ROPED TOGETHER   HAZARD -1

Stealth DC 0 (Obvious)

Description Characters have been roped together for safety (you should write down the sequence).

Disable DC 15 Attack roll with a slashing weapon to sever the rope, DC 18 Craft or Thievery to quickly untie the rope.

Stand Firm ⟳ Trigger An attached character falls and does not successfully Grab an Edge **Effect** characters roped directly to any falling characters must make DC 14 Fortitude saves (+2 DC for each falling character and -2 DC if two characters are making the save instead of one):

  Critical success the triggering character Grabs and Edge.

  Success all falling characters fall the length of the rope between characters (usually 10 feet) and then stop.

  Failure as success but the character that failed then falls as well (potentially triggering this hazard again)

  Critical Failure as failure but the falling character doesn't have the chance to try and Grab an Edge