<page>055v</page>

<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f116.image</image>

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<cont/>

<id>p055r\_4</id>

<ab><ms><tmp><sup>space</sup> of fifteen days</tmp></ms>. Next you will break it from quite far away &amp; with a <tl>long stick</tl> without looking at it &amp;and with your face hidden, you will put it where you want, or rub a little in a <env>running river</env> or on a <env>tree or on a plant that is on the bank</env>.</ab></div>

<div>

<id>p055v\_1</id>

<head>Another for <m>waters</m></head>

<ab><al>Daot</al> ni a top with <m>quicklime</m>, which will consume all this powder afterwards, &amp;c. </ab></div>

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<id>p055v\_2</id>

<head><m>Damascus steel</m></head>

<ab>Distil earthworms separately &amp; horseradish leaf separately, &amp; mix these two <m>waters</m>, as much of one as of the other, &amp; temper in this.</ab></div>

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<id>p055v\_3</id>

<head>For knowing the course one takes on the open sea</head>

<ab>Soak a <m><fr>ferlin</fr></m> in <m>oil</m>, then attach it to the stern of the ship such that it dips in the water, &amp; it will make a trail that will show for ten leagues because the <m>water</m> is parted wherever the <m>oil</m> has passed.</ab></div>

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<id>p055v\_4</id>

<head>For casting</head>

<ab><m>Chalk</m> most recently taken from the <env>quarry</env> is good for <m>lead</m>. One ought not grind wet, but rather grind finely while pestling or scraping through a <tl>sieve</tl>. Thus for <m>pumice</m>, which one ought not grind with <m>water</m>, nor corrupt its natural state. <m>Lead</m> should be slightly mixed with <m>tin</m>, in order only to give it strength, and two <ms>parts</ms> <del>of<m>tin</m>for</del> of <m>lead</m> for <del>of</del> one of <m>tin</m> or more.</ab></div>