

Food

Consumable food items that restore health or have other uses.

Recipe	Description	Materials	Craft Time
Tinned Tuna	Restores 10 HP, or sell to the market NPC	1 Tuna Fish, 1 Junk	3 s

Use a Tinned Tuna from your inventory (or press E on the entity if it spawned on the table) to restore **10 HP**, capped at your maximum health. Alternatively it can be sold at the market NPC for money.

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