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[I've said it before and I'll say it again. 3rd Edition D&D did yugoloths/daemons dirty. Maybe it was a reaction to their role in Planescape, where they were the masterminds of pretty much everything. But 3e's yugoloths got seriously depowered, and most of the new species introduced were varieties of stupid goon-monsters instead of having the depth or flair of demons or devils. The echinoloth is a case in point. The original has mental statistics of Int 6, Wis 8, Cha 11, no spell-like abilities, and barely any personality to speak of.

This is one of those monsters that already has a good conversion on tumblr, with [@thecreaturechronicle](#)'s [version](#). That version hews more mechanically close to the text, and makes it the patron of death by pressure. That's a reasonable choice for a deep-sea daemon, but the echinoloth doesn't have any pressure related abilities other than "can survive it". I went a different direction for my version, inspired by the flavor text of them roving the deep sea and the role that real echinoderms play as important scavengers.]

Daemon, Echinodaemon

CR 8 NE Outsider (extraplanar)

This creature is bipedal, but rather than having a humanoid torso is roughly spherical and is dominated by a shark-toothed maw. A squirming knot of barbed tentacles grow from its upper side. It has no eyes, but moves with malign purpose.

An echinodaemon is the representation of death both of and by scavengers. They preside over the looters of battlefields and beasts squabbling over a carcass. They sometimes form from the souls of evil scavengers (otyughs are not uncommon as sources for echinodaemons), but also arise when a cacodaemon gluts itself on enough souls in a short amount of time. They are bestial and not terribly intelligent, but cunning nonetheless.

Echinodaemons are often, but not always, found in the lightless depths, wandering the deep plains of oceans both extraplanar and of the Material Plane. They also follow behind battles or preside over tar pits and sinkholes to hasten the death of the injured and trapped. The barbed tentacles of an echinodaemon inflict suppurating wounds, and they radiate an aura of nausea. A creature that dies near an echinodaemon invigorates and heals it, making them difficult enemies to fight in environments rich with the dead and dying.

Echinodaemons are not popular among other daemon types, as they will not hesitate to kill a badly wounded daemon and return it to quintessence. They do congregate in massive tangles, especially in the wake of great conflicts. Although as an outsider they do not truly require food, they are compelled to eat the fallen, regardless of whether they were living, undead or constructs. Bits of treasure can be found in an echinodaemon's gullet, but they do not intentionally collect valuables.

Echinodaemon CR 8

XP 4,800

NE Large outsider (daemon, evil, extraplanar)

Init +5; **Senses** blindsight 30 ft., blind, Perception +14, tremorsense 60 ft.

Aura nausea (30 ft., Fort DC 20)

Defense

AC 20, touch 10, flat-footed 19 (-1 size, +1 Dex, +10 natural)

hp 105 (10d10+50)

Fort +8, **Ref** +10, **Will** +8

DR 10/good; **Immune** acid, death effects, disease, gaze attacks, poison, visual spells and effects;

Resist cold 10, electricity 10, fire 10; **SR** 19

Defensive Abilities *freedom of movement*, gluttonous health

Offense

Speed 30 ft., climb 30 ft.

Melee bite +15 (2d6+5), 4 tentacles +13 (1d6+2 plus infernal wound)

Space 10 ft.; **Reach** 10 ft.

Special Attacks barbed tentacles

Spell-like Abilities CL 10th, concentration +12

Constant—*freedom of movement*

At will—*death knell* (DC 14), *greater teleport* (self plus 50 lbs. objects only), *ray of exhaustion* (DC 15)

1/day—*inflict critical wounds* (DC 16), *slow* (DC 15), *summon* (level 4, 1 echinodaemon, 40%)

Statistics

Str 20, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +16; **CMD** 27

Feats Cleave, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack

Skills Climb +21, Escape Artist +14, Perception +14, Stealth +10, Survival +14, Swim +13

Languages Abyssal, Draconic, Infernal, telepathy 100 ft.

SQ bottom walker, no breath

Ecology

Environment any (Abaddon)

Organization solitary, cluster (2-5) or tangle (7-12)

Treasure incidental

Special Abilities

Aura of Nausea (Su) All living creatures within 30 feet of an echinodaemon must succeed a DC 20 Fortitude save each round or be nauseated for 1 round. This is a disease effect, and the save DC is Constitution based.

Barbed Tentacles (Ex) An echinodaemon deals bludgeoning and piercing damage.

Bottom Walker (Ex) An echinodaemon is immune to pressure and cold damage from depth in water.

Gluttonous Health (Su) Whenever a living creature within 30 feet of an echinodaemon dies, it heals a number of hit points equal to 5 x that creature's Hit Dice. Any healing in excess of its maximum hit points is lost.

Infernal Wound (Su) A creature struck by an echinodaemon's tentacle attack takes 2 points of

bleed damage each round. Bleed dealt by an infernal wound is difficult to stanch—it requires a DC 19 Heal check to stop the damage, and any attempt to heal a creature suffering from an infernal would requires a DC 19 caster level check or the spell is wasted. Success indicates that the healing works normally and stops all bleed effects on the victim.