

# Thug

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Medium humanoid (any race), any non-good alignment

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Pack Tactics.** The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The thug makes two melee attacks.

**Mace.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

**Heavy Crossbow.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

## **Description**

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.