

# Rifts® for Savage Worlds — Herbalist Druid Concoction Table

Power*	PPE†	Allowed Modifiers	Sample Herbs	Currently Crafted Concoctions
<i>arcane protection</i>	1	–	Black hellebore, blackthorn, clover	
<i>blind</i>	2	Strong	Hogweed	
<i>boost/lower Trait (Attribute only)</i>	3	Fatigue, Hinder, Hurry, Strong	Danewort, holy thistle, mandrake root, oak root	
<i>confusion</i>	1	Fatigue, Hinder	Mandrake root	
<i>curse</i>	5	Fatigue, Hinder	Black elder	
<i>darksight</i>	2	–	Castor oil, ergot fungus	
Notes: Eye ointment only. If the subject is blind, this <i>instead</i> restores their vision but permanent blindness returns afterward.				
<i>detect arcana</i>	2	–	Ergot fungus	
<i>divination</i>	5	–	Black hellebore, oak leaf	
<i>elemental manipulation</i>	1	–	Alder leaf, Solomon's seal	
Notes: Works by letting the subject summon and command very minor elemental spirits.				
<i>empathy</i>	1	–	Mandrake root	
<i>environmental protection</i>	2	–	Horsetail, mistletoe, willow	
<i>fly (Pace 3, or 6 with a raise)</i>	2	–	Mistletoe	
<i>healing</i>	3	Neutralize Poison or Disease	Ash leaf/bark, foxglove, holy thistle	
Holy Water	1	–	Oak twig, rue	
Notes: No innate effect, but is a Weakness for many monsters. If so, a raise inflicts +2 damage.				
<i>invisibility</i>	4	–	Oak leaf	
Notes: Ends prematurely if subject attacks or moves faster than Pace 3.				
<i>mind link</i>	1	–	Mandrake root, oak tea	
Notes: One dose needed for each person to be linked. All must drink simultaneously while within 6" of each other. The Druid makes a single activation roll.				
Poison	Var.	Fatigue, Lingering Damage	Belladonna, dwarf elder, foxglove	
Notes: Standard is 2 PPE, 2d6 damage. Strong is 4 PPE, 3d6. Exotic is 6 PPE, 4d6. Raise adds +d6. Only inherent personal Toughness applies to this damage, not armor, <i>protection</i> , etc.				
<i>protection</i>	1	–	Oak bark, willow leaf	
<i>relief</i>	1	Stunned	Clover, ginseng, oak acorn	
<i>sloth/speed</i>	2	Fatigue, Quickness, Strong	Ginseng, mandrake root	
<i>slumber</i>	2	Fatigue, Hinder	Rue	
<i>stun</i>	2	Fatigue, Hinder	Belladonna, ergot fungus	
<i>warrior's gift</i>	4	Hurry	Catnip	
Other	Var.	(see <i>Europa</i> , p 13)	Varies	

\* Modifiers, Aspects, and other decisions must be chosen at time of brewing.

† Plus any Modifiers chosen. Duration can also be extended for +1 PPE per interval.