

## Howling Hatred Priest

*Medium Humanoid (Human), neutral evil*

- **Armor Class** 15 (*studded leather*)
- **Hit Points** 45 (10d8)
- **Speed** 30 ft.
- **Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)	14 (+2)

- **Skills** Acrobatics +5, Intimidation +4, Religion +4
- **Senses** passive Perception 10
- **Languages** Auran, Common
- **Challenge** 2 (XP 450; PB +2)
- **Proficiency Bonus** +2

**Hold Breath.** The priest can hold its breath for 30 minutes.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *blade ward, gust, light, prestidigitation, shocking grasp*

1st level (4 slots): *feather fall, shield, witch bolt*

2nd level (3 slots): *dust devil, gust of wind*

3rd level (2 slots): *gaseous form*

### Actions

**Multiattack.** The priest makes two melee attacks or two ranged attacks.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.