## Wounds and Weeds Summarized (Healing Herbs)

Herb	Heals	Notes/Warnings
Aaron's Rod	1d4 hp for 2 hours	The pain relief is temporary and expires after 2 hours Strenuous activity will cause your wounds to reopen giving you another 1d4 hit points of damage. Multiple applications are useless.
Adder's Tongue	1d3 hp/day of rest 1d2 hit points	Can only be administered once per day OR If applied within 2 rounds, only useful once per day.
Birthwort	+2 save vs. poison	Must be ingested one round after poisoning. Non-humans can be paralyzed 20% for 1d8 rounds.
Comfrey	1d4 hp	No adverse effects
Garlic	2 hp per day of rest	Useful for the first 3 days of healing
		Acts as insect and vampire repellant
	1 hp	If applied to a sting it can be used once to heal.
Henbane	1d6 hp	1d4 hp wear off 2 hours later, can't be taken orally
		If fight during those 2 hours you are mildly drunk. Or
	1 Str, 1 Con	It can be applied during healing to restore stat damage. It is poisonous and if taken orally it does 2d6 damage Save for half; DC 15 Fortification save.  Preparation of the juice requires boiling and if the fumes are inhaled it is a mild hallucinogen.
Herb True-Love	+2 save vs. poison	If applied in two rounds.
	+3 save vs. poison	for halflings and dwarves Or it can be used once per day. Looks like nightshade if nightshade is drunk save vs. poison or die.
Juniper Berry	1d4 hp	Heals and can be used on severely wounded people.
Jumper Berry	+1 save vs. poison	If taken within 2 rounds of poisoning
	T Suve vs. poison	Half-Elves and Elves must save vs. poison or fall under the effects of a love potion for 2d4 rounds.
Marsh-Mallow	2 hp per day of rest +1 to saving roll	If applied to burns for the first 3 days of healing. Or If taken within 2 rounds of poisoning.
St. John's Wart	heals 1d4 hp +1 save vs. poison	If applied within 2 rounds of wounding. Or When the broth is drunk.
Sphagnum Moss	4 per 3 days 25% faster healing	If applied to the wound dressing.  Dressing only lasts 3 days.
Woundwort	20% of 1 wound	If applied within 2 rounds. However, Dwarves can go blind 25% for 1d6 rounds