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Herblore 1-99 guide rs3

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Herblore is a members-only artisan skill that allows players to make their own potions that serve various uses. The current minimum requirement to be ranked (at approximately rank 802,641) on the HScore for Herblore is level 15. As of 25 June 2023, there are 259,893 current members that have achieved level 99 in Herblore. There are 75,599 current members that have achieved level 120 in Herblore, Herblore appears to have been established by Sarah in Past A, as revealed after finishing Meeting History and then talking to her. Although Herblore can be traded relatively quickly, it is one of the most expensive skills in the game for players who buy all or most of the needed ingredients. For players who gather the ingredients (most are available from monster drops, farming, or as spawns in various locations), it is much less expensive but quite time consuming. Herblore level up (1-49) The sound that plays after gaining a Herblore level. Herblore level up (50-120) The sound that plays after gaining a Herblore level. A player mixes a potion using the Herblore skill. Grimy herbs are herbs that have not yet been cleaned. They can be cleaned by clicking on the herb, providing a small amount of Herblore experience. Only cleaned herbs can be used to make potions. Herbs are almost always obtained in their grimy state (from farming, monster remains, etc.). Although grimy herbs give experience from cleaning, they usually cost less than their cleaned counterparts, since players training Herblore usually do not want to spend time cleaning the herbs. Chaos druids (as well as aberrant spectres, flesh crawlers, and Al Kharid warriors) drop grimy herbs often, and on occasion may drop two. Aberrant Spectres may also drop three. Potions[edit | edit source] The potion-making process in Herblore takes two steps, each combining separate items. For low- and mid-level potions, the first step involves adding a primary ingredient (usually a herb) to a vial of water (or a vial of coconut milk for some mid-level potions) to produce an unfinished potion. This grants a 1 Herblore experience per unfinished potion. It is recommended to receive free vials of water from a portable well to save money. High-level potions involve combining various potions and secondary ingredients. The second step (for low- and mid-level potions) involves adding a secondary ingredient (see below) to make a complete potion that may be drunk or sold (with the exception of a few potions made as part of a quest). Combining unfinished and finished potions with secondary potions is the main method of earning Herblore experience.



Both steps can be done in batches; when the player's inventory contains several of the required items, one may "make all" or "make x". The choice of herb (or potion) and secondary ingredient dictate which potion is made. Each potion has a minimum Herblore level required before it can be made, unless the assist system is used. Potion production costs[edit | edit source] For a full overview of profits/losses training Herblore; see Herblore/Production costs. Powerburst[edit | edit source] Bombs[edit | edit source] NPC assistance[edit | edit source] Bob Barter at the Grand Exchange and Rhobert Dail in the Tower of Voices or Max Guild in Prifddinas will decant potions for free. Decanting results in potions of the same kind being consolidated into 4-dose potions as much as possible (though Bob and Rhobert will also decant into one-, two-, and three-dose potions, charging 2 coins for each extra vial supplied). For example, six 3-dose strength potions can be decanted into four four-dose and one two-dose potion. Noted potions may also be decanted; noted and unnoted potions in the inventory will be treated independently. This is a quick and easy way to free up vials for reuse. Zahur in Nardah will clean grimy herbs for 200 coins per herb. This ability is typically only used by players who grew the herbs and cannot clean them, as the ability to make potions with the cleaned herb requires the herblore level to clean the herb. Zahur will also decant 4-dose potions into 3-dose potions, for a fee of 11 coins per vial supplied. If you supply all vials required the service is free. Inventory space for the resulting potions is required, or Zahur will refuse to decant them. Zahur will now decant noted potions with noted vials as well. Teplin Macagan in Oo'glog can also decant 1 to 6 dose Potion Flasks into either 6-dose potion flasks, or 4-dose Potion Vials; or he can decant 1 to 4 dose Potion Vials into 6-dose Potion Flasks. You must bring extra flasks as Teplin will not provide them, though he does provide vials. The tasks can be performed on noted or un-noted flasks and vials. Note: You must have completed the quest As a First Resort to be able to decant potion flasks. Minigames / Distraction and Diversion[edit | edit source] Herblore Habitat[edit | edit source] In the Herblore Habitat minigame, there are ten potions that can be made using herbs grown there, and secondary ingredients found by hunting Jadinkos. All of these potions must be made in special juju vials bought from Papa Mambo, and some of them can be stored with tool leprechauns. These potions have special effects. Flash Powder Factory[edit | edit source] In Flash Powder Factory, requiring 50 Herblore and other certain skills, players make Flash Powder from two reagents in 15 minute games. The game is not focused on Herblore, so the bulk of experience doesn't go to a player's Herblore skill. However, one of the rewards available is the Factory outfit which provides bonuses to Herblore training. Herby Werby[edit | edit source] Herby Werby is a weekly Distraction and Diversion, with no time limit and guaranteed ability to earn 100/100 points weekly. The main objective is to aid some of Anachronia's Ancient Zygonites in destroying the poisoned/corrupted flora in their cavern. The creatures however are frenzied and are burning both the poisoned and healthy plants alike, so the player must help burn corrupt herbs, and/or stop the burning of healthy herbs. Herblore and Firemaking experience are available. At level 99 Herblore, taking an ancient herb from a zygomite yields 296.4 Herblore experience per point gained; 29,640 experience if 100 points earned. Scroll of cleansing[edit | edit source] The Scroll of Cleansing is a Dungeoneering reward, and can be purchased for 20,000 Dungeoneering reward tokens. It requires a Herblore level of 49 and a Dungeoneering level of 49. Once used, the scroll will disappear, giving the player the following permanent effects: A 1 in 8 chance that the player will make a potion twice as fast as usual. A 1 in 10 chance that when adding a herb to a vial of water or coconut milk, or a secondary ingredient to an unfinished potion, the herb or secondary, respectively, will not be used, leaving the player an extra ingredient. Almost every potion in the game is affected by this scroll. However there are some exceptions. Guthix rest tea, guam tar, marrentill tar, tarromin tar, harralander tar, and barbarian mix potions are not affected by the scroll. Herbicide[edit | edit source] The Herbicide is a Dungeoneering reward. When in the inventory, it will grind the herb and give the player bonus xp. It will not grind any herbs that the player cannot clean, and will not work on noted herbs. Temporary boosts[edit | edit source] Note: Herblore level boosts can not be used to access the benefits of an improved recipe beyond the current skill level, such as those from the Powerburst potions. Useful items[edit | edit source] Item or effect Description Notes Scroll of cleansing Unlocking this scroll will permanently give the following effects: A 1 in 8 (12.5%) chance that the player will make a potion twice as fast as usual. A 1 in 10 (10%) chance of saving an ingredient when making potions. Portable well All types of potions made using it give 10% more Herblore experience. Grants a 5% chance of creating a duplicate potion. Acts as a free water source as well as an infinite supply of vials of water. In popular bank areas players will often put down portables for non-ironman players to use. Desert amulet 4 While worn, grants a 20% chance to create a 4-dose super antifire instead of 3-dose, while in the desert. Morytania legs 4 While worn, grants a 20% chance of creating a 4-dose prayer renewal instead of 3-dose while mixing them in Morytania. Botanist's amulet While worn, there is approximately a 5% chance to brew a 4-dose potion instead of a 3-dose potion.



It starts with 5 charges, and one charge is used when a 4-dose potion is created. Varanusaur perk 10% chance to make 4 doses instead 3 doses when mixing Weapon Poison or Antipoison potions. Herbicide Destroys herbs received from killing monsters and catching hunter creatures, granting double the experience otherwise gained from cleaning the herb. With the herbicide hoarder upgrade from the Farmers' Market to pick up herbs automatically. Herb bag Any grimy herbs that are picked up by the player will be stored inside the bag automatically. Players can get the herbicide hoarder upgrade from the Farmers' Market to pick up herbs and it will be automatically stored in the bag. Modified botanist's mask Grants a 5% chance of making duplicate potions, sending them to the bank. Grants a 1% experience bonus. Once a day, players can withdraw 150 noted vials of water a day (200 if they have four or more pieces of the botanist's outfit). Botanist's outfit Each piece of the outfit gives a Herblore experience boost of 1%. When all pieces of the set are worn, the player will gain a total of 6% more experience. Factory outfit When three pieces are worn, grants a 10% chance of creating 4-dose potions instead of 3-dose. When five pieces are worn, creating unfinished potions will give the same amount of experience as cleaning the relevant herb. When making potions, it is recommend to combine three parts of the factory outfit with the botanist's outfit. Perfect juju herblore potion Grants 5% additional XP when making combination potions. 10% additional chance of finding a recipe in Dungeoneering. Lasts one hour. Perfect plus potion Lasts four hours. Beast of Burden Allows the player to carry additional potions and ingredients. Withdrawing items does not interrupt making potions. Herblore cape The Herblore cape's perk instantly cleans all grimy herbs in your inventory. No experience will be gained for doing this. Herblore master cape In addition to the Herblore cape perk, enables the creation of overload, supreme overload, and elder overload potions in batches of 5, using 20% fewer ingredients. Wise Boosts all experience gained while the item is equipped by 1% per rank, up to 50,000 additional experience per day Voice of Seren While the Voice of Seren is active in the Meilyr district, all combination potions made there will give 20% more herblore experience. Access to Prifddinas Solomon's General Store[edit | edit source] A player mixing a potion with the alternative animation. Players can purchase the Enhanced Potion Making animation from Solomon's General Store that plays whenever a player mixes a potion for 176 RuneCoins. Skilling pet (Herbert)[edit | edit source] Like all skills, there is a skilling pet obtainable from training this skill. The pet for the Herblore skill is called Herbert. Quest Members Experience reward Herblore requirement Other requirements Druidic Ritual 250 - Jungle Potion 775 3 Recruitment Drive 1,000 3 The Dig Site 2,000 10 25 Thieving 10 Agility Shades of Mort'ron 2,000 15 20 Crafting 5 Firemaking Zagre Flesh Eaters 2,000 - Heroes' Quest 2,725 25 53 Cooking 53 Fishing 25 Defence (Black Arm gang only) 50 Mining Land of the Goblins 3,000 37 30 Prayer 36 Agility 36 Fishing 36 Thieving A Fairy Tale II - Cure a Queen 3,500 57 40 Thieving 49 Farming A Guild of Our Own (miniquest) 4,000 46 62 Thieving 40 Agility Grim Tales 5,000 52 45 Farming 58 Thieving 59 Agility 71 Woodcutting Glorious Memories 5,000 43 57 Magic 50 Agility 41 Hunter A Void Dance 5,000 49 46 Hunter 47 Construction 47 Mining 48 Summoning 52 Woodcutting 54 Thieving My Arm's Big Adventure 10,000 31 10 Woodcutting 29 Farming Edagar's Ruse 11,000 31 15 Agility Salt in the Wound 15,000 47 60 Defence 50 Constitution 45 Summoning 35 Dungeoneering Evil Dave's Big Day Out 20,000 30 30 Agility 30 Cooking 30 Magic Kindred Spirits 25,000 60 60 Agility 60 Crafting 60 Smithing Plague's End 50,000 75 River of Blood 75,000 80 The Light Within 90,000 80 80 Agility 80 Crafting 80 Divination 80 Prayer 80 Slayer 80 Woodcutting Total 332,250 This information has been compiled as part of the update history project. Some updates may not be included—see here for how to help out! patch 13 September 2021 (Update): Potions now consistently show doses in the Herblore Skillguide. patch 14 December 2020 (Update): The quantity of items required for Herblore and Crafting tasks in Yak Tracks no longer scale based on your level - all players must now carry out the same number of actions. Quantities required for Herblore tasks have been significantly reduced, bringing down the cost of completing them. Herblore master cape recipes now advance Herblore tasks by 5 instead of 1 - because you're making 5 potions! patch 3 August 2020 (Update): Updated potion tooltips that reference adrenaline/special attack gain to specify percentage rather than a value, and to match the other adrenaline potions. patch 6 July 2020 (Update): The message received when creating a 4-dose potion no longer states that it is a 3-dose potion. patch 6 January 2020 (Update): The Elder Overload Potion now correctly appears in the combination section of the skill guide. All the Powerburst Potions now appear in the milestone section of the skill guide. patch 9 December 2019 (Update): Weapon Poison potions will no longer instantly run out when used in conjunction with Lantadyme Incense sticks. 3% bonus is removed from the Perfect plus potion tooltip. Weapon poison can be applied in the bank interface. patch 2 December 2019 (Update): Creating unfinished potions will no longer provide duplicate vials. update 25 November 2019 (Update): Herblore's level cap was increased to 120 and new potion recipes and ingredients were added to the game. patch 23 February 2015 (Update): An issue where multi-ingredient or multi-step potions could not be made - or only accepted one ingredient - has been fixed. patch 9 February 2015 (Update): Players will no longer disconnect while training herblore if their familiar expires while holding herblore supplies. patch 12 January 2015 (Update): Players will no longer be able to continue adding herbs to vials when they have no vials of water left in their inventory. patch 5 January 2015 (Update): Gaining level 75 in the relevant skills for Plagues' End is now mentioned in the skill advance messages. patch 22 July 2014 (Update): Untradeable potions no longer have a Herblore level requirement to drink. patch 19 May 2009 (Update): A few minor Herblore items have been removed from the Assist System as they were specialised items and not particularly suitable candidates in the overall scheme of things. patch 25 February 2009 (Update): When female players are mixing a potion, a vial will once again appear in their hand. update 10 September 2007 (Update): Unfinished potions are named more clearly, with the (unf) suffix. "Identifying" herbs replaced with "cleaning" herbs. Instead of unidentified herbs, there are now grimy marrentill, grimy rannar, etc. update 27 February 2002 (Update): Members servers released, adding Herblaw skill functionality to the game. The herblore skill allows you to mix a variety of potions, poisons and antidotes. Everything from super-attack potions to poison to put on the tips of your arrows. update 4 January 2001 (Update): Runescape beta goes live. Herblaw is included in the skill list, but has no function. Herblore is known as Herblaw in RuneScape Classic. Herblaw was included on the stats screen when RuneScape was initially released on 4 January 2001. However, it was not actually implemented until 27 February 2002. In the game's fictional history, the skill owes its name to a temporal paradox. In Meeting History, Again (one of the medium Ardougne achievements) the player travels back in time again and talks to the creator of the art where they mention Herblore and she replies by saying that that is the perfect name for the art. This is a paradox as the player only mentioned this because they knew it from their own time but it appears they were the original inspiration. Originally, herbs were identified rather than cleaned. All unidentified herbs or "unids" looked the same. The Grand Exchange was also released shortly after this change, so that may also have been a contributing factor. Druidic Ritual was formerly needed to be completed to start training the skill, but after an update on 31 January 2012 the quest is no longer necessary. Herblore is a relatively difficult skill to train on ironman mode, but has many useful rewards at higher levels. Thus, putting any obtained experience rewards (such as quests or jack of trades aura) into herblore is a common way to level up the skill. At higher levels, the Anachronia Dinosaur Farm also offers produce that can aid training. Equipment[edit | edit source] See also Herblore training#Equipment. Image Item Explanation Obtaining Herb bag Stores unnoted herbs. Primarily useful early on. 200 spirit points from Herby Werby. Botanist's outfit Each piece of the Botanist's outfit increases Herblore experience by 1%.



Wearing a full set will give an extra 1% bonus experience, for 6% bonus experience in total. Flash Powder Factory, requiring 75 , 75 and 50 (all unboostable). Ideally, when it is on Thaler. Modified botanist's mask In addition to granting a 1% Herblore experience bonus, gives a 5% chance to duplicate potions the player is making. Flash Powder Factory. Ideally, when it is on Thaler. Factory outfit Wearing 3/5 parts of the outfit gives a 10% chance of creating 4-dose potions instead of 3-dose. Stacks with bonuses from Morytania legs 4 and Desert amulet 4. Wearing all 5 parts will give bonus experience making unfinished potions equivalent to cleaning the relevant herb. The full set costs 12,000 Brian points from Flash Powder Factory or 1,200 thaler. Scroll of cleansing Gives the player the Wasteless Herblore ability, which grants the following effects: A 1 in 8 (12.5%) chance that the player will make a potion twice as fast as usual. A 1 in 10 (10%) chance that when adding a herb to a vial of water or coconut milk, or secondary ingredient to an unfinished potion, it will not be used up, leaving the player with an extra ingredient. This effect also works with juju potions, combination potions, and extreme potions. Requires a Herblore level of 49 and a Dungeoneering level of 49. Purchased for 20,000 Dungeoneering reward tokens from the Rewards Trader. Morytania legs 4 20% chance of creating a 4-dose prayer renewal instead of 3-dose while mixing them in Morytania. Complete all Morytania achievements. Desert amulet 4 20% chance to create a 4-dose super antifire instead of 3-dose, while in the desert. Complete all Desert achievements. - or - Botanist's amulet 5% chance to create 4-dose potions instead of 3-dose. 5 charges. Enchanted jade amulet, made with 27 and 34 . The jades can be obtained from opening geodes.



Envenomed perk 10% chance to create 4-dose potions when mixing Weapon Poison or Antipoison potion variants instead of 3-dose. 97 (unboostable) and 80 required. The eggs can be obtained from rolling a random egg using hunter marks at a 3/13 chance or as a drop from feral, venomous or ripper dinosaurs (90, 105 and 114 respectively) at a 1/750 chance. Deployable herb burner Can be used to burn certain herbs for training.



Rare drop from ghosts.

If planning on training herblore, aberrant spectres make an excellent target. Wise The wise perk on a weapon or tool in the main or off-hand slot can give up to 4% more experience. For wise 4, 95 (unboostable) is required as well as 85 . At level 85, 9 pious components will give about a 1 in 7 chance for wise 4. For herblore training, a mainhand weapon or tool with the perk is ideal. Inspire Genius Players with level 118 Archaeology can activate the Inspire Genius relic power at the mysterious monolith for a 2% experience increase to Herblore. 118 required. Costs 5,000 chronotes and 250 relic power to swap in. For optimizing the number of potions while doing a minimal amount of Flash Powder Factory, get the modified mask (2,000 Brian points) and the factory top, factory gloves and factory boots (6,000 Brian points or 700 Thaler). If prayer renewals are not considered important, the factory trousers instead of the top saves 500 Brian points or 75 Thaler. Ideal setup[edit | edit source] For optimizing the number of potions obtained, use the following setups: When making unfinished potions, wear the modified mask for 5% extra potions (since each action only gives 1 xp, bonus xp can only be obtained with a modifier of 10% or more). When making any (3) dose potion including extreme potions and overloads, wear the modified mask, botanist's amulet, factory top, botanist's legs, factory boots and factory gloves for about 10% extra potions and 2% extra xp. When making prayer renewals, wear Morytania legs 4 instead of the legs and work in the Canifis bank or another bank in Morytania for about 17% extra potions and 1% extra xp. When making super antifires, wear Desert amulet 4 instead of the botanist's amulet and work in the Nardah bank or another bank in the desert for about 15% extra potions and 1% extra xp. When making overloads (or supreme overloads or elder overloads), wear the Herblore master cape and no factory outfit for about 26% extra potions and 6% extra xp.

When making Meilyr combination potions, wear the full botanist's outfit and wait for Meilyr hour while using a Perfect juju potion or Perfect plus for 5% extra xp. Obtaining ingredients[edit | edit source] For seeds, see the farming section of the iron strategy guide. Managing Miscellania can also give low level herbs in high quantities. Herb Sources Recommended training use level for use Grimy guam Adolescent White wolves, aberrant spectres, Divine herb patch I Attack potion (3) 01 Grimy narrentill Gelatinous abominations or aberrant spectres, Divine herb patch I Deployable herb burner or guthix rest (3) 09 or 18 Grimy tarromin Adolescent White wolves, aberrant spectres, Divine herb patch I Serum 207 (3) or Deployable herb burner 15 Grimy harralander Chaos druids, aberrant spectres, Divine herb patch I Cooking potion (3) or guthix rest (3) 55 or 18 Grimy ranarr Sunspear Vyrelords/ladies, aberrant spectres, chaos giants, Commander Zilyana, Divine herb patch I Prayer potion (3) 38 Grimy toadflax Telos, Sunspear Vyrelords/ladies, Crystal Shapeshifters, dark beasts, Croesus, Divine herb patch I Saradomin brew (3) 81 Grimy spirit weed Devil's snare, Black Demons, Divine herb patch I, farming recommended Summoning potion (3) 40 Grimy irit Solak, aberrant spectres, Crystal Shapeshifters, chaos giants Super attack (3) 45 Grimy wergali Giant wasp Not used for training N/A Grimy avantoe Araxxi, Nex, aberrant spectres, Sunspear Vyrelords/ladies Super energy (3) or Extreme attack (3) 52 or 88 Grimy kwuarm Solak, Kalphite King, aberrant spectres, Crystal Shapeshifters, Croesus Super strength (3) 55 Grimy bloodweed Farming only Aggression potion (3) 82 Grimy snapdragon Nex: Angel of Death, Sunspear Vyrelords/ladies, Kalphite King Super restore (3) 63 Grimy cadantine Nex: Angel of Death, Solak, moss golems, smoke nihils Super defence (3) or Sticky bomb 66 or 105 Grimy lantadyme Telos, Helwyr, Araxxi, Beastmaster Durzag, Sunspear Vyrelords/ladies Super magic potion (3) or Antifire (3) or Extreme defence (3) 69 or 76 or 90 Grimy arbuck Farming only Extended super antifire (3) or Aggroverload (6) or Adrenaline renewal potion (4) 90 or 96 or 119 Grimy dwarf weed Telos, Araxxi, Nex, Liberation of Mazcab, Heart of Gielinor generals, Sunspear Vyrelords/ladies, Croesus Super ranging potion (3) or Extreme strength (3) or Vulnerability bomb 72 or 89 or 107 Grimy torstol Telos, Nex, Vorago, Queen Black Dragon, Sunspear Vyrelords/ladies Overload (3) 96 Grimy felistalk Farming or Divine herb patch III Prayer renewal (3) or Elder overload potion (6) 94 or 106 Secondaries[edit | edit source] Collecting mort myre fungus Secondary Sources Vial of water Vial of water pack from various stores, can claim 150 per day from the Modified botanist's mask Overload ingredients Super potion set Buying from Mazcab Emergency Merchants (restocks a (4) dose every 2 minutes) or steal from Iorwerth worker and Cadarn worker in (1) doses Eye of newt Eye of newt pack from various stores Limpvurt root Croesus, Sunspear Vyrelords/ladies, Corporeal Beast, General Graardor, Iorwerth scouts/guards, buying up to 10 per day White berries Picking them up north of the Tiranwn lodestone or the wilderness, Corporeal Beast, Moss Golems.Iorwerth scouts/guards, bush runs, buying up to 10 per day Potato cactus Daily collection at the Weird Old Man (easily reachable with fairy ring code BIQ) after completion of at least the medium Desert achievements, picking them up in the Kalphite Hive, fungal mage, corrupted creatures Wine of Zamorak K'ril Tsutsaroth, Twin Furies, Sunspear Vyrelords/ladies Ground mud runes Kill luminous snagglers, vinecrawlers, living rock creatures or abyssal lords. Craft with magic imbue and a binding necklace at the earth altar near the balloon (travel to Entrana with weapons to open up the bank). Grenwall spikes Hunting them after the medium Tiranwn achievements, Big Game Hunter Other potions Super restore (4) and Summoning potion (4) Mazcab Emergency Merchants restocking every 2 minutes (Powerburst) Vial Decanting a large stack to 4 doses, dropping the empty vials, then to 1 doses, picking up the empty vials, decant to 4 doses again at any decanting NPC. In order for this to work properly, players need to ensure that the Destroy empty vials when decanting potions setting is disabled (Settings -> General -> Inventory -> Destroy empty vials when decanting potions). Bomb vial Buying up to 200 per day from Jatix's Herblore Shop and Meilyr Clan Store Snape grass Aberrant spectres, waterfiends Cockatrice egg Croesus, Cockatrice (Mask of stone helps) or Spirit cobra special Unicorn horn Commander Zilyana minions, celestial dragons, buying up to 10 dust per day. Red spiders' eggs Sunspear Vyrelords/ladies, Spidines (get raw sardines from Gerrant's Fishy Business), Croesus Crushed nest Arch glacier, Solak, Telos, smoke nihils, Kree'arra, Managing Miscellania on maples Searing ashes Lava strykewyrm Mort myre fungus Croesus, After completing Deadliest Catch, get a silver sickle (b), Morytania legs 1 and some prayer renewals (do not take too many at once), Go to the deposit box west of BKR. Drink the prayer renewal, cast bloom near the logs until the inventory is full, deposit into the box, repeat. See also Money making guide/Collecting mort myre fungi. Dragon scale dust, Meilyr worker pickpocketing, picking them up in the Taverley blue dragon resource dungeon Papaya fruit Salawa akh, fruit bat special (do this at the Kanatah bank in Mazcab for easy access to summoning potions which can replenish special move points) or fruit tree runs. Morchella mushroom Farming Weapon poison++ ingredients Cave nightshade Picking them up in the Skavid Caves (optionally use porters). Also check Money making guide/Making_weapon_poison++ Poison ivy berries Bush runs, Coconut Fruit tree runs, Menaphite gift offerings, corrupted lizard, camel warriors. High level training methods[edit | edit source] Up to level 90 herblore training relies on using a lot of herbs or using experience rewards, but at level 90 consistent daily fast experience methods start to get unlocked. Primal pulp[edit | edit source] See also Herblore training#Making Primal Extracts or Money making guide/Picking primal fruit. Primal extract are potions made by combining primal fruit pulp with empty vials at 90 . These can be farmed by the player without needing new seeds every run. 4 lychee fruits can be picked from each of the 5 bushes, 6 Carambola fruits can be picked from each of the 7 fruit trees, 3 golden dragonfruit fruits can be picked from each of the 3 cacti. This amounts to 140, 252, and 72 primal fruit pulps, respectively. This is a total of 464 primal fruit pulps, amounting to 67,280 Herblore xp when creating primal extracts. The harvested fruits can be increased using wolpertinger pouches for double bush fruits and giant ent pouches and the legendary greenfinger aura for increased fruit yield resulting in 107,880 experience when creating primal extracts using 744 pulp which is an average run with both familiars, master farmer outfit and a legendary greenfingers aura. In addition to the herblore experience, a run also provides up to 86,227.4 experience. A full run can be done every 6 hours, but the cactus and fruit trees grow back their produce every 2 hours. Between 1600 and 2200 primal fruit can be turned into extract per hour depending on level, including the time to make the pulp from fruit, for 237,378.9-312,109.3 herblore experience per hour. See Primal fruit pulp for various sources of pulp. The following experience per hour can be expected, assuming 12 ticks of banking between inventories: Range expected extract/hour xp/hour 90-101 2,130 312,109.3 102-111 3,640 266,684.9 112-120 4,860 237,378.9 Weapon poison+++[edit | edit source] Weapon poison+++, requiring 100 provides an alternative that gives less experience per day (limited by 45 poison ivy per run), but is considered less tedious than making primal pulp, especially past level 102. Similar to the pulp run, bush and fruit tree patches need to be visited for the supplies, and in addition Cave nightshade needs to be gathered in the Skavid Caves (use a portable light source such as the Seers headband 1). Optimally, the following can be gathered on average: 45 Poison ivy berries, 52.5 Coconut, 16.5 Carambola and 10.35 Golden dragonfruit for a total of 81,798.5 experience and 38,291.4 experience. For the poison slime, raising frogs at the Anachronia Dinosaur Farm is required, which costs 150 beans per set of 270 poison slime. Anachronia Dinosaur Farm produce[edit | edit source] The Anachronia Dinosaur Farm can provide a lot of produce with relatively low time investment. The following table details how much produce can be expected based on what animal is growing (assuming 7 large animals constantly growing, or 5 varanusaur constantly growing): Level Animal Produce per day experience per day Beans per day 97 Ripper dinosaur (player-owned farm) 196.36 Dinosaur claws 60,000 962.18 98 Arcane apoterrasaur (player-owned farm) 115.13 Beak snot 100,742.4 1,299.1 100 Brutish dinosaur (player-owned farm) 112 Spark chitin 102,666.7 1,352.4 104 Scimitops (player-owned farm) 132.63 Spark chitin 106,105.3 1,309.52 106 Bagrada rex (player-owned farm) 129.16 Bottled dinosaur roar 107,637.1 1,334.7 108 Spicati apoterrasaur (player-owned farm) 126 Beak snot 109,200 1,349.88 110 Asciatops (player-owned farm) 152.3 Spark chitin 109,344.5 1,377.74 112 Corbicula rex (player-owned farm) 150.55 Bottled dinosaur roar 115,808.8 1,478.49 115 Oculi apoterrasaur (player-owned farm) 136.5 Beak snot 115,500 1,477 117 Malletops (player-owned farm) 171.36 Spark chitin 117,600 1,540.9 118 Pavosaurus rex (player-owned farm) 161.6 Bottled dinosaur roar 120,407.4 1,596.98 Raw meat needs to be bought from Fresh Meat in Oo'glog to keep the animals breeding. For the optimal strategy, see Money making guide/Raising rex dinosaurs. This produce can be used for various high level potions that give high herblore experience. The following table details the potions that can be used for training. Potions not listed, such as the powerburst of sorcery have secondaries that are available in very low supply (in this case, yak milk). Dinosaur produce Potion level (+2) xp xp from related potions Notable secondaries Spark chitin Adrenaline crystal 93 10 200 for making super adrenaline potion inert adrenaline crystal Poison slime Weapon poison+++ (3) 100 700 190 for weapon poison++ Weapon poison++ Beak snot and Dinosaur claws Sticky bomb 101 (105) 1,000 0 Clean cadantine Spark chitin Charming potion (3) 102 1,000 0 4 of each primary charm Bottled dinosaur roar Vulnerability bomb 103 (107) 1,100 0 Soul rune, Chaos rune, clean dwarf weed Dinosaur claws Powerburst of opportunity (4) 103 (107) 1,050 0 Phasmatite, Third age iron Poison slime Powerburst of vitality (4) 105 (109) 1,150 180 for Saradomin brew Saradomin brew, rocktail Bottled dinosaur roar Powerburst of masterstroke (4) 108 (112) 1,350 0 Necrite and rune stone spirits Bottled dinosaur roar Adrenaline renewal potion (4) 115 (119) 1,700 517.5 for super adrenaline potion from scratch Super adrenaline potion (adrenaline crystal or Spark chitin plus inert adrenaline crystal, papaya fruit, mort myre fungus, clean avantoe), clean arbuck Spark chitin Extreme prayer (3) 117 1,200 357.5 for super prayer from scratch Wyvern bones Sticky bombs, vulnerability bombs and charming potions have particularly easy to obtain secondaries. Repeatable events[edit | edit source] Herblore experience[edit | edit source] Herby Werby provides experience in or every week. Other daily and weekly events provide experience in any skill of your choosing, for which herblore can be an efficient choice. Check the repeatable events page for more details. Herblore items[edit | edit source] Milestone rewards[edit | edit source] Not all useful rewards are listed here.