

GYROLOTH

Small • Fiend (Yugoloth) • Neutral Evil

Armor Class 13

Initiative +3 (13)

Hit Points 44 (8d6 + 16)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 15

Languages Abyssal, Infernal; telepathy 60 ft.

CR 3 (XP 700; PB +2)



Flyby. The gyroloth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The gyroloth has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The gyroloth makes three Claw attacks. It can replace two of these attacks with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) slashing damage.

Spellcasting. The gyroloth casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *thaumaturgy*

2/day: *blindness/deafness*, *dissonant whispers*

BONUS ACTIONS

Pain Echo. *Wisdom Saving Throw:* DC 13, each creature the gyroloth dealt damage to this turn. *Failure:* 3 (1d6) psychic damage.

REACTIONS

Ridiculing Laughter. *Trigger:* A hostile creature sees a creature allied to it miss with an attack roll. The gyroloth must be able to see the creatures and be within 30 feet of them. *Response - Wisdom Saving Throw:* DC 13. *Failure:* The target falls prone and is incapacitated until the end of its next turn. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the prone condition on itself. *Success:* The target becomes immune to the Ridiculing Laughter of all gyroloths for 1 hour.

GYROLOTH — WEAKER

Armor Class 12

Initiative +2 (12)

Hit Points 18 (4d6 + 4)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +4

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 14

Languages Abyssal, Infernal; telepathy 60 ft.

CR 1/2 (XP 100; PB +2)



Flyby. The gyroloth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The gyroloth has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The gyroloth makes two Claw attacks.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) slashing damage.

Spellcasting. The gyroloth casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *thaumaturgy*

1/day: *blindness/deafness*, *dissonant whispers*

GYROLOTH — STRONGER

Armor Class 14

Hit Points 71 (11d6 + 33)

Speed 20 ft., fly 60 ft.

Initiative +4 (14)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	16 (+3)	13 (+1)	18 (+4)	14 (+2)

Skills Perception +7

Damage Resistances cold, fire, lightning

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 17

Languages Abyssal, Infernal; telepathy 60 ft.

CR 6 (XP 2,300; PB +3)



Flyby. The gyroloth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The gyroloth has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The gyroloth makes three Claw attacks. It can replace one of these attacks with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage.

Spellcasting. The gyroloth casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *thaumaturgy*

3/day: *blindness/deafness*, *dissonant whispers*

BONUS ACTIONS

Pain Echo. *Wisdom Saving Throw:* DC 12, each creature the gyroloth dealt damage to this turn. *Failure:* 1 psychic damage.

REACTIONS

Ridiculing Laughter. *Trigger:* A hostile creature sees a creature allied to it miss with an attack roll. The gyroloth must be able to see the creatures and be within 30 feet of them. *Response - Wisdom Saving Throw:* DC 12. *Failure:* The target falls prone and is incapacitated until the end of its next turn. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the prone condition on itself. *Success:* The target becomes immune to the Ridiculing Laughter of all gyroloth for 1 hour.

BONUS ACTIONS

Pain Echo. *Wisdom Saving Throw:* DC 14, each creature the gyroloth dealt damage to this turn. *Failure:* 4 (1d8) psychic damage.

REACTIONS

Ridiculing Laughter. *Trigger:* A hostile creature sees a creature allied to it miss with an attack roll. The gyroloth must be able to see the creatures and be within 30 feet of them. *Response - Wisdom Saving Throw:* DC 14. *Failure:* The target falls prone and is incapacitated until the end of its next turn. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the prone condition on itself. *Success:* The target becomes immune to the Ridiculing Laughter of all gyroloth for 1 hour.