

Handout 6-2: Falsemen Basics

There are four common types of falsemen: strawmen, waxmen, stonemen, and steelmen. The closer a falseman resembles a Namegiver, the more dangerous an opponent it is. Their forms and material seem to be what governs their personality. Even the most intelligent falseman is only capable of juggling three or four motivations, and these motivations can frequently be at odds with one another.

STRAWMEN

Strawmen are the most common falsemen. Their numbers are countless, but there might be as many as a thousand wandering the War Zone. Thankfully, these barely humanoid creatures are dumb, flimsy, and weak to fire. Smarter falsemen gather strawmen together to form their rank and file troops. How strawmen continue to be so prevalent when they are destroyed so regularly is a mystery.

WAXMEN

Waxmen are far less common than strawmen. Many of the remaining creatures have been badly melted, with their personality equally burned away. Waxmen that are mostly intact can be useful allies as they are capable of completing complex tasks with accuracy. Waxmen are frequently sent out to patrol or assigned to make the rough uniforms common in the War Zone. Waxmen are capable of gaining the complex personalities of more powerful falsemen, but such occurrences are rare.

STONEMEN

Less common than waxmen, there are only about a hundred known stonemen active in the War Zone. A single stoneman can be a challenge for a group of well-coordinated adepts. Stonemen are usually used sparingly in the War Games and when they move together, they make drastic changes to the landscape. Stonemen were crafted by the Therans before the Scourge and are usually works of art unto themselves. Once defeated, the pieces can be sold to art collectors. Particularly old and canny stonemen can rise to a position of leadership in the War Zone, but typically that is a position reserved for the more fearsome steelmen.

STEELMEN

There are only about a dozen steelmen known to be active in the War Zone. A single steelman is capable of killing entire groups of unwary treasure hunters with ease. They are almost always generals and are the most intelligent of the falsemen. Despite this reputation, they are still easy to trick and fooling a steelman into leaving you alone is much preferred to doing battle with one. As with stonemen, steelmen were originally made by Theran smiths and their remains can be bought at a high price.