

# THE VULTURE WURM

As tiny as this colorful critter may be, it poses a potentially large threat to any unwary desert wanderer. Despite being a terrible flier, the vulture wurm still prefers to attack and apply its slow-acting, yet fatal poison from a safe distance. Once its victim is marked for death, the snake-like animal backs off and patiently waits for the right moment to attack.

## VULTURE WURM

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** passive Perception 10

**Languages** —

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

**Marked for Death.** As long as a creature has at least one Poison Mark, it is poisoned and it must make a DC 15 Constitution saving throw each hour, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. Also on a success, the target loses one Poison Mark. A Poison Mark can be removed by the protection from poison spell or similar magic.

A creature with 6 or more Poison Marks falls prone at the start and end of each of its turns.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 13 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. Also on a failure, the target gains one Poison Mark.

**Spit.** *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 13 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. Also on a failure, the target gains one Poison Mark.

