We at Privateer Press are very excited that Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods releases later this year. We’re celebrating with a series of free weekly RPG content we call Full Metal Fridays! You’ll be able to download new careers, equipment, monsters, and more on Full Metal Fridays. Each month will showcase a different theme and will culminate in an event Game Masters can drop right into games. This time around, we take a closer look at something that has played a critical role in shaping the Iron Kingdoms, the art of alchemy.

Check back every Full Metal Friday for new Iron Kingdoms RPG content!

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**INSTALLMENT 2, WEEK 2:**

**Clever Concoctions**

**By Matt Goetz**

New formulas are constantly being tested and refined in alchemist’s workshops throughout western Immoren. Some are tailor-made to the specifications of a single client, while others are the result of an alchemist identifying and attempting to address a common problem. Once a stable alchemical compound has been carefully documented, it is a simple matter for others to reproduce it.

**Alchemical Items**

**Laughing Gas**

Cost: 21 gc

Description: Those wishing to incapacitate a large number of individuals without doing them any physical harm can employ this gaseous compound. When inhaled, the vapor causes its victim to laugh uncontrollably. The gas causes a deep, hysterical laugh akin to those most often heard from the cells of a lunatic asylum. Individuals under the effects of the gas find most actions extremely difficult while they are wracked with fits of cackling.

Special Rules: Vials of laughing gas can be used as improvised thrown weapons, but due the inaccuracy of thrown glassware and the low cost of reliable grenade housings (see *Iron Kingdoms Full Metal Fantasy Core Rules*, p. 297), laughing gas bombs are the preferred delivery method for the substance.

Laughing gas is a gas effect that causes no damage. When a character is exposed to laughing gas, he must make a PHY roll against a target number of 12. If the roll succeeds, nothing happens. If the roll fails, the character is affected by the gas and begins laughing uncontrollably. The character suffers –1 on his attack
and skill rolls. During each of his Maintenance Phases, the character must make an additional PHY roll. If he passes three of these PHY rolls, the gas has run its course and its effects end.

**Brewing Requirements:** Alchemy

**Ingredients:** 1 unit alchemical stone, 1 unit arcane extract, 1 unit organic oil

**Total Material Cost:** 7 gc

**Alchemical Formula:** Brewing laughing gas requires an alchemy lab and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of laughing gas. If the roll fails, he creates one unit of alchemical waste (liquid).

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### Umbroculant Drops

**Cost:** 27 gc

**Description:** This dark, syrupy liquid is dropped directly into the eyes, coating the corneas with a glassy black sheen. Those under the effects of the substance have a temporarily increased ability to see in low-light conditions.

**Special Rules:** Administering a dose of this substance requires an eyedropper. A living character exposed to umbroculant drops treats light conditions as one step brighter than normal. For a character under its effects, complete darkness is treated as dim light and dim light is treated as bright light. A dose of umbroculant drops lasts for one hour.

**Brewing Requirements:** Alchemy

**Ingredients:** 1 unit mutagenic extract, 1 unit organic oil

**Total Material Cost:** 9 gc

**Alchemical Formula:** Brewing umbroculant drops requires an alchemy lab and one hour of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of umbroculant. If the roll fails, he creates one unit of alchemical waste (liquid).