

# 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
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Notes

3	Attack potency	Attack	100	Known	Vial of water	Vial of water	Guanleaff	Guanleaff	Eye of newt	Eye of newt	Temporarily raises Attack level by 10% + 3.
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5	Antipoison	Antipoison	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 potion	2500	Known	Vial of water	Vial of water	Tangerin	Tangerin	Limpwort	Limpwort	Temporarily raises Strength level by 10% + 3.
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22	Restore	Restore potion	3125	Known	Vial of water	Vial of water	Hazeland	Hazeland	Redspider	Redspider's 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 potion	3375	Known	Vial of water	Vial of water	Hazeland	Hazeland	Chocolate	Chocolate dust	Restores 10% run energy.
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30	Defence potion	Defence	3750	Vial of water	Viper	Rainbow	Flamgr	White berries	Temporarily raises Defence level by 10% + 3.
34	Agility potion	Agility	4000	Vial of water	Viper	Tongue	Flax	Tongue	Temporarily raises Agility level by 3.
36	Combat potion	Combat	4200	Vial of water	Viper	Hand	Flax	Goats	Effect of both Attack potion and Strength potion.
38	Prayer potion	Prayer	4375	Vial of water	Viper	Rainbow	Flamgr	Sage	Restores 25% of your total Prayer points plus 7.
45	Super attack	Super	5000	Vial of water	Viper	Leaf	Flax	Eyes	Temporarily increases Attack level by 15% plus 5.
48	Super anti-poison	Super	5315	Vial of water	Viper	Leaf	Flax	Goats	Cures poison and provides immunity for 6 minutes.
50	Fishing potion	Fishing	5625	Vial of water	Viper	Avantoe	Flax	Sage	Temporarily raises Fishing level by 3.



69	Antifire potion	Antifire potion type	7875	Known	Vial of water	Vial of water type	antidym	antidym type	Dragon scale	Dragon scale type	Dragon scale dust	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 type	8125	Known	Vial of water	Vial of water type	Dwarf weed	Dwarf weed type	Wings of zamora	Wings of zamora type	Wings of zamora k	Temporarily increases Ranged level by 10% + 4.
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76	Magie potion	Magie potion type	8625	Known	Vial of water	Vial of water type	antidym	antidym type	Potato cactus	Potato cactus type	Potato cactus	Temporarily raises Magic level by 4.
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78	Zangerak	Zangerak brew	8750	Known	Vial of water	Vial of water	Torston	Torston	Jangleberries	Jangleberries	Boosts Strength by 12% + 2 and Attack by 20% + 2, but lowers Defence and remaining Hit points by 10% + 2.
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81	Sage	Sage min brew	9000	Known	Vial of water	Vial of water	Toadflax	Toadflax	Crushed	Crushed nest	Boosts Defence and Hit points but lowers Attack, Strength, Magic, and Ranged.
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84	Extended	Extended antifire	5550	Known	Antifire potion	Antifire potion	Low scale	Low scale shard	N/A	N/A	Provides some resistance to dragon breath. Each dose lasts about 12 minutes.
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87	Antivenom	Antivenom	8000	Known	Antidote	Antidote++	Zulrah's scales	Zulrah's scales	N/A	N/A	Instantly cures venom
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90	Super combat potion	Super combat potion	7500 known	Super attack Super strength Super defence	Super strength Super defence	Unknown	Unknown	N/A	known	Combines the properties of super attack, super strength, and super defence potions.
92	Super antifire potion	Super antifire potion	6500 known	Antifire potion	Antifire potion	Crushed superior dragon bones	Crushed superior dragon bones	N/A	known	Grants complete immunity to dragonfire for three minutes.

94	Antivenom +	Anting venom +	6250 known	Antivenom	Anting venom	Unknown	Unknown	N/A	known	Instantly cures venom and provides immunity to it for three minutes.
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95	Image-162317260682317750.png	Overpowered	1750	Unknown	Super combat	Super combat potion	Image-162317260682317750.png	Mysterious herb	Unknown	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.
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98	Extended superantifire	Extended superantifire	9000	Unknown	Superantifire	Superantifire potion	Image-162317260682317750.png	Scale shard	N/A	Known	Grants complete immunity to dragonfire for six minutes.
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