**plagued and their tactics**

Plague Bearer are unnatural creatures that have no fear of dying on the material plane and because of their rotting nature do not even fear it on their home playing more than any other demons as they are part of the cycle of life and death.

**Plague Bearer** are straightforward and their tactics of wanting to get up and close in large groups to attempt to overwhelm them with their stench and then spread their infection with melee attacks. By the natural nature but there's attempt to spread the gifts of their demon lord of to as many targets as possible, they will generally move as a group to empower their Fetid Stench, continue hitting a target until is become infected with Abyssal Rot, they will then move on to the next target an attempt to overwhelm and infected. If they managed to infect every target they will then proceed to attack a target that is overcome Fetid Stench and within melee range.

Plague Bearer will change the tactic a healer of any kind especially if they see them remove the disease during comabet, they will make it their priority to kill this creature with extreme prejudice.

**Plague Bearer** with death heads has the same motive, except it stays at a distance throwing grenades to hit as many noninfected targets as possible

**Exalted Plague Bearer** tactics very little from their lesser kin except that a plague bearer may opt to use a range attack against the noninfected creature that there is hazardous terrain or it is completely out of reach to attempt infected, though they are from melee

**Festering Stooge** have a different motive, as they wish to be in the center of the most creatures possible to feed the hungry swarm of flies, they always move to make sure they can hit as many creatures as possible, if they are only able to get one creature, they go for the one that has the least means of escaping its flies. If a stooge is about to die and it is with other Stooges, it may attempt to reposition itself to make it as awkward for families as possible to fight the other stooges

**Plagueridden and Herald of Nurgle**

are generals of other plague ridden demons, they will go into the thick of it with other plague bears, using whichever locus it has to empower them though, attempts the center itself and all of its troops within as many infected creatures as possible to gain the maximum benefit of its locus, again they will focus and destroy any target that can remove the diseases.

it has several spells they will cast to aid their troops.

**Plagueridden spells**

**Cloudkill** this is a perfect opening move to force ranged casters and attackers out of favorable positions forcing them closer into melee. If it get two or more creatures of this attack before it engages it will do so.

**Inflict Rot** uses a spell whenever there's a small group of clumped up creatures engaged in combat, it will attempt to first target a creature that seems of low Constitution, avoiding barbarians and fighters.

**Blight** this is generally the last spell he will cast on a inflicted with rot spell and and abyssal rot to try and take it down, if no such targets exist it will use this on that appears close to death.

**Herald of Nurgle spells**

**Circle of Death** uses once you can hit three creatures at once, having no fear of itself and its minions being within the area it will wait for the perfect opportunity to use the spell

**Harm** is an opening move when it is not quite gotten into melee range of any targets, has a good sense of what classes will be proficient in the saving throws and will avoid casting on them.

**Regenerate** it will generally cast a spell on itself if it still has multiple minions that are benefiting from its locus ability and is near death with less than half of its hit points. You may also pass this on another powerful demon such as a plague beast if it see that is wounded

**Plague Toad**

are dimwitted but instinctive predators, have a variety of ways they can go about combat, but their ultimate goal if they are not being led by more intelligent creatures to swallow a creature and then run for it digesting them.

Plague total generally hang around and hunting bogs and other moist and damp places, they find areas with water and difficult terrain they can jump over to give them the movement edge against their opponents, they may try to sneak up but generally they can out any targets in this environment even if they're spotted from a distance.

The toad has four actions these are general circumstances that will use them under.

**Tongue.** If the toad will use this action if it can't quite get into melee with a target, it may also use this if gain to Mallett would mean to be surrounded by two or more creatures or if it has extremely unfavorable terrain such as water are difficult back and pull the target into.

**Gore.** Will use if they can get it pornce ability off, if the toad is surrounded by two or more creatures that seem fairly strong and may also risk and opportunity attack to jump across terrain that it believes that it's attackers will have trouble following through, and definitely if there's a target it can Gore.

**Swallow.** Once it has a creature in it's mouth it will attempt to swallow and then run from the fight once it has successfully swallowed a creature, it continues to take the dash action

**Bite.** It will do this action only if it is surrounded and unable to escape, if the toad is relying on disability it is most likely doomed.

There is a group of toads with riders, the general tactic of the group will be to separate the targets using their tongues and bites to pull them in different directions and unfavorable terrain, they will then attempt to spread out if they managed to swallow make it difficult the single out in free a eaten creature.

**Bog Baron** differ little from their tactics, except more will to get into the middle of a group becase fo their Miasma of Rot, they will know which creatures are infected by Wasting Sickness and will focus their attacks on them.

**Rot Fly**

Rot Flies are malevolent creatures that wish to do nothing but spread the misery they feel every second, unless controlled by a very skilled rider, they will rush headfirst in the combat with no regard for their safety attempting to rip apart their targets, targeting the first creature they see, unless they see a creature that is killed them previously before they will make it there priorty to kill that creature instead.

A rot flies will use the fallowing actions during the certain circumstances

**Stinger.** It uses a stinger as its opening move attempted to poison the creature. It will use a stinger again at the creature masses to successfully save against the poison on a later turn. It will not waste it's time to sting the creature again if it seemed like it easily passed the saving throw.

**Blade legs.** This is to go to move after it has stung a creature, if the creature appears to be obviously physically weak it may replace one of its attacks of the shove to attempt to knock it prone if another fly can take advantage of the condition before the creature stands up.

**Proboscis.** It will only use this action if it has advantage on the attack role

Creatures riding on its back will guide them into attacking back line casters and use their actions to focus on allowing the rot fly to attach to a creature properly, this can be done for the use of help action or the use of shove if the creature has multi-attack and a target seems physically weak and not very dexterous.

**Nurglings**

**Nurglings** are mischievous in nautre, a single Nurgling alone will never attack a party the players, instead it will most likely stealth stock them until they make camp, at which point it will cause mischief such as eating all of the rations it can find spreading pus on objects, and perhaps finally find the a sleeping character and attempting to bite them to infect them with disease.

A Nurgling acting under another creature's can be quite helpful in combat despite their low to hit and damge, but their Noxious Cradle ability and allow them to pop out of nowhere and use the help action to aid their master, or they can attempt to silently stealth out of the creature, and make a attack from the hiding to get advantage and hopefully attach and infect the creature.

**Nurgling Swarm** are no less tricky and, while they can be used as ambushuers pouring out of crevices and overwhelming creatures. They make far more useful surprised mounts by other creatures. What would appear to be a only Plague Bearer to the enemy can really be holding an entire swarm of Nurglings in it. On the Nurglings turn they can exit the creature and have it become mount on it, at which point they can move the creature up to 75 feet. Allowing them to take the rider immediately to the front line or even allow them to bypass go for squishy or targets behind. The Nurglings onces they will leave their rider behind go disrupt other enemies by attaching themselves, such as attaching to an archer and keeping them from be able to shoot his bow off or moving back to the front line keeping them from dealing with them these the swarm has brought in.

**Nurgling Tides** will act in the same way as surprised mounts for greater demons or cray in a army of smaller demons. Though once they've gotten there rider or riders to a prime position, rather than attaching to other creatures and disrupting them. They act as a tidal wave grappling as many creatures as they can and dragging them away to unfavorable positions, either bringing vulnerable targets to the Master or taking frontline fighters far away.