

THUGS

THUG

Medium humanoid (any race), any alignment

Armor Class 11 (Leather Armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

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

Skills Athletics +4, Deception +2, Intimidation +4
Senses Passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Hireling. The thug is often willing to accept a bribe rather than fight. A group of thugs will usually accept a rate of 10 gp per thug, though it may accept less.

Ruffian's Code. Unless it has a compelling reason to do otherwise, the thug makes melee attacks nonlethally.

Actions

Multiattack. The thug makes two melee attacks, either of which it may replace with a shove or grapple attempt.

Knuckle Dusters Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage. On a critical hit, the target is knocked prone and must succeed on a DC 12 Constitution saving throw or be stunned until the end of the thug's next turn.

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

Reactions

Beat Down. As a reaction to a creature standing from prone within 5 ft. of the thug, the thug may make a melee attack against it. If the attack hits, the creature is knocked prone again.

THUG ENFORCER

Medium humanoid (any race), any alignment

Armor Class 13 (Leather Armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	13 (+1)	14 (+2)	15 (+2)

Skills Athletics +7, Deception +4, Intimidation +6, Perception +4
Senses Passive Perception 14
Languages Common
Challenge 2 (450 XP)

Hireling. The thug is often willing to accept a bribe rather than fight. A group of thugs will usually accept a rate of 10 gp per thug, though it may accept less.

Ruffian's Code. Unless it has a compelling reason to do otherwise, the thug makes melee attacks nonlethally.

Dirty Fighting. Whenever the thug makes a successful grapple or shove attempt, it may make a melee attack at advantage as a bonus action this turn.

Actions

Multiattack. The thug makes two melee attacks, either of which it may replace with a shove or grapple attempt.

Blackjack Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) bludgeoning damage. On a critical hit, the target is knocked prone and must succeed on a DC 13 Constitution saving throw or be stunned until the end of the thug's next turn.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, reach 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Reactions

Beat Down. As a reaction to a creature standing from prone within 5 ft. of the thug, the thug may make a melee attack against it. If the attack hits, the creature is knocked prone again.