

CE

MEDIUM

HUMANOID

GIANT

**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.