



Venom Zombies

By Jeff Quinn

A venom zombie is the product of a living creature felled by the effects of the *rain of poison* spell. These twisted, putrid creatures are mindless parodies of their former selves. They resemble normal zombies, but their eyes glow a tainted shade of green, and a slick green fluid runs across their bodies and dribbles from between their teeth. They are tainted by a powerful poison, and are all too happy to share that taint.

The basic venom zombie template presented in *The Complete Guide to Drow* is a great way to generate new and unexpected allies for your drow villains. Here are five more examples of the potential for this new kind of foe. For full details on venom zombies, see page 47 of the *Complete Guide to Drow*.

	Wyvern Venom Zombie Large Undead	Gray Render Venom Zombie Large Undead
Hit Dice:	14d12+3 (94 hp)	20d8+3 (133 hp)
Initiative:	+0	-1
Speed:	20 ft. (4 squares; can't run), fly 60 ft. (poor)	30 ft. (6 squares; can't run)
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20	16 (-1 size, -1 Dex, +8 natural) touch 8, flat-footed 16
BAB/Grapple:	+7/+16	+10/+21
Attack:	Slam +11 melee (2d6+7 plus poison) or talons +11 melee (2d6+5 plus poison)	Bite +16 melee (2d6+7 plus poison) or slam +16 melee (1d8+10 plus poison)
Full Attack:	Slam +11 melee (2d6+7 plus poison) or talons +11 melee (2d6+5 plus poison)	Bite +16 melee (2d6+7 plus poison) or slam +16 melee (1d8+10 plus poison)
Special Attacks:	Contact poison, spittle (DC 12)	Contact poison, spittle (DC 20)
Special Qualities:	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +4, Will +9	Fort +6, Ref +5, Will +12
Abilities:	Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	Toughness	Toughness
Environment:	Warm hills	Temperate marshes
Organization:	Any	Any
Challenge Rating:	6	8
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	16–20 HD (Huge)	None
Level Adjustment:	—	—





	Bugbear Venom Zombie Medium Undead	Ogre Venom Zombie Large Undead	Minotaur Venom Zombie Large Undead
Hit Dice:	6d12+3 (42 hp)	8d12+3 (55 hp)	12d8+3 (81 hp)
Initiative:	+0	-2	-1
Speed:	30 ft. (6 squares; can't run)	40 ft. (8 squares; can't run)	30 ft. (6 squares; can't run)
Armor Class:	16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16	15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
BAB/Grapple:	+3/+6	+4/+14	+6/+15
Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3 plus poison) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9 plus poison) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5 plus poison) or slam +10 melee (1d8+5 plus poison)
Full Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3 plus poison) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9 plus poison) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5 plus poison) or slam +10 melee (1d8+5 plus poison)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Contact poison, spittle (DC 13)	Contact poison, spittle (DC 14)	Contact poison, spittle (DC 16)
Special Qualities:	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits	Single actions only, DR 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +2, Ref +2, Will +5	Fort +2, Ref +0, Will +6	Fort +4, Ref +3, Will +8
Abilities:	Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness
Environment:	Temperate mountains	Temperate hills	Underground
Organization:	Any	Any	Any
Challenge Rating:	4	5	6
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	—	—	—

COMBAT

Contact Poison (Ex): Whenever a venom zombie touches or is touched by an opponent (for example, from an unarmed strike), a Fortitude save is required or the creature will become poisoned. The DC is variable, depending on the size of the venom zombie: Small (or smaller) DC 13, Medium DC 15, or Large (or larger) DC 18. The poison is exactly like that of the *poison* spell.

Spittle (Ex): Line of poison 5 feet high, 5 feet wide, and 30 feet long, once every round; stats as contact poison, above; Ref to dodge (DC 10 + 1/2 zombie's HD, as indicated in profile). Venom zombies do not use this ability unless they are desperate or frustrated. They most often spit when reduced to fewer than half their hit points or when they have not successfully slammed an opponent.

Single Actions Only (Ex): Venom zombies have poor reflexes and can perform only a single move action or attack action each round. A venom zombie can move up to its speed and attack in the same round, but only if it attempts a charge.





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