BROWN PUDDING
Use the stats for the black pudding with the following changes below.

**Hit Dice:** 11d10+64 (124 hp)
**Damage:** Slam 1d8+4 and 2d6 acid
**Advancement:** 12-16 HD (Huge); 17-33 HD (Gargantuan)

**COMBAT**
  
  **Acid (Ex):** As black pudding, except the acid does not affect metals.
  The pudding’s acidic touch deals 50 points of damage to wood or organic materials (including leather).

DUN PUDDING
Use the stats for the black pudding with the following changes below.

**Hit Dice:** 8d10+52 (96 hp)
**Attacks:** Slam +6 melee
**Climate/Terrain:** Warm desert and underground
**Challenge Rating:** 5
**Advancement:** 9-14 HD (Huge); 14-24 HD (Gargantuan)

**COMBAT**
  
  **Acid (Ex):** As black pudding, except the acid only deals 25 points of damage per round to wood or metal objects, and 10 points of damage per round to stone.

WHITE PUDDING
Use the stats for the black pudding with the following changes below.

**Hit Dice:** 9d10+56 (105 hp)
**Attacks:** Slam +7 melee
**Climate/Terrain:** Any cold and underground
**Challenge Rating:** 6
**Advancement:** 10-14 HD (Huge); 15-27 HD (Gargantuan)

**COMBAT**
  
  **Acid (Ex):** As black pudding, except the acid does not affect metals.
  The pudding’s acidic touch deals 50 points of damage to wood or organic materials (including leather).
  
  **Skills:** Due to its coloration, a white pudding receives a +12 racial bonus to Hide checks when in snow-covered surroundings.

The “Deadly” Puddings first appeared in module S4 (Gary Gygax, 1982).