

Carnatic Formulary of Sir Isaac Newton

Sir Isaac Newton would like it to be known that even though he *did* have an interest in Alchemy when he was alive, and even though this book *might* have been the sort of thing that he would have written had he had actual access to real Alchemical power, this book was neither written nor endorsed by him; and that the use of his name was entirely done without permission. He is fairly insistent that this be spelled out, in fact.

The formulary itself probably doesn't deserve the above ire; it is simply a collection of alchemical healing formulas of interest mostly for their ability to use the Songs of Healing, under somewhat broader circumstances than normal. Current speculation is that Newton is either annoyed that the artifact's layout and style plagiarizes blatantly from his existing work on prisms, possibly offended that the nameless author was actually successful at alchemy, or perhaps both.

There are seven formulas in the Carnatic Formulary, each with a unique color assigned to it from the spectrum. While the book blathers on about how this is due to a

complex theory that draws heavily on mysticism and Hermetic correspondences, a thorough analysis of the formulas themselves will reveal that the writer came up with the theory *first* and made the formulas fit with a judicious addition of dye to the recipes. The book is divided into three parts:

- The apprentice section discusses theory, in great, boring and largely useless detail. A constant theme is that while the one formula available to apprentices is fairly simple to learn, understanding the remaining six requires infinite devotion and attention paid to the aforementioned theory. This is, of course, a complete lie. What is needed is the ability to cast Ethereal and Celestial Songs and the knowledge of the Ethereal and Celestial Song of Healing, but those with that kind of theoretical knowledge of the cosmos would find it easy to see through the nonsense of the apprentice section anyway.

Sanguine Relief (Red)

This is functionally equivalent to the 'Healing Potion' found on page 47 of the ***Corporeal Player's Guide***.

- The journeyman section is mercifully free of the usual Sorcerous nonsense, but it spends an altogether

superfluous amount of time discussing dream-related nonsense. Some of the passages aren't half bad from an aesthetic point of view, though. Two formulas are found in this section:

Dawn's Beast's Bane (Orange)

This requires the knowledge of both the Corporeal and Ethereal Songs of Healing; the caster must roll versus the lower of the two Songs and spend one extra Essence to cast. If successful, the resulting potion will temporarily reduce the level of one Ethereal Discord/Disadvantage suffered by the imbiber. The level reduced is equal to the level of the original Song performed, and the duration is for (CD) hours.

Saffron's Lethe (Yellow)

This is like **Sanguine Relief**, except that Mind Hits are healed instead.

- Finally, the Master section is the smallest of all; the text is literally incomprehensible except for the actual formulas. A perceptive reader will quickly realize that this is intentional; anyone who can perform these rituals doesn't need to have their hand held, and everybody else would be daunted by the big words. Four formulas are taught:

Elixir of Viridian Resolution (Green)

This requires the knowledge of both the Ethereal and Celestial Songs of Healing; the caster must roll versus the lower of the two Songs, and spend one extra Essence to cast. If successful, the resulting potion will temporarily increase the Will of anyone who imbibes it by 2. Duration is one hour.

Cerulean Surcease (Blue)

This is like **Sanguine Relief**, except that Soul Hits are healed instead.

Essence of the King's Evil (Purple)

This requires the knowledge of both the Celestial and Corporeal Songs of Healing; the caster must roll versus the lower of the two Songs, and spend one extra Essence to cast. If successful, the resulting potion will heal one natural disease suffered by the imbiber. This may or may not be permanent, depending on the disease; for example, this disease can permanently cure a cold, but not gout, as the former is an external disease and the latter is a condition brought on by improper diet. It *will* alleviate the symptoms of anything that it can't cure, but only for (CD) hours.

Alicorn's Delight (Indigo)

This requires the knowledge of all three Songs of Healing; the caster must roll versus the lower of the three Songs, and spend two extra Essence to cast. If successful, the resulting potion will neutralize one dose of poison. This will not heal damage already suffered, but will prevent further injury.

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