CoffMan recopilation of Herbs

Flasks require Alchemy Labs to produce
Only one flask effect active at a time
Transmuting require a Philosopher's Stone and the cooldown of transmutes is 24 to 48 hours.

Potion Name	Icon	Lvl Req	Recipe	Vendor Sell For	Vendor Buy For	Details
Health						
Minor Healing Potion		1	1  1  1 	20 	5 	Restores 70 - 90 health
Discolored Healing Potion		50	1 Discolored Worg Heart 1  1 	1 	25 	Restores 140 to 180 health Requires Level 5
Lesser Healing Potion		55	1  1 	1 	25 	Restores 140 to 180 health Requires Level 3
Healing Potion		110	1  1  1 	3 	75 	Restores 280 to 360 health Requires Lvl 12
Greater Healing Potion		155	1  1  1 	5 	1  25 	Restores 455 to 585 health Requires Lvl 21
Superior Healing Potion		215	1  1  1 	10 	2  50 	Restores 700 to 900 health Requires Lvl 35
Major Healing Potion		275	2 Golden Sansam 1 Mountain Silversage 1 	40 	10 	Restores 1050 - 1750 health Requires Lvl 45
Weak Troll's Blood Potion		15	1 2 1	40	10	Regenerates 1 health every 5 seconds for 60 minutes.

Defense Do not stack with spells that add defense or armour					
Elixir of Minor Defense 	1	2  1 	20 	5 	Increases armor by 50 for 60 min
Elixir of Defense 	130	1  1  	2  60 	40 	Increases armor by 150 for 60 min. Requires Lvl 16
Elixir of Greater Defense 	195	1  1  1 	8 	2 	Increases armor by 250 for 60 min Requires Lvl 29
Elixir of Superior Defense 	265	2 Stonescale Oil 1  1 	20 	5 	Increases armor by 350 for 60 min Requires Lvl 43
Lesser Stoneshield Potion 	215	1 Mithril Ore 1  1 	15 	3  75 	Increases armor by 1000 for 1 min. Requires Lvl 33
Greater Stoneshield Potion 	280	3 Stonescale Oil 1 Thorium Ore 1 	30 	7  50 	Increases armor by 1500 for 1 min. Requires Lvl 46
Limited Invulnerability Potion 	250	2  1 Ghost Mushroom 1 	1  20 	30 	Imbiber is immune to physical attacks for the next 6 seconds Requires Lvl 45
Flask of Petrification	300	30 Stonescale Oil 10 Mountain Silversage 1 Black Lotus 1	2	50	You turn to stone, protecting you from all physical attacks & spells for 60 secs, but during that time you cannot attack, move or cast spells. You can only have the effect of one flask at a time.
Potion Name **Icon**	**Alchemy Lvl Req**	**Recipe**	**Vendor Sell For**	**Vendor Buy For**	**Details**
Agility					

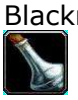
Elixir of Minor Agility	50	1 Peacebloom 1 Silverleaf 1 Empty Vial	60 Copper	15 Copper	Increases agility by 1 for 60 min Requires Lvl 2
Elixir of Lesser Agility	140	1 Briarthorn 1 Peacebloom 1 Empty Vial	1 Silver 40 Copper	35 Copper	Increases agility by 8 for 60 min Requires Lvl 18
Elixir of Agility	185	1 Kingsblood 1 Wild Steelbloom 1 Empty Vial	8 Silver	2 Silver	Increases agility by 15 for 60 min Requires Lvl 27
Elixir of Greater Agility	240	1 Goldthorn 1 Wild Steelbloom 1 Empty Vial	25 Silver	6 Silver	Increases agility by 25 for 60 min Requires Lvl 38
Elixir of Mongoose	280	2 Mountain Silversage 2 Plaguebloom 1 Empty Vial	50 Silver	12 Silver 50 Copper	Increases agility by 25 and chance to get a critical hit by 2 for 60 min Requires Lvl 46
Intellect					
Elixir of Wisdom	90	1 Sungrass 2 Peacebloom 1 Empty Vial	4 Silver	1 Silver	Increases intellect by 6 for 60 min Requires Lvl 10
Elixir of Greater Intellect	235	1 Blindweed 1 Kingsblood 1 Empty Vial	40 Silver	10 Silver	Increases intellect by 25 for 60 min Requires Lvl 37
Elixir of Sages	270	1 Dreamfoil 2 Plaguebloom 1 Empty Vial	50 Silver	12 Silver 50 Copper	Increases **intellect and spirit** by 18 for 60 min Requires Lvl 44
Potion Name **Icon**	**Alchemy Lvl Req**	**Recipe**	**Vendor Sell For**	**Vendor Buy For**	**Details**
Strength & Melee Attack Power					
Elixir of Lion's Strength	1	1 Briarthorn 1 Stranglekelp 1 Empty Vial	80 Copper	20 Copper	Increases strength by 4 for 60 min

Elixir of Ogre's Strength		150	1  1  1 	80 	20 	Increases strength by 8 for 60 min. Requires Lvl 20
Elixir of Giants		245	1  1 Gromsblood 1 	28 	7 	Increases your strength by 25 for 20 min Requires Lvl 30
Elixir of Giant Growth		90	1 Deviate fish 1  1 	3  80 	95 	Your size is increased and your strength goes up by 8 to match your size for 2 mins Requires Lvl 8
Elixir of Demonslaying		250	1 Gromblood 1 Ghost Mushroom 1 	28 	7 	Increases attack power by 265 against demons. Lasts 5 min Requires Lvl 40 Used in 1 Enchanting
Elixir of Brute Force		275	2 Gromsblood 2 Plaguebloom 1 	50 	12  50 	Increases strength and stamina by 18 for 60 minutes Requires Lvl 45
Potion Name	**Icon**	**Alchemy Lvl Req**	**Recipe**	**Vendor Sell For**	**Vendor Buy For**	**Details**
Magical Attack Power						
Arcane Elixir		235	1  1  1 	16 	4 	Increases **Spell** damage by 20 for 30 min Requires Lvl 37
Greater Arcane Elixir		285	3 Dreamfoil 1 Mountain Silversage 1 	30 	7  50 	Increases **Spell** damage by 35 for 60 min Requires Lvl 47
Flask of Supreme Power		300	30 Dreamfoil 10 Mountain Silversage 1 Black Lotus 1 	4 	50	Increases **Spell** damage by 100 for 2 hours. One flask effective at a time. Requires Lvl 50
Oil of Immolation		205	1 1 1	8	2	Does 50 **Fire** damage to any enemies within a 5 yard radius around the caster every 3 secs for 15 sec Requires Lvl 31
Elixir of Firepower		140	2 Fire Oil 1 	3 40	35	Increases Spell **Fire** damage by 10 for 30 min Requires Lvl 18

Shadow Oil 	165	4  4 Gravemoss 1 	6 	1  50 	When applied to a melee weapon it gives 15% chance to cast a **Shadowbolt** III at the opponent when it hits. Lasts 30 min Requires Lvl 24
Elixir of Shadow Power 	250	3 Ghost Mushroom	1  40 	35 	Increases **Spell** shadow damage by up to 40 for 30 min Requires Lvl 40
Frost Oil 	200	4  2  1 	6 	1  50 	When applied to a melee weapon gives 10% chance of casting **Frostbolt** at the opponent when it hits. Last 30 min Requires Lvl 30 Used in 1 Engineering, 1 Enchanting, 1 Blacksmithing, 1 Tailoring
Stealth & Detection					
Lesser Invisibility Potion 	165	1  1  1 	4 	1 	Gives the imbiber lesser invisibility for 15 sec Requires Lvl 23
Invisibility Potion 	235	1 Ghost Mushroom 1  1 	20 	5 	Gives imbiber invisibility for 15 sec Requires Lvl 37
Elixir of Dream Vision 		3  1 	24 	6 	Gives you a dream vision that lets you explore areas that are too dangerous to explore in person. Requires Lvl 38
Elixir of Detect Lesser Invisibility 	195	1  1  1 	6 	1  50 	Grants detect lesser Invisibility for 10 min Requires Lvl 29
Catseye Elixir	200	1 1 1	6	1 50	Increases your stealth detection by 10 to 10 min. Requires Lvl 30
Elixir of Detect Undead	230	1 Arthas' Tears 1	12	3	Shows the location of all nearby undead on the minimap for 60 min Requires Lvl 36
Elixir of Detect Demon	250	2 Gromsblood 1	20	5	Shows the location of all nearby demons on the minimap for 60 min Requires Lvl 40

Potion Name	Icon	Alchemy Lvl Req	Recipe	Vendor Sell For	Vendor Buy For	Details
Magical Protection						
Minor Magic Resistance Potion		110	3  1  1 	80 	20 	Increases your resistance to **all schools** of magic by 30 for 30 sec Requires Lvl 12
Magic Resistance Potion		210	1  1  1 	80 	20 	Increases your resistance to **all schools** of magic by 60 for 30 Sec Requires Lvl 32
Flask of Chromatic Resistance		300	30 Icecap 10 Mountain Silversage 1 Black Lotus 1 	4 	50 	Increases your resistance to **all schools** of magic by 25 for 2 hours. Only one flask effect active at a time.
Elixir of Poison Resistance		120	1 Large Venom Sac 1  1 	1  40 	35 	Target is immune to **Poison** for 60 sec and in cured of any existing poisons Requires Lvl 14
Fire Protection Potion		165	1 Small Flame Sac 1 Fire Oil 1 	6  80 	1  70 	Absorbs 975 to 1625 Fire damage for 60 min Requires Lvl 23
Greater Fire Protection Potion			1 Elemental fire 1 Dreamfoil 1 	30 	7  50 	Absorbs 1950 to 3250 **Fire** damage for 60 min. Requires Lvl 48 2 minute cooldown
Frost Protection		190	1  1 Goldhtorn 1 	12 	3 	Absorbs 1350-2250 **Frost** damage. Lasts 60 min Requires Lvl 28
Greater Frost Protection Potion			1 Elemental Water 1 Dreamfoil 1 	30	7 75	Absorbs 1950 to 3250 **Frost** damage. Lasts 60 min Requires Lvl 48
Free Action		150	2 Blackmouth Oil 1 1	3	75	Makes you immune to **Root, Snare and Stun** effects for the next 30 sec Requires Lvl 20
Holy Protection Potion		100	1 1 1	2 50	62	Absorbs 300 to 500 **Holy** damage. Lasts 60 min. Requires Lvl 10

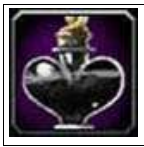
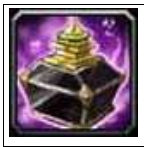
Greater Holy Protection Potion 		1 Elemental Air 1 Dreamfoil 1 			
Shadow Protection Potion 	135	1 Grave Moss 1  1 	4 	1 	Absorbs 675 to 1125 **Shadow** damage for 60 mins Requires Lvl 17
Greater Shadow Protection Potion 	290	1 Shadow Oil 1 Dreamfoil 1 	4 	1 	Absorbs 1950 to 3250 **Shadow** damage. Lasts 60 mins. Requires Lvl 48
Gift of Arthas 	240	1 Arthas' Tears 1  1 	10 	2  50 	Increases resistance to **Shadow** by 10. If an enemy strikes the caster, they have a 30% chance of being inflicted with disease that increases their damage taken by 8 for 3 min. Requires Lvl 38
Nature Protection Potion 	190	1  1  1 	12 	3 	Absorbs 1350 to 2250 **Nature** Damage for 60 mins Requires Lvl 28
Greater Nature Protection Potion 	290	1 Elemental Earth 1 Dreamfoil 1 		7  50 	Absorbs 1950 to 3250 **Nature** damage for 60 mins. Requires Lvl 48
Flask of Petrification 	300	30 Stonescale Oil 10 Mountain Silversage 1 Black Lotus 1 	4 	50 	You turn to stone, protecting you from all **physical attacks & spells** for 60 secs, but during that time you cannot attack, move or cast spells. You can only have the effect of one flask at a time.
Greater Arcane Protection Potion 	290	1 Dream Dust 1 Dreamfoil 1 	30 	7  50 	Absorbs 1950 to 3250 **arcane damage** for 60 min Requires Lvl 48
Potion Name	**Icon**	**Alchemy Lvl Req**	**Recipe**	**Vendor Sell For**	**Vendor Buy For**	**Details**
Purging						
Restorative Elixir 		1 Elemental Earth 1  1 	8 	2	Removes all negative effects on you Requires Lvl 32

Purification Potion		285	2 Icecap 2 Plaguebloom 1 	30	7  50 	Attempts to remove one curse, one disease and one poison from the imbiber Requires Lvl 47
Miscellaneous						
Elixir of Water Breathing		90	1 Strangekelp 1 Blackmouth Oil 1 	3  80 	95 	Allows the imbiber to breathe water for 30 min Requires Lvl 8
Swim Speed Potion		100	1  1 Blackmouth Oil 1 	1  40 	35 	Increases swim speed by 100% for 20 sec Requires Lvl 10
Swiftness Potion		60	1  1  1 	1 	25 	Increases run speed by 50% for 15 seconds
Elixir of Tongues			2  2  1 	1 	25 	This Potion has no effect until languages are implemented Requires Lvl 5
Potion Name	**Icon**	**Alchemy Lvl Req**	**Recipe**	**Cost to buy recipe**	**Sell Potion for**	**Details**

Below is a list of Reagents {ingredients} the Alchemist can create which are needed for other potions and also other Professions. Check **Herbalism FAQ** for information on how to gather your own herbs.

Transmuting metals or essences can only be done once every 24 to 48 hours.

Reagent	**Icon**	**Alchemy Lvl Req**	**Needed for**	**# Recipes Used in/Notes**
Blackmouth Oil		80	2 Oily Blackmouth 1 	4 Alchemy 1 Enchant Stack to 20
Fire Oil		130	2 Firefin Snapper 1 	2 Alchemy 1 Enchant 3 Tailoring Stack to 20
Philosopher's Stone		225	4 Iron Bars 1 Black Vitriol 4  4 	Binds when picked up For transmuting metal or essence to another type

Alchemist's Stone		300	8 Essence of Fire 8 Essence of Earth 8 Essence of Air 8 Essence of Water 8 Living Essence 2 Black Vitriol 4 Black Lotus	Binds when picked up Trinket +8 Spirit Passive increase of effects of healing and mana potions active on the wearer by 33%
Stonescale Oil		250	1 Stonescale Eel 1 	4 Alchemy
Ghost Dye		245	2 Ghost Mushroom 1 Purple Dye 1 Crystal Vail	6 Tailoring
Goblin Rocket Fuel		210	1  1 Volatile Rum 1 	5 Engineering
Transmute Mithril to Truesilver 48 hour cooldown		225	1 Mithril Bar 1 Philosophers' Stone	21 Blacksmithing 1 Enchanting 8 Engineering 1 Tailoring
Transmute Iron to Gold 24 hour cooldown		225	1 Iron Bar 1 Philosophers' Stone	13 Blacksmithing 1 Engineering 4 Tailoring
Transmute Life to Earth 24 hour cooldown		275	1 Living Essence 1 Philosophers' Stone	3 Alchemy 4 Blacksmithing 2 Enchanting 1 Engineering 2 Leatherworking 1 Tailoring
Transmute Water to Undeath 24 hour cooldown		275	1 Essence of Water 1 Philosophers' Stone	1 Alchemy 1 Blacksmithing 2 Enchanting 2 Tailoring
Transmute Water to Air 24 hour cooldown		275	1 Essence of Water 1 Philosophers' Stone	2 Alchemy 1 Enchanting 3 Leatherworking 1 Tailoring
Transmute Undeath to Water 24 hour cooldown		275	1 Essence of Undeath 1 Philosophers' Stone	3 Alchemy 3 Blacksmithing 1 Enchanting 3 Leatherworking 4 Tailoring
Transmute Fire to Earth 24 hour cooldown		275	1 Essence of Fire 1 Philosophers' Stone	3 Alchemy 4 Blacksmithing 2 Enchanting 1 Engineering 2 Leatherworking 1 Tailoring
Transmute Earth to Life 24 hour cooldown		275	1 Essence of Earth 1 Philosophers' Stone	2 Alchemy 3 Blacksmithing 1 Enchanting 1 Engineering 3 Leatherworking

Transmute Earth to Water 24 hour cooldown		275	1 Essence of Earth Philosophers' Stone	3 Alchemy 3 Blacksmithing 1 Enchanting 3 Leatherworking 4 Tailoring
Transmute Air to Fire 24 hour cooldown		275	1 Essence of Air 1 Philosophers' Stone	2 Alchemy 3 Blacksmithing 2 Enchanting 1 Engineering 3 Leatherworking 6 Tailoring
Transmute Arcanite 48 hour cooldown		275	1 Thorium Bar 1 Arcane Crystal 1 Philosophers' Stone	14 Blacksmithing 2 Engineering