

Potion

to go in the Other World and speak to Merlin

Ingredients :

- 7 cardoon leaves
- a thimble of snail slime
- 30 cl of snake venom
- water from the Valley of No Return
- a chicken leg
- a dried slug
- a twig of thyme
- a clove
- the hair of a witch's broom
- 3 wheat cobs
- 4 anyphaena accentuata legs
- 9 mandrake roots
- 3 cryptogramma leaves
- a candle

Utensils : a big cauldron
a terracotta jar

Recipe:

The day before the preparation, take 7 cardoon leaves, grate them, and put to macerate for 24 hours in a thimble of snail slime and 30cl of snake venom.

Pour a jug of water from the pond of the Valley of No Return in a big cauldron. Put on an oak wood fire. Tie a chicken leg, a dry slug, a thyme twig, and a clove with the hair of a witch's broom, and put into the cauldron. Let it boil, and let it simmer for one hour.

Meanwhile, take a terracotta jar and crush 3 wheat cobs and 4 anyphaena accentuata legs. Blend in the mixture macerated the day before, then add 9 mandrake roots, and 3 cryptogramma leaves. Let it reduce on a low flame until it becomes syrupy. Take off the chicken leg and its faggot. Beat delicately the preparation until you get a foamy mixture. The potion is finished. You must expose it to moonlight for a good whole week.

At midnight, during the first full moon following equinox, go to Broceliande forest, to Merlin's tomb. Light a candle above it. Cut your forefinger with the holly next to the tomb, and swallow the potion. The effect will end when the candle burns off.