

Using Metasulphur to Extract Magical Substances

Prof. Lech Klapacius, AlchD. & Draco Dragonsson, AlchD.
Department of classical and applied alchemy, University of Bergold

ABSTRACT. Preparation of alchemical potions is an ancient craft and its deep secrets are carefully guarded by the masters of alchemist guilds. It usually takes several years for a novice alchemist to learn to prepare at least the most basic potions properly. In this scroll we will present a novel way of extracting the magical substance of various ingredients based on a mighty catalyst, metasulphur [3]. This substantially simplifies the traditional recipes and also avoids some of their frequent side-effects. The only drawback is the rarity of metasulphur.

Introduction

We will demonstrate our approach on several examples of potions which are usually considered very volatile and dangerous to prepare [1].

There are two basic kinds of ingredients in our recipes (except for the metasulphur, which fits neither category, as expected): herbs and parts of bodies of living creatures. According to the well known rule of herbal immanence, the magical essence of herbs can be released only in boiling water, while the other ingredients can be used at any temperature.

We follow the tradition by calling all herbal ingredients by their Latin names. While this can be hard to handle for laymen and novice alchemists, we consider it of utmost necessity in order to avoid confusion which often leads to fatal consequences.

In the following, we assume that the recipe is prepared on the northern hemisphere. Otherwise, you need to replace all clockwise stirs by counter-clockwise ones and vice versa, and also optionally use opossum instead of hares.

The Potion of Atrophy

Herbs: Helnair

Indication: Disqualifies your enemies from a combat by atrophying their muscles. (It might however require a considerable diplomatic effort to make them drink the potion.)

Counter-indication: Be careful when applying on centipedes and Earth-carrying elephants.

Recipe: Prepare a decoction of several leaves of Helnair in the crucible, add 3 drops of metasulphur and stir clockwise while you loudly recite the magical incantation “Oooyaooo seloosha teesemme!” five times.

The Potion of Speech Disorder

Herbs: Laxia

Indication: Rapid speakers can be slowed down by making them repeat the first syllable of every word at least three times. Stuttering will wear off after counting loudly from zezezero to fifififty-fififive.

Counter-indication: The potion has no visible effects on trolls and other creatures possessing only a limited vocabulary.

Recipe: Prepare an infusion of the Laxia blossom in the crucible, wait until it cools down (avoid stirring at all costs!) and put 5 drops of metasulphur in it. Before the potion is finished, keep your mouth tightly closed, otherwise you might experience a part of the potion’s effect as well.

The Potion of Insomnia

Herbs: Iunchenia

Indication: Can be used as a cure for sleepwalking or lycantropy by preventing the subject from falling asleep at all.

Counter-indication: Being unable to sleep usually causes the patient to become very tired and extremely irritable. Use at your own danger. Do not ride a horse under influence of this potion. Keep out of reach of children and house-elves.

Recipe: Boil the chopped root of Iunchenia in a mouthful of water with your eyes closed (avoid sleep!) until the liquid becomes green. Then add a drop of dew and a drop of metasulphur. Sing a lullaby until it cools down.

Remark: The effect can be reinforced by adding a piece of wool of a counted sheep.

The Potion of Oblivion

Herbs: Etroquemus

Indication: Can prevent the subject from remembering too much. Also an antidote for most known kinds of love potions [2], but keep in mind the possible side-effects.

Counter-indication: No effect on dragons and omniscient beings.

Recipe: Prepare a decoction of a pinch of finely grinded Etroquemus needles. Add four and a half drops of metasulphur. Stir counter-clockwise while declamating “Ego sum stultus” in a slow, monotone voice.

The Potion of Strabismus

Herbs: Osterdel

Indication: Hides the real direction in which you are looking from the others by making your eyes diverge.

Counter-indication: No effect on cyclops.

Recipe: Prepare a decoction of any part of Osterdel in your crucible while carefully observing both the crucible and the sky. When the first bubbles start appearing, add seven drops of metasulphur. When a bird of prey appears, hoot like an owl (a whistle can be helpful). Boil until ready.

The Potion of Tussis

Herbs: Ortallatenis

Indication: When somebody suffers from unstoppable speaking, he/she/whatever can be slowed down by making him/her/whatever cough mightily after each word. Useful when Laxia is out of reach.

Counter-indication: Listening to violent coughing is not always the better alternative.

Recipe: Burn the whole plant of Ortallatenis and dissolve the ashes in a crucibleful of warm water. Add five drops of metasulphur and make guttural sounds for a minute or more while stirring alternatively clockwise and counter-clockwise.

Remark: It is better to have a fellow alchemist or a famulus perform the audible part of the recipe while you stir.

The Potion of Warts

Herbs: Picovix

Indication: A replacement for a simple curse causing harm to the victim’s appearance. Also useful as a disguise for a beautiful princess in danger of being eaten by a dragon.

Counter-indication: No effect on stone-skinned giants. No visible effect on warthogs.

Recipe: Chop Picovix to small pieces, spit on them, add nine drops of metasulphur and recite the magical incantation “Which wicked witch wished which wicked wish?” five times in a row without a mistake, while slowly pouring water on the mixture. Heat up until it boils.

Application: Apply on the subject’s skin. Not suitable for digestion (may cause farts instead of warts).

Remark: If you do not follow the recipe carefully, you can be transfigured to a warthog instead.⁹⁹

The Potion of Flatulence

Herbs: Acinthanti

Indication: Suitable for defacement in the noble society.

Counter-indication: The potion might incur an undesirable affection from female ogres.

Recipe: Grind five dried Acinthanti leaves, mix with three drops of metasulphur and a pinch of river mud. Add handful of water and boil exposed to sunlight. Shake before serving.

The Potion of Sleepiness

Herbs: Centovix

Indication: Antidote for the Potion of Insomnia. Helps surviving university lectures with mandatory attendance.

Counter-indication: Devils never sleep.

Recipe: Follow the instructions for the Potion of Insomnia, just use Centovix instead of Iunchenia and continue until you get a dark red liquid. Instead of a lullaby you should sing some cheerful tune — we prefer a recently popular song “Miri it is while summer ilast”.

Remark: A piece of wool of an uncounted sheep helps to reinforce the effect of this potion.

⁹⁹ really

The Potion of Upset Stomach

Herbs: Myristica

Indication: Whoever drinks it has his stomach upset for a considerable period of time. Outside of that, it can cause hallucinations, but it is hard to enjoy them with upset stomach. In small amounts it makes a tasty spice.

Counter-indication: In large amounts, it doesn't.

Recipe: Take a handful of dried, finely grinded Myristica and decoct in a crucible. Add five drops of metasulphur with your head upside down. Serve warm, for a full effect you have to digest at least a half of the crucible.

The Potion of Night

Herbs: Calendula

Indication: When prepared properly and poured on the ground or dispersed in the air, it causes sunset and consequently night. The effects can take some time to manifest themselves.

Counter-indication: Can be somewhat slow in extreme latitudes.

Recipe: Prepare an infusion of the Calendula blossoms in the cauldron. Add a drop of metasulphur, stir counter-clockwise at least ten times. The potion should be used immediately after preparing. When applying, murmur "Carpe Noctem" three times. Wait patiently until the potion takes its effect.

The Potion of Beauty

Ingredients: Hair of a Princess

Indication: Convenient to use together with a love potion [2]. It might weaken the effect of curses causing harm to the victim's appearance.

Counter-indications: Abusing this potion in the Miss Wirm competition is considered unfair but not uncommon.

Recipe: Put a quarter of the standard flacon of metasulphur into the bowl and add a hair of a princess. Carefully and slowly alternate stirring three times clockwise and once counter-clockwise and repeat six times in full concentration:

Like a pearl lit by the Moon
immense beauty will shine soon.

Remark: To reach a maximum effect, you should avoid thinking of camels while mixing this potion.

The Potion of Stench

Ingredients: Dragon Egg Yolk

Indication: Whoever touches this potion should avoid human company before the effect of horrible stink wears off, which can take up to one month.

Counter-indication: Do not use in the vicinity of furious mother dragons.

Recipe: Stir dragon yolk with five drops of metasulphur in the bowl and be careful not to touch the mixture. Continue stirring until you get a brown, muddy matter. Add as much water to get a dense liquid.

Remark: Adding older butter enhances the effect of this potion.

The Potion of Quickness (Viacurex)

Ingredients: cheetah gall

Indication: This potion enables the subject to run very fast, albeit it has an unpleasant side-effect: his speech is limited only to sounds like "Meek Meek!" for the whole duration of the potion's beneficial effects.

Counter-indication: No visible effect on road runners.

Recipe: Add a drop of gall and two drops of metasulphur to the bowl with water and hum quickly "Me Ac Me Ac Me Ac. . ." while stirring clockwise. Continue until you get gold liquid smelling like a fresh wheat flour.

The Potion of Invisibility

Ingredients: hawk eye

Indication: Suitable for whomever in need of hiding.

Counter-indication: None visible.

Recipe: Put a hawk eye in a crucibleful of water with ten drops of metasulphur. Keep adding black ink until the eye ceases to be visible. Then recite the following formula:

Once there was an ostrich
who with advice was rich.
If I put my head in snow,
nobody will see me now,
said that invisible ostrich.

Remark: The potion has to be mixed in a dark cave.

The Potion of Musophobia

Ingredients: hollow donkey cheese

Indication: Useful for ratcatchers in search of a job. Provokes extreme phobia from rodents, especially mice and rats.

Counter-indication: When applied to mice, causes heavy schizophrenia.

Recipe: Eat a half of the cheese to get inspiration. Scrape the rest of it and put it to the crucible. Add ten drops of metaspulphur. Stir clockwise for a minute while squeaking like a mouse. Stir counter-clockwise for another minute while meouwing like a cat. Bark like a dog twice and add another drop of metaspulphur. Howl like a wolf if you are hungry.

Remark: Recommended by eleven of ten ratcatchers.

The Potion of Pathquake (Dupalicum)

Ingredients: hare paw

Indication: Suitable for scaring up all animals around by making your steps immensely heavy. Also useful if you want to make the steps of your enemy easy to follow.

Counter-indication: This potion can be dangerous when used in an apple orchard in autumn, unless you want to contemplate very deeply about laws of gravity.

Recipe: Put your cauldron with the hare paw, hot water and seven drops of metaspulphur at a foot of a hill. Then start throwing heavy stones from the top of the hill until you manage to hit the cauldron, making a loud "BANG!" sound. Behold, the potion is ready.

References

1. Faust, Johannes: Standard Lexicon of Potions. *Unicorn Press, Bergold, 976*
2. Yaga, Baba: Pleasure Potions and Love Liquors. (*samizdat*)
3. Zung, Shi: Extraction of Metaspulphur from Effusive Rocks using Unicorn Horn Suspension. *Acta Alchemica, vol. 1, 1024*