

Herblore guide

In this guide i will tell you how to train herblore, what the fastest and most efficient ways are to lvl up to 99 and eventually prestige the skill. Herblore is the art of cleaning herbs and making potions out of them. The higher your lvl, the stronger the potions are you can make. Herbs drop from a lot of monsters, usually the higher the lvl, the higher the lvl requirement herbs they will drop, and/or the quantities of the herb. You can use the drop table guide to search for what monsters drop which specific herb. Note that Sinister keys can be used on the crystal chest at home, which give a lot of herbs. The skill point shop at home also sells herb boxes, which contain a lot of herbs. These 2 are a good way to start out your herblore training.

To make a potion you will need 3 items. A clean herb, a vial filled with water, and a secondary item. The secondary item you need is tight specific to this herb/potion.

In osrs you need to complete a quest, which brings you to lvl 3 herblore, a requirement to make your first potion. We do not have this quest and the first potion can be made at lvl 1 instead of lvl 3 herblore.

Below shows a table which potions you can make at which lvl, and what items you require. You'll see that the higher you lvl, the better potions you can make. The easiest way to train herblore is to start after you've collected some herbs, make only a few low lvl potions and move on to the next one, since the xp drops are so big, sometimes you only need to make a few potions before you can move to the next one. A very efficient way to make the same potion at a higher lvl is to make a bank preset with all of the items you need for a full inventory of options and put it under the quick load button, so you can one click refresh your inventory.

Mysterious herbs are customly added. They are required to make overloads, which are at the bottom of the table. Mysterious herbs are sold by the boss points shop, but also drop from a few high lvl PVM activities.

Lvl	Potion	XP	Herb	Secondary ingredient
	Notes			

3	Attack pot	Attack	type1	100	known	Vial of water	Vial of water	Guano leaf	Guano leaf	Eyes of newt	Eyes of newt	Temporarily raises Attack level by 10% + 3.
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5	Antipison	Antipison	type1	1875	known	Vial of water	Vial of water	Margentill	Margentill	Unicorn horn dust	Unicorn horn dust	Cures poison and provides immunity for 90 seconds.
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12	Strength	Strength	type2	2500	known	Vial of water	Vial of water	Tanromin	Tanromin	Limpowurt	Limpowurt	Temporarily raises Strength level by 10% + 3.
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22	Restore	Restore	type3	3125	known	Vial of water	Vial of water	Harplander	Harplander	Redspiders' eggs	Redspiders' eggs	Restores combat-related stats back to normal by 30% of level plus 10. Does not restore Hitpoints or Prayer points.
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26	Energy	Energy	type3	3375	known	Vial of water	Vial of water	Harplander	Harplander	Chocolate dust	Chocolate dust	Restores 10% run energy.
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30	Defence potion	Defence	3750	Vial of water	Vial of water	Rangetree	Flamgr weed	White berries	White berries	Temporarily raises Defence level by 10% + 3.
34	Agility potion	Agility	4000	Vial of water	Vial of water	Toadflax	Toadflax	Toadflax	Toadflax	Temporarily raises Agility level by 3.
36	Combat potion	Combat	4200	Vial of water	Vial of water	Harlequin	Harlequin	Goats horn dust	Goats horn dust	Effect of both Attack potion and Strength potion.
38	Prayer potion	Prayer	4375	Vial of water	Vial of water	Rangetree	Flamgr weed	Snakegrass	Snakegrass	Restores 25% of your total Prayer points plus 7.
45	Super attack	Super attack	5000	Vial of water	Vial of water	Intelligent	Intelligent	Eyes of newt	Eyes of newt	Temporarily increases Attack level by 15% plus 5.
48	Super antidote	Super antidote	5315	Vial of water	Vial of water	Intelligent	Intelligent	Unicorn horn dust	Unicorn horn dust	Cures poison and provides immunity for 6 minutes.
50	Fishing potion	Fishing	5625	Vial of water	Vial of water	Avantoe	Avantoe	Snakegrass	Snakegrass	Temporarily raises Fishing level by 3.

69	Antifire potion	Antifire potion	7875	Vial of water	Vial of water	Antidymedant	Antidymedant	Dragon scale	Dragon scale	Provides some resistance to dragon breath. Can be used with an anti-dragonfire shield to completely prevent dragonfire damage. Each dose lasts about 6 minutes.
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72	Ranging potion	Ranging potion	8125	Vial of water	Vial of water	Dwarf weed	Dwarf weed	Wine of zamora	Wine of zamora	Temporarily increases Ranged level by 10% + 4.
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76	Magie potion	Magie potion	8625	Vial of water	Vial of water	Antidymedant	Antidymedant	Potato cactus	Potato cactus	Temporarily raises Magic level by 4.
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90	 Super combat	 Super combat	 Super combat	 Super attack	 Super attack	 Super attack	 Super attack	 Super attack	Combines the properties of super attack, super strength, and super defence potions.
92	 Super antifire	 Super antifire	 Super antifire	 Super antifire	 Super antifire	 Super antifire	 Super antifire	 Super antifire	Grants complete immunity to dragonfire for three minutes.
94	 Antivenom	 Antivenom	 Antivenom	 Antivenom	 Antivenom	 Antivenom	 Antivenom	 Antivenom	Instantly cures venom and provides immunity to it for three minutes.

95	Image-1623187266821.png	Overload	1750	Super combat	Super combat	Image-1623187266821.png	Mysterious herb		Boosts your attack, strength, defence, hitpoints, ranged and magic to 5 + 15% of your lvl for 5 minutes, at the cost of 50 hitpoints. After 5 minutes, your stats will start to deplete but you will get those 50 hitpoints back.
98	Extended super antifire	Extended super antifire	9000	Super antifire	Super antifire	Image-1623187266821.png	Scale shard	N/A	Grants complete immunity to dragonfire for six minutes.

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