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 3:**

**UNSAFE WORKING CONDITIONS**

**BY MATT GOETZ**

The interior of an alchemist’s workshop can be disconcerting—if not outright terrifying—to those unfamiliar with the art. Exotic ingredients cover every available surface, bubbling vats of nauseatingly colors occasionally flare with brilliantly colored flame, and great clouds of choking chemicals swirl around the rafters and floorboards, sometimes combining in unpredictable or even catastrophic ways.

Fighting in an alchemist’s workshop is doubly dangerous. Alongside the normal risks present in any battle, such as being shot, stabbed, and concussed, combat in the lab can end with any number of unintended consequences. Stray rounds can impart the necessary shock to detonate a volatile compound, and a careless sweep of the sword might mix dozens of different solutions together. True alchemy requires great care and complex calculation: the accidental combination of acids, poisons, and less-identifiable distillates presents a danger to everyone in the room.

The following list of potential hazards can be added to any encounter that takes place in an alchemist’s workshop. These rules can also be applied in marketplaces, warehouses, the lair of Thamarite cultists, and anywhere else alchemical compounds can be bought or are regularly used or stored.

**ALCHEMY WORKSHOP HAZARDS**

**CRUCIBLE**

_Description:_ Fundamentally, crucibles are vessels that can withstand extreme temperatures. In practice, though, they are much more. A crucible stands at the
heart of an alchemist’s lab, stoked by a hot fire beneath it. Inside the crucible, ingredients are broken down and recombined, touched with arcane energies that convert them from simple parts into a useful whole.

To outsiders who hold the crucible in slightly less esteem, the crucible can still serve a useful function. It is, after all, still a giant vat of boiling chemicals.

**Special Rules:** A crucible is represented by a small-, medium-, or large-based model. A character engaged with an enemy within 1” of the crucible can attempt to push his opponent into it. Doing so requires the character first grapple his target (*Iron Kingdoms Full Metal Fantasy Core Rules*, p. 210). After successfully grappling his target, a character can use a full action to attempt to force his target into the crucible. The characters then make contested STR + Unarmed Combat rolls. If the attacker wins, the character being grappled is pushed 1” toward the crucible. If he contacts the crucible, the character suffers a POW 14 corrosion damage roll and the Fire continuous effect. If the grappled character wins or draws, he is not forced into the crucible, although he remains grappled.

**DANGEROUS MISS**

**Description:** Attacks in the workshop must be carefully aimed to guard against causing unintended chemical reactions. The larger and more elaborate an alchemist’s workshop, the more likely an errant shot or careless close combat attack will have unintended consequences. Bullets might pass through dozens of bottles before hitting a wall, and broad strikes can clear entire workbenches of their contents.

**Special Rules:** If an attack roll misses while fighting in a lab, roll a d6. On a roll of 3 or higher, nothing happens; either the attack miraculously avoided striking any supplies, or it simply hit those that are nonreactive when combined. On a roll of 1 or 2, a critical combination has occurred. Roll deviation for one 3” AOE centered over the character who missed the attack. The AOE is a cloud effect that stays in play for one round. Characters who enter or end their turns in the AOE suffer a POW 8 corrosion damage roll.

**TAR CANDLE**

**Cost:** 5 gc

**Description:** A common implement in the workshops of upper-echelon alchemists, a tar candle is a long metal housing attached to a compressed reservoir of refined oil, most commonly whale oil. Refined oil is viscous and a deep black color, giving the tar candle its name. A valve controls the expulsion of oil up the housing to a pilot wick, and while open the reservoir provides enough hot flame for hours of work. The tar candle is useful for speeding up the process of alchemical distillation, but one used irresponsibly can throw out gouts of intensely hot, if short-lived, fire. A new, fully fueled tar candle costs 50 gc. It costs 10 gc for the housing and sufficient oil for an extra reservoir.

**Special Rules:** Using a tar candle as a weapon requires an extra quick action to spin the pressure valve fully open. A tar candle has the following profile:

| Ammunition: | — |
| Effective Range: | 18 feet (3’) |
| Extreme Range: | — |
| Skill: | Thrown |
| Attack Modifier: | —2 |
| POW: | 10 |
| AOE: | — |

**Special Rules:** This weapon deals fire damage. On a critical hit, targets suffer the Fire continuous effect.

**TOXIC CLOUD**

**Description:** Caustic or poisonous clouds often fill the workplace of an alchemist, the noxious byproducts of their craft. Most alchemists wear gas masks to protect themselves against these gases. Those who don’t take such precautions have short-lived careers marked by consumptive lung diseases and early death.

**Special Rules:** A toxic cloud can be represented by a 3”, 4”, or 5” AOE centered over an alchemist’s workbench or some other sufficiently extraordinary piece of equipment. The AOE is a cloud and gas effect that remains in play unless acted on by an outside force, such as a Wind Blast spell or a strong cross-breeze blowing through a broken window. A character must succeed on a Willpower roll against a target number of 12 to enter the AOE. A character who enters or ends his activation in the cloud suffers d3 damage points.