

CE	MEDIUM	HUMANOID	GIANT
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Perception +19; low-light vision

Languages Common, Abyssal, Jotun, Necril

Skills Arcana +22, Intimidation +19, Occultism +19, Religion +22

Str +5, **Dex** -4, **Con** +5, **Int** +7, **Wis** +5, **Cha** +3

Items Lesser Healing Potion Wand of Globe of Invulnerability Holy symbol of Lamashtu Spellbook worth 105 gp Material Component Pouch worth 5 sp

AC 27; **Fort** +19, **Ref** +14, **Will** +22

HP 179; **Resistances** bludgeoning 10

Morbidly obese Mammy is always considered flat-footed.

Speed 5 ft.

Melee ♦ quarterstaff +17 (bludgeoning), **Damage** 2d10+10

Arcane Prepared Spells DC 29, attack +21 ; **5th** *cloudkill, crushing despair, black tentacles*; **4th** *dimension door, fly, vampiric touch*; **3rd** *blindness, vampiric touch, false life*; **1st** *ray of enfeeblement*;

Cantrips (5th) *chill touch, telekinetic projectile, shield, electric arc, ghost sound*

Divine Prepared Spells DC 26 , attack +18; **3rd** *harm (2x)*; **2nd** *harm (2x)*; **1st** *harm (2x)*; **Cantrips (5th)** *divine lance (evil), prestidigitation*

Harming hands The mordant power of your negative energy grows. When you cast harm, you roll d10s instead of d8s.