



## TETHERED

Tethered are creatures cloned from humanoid. They were originally developed to take control of the humanoid from which they were modeled. Unfortunately, the experiment failed as the connection between the tethered and the living being was far too weak. However, some rare tethered have shown a tenuous ability to take control of their originators.

### TETHERED TEMPLATE

A tethered is a clone of a humanoid. As such, only humanoids can carry the tethered template. The following characteristics change or are added to a humanoid that becomes a tethered.

**Retained Characteristics.** The tethered retains its Armor Class, hit points, Hit Dice, Strength, Dexterity, Constitution, vulnerabilities, resistances, and immunities.

**Lost Characteristics.** The tethered loses its original saving throw and skill bonuses, special traits, as well as any armor, arms or equipment it is carrying. It loses any action that isn't Multiattack or a melee weapon attack that deals bludgeoning, piercing, or slashing damage. If it has an action or a melee weapon attack that deals some other type of damage, it loses the ability to deal damage of that type.

**Alignment.** The tethered is chaotic evil.

**Abilities Scores.** The tethered's ability scores change as follows: Int 5 (-3), Wis 9 (-1), Cha 8 (-1).

**Languages.** The tethered loses all known languages.

**New Trait: Connection.** The tethered shares a connection with the humanoid from which it was cloned, its originator. The tethered has advantage on all Intelligence, Wisdom, and Charisma ability checks made to interact with its originator.

**Attacks.** If the tethered has no other means of dealing damage, it wields scissors. On a hit, scissors deal piercing damage equal to 1d4 + the tethered's Strength or Dexterity modifier (tethered's choice).

### SAMPLE TETHERED

The tethered statistics presented here use a human **knight** as the base creature.

## TETHERED KNIGHT

*Medium humanoid (human), chaotic evil*

**Armor Class** 10

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	5 (-3)	9 (-1)	8 (-1)

**Senses** passive Perception 9

**Languages** —

**Challenge** 1/2 (100 XP)

**Connection.** The tethered shares a connection with the humanoid from which it was cloned, its originator. The tethered has advantage on all Intelligence, Wisdom, and Charisma ability checks made to interact with its originator.

### Actions

**Multiattack.** The tethered makes two melee attacks.

**Scissors.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.