

## Randomly Generated CF=1 Henchmen

No.	Name	gp/d	DL	Notes
1	Final Interval Soul-Leech	8	DL I	Thou Shalt Not Act: 1bM, 1/d: Choose one creature. They cannot use any Opposing actions on their next segment.
2	Third-String Henchling Specialist	8	DL I/II	Multiplier Pep Talk: 1V, At-will: Grant room +DL to multiplier for 1 segment.
3	Specter of Forgotten Tithe	10	DL I/II	The Summoner Who Did the Math: You may control up to +3 summons of the same group.
4	Wandering Faerie Executor	10	DL I/II	1M, 1/s: Create a temporary Magic zone with area x30.
5	Third-String Henchling Specialist	10	DL I/II	Multiplier Pep Talk: 1F, At-will: Grant room +DL to multiplier for 1 segment.
6	Third-String Henchling Specialist	10	DL II/I	1bM, At-will: Grant room +DL to multiplier for 1 segment.
7	Unexpected Backup Specialist	10	DL I	Multiplier Pep Talk: 1F, At-will: Grant room +1 to multiplier for 1 segment.
8	Crisis Logistics Coordinator	11	DL I	1bP: Disperse all ongoing Elemental fields within 10 feet.
9	Crisis Logistics Coordinator	12	DL I	Field Dispersal Protocol: 0: Disperse all ongoing Elemental fields within 30 feet.
10	Crisis-Prone Apprentice Examiner	12	DL II/I	1V, At-will: Summon a Psi Entity of DL=DL+1.
11	Edgeborn Ghoul Tracker	12	DL I/II	1bV, 1/rd: Choose one creature. They cannot use any V actions on their next segment.
12	Underqualified Specialist Advisor	13	DL II/I	1V: Reset all At-will timers in the room.
13	Starborn of The Long Undoing	13	DL II/I	The Divine Union Carpool: 1P, 1/w: Grant 1 allies immunity to Fire for 1 rd.
14	Escalation Specialist	13	DL II/I	Resistance Is Futile (Ish): You ignore one level of Fire on ally(ies).
15	Broken Seal Starborn	16	DL II/III	1F, 1/d: Bind a Construct to obey one command (save allowed).
16	Wandering Faerie Executor	16	DL II	Mirror Motivation Speech: 1V, 1/rd: Boost one ally's to hit by xxDL.
17	Wandering Faerie Executor	17	DL II/III	Mirror Motivation Speech: 1bV, 1/rd: Boost one ally's reach by x1+DL/10.
18	Homunculus of Yed's Folly	17	DL II/III	An Extra Layer of Ignore: You ignore an additional level of Fire on ally(ies) (stacks with other versions).
19	Prime Scout Scout	20	DL II	The Mysterious Escape Artist: 1M, 1/s: You MYSTERIOUSLY ESCAPE past all barriers; one enemy must be a Villain.
20	Contingency Planning Clerk	20	DL III/II	1M, 1/t: Harden your summons, granting ++1 defensive DL.
21	Escapology Substitute Supervisor	20	DL III/II	1bM, At-will: Segment 3 will not occur this round.
22	Narrative Risk Assessor	20	DL II/III	Innate, But Inflated: All your innate abilities gain +3 uses per day.
23	Lost Mercenary Watcher	20	DL II/III	Counter, But Petty: 1bV: Counter a Anti-Elemental effect of level 0–3.
24	Homunculus of Yed's Folly	20	DL II/III	An Extra Layer of Ignore: You ignore an additional level of Fire on ally(ies) (stacks with other versions).
25	Broken Seal Starborn	20	DL II	Counter, But Petty: 1bV: Counter a Anti-Innate effect of level 0–3.
26	Homunculus of Approaching Whisper	20	DL III/II	You ignore an additional level of Hold/Stun/Para on group (stacks with other versions).
27	Broken Seal Starborn	21	DL III/II	1V, 1/d: Bind a Summoned Beast to obey one command (save allowed).

28	Clockwork Stalker Tactician	24	DL II/III	1P: Counter any Anti-Tech effect of SL 1–8.
29	Homunculus of Approaching Whisper	25	DL II	An Extra Layer of Ignore: You ignore an additional level of Hold/Stun/Para on ally(ies) (stacks with other versions).
30	Final Interval Sliver	33	DL III/IV	1V, 1/d: Bind a Psi Entity to obey one command (save allowed).
31	Misinformed Adviser Consultant	33	DL III	1bV, At-will: Teleport in one Henchman of the same type as one you possess. You must pay its gp cost immediately.
32	Fallen Quiet Ash-Witch	33	DL III	1bM: Collapse one Anti-Elemental zone, dealing +DL+1 backlash.
33	Escalation Specialist	33	DL III/IV	Reflective Karma Hit: 0, 1/t: Apply a mirrored ranged dmg effect back onto the attacker.
34	Prime Golem Scout	40	DL IV/III	You ignore Immunity to Psionic, unless the immunity comes from a x4 source.
35	Sliver of Final Interval	41	DL III/IV	Segment Range Blackout: 1P, 1/w: Segments 1–3 will not occur this round.
36	Approaching Whisper Homunculus	41	DL IV/III	Remove One Tag, Please: 1bM: Remove one reach effect from a target.
37	Unethical Practices Reviewer	48	DL IV/III	1bP: Dispel up to DL+1 effects on one target.
38	Prime Golem Scout	48	DL III/IV	The Immunity Workaround: You ignore Immunity to Psionic, unless the immunity comes from a x4 source.
39	Crisis-Prone Apprentice Examiner	49	DL III	1bM, At-will: Boost one ally's ranged dmg by xxDL.
40	Fallen Quiet Ash-Witch	49	DL IV/III	Backlash Collapse: 1V: Collapse one Anti-Elemental zone, dealing +DL+1 backlash.
41	Sliver of the Eighth Funnel	49	DL III/IV	Segment Range Blackout: 1P, 1/w: Segments 1–3 will not occur this round.
42	Crisis Logistics Coordinator	49	DL IV/III	1P, 1/t: Harden your summons, granting +DL+1 defensive DL.
43	Sliver of the Eighth Funnel	49	DL IV/III	Segment Range Blackout: 0, 1/w: Segments 7–10 will not occur this round.
44	Wandering Binder Executor	64	DL V/IV	1F, 1/rd: Target must save or be forced into a scripted action next segment.
45	Crisis Logistics Coordinator	64	DL IV	Your Elemental effects have area x10.
46	Prime Golem Scout	64	DL IV/V	Everybody Flies Today: You, your party, followers, henchmen, summons, familiars, and companions Fly at 60.
47	Master Plan Archivist Advisor	64	DL IV/V	1V, At-will: Lower one chosen resistance on the target by +1 ranks for 1 t.
48	Narrative Risk Assessor	64	DL IV	1bP: Delay one Magic effect until Segment 6.
49	Lost Cambion Watcher	65	DL IV/V	Shift the Dice Again: 1bM: Shift a target's next die roll by DL*10.
50	Ash-Witch of Fallen Quiet	65	DL IV/V	He Knocks Over the Plot Device: 0: All Segment 8 actions move to end of round.
51	Unethical Practices Reviewer	65	DL IV	He Knocks Over the Plot Device: 0: All Segment 8 actions move to end of round.
52	Homunculus of Yed's Folly	65	DL IV/V	0: Collapse one Anti-Tech zone, dealing x10 backlash dmg.
53	Lost Mercenary Watcher	81	DL IV	Shift the Dice Again: 1F: Shift a target's next die roll by 20.
54	Escapology Substitute Supervisor	81	DL IV/V	1V, At-will: Apply a mirrored AC effect back onto the attacker.
55	Regret Specter	81	DL V/IV	The Temporary Danger Room: 1F, 1/d: Create a temporary Psionic zone with area xDL+1.
56	Homunculus of Yed's Folly	96	DL V/IV	1bP: Collapse one Anti-Tech zone, dealing x10 backlash dmg.
57	Lost Mercenary Watcher	96	DL IV/V	Shift the Dice Again: 1F: Shift a target's next die roll by 20.

58	Obedient Ghoul Mediator	97	DL V/IV	He Pressed the Button Marked “Do Not Press”: 1M, 1/s: Choose one creature. Their next action is replaced with a random reach effect of your choosing (save allowed).
59	Homunculus of Approaching Whisper	97	DL IV	1bP: Collapse one Anti-Tech zone, dealing xDL backlash dmg.
60	Ash-Witch of Fallen Quiet	97	DL IV/V	He Knocks Over the Plot Device: 0: All Segment 8 actions move to end of round.
61	Crisis Logistics Coordinator	1280	DL IV/V	Your Elemental effects have area x30.
62	Misinformed Adviser Dispatcher	129	DL VI/V	Segment Delay Switch Again: 1bV: Delay one Anti-Innate effect until Segment 3.
63	Yed’s Folly Homunculus	160	DL VI/V	1bM: Suppress all Tech effects of SL 0–7 or lower for 1 t.
64	Crisis-Prone Apprentice Examiner	161	DL V	1V: Drop a localized anti-Anti-Magic field, suppressing effects SL 0–7 or lower within DL*10 feet.
65	Specter of Regret	161	DL V	He Would’ve Gotten Away With It, Too: 1M: You teleport DL feet; nearest enemy saves or loses next F action.
66	Misinformed Adviser Dispatcher	161	DL V/VI	Segment Delay Switch Again: 1bV: Delay one Anti-Innate effect until Segment 3.
67	Interim Villainy Manager	161	DL V/VI	The Immunity Carpool: 1P, 1/t: Grant DL+1 allies immunity to Psi for 1 rd.
68	Unsupervised Risk-Taker Examiner	192	DL VI/V	Takebacks Allowed: You may take back an action At-will and try something else.
69	Clockwork Acolyte Tactician	192	DL V	The Reverse Button: 0, 1/s: Reverse or Reset one ranged dmg effect on a target.
70	Sliver of Final Interval	193	DL V/VI	1bP, 1/w: Create a temporary Magic zone with area xDL.
71	Omenfall Ash-Witch	193	DL VI/V	Multiplier Pep Talk Again: 1V, 1/d: Grant enemy(ies) +DL to multiplier for 1 segment.
72	Sliver of Final Interval	193	DL VI/V	The Temporary Danger Room Again: 1bP, 1/w: Create a temporary Magic zone with area xDL.
73	Broken Seal Starborn	193	DL VI/V	You may take back an action 1/d and try something else.
74	Unethical Practices Reviewer	193	DL V	1P, 1/t: Grant 3 allies immunity to Fire for 1 rd.
75	Ironbound Faerie Handler	256	DL VI	Suppress, Repeat Edition Max: 1P: Suppress all Magic effects of SL 1–8 or lower for DL rds.
76	the Eighth Funnel Sliver	256	DL VII/VI	We Ran the Numbers (It Looks Grim): 1bV: Apply a -3 multiplier penalty to a target for DL rds.
77	Escalation Specialist	257	DL VI/VII	1M: Counter a x2 Concordant ability.
78	Temporal Misalignment Officer	257	DL VII/VI	1M: Counter a x2 Concordant ability.
79	Stonewise Stalker Specialist	320	DL VII/VI	1bM, 1/rd: Boost one ally’s hp by xDL.
80	Edgeborn Construct Tracker	320	DL VI	Multiply Effectiveness: 1F, 1/rd: Multiply an effect you produce by x1+DL/10.
81	Third-String Henchling Specialist	321	DL VI	Backlash Disperse Max: 1F: Disperse all ongoing Psionic fields within DL*10 feet.
82	Fallen Quiet Ash-Witch	321	DL VI	1bM, 1/d: Grant DL allies immunity to Elements for 1 s.
83	Obedient Ghoul Mediator	385	DL VI/VII	1V, 1/rd: Multiply an effect you produce by xxDL.
84	Clockwork Stalker Tactician	385	DL VII/VI	Multiplier Pep Talk Supreme: 1F, 1/rd: Boost one ally’s saves by 1+DL/10.
85	Homunculus of Yed’s Folly	512	DL VII/VIII	Timer Police Ultra: 1bP: Reset all 1/w timers in the room.
86	Lost Mercenary Watcher	512	DL VII	1bM, 1/rd: Boost one ally’s AC by xDL.

87	Homunculus of Approaching Whisper	512	DL VII/VIII	Timer Police Ultra: 1bP: Reset all 1/w timers in the room.
88	Errant Mercenary Keeper	513	DL VIII/VII	Multiplier Pep Talk Ultra: 1bM, 1/rd: Boost one ally's saves by xDL.
89	Obedient Ghoul Mediator	513	DL VII/VIII	0, 1/s: Apply a mirrored hp effect back onto the attacker.
90	Failure Cascade Supervisor	640	DL VII	Summon With Armor Plating Ultra: 1M, 1/t: Harden your summons, granting +3 defensive DL.
91	Homunculus of Yed's Folly	641	DL VII	1bP: Reset all 1/w timers in the room.
92	Obedient Ghoul Mediator	768	DL VII	Reflective Karma Hit, Ultra Edition: 1bP, 1/s: Apply a mirrored to hit effect back onto the attacker.
93	Lost Mercenary Watcher	768	DL VII	1bM, 1/rd: Boost one ally's saves by xDL.
94	Ironbound Faerie Handler	1024	DL IX/VIII	1bM, 1/rd: Apply a mirrored to hit effect back onto the attacker.
95	Broken Seal Starborn	1024	DL VIII	1V: Shift a target's next die roll by DL+1.
96	Ash-Witch of Fallen Quiet	393217	DL IX/VIII	Bind Creature Again, Ultra Edition: 1bP, 1/w: Bind a Golem to obey one command (save allowed).
97	Lost Mercenary Watcher	2048	DL IX	You adjust all Elemental effects by (DL+1)/2 for your group.
98	Veteran Scout Adherent	2048	DL IX	1bV, 1/rd: Create a temporary Anti-Elemental zone with area x20.
99	Veteran Scout Adherent	3073	DL IX	The Temporary Danger Room, Ultimate Edition: 1F, 1/rd: Create a temporary Psionic zone with area x20.
100	Interim Villainy Manager	3073	DL IX	Multiplier Pep Talk, Ultimate Edition: 0, 1/t: Grant target +DL/2 to multiplier for 1 segment.