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!

INSTALLMENT 2, WEEK 4:
ALCHEMICAL IMBALANCE

BY MATT GOETZ • ART BY DAMON WESTENHOFER AND THORSTEN DENK

The musty, crumbling building is filled with stacked crates of glassware and complex apparatuses of twisted copper and steel. Deep within the labyrinth of disorganized ingredients and equipment, a foul stink of ammonia and sulfur creates choking fumes that thicken the air. Floating amid the swirling fog is a translucent figure dressed in the attire of an alchemist, flasks and vials orbiting its outstretched hands like the moons of Caen. Suddenly it notices you amid the clutter, glassy eyes snapping down to pin you in place. Behind you the door to this place—the only door—slams shut with a sound of finality, and the specter begins to drift closer.

FOR THE GAME MASTER

In life, Victor di Cavour was an accomplished alchemist of Corvis. He produced alchemical reagents and restoratives to provide for the needs of his community, using the coins he earned to fund his passion: the study of ancient alchemies, particularly from pages purported to contain information copied from the Crucibilus Synthetatus. Di Cavour hoped to find a key to a means of alchemically extending natural life within the scrawled pages.

Tragically, di Cavour’s work was cut short. He was betrayed and murdered by his apprentice for his notebooks, which contained a significant number of proprietary alchemical preparations. In the aftermath of his violent death, di Cavour’s spirit lingered on in his laboratory, each passing year fracturing his memories and twisting his once-gentle personality into something more clinical and cruel. With his great work unfinished, the specter of di Cavour is caught in a perpetual cycle of attempting to complete his impossible masterpiece.
The specter of di Cavour retains some of the alchemist’s living memories, but they are fragmented and tainted with a bitter desire for revenge. He does not have a specific target for his revenge; memories of the person responsible for his murder are among those he lost in death. Instead di Cavour lashes out against anyone he feels presents a threat to him or his work. Several refugees new to Corvis have already fallen victim to his wrath, and he has controlled others with his deathly powers to function as assistants and harvesters of supplies. Though it has taken several months, di Cavour’s former home has once again been stocked with all the materials he needs to practice the art of alchemy.

The Order of the Golden Crucible has heard some rather disturbing rumors regarding di Cavour’s recent resurgence. Unwilling to dedicate resources to the investigation the organization has extended the opportunity to mercenaries and investigators in the region. Dealing with di Cavour is one way for unaffiliated alchemists seeking the order’s attention to make their name known — and those simply seeking gold know that the pockets of the order run deep.

ENCOUNTER

THE SPECTER OF ALCHEMY

Hero-Level Encounter

Encounter Points: 23

Adversary: Victor di Cavour

Additional Factors: Alchemical hazards

Description: This encounter involves the characters entering the former home of Victor di Cavour, either at the behest of the Order of the Golden Crucible or to investigate rumors of unnatural activity they have heard on the streets of Corvis. The encounter begins the moment all the PCs enter di Cavour’s home. The specter psychokinetically closes and seals the doors behind the characters before beginning the attack.

The main floor of di Cavour’s home is made up of four smaller rooms and one large laboratory. Each room is filled with alchemical equipment. Shelves covered in bottled solutions create a maze of cover, and dozens of alchemical devices litter the building. Each room of di Cavour’s home is, in effect, a fully stocked alchemical workshop. Each contains several crucibles, stockpiles of supplies, and compounds in the process of refinement.

Special Rules/Tactics: This encounter uses the rules for alchemical hazards presented last week.

Full Metal Fridays 2.3

Player characters and di Cavour alike can use the ingredients found in the five rooms to create any field alchemy compound they desire. Di Cavour also has several...
shelves of charred books and notes related to his research that give clues to his obsessive yet impossible undertaking.

Di Cavour fights by using his psychokinetic abilities for field alchemy or to hurl alchemical items such as vitriolic fire, acid, and rust agent. There are d3 prepared alchemical items in each of the rooms. Di Cavour distrusts other alchemists due to the nature of his murder, and he focuses attacks on them first. During the encounter he shouts at the characters to leave him to his work, warning them that they will not steal the formulae from him.

Di Cavour phases from room to room within the laboratory to avoid anyone engaging him or to gather a fresh supply of items he can use to attack. If he exhausts his supply of alchemical items, di Cavour uses Dark Influence to make player characters attack each other as often as possible.

Because di Cavour is a specter, he presents the player characters with a much greater challenge if they have no means of dealing with his incorporeality. If they do not already have Ashes of Urcaen prepared, they have a chance to discover a dose of the item within the workshop—likely a dust-covered bottle of the compound refined before di Cavour found himself in his present state. A character can spend a full action to search for a bottle of Ashes of Urcaen. The character makes a Detection skill roll against a target number of 15. If the character is an Alchemist, he gains +2 to his roll. If he succeeds, he discovers the Ashes of Urcaen. If he fails, he does not discover anything in that room. The characters can attempt to search each room once.

Victor di Cavour is the specter of a Llaelese alchemist and currently haunts his former Corvis home.

**Victor di Cavour**

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**Abilities**

**Skills (Stat Already Included)**

- **Dark Influence** – During his turn, di Cavour can use a quick action to control a living character in his command range. Di Cavour can attempt to control a character only once per turn. If the target is in di Cavour’s command range, di Cavour makes a contested Willpower roll against him. If the target wins, nothing happens. If di Cavour wins, he takes control of the character. Di Cavour immediately causes the affected character to make a full advance followed by a quick action or a melee or ranged attack.

- **Feat Point** – Di Cavour starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. Di Cavour can have only up to 1 feat point at a time.

- **Incorporeal** – Di Cavour can move through rough terrain, solid objects, and other characters. Blessed weapons affect him normally. Spells and other magical weapons can damage di Cavour but roll one fewer die on damage rolls. No other weapons can harm him.

- **Obsession** – Di Cavour is obsessed with the manufacture of alchemical substances, in particular the impossible task of replicating recipes from the Cruciblus Synthetatus. Convincing him of the impossibility of this endeavor is a key to laying his spirit to rest.

- **Phase** – Di Cavour can spend a quick action to immediately be placed anywhere within thirty feet (5”) of his current location.

- **Psychokinesis** – Di Cavour can manipulate small objects by manifesting psychokinetic energy. He can pick up unattended objects within his command range weighing five pounds or less and move them up to 8” as a quick action. He cannot use complex objects (such as the trigger on a gun), but he can break glass, rattle doors, and hurl small objects with surprising force by spending an attack action and making a ranged attack roll. On a hit, di Cavour inflicts damage equal to his STR plus the POW of the object hurled if a weapon in the thrown weapon category, or simply STR + POW 2 for a mundane object.

- **Terror** – Di Cavour causes Terror [16].

- **Undead** – Di Cavour is an undead creature and never flees.

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**Command Range 6**

**Base Size Small**

**Encounter Points 9**

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