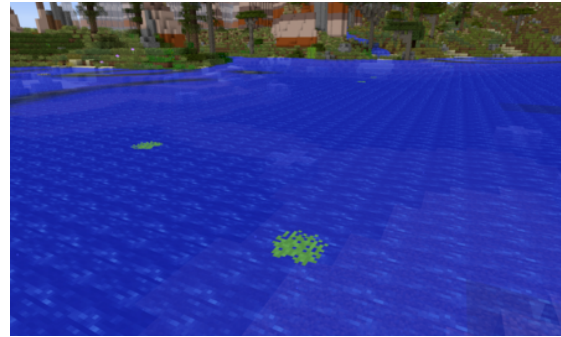
More information

particularly difficult to find because it only spawns in the rare Lavender Fields biome, but the player can (and should) use a biome compass to locate one without having to search the whole world. **Burning Blossom** is also difficult to obtain because it only grows in the nether. The Twilight Forest is also a good source of flowers, but that is unlocked later in LV.

The most difficult food items to find are the **Coconuts** and **Maple Syrup**. A maple sapling can be bought from the Quest Book under the coins tab, but coconuts must be found growing on JUNGLE leaves in a warm FOREST tagged biome (Shield, Mystic Grove, Fungi Forest, Sacred Springs, etc). Alternatively, coconuts can be obtained from a Farmer Villager trade, or the even rarer coconut sapling from a Lumberjack Villager trade. While gated at MV behind a lengthy breeding chain and aluminium, Coconut is also possible to get from Forestry's Tree Breeding.



Coconut, Lime and Cinnamon tree
in the Twilight Forest



Water Gardens in the wild



Lavender Fields



Burning Blossom

Crafting

As mentioned earlier, the healing axe can also be crafted with 3 unstable ingots and 2 obsidian rods after killing a Wither and receiving a Division Sigil. However, the sigil needs to be activated which is a lengthy, complicated process in itself and unstable ingots are dangerous because they explode if held in the player's inventory for longer than 10 seconds. Good luck.

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