

ARSENIUS JIGGER



Magical  
Drugs  
and  
Poisons



# Mandrake Restorative Draught

This antidote will revive those who have been petrified.

one tablespoon mandrake root  
a pinch of dandelion root  
one teaspoon phoenix tears  
two teaspoons purified water

In your caldron, sprinkle a pinch of dandelion root over the mandrake root. Pour a teaspoon of phoenix tears over the mixture. Your potion should take on a pleasant yellow colour. Wait fifteen seconds, then add purified water and stir vigorously. The potion should then change colour - to a pleasant green or orange, depending upon the severity of the petrification.

Must be given immediately to petrification victims.

aconite

(also called monkshood and wolfsbane) - used to prevent werewolf victims from becoming that which is other than a normal wolf during a full moon.

acromantula venom

almost impossible to collect from a living acromantula, the venom dries out not long after an acromantula's death, multiple uses as a stinging agent.

armadillo bile

used in wit-sharpening potions.

ashwinder eggs, frozen

quite valuable, as they can serve as ingredients in love potions or may be eaten whole as a cure for ague.

asphodel, root of

this plant is a member of the lily family; it is associated with death and the underworld; for that reason it is used in the Draught of Living Death, an extremely powerful sleeping potion.

belladonna, essence of  
can be used as an awakening or reversing potion to those afflicted  
with Draught of Living Death.

(note that belladonna is poisonous)

bezoar

a shriveled, kidney-like "stone" that comes from the stomach of a  
goat, protects from most poisons.

bicorn horn

powdered, allows potions to have dual purposes.

billywig stings

Dried, used to sharpen the effects of most potions.

black beetle eyes

Dried, aids in low-light or night vision potions.

boomslang skin

shredded, helps transform outward appearance.

*butotuber pus*  
good against stubborn acne; yellowish, smells of petrol.

*bundiman secretion*  
useful for painful burns.

*caterpillars*  
sliced, used to help potions phase transformations.

*cockroach, dead*  
keeps potions ingredients from interacting too quickly with each other.

*dandelion root*  
generally used as a binding agent.

*doxy eggs*  
black in colour, most often used for changing objects into other things.

Dragon parts

hide, blood, heart, liver, horn, claws - multiple uses.

fluxweed

When picked at full moon, this plant may be used in Poly juice Potion to provide constant change or flow, i.e., enabling physical changes to one's appearance.

frog brains

used when mixing wet and dry potions ingredients.

gillyweed

One who eats a wad of this grows gills, webbed fingers and toes and can swim and breathe underwater. Native to the Mediterranean Sea. The effects of gillyweed were first discovered by Elladora Ketteridge. About a century later, gillyweed was re-discovered by Beaumont Majoribanks.

ginger

roots cut, used as a stabilizing agent.

*hellebore*

There are several kinds of hellebore. The name comes from the Greek words 'elein' (to injure) and 'bora' (food), indicating that hellebore is poisonous. It's believed to be a purgative, sometimes of bad things generally, used for things like protecting livestock from evil spells, and (in powdered form) for invisibility.

*jobberknoll feathers*  
for Memory Potions and Truth Serums.

*lacewing flies*

stewed twenty-one days, helps combine wet potions ingredients.

*Lionfish, spine of*

part of student's standard potion-making kit, various uses.

*lovage*

a culinary and medicinal herb native to southern Europe "most efficacious in the inflaming of the brain, and [is] therefore much used in Confusing and Befuddlement Draughts, where the wizard is desirous of producing hot-headedness and recklessness".

mandrake

used as an ingredient in the Restorative Draught. Mandrakes must be properly aged, i.e. adults which can take up to twenty-one days.

monkshood

See aconite. This name for the poisonous plant in question comes from its shape, which somewhat resembles a monk's cowl.

moonstone

used in various potions (including the Draught of Peace), sometimes in powdered form.

nettles

Dried, gathered in Queerditch Marsh for nettle tea.

rat parts

tails - used in Hair-raising potion.

salamander blood

used in any type of Strengthening Potion.



scarab beetles

crushed, used in preserving other ingredients.

scurvy-grass

any of one of several sea-coast plants with four-petalled cross-shaped white flowers, at one time eaten by sailors to prevent scurvy, also "most efficacious in the inflaming of the brain, and (is) therefore much used in Confusing and Befuddlement Draughts, where the wizard is desirous of producing hot-headedness and recklessness".

sneezewort

a kind of yarrow, the powdered leaves of which are said to cause sneezing.

soporiferous

l. sopor, deep sleep or sleeping potion.

tubeworms

used as a thickening agent in various potions.

unicorn blood, horns, tail hair

blood - to keep one alive even when very close to death.

horn - for powerful magical transformations.

tail hair - for use in wand-making and bandages.

valerian

used in potions that promote a deep sleep.

wolfbane  
(see aconite)