

The Malconvoker Report

With the *lesser planar binding*, *planar binding*, and *greater planar binding* spells, a Malconvoker has a wide variety of binding options. The merits of a bound creature are quite different from those of a summoned creature.

One – the gloves are off. The only hard limit is a creature's HD. Therefore, even though there's some pretty big *summon monster* lists out there, it doesn't compare to what you can bind – any elemental or outsider, period.

Two – these spells work off HD. Summon Monster roughly works off CR. There are a number of sweet spots where you can get a creature whose CR is far in excess of their HD. But this also means there's "dead spots". A 9 HD creature is pretty much off the table for Planar Binds – it's too high for Lesser, and there's not a 9 HD creature in existence that is better at anything than the 12-14 HD options with Planar Binding.

Summons are mainly for fighting. They are only around for a minute or two, so their utility for scouting, discussion, etc. is minimal. Also, spell-likes that are 1/day are perfect for summons, because you don't have to worry about the rest of the day. So if you just need a quick raise dead, summon something that can do it and you're done – what I call 'spell replacement' summons, where you are basically burning a Summon Monster to get a spell you don't otherwise have on hand.

Binds are for the long haul. You may use them to fight, but you have to worry more about whether they have fast healing/regeneration if you do. Also, "at-will" spell-likes are much more valuable.

Remember the Hit Die limits. It's **6 HD** for *lesser planar binding*. It's **12 HD** for *planar binding*, but **this limit increases to 14 HD to Malconvoker 8**. (Technically *lesser planar binding* goes to 8 HD at this time as well, but I can't think of any reason to go back and use LPB at that level unless you just really, really want hot succubus sex.) Similarly, *greater planar binding* is normally **18 HD**, but **a Malconvoker 8's limit is 20 HD**.

Also, you're a Malconvoker, which means you're better with the evil stuff. But some of the good binds are worthwhile. If you're looking to maintain a Good alignment, there's nothing wrong with casting *planar binding* on something good – in fact, when you do it's a Good spell – but you won't be able to use a lot of the standard CHA-busting tactics on them. You can always ask nicely, though, and if you're in a spot where the forces of Good may be tempted to chip in you could get one.

The *planar binding* spells are open to lots of interpretation. You'll need to work closely with your DM on them. What books are open for binding, if there's any requirements they feel are necessary for you to know about/bind a specific monster, their views on good and evil binding, how much control you get vs they get over the binds, how much you're going to have to work to keep the bound creatures in check, et cetera. Do assert your "WotC-given rights" – the whole point of the class is that summoning, binding, and using evil creatures is NOT inherently evil, and the spells should be as useful as their level and danger merits. A bind normally requires loads of additional spells – *magic circle against alignment*, *dimensional anchor*, and various buffs and debuffs – often one or more days of work. If your DM plans to nerf it where it's not worth it, find out early and don't go this route.

Handling *Planar Binding* The 'Balanced' Way

- To summon a given monster type you have to be able to identify it with a Knowledge: The Planes check of DC 10 + the monster's HD. (Helpful hint – the Collector of Stories skill trick gives +5 to Knowledge checks made regarding creatures and their powers.)
- You can only summon specific individuals if you have their truename.
- You can summon Good creatures, but can't curse, torture, or coerce them – that's an Evil act. Although an exception should probably be made for divine Quest spells as that's basically a divine command. Buffing yourself, however, is always OK.
- You can summon Evil creatures and trick/coerce them into serving you without it counting against your alignment per the Malconvoker. You have to be careful, however, not to perform other evil acts (like giving them a sacrifice) yourself or to let them go ravaging about and forwarding their evil ends.
- Malconvoker binds are based on Bluff, which is basically lying to them. Now, this can be mild lies like "I'm EEEVIL! Let's go do EEEVIL together by killing the lich lord!" Or they can be lies that the bound creature won't take kindly to like, "I promise you a dozen innocent sacrifices once we kill the lich lord! He's dead? Whoopsbye! <dismiss>."

The question becomes, what's the realistic chance a given outsider will get a chance to get payback? Obviously every arrowhawk in the Abyss isn't going to have a chance to do so. A good answer is "anytime it's dramatically appropriate" – so if you are going up against some baddie and he has a bound succubus, chances are very good it's the one you screwed over earlier.

It also goes up with binding level – annoyed barghests are a dime a dozen, but if you get into the habit of cheating Balors someone's going to eventually make a revenge plan with you starring in it. Anything that has a power that can reach across the planes, or better yet can plane shift, will be very likely to do this in the short term.

- Though the DM may let you "play" the outsider in normal combat as a convenience, they are a separate individual.
- The spell states "Note that a clever recipient can subvert some instructions." This should not be license for a DM to hose you in every circumstance, but there should be a reasonable chance, depending on how you act and what you're having it do. Remember, to it the Malconvoker's a force to be reckoned with too; there's always the chance you'll kill it or worse if it's obviously disobeying you.
- Planar binding doesn't mean you can automatically get the creature to tell you its truename or give you a *wish*. You can try to get this as the creature's single service for a casting, but not part of a "package deal." And a creature coerced into giving a *wish* will be in full hose-lawyer mode. Be prepared to out-lawyer the *wish* granter.
- The *planar binding* spell says "Impossible demands or unreasonable commands are never agreed to." As this is a calling, this is anything that would be considered certain death. Don't get too hung up on "unreasonable" – if it doesn't fall afoul of "it'll kill me or keep me here past 1 day/caster level" it's probably OK. Trying to be more picky as a bound creature isn't a good play, because you can always just be magically tortured to death.

I've gone through every Wizards D&D 3.5e legal book with monsters in it that I could think of, and here's the report on what you may want to call with *planar binding*.

Particularly good binds are in blue.

LPB: <i>lesser planar binding</i>	(max 6HD, +2HD for a Malconvoker 8)
PB: <i>planar binding</i>	(max 14HD, +2HD for a Malconvoker 8)
GPB: <i>greater planar binding</i>	(max 18HD, +2HD for a Malconvoker 8)

Summarized List of Best Binds

Lesser Planar Binding (6 HD)

Abishai, Green (6 HD, CR6, CHA 14) - LPB sweet spot. It does fly, but otherwise isn't as good as the bearded devil. Has regeneration, which the steel and bearded devils don't, which may make it better for the long haul if it's coming along on an adventure.

Artaaglith (5 HD, CR6, CHA 13) - servants of Orcus that make good mini undead army generators. *Desecrate, animate dead*, and casting as a 5th level evil cleric with Evil and Undeath domains. That's a quick 20 HD of undead army for ya.

Bar-Lgura - 6 HD, CR5, CHA 12 - orangutangey, spell-likes, abduction. Has a combat and spell-like edge over the bearded devil and is a good choice for LPB. Also, can *teleport* party members around all day (one at a time, or all at once if you stuff your party in a Bag of Holding).

Barghest (6 HD, CR4, CHA 14) - Decent for LPB, an OK fighter and a charm monster. But if you can arrange to get it to eat some 7/8/9 HD humanoids, it'll grow! Then it's boss. Getting 7/8/9 HD humanoids can be tough though, pretty much peoples w/class level only. If you can though, that should be a huge bonus to your CHA check.

Bearded Devil (6 HD, CR5, CHA 10) - Decent tank for LPB. Easy to bind!

Bralani Eladrin (6 HD, CR6, CHA 14) - decent LPB combatant.

Canoloth Yugoloth (6 HD, CR5, CHA 12) - perfect for LPB, and you get to say "tongue +11!" Not much in the way of other abilities, but one of the most butch LPBs.

Demon, Maurezhi (5 HD, CR9, CHA 17) - nice CR! It's kinda like a ghoul version of a barghest; advances in the same way, and has paralysis. *Animate dead, hold person, invisibility at-will*. I declare it better than a barghest.

Demon, Succubus (6 HD, CR7, CHA 26) - if you can hack the CHA, they're hot hot hot! At-will *charm monster, suggestion*.

Dune Stalker (6 HD, CR9, CHA 11) - Ah, a good one for LPB. Approximate to the barghest, with a little more DR and SR 20. Its spell-likes, shout and kiss of death, will be resisted by anything at this level. It can track... I'd put it in a tossup with the green abishai.

Formian Taskmaster (6 HD, CR7, CHA 19) - *dominate monster at-will!*

Gadacro (4 HD, CR3, CHA 12) - although a smidge low, these are among my favorite SM4s. With Flyby Attack, Sneak Attack, and Eyethief they can blind many opponents, and with Sudden Escape and *mirror image* they're hard to hurt. I use them a lot and having them around more permanently would be nice.

Guecubu - (4 HD, CR7, CHA 17) - a great scout and infiltrator. Besides being invisible and flying, it can possess people and use telekinesis/telepathy. As with lots of these you'll need to tell them what abilities not to use on you, but if you want to have it possess some guard who goes in and causes a hellacious disturbance, it's cool.

Gulthir (6 HD, CR6, CHA 18) - Has a very nice trick, which is swallowing Medium or smaller foes, vomiting them out, and they're Dominated. And can digest evil outsiders. Also, spell-likes (*ray of enfeeblement, scare x5*). A nice possibility for a LPB.

Justice Archon (HD 6, CR6, CHA 14) - nice. Justice strike does the opponent's damage to them. Has super maxed hit points for this HD - 63 hp!

Movanic Deva (6 HD, CR9, CHA 18) - Pretty good, loads of spell-likes including *raise dead* 1/day!

Nightmare (6 HD, CR5, CHA 12) - ethereal steed!

Steel Devil (6 HD, CR6, CHA 14) - A little butcher than the bearded devil. Solid tank for LPB.

Planar Binding (12 HD)

Angel, Astral Deva (12 HD, CR14, CHA 20) - lots of nice spell-likes and good meleeing too.

Arcanaloth (12 HD, CR 17, CHA 17) - now that's a respectable HD/CR spread! It casts spells as a 12th level sorcerer. Also a universal translator. Sign me up!

Cuprilach Rilmani (12 HD, CR12, CHA 23) - real high CHA. Pretty competitive with other "roguey" PB options (assassin devils et al.) Minor spell-likes.

Demon, Glabrezu (12 HD, CR13, CHA 20) - the PB non-Mal8 benchmark. Kicks ass, good spell-likes. Can grant a *wish*, though usually that comes with strings - it's unclear to me whether binding lets you "skip to the end" on that.

Demon, Jarilith (10 HD, CR13, CHA 14) - Hmm, only 10 HD but anything with a CR higher than its HD merits looking at. It's definitely more butch on the raw killing than a barbed devil, but without any spell-likes. It's also got hellacious defense (AC 32, DR 30/+3, SR 25).

Demon, Kelvezu (12 HD, CR18, CHA 16) - ooo, spot on for early *planar binding* before you can go to 14 HD with it. A good assassin option. I don't buy the CR 18 though; it's a two-weapon fighter without high BAB, but it's better than the assassin devil.

Efreeti (10 HD, CR8, CHA 15) - butch, and 3 *wishes*!

Ghaele Eladrin (10 HD, CR13, CHA 16) - 14th level Clerics! Plus spell-likes and ongoing *lesser globe of invulnerability*.

Gray Slaad (10 HD, CR10, CHA 14) - ok, this one's decent, tough, good spell likes - *invisibility*, *fly*, and *chaos hammer* at-will.

Leonal Guardinal (12 HD, CR12, CHA 15) - butch, plus permanent *lesser globe of invulnerability* and at-will *wall of force*.

Pleasure Devil (12 HD, CR11, CHA 29) - tough to get because of the CHA, but *trap the soul* at this level's kinda nice.

Trumpet Archon (12 HD, CR14, CHA 16) - like an astral deva - but also L14 Cleric spellcasting!

Whisper Demon (HD 12, CR9, CHA 20) - it's incorporeal, which is nice. It drives everyone in 60' nuts, which is probably not although has its uses. I'm thinking about a bunch of giant encampments in our current campaign. They kill themselves then rise as allips...

Planar Binding (14 HD)

Angel, Planetar (14 HD, CR 16, CHA 22) - like the astral deva but better. *Earthquake*! Lovely L17 priest spellcasting! Now, I know you're a Malconvoker but PB is a [Good] spell if you summon a Good creature! You could just ask it nicely to join you. Failing that, *dominate*.

Demon, Nalfeshnee (14 HD, CR14, CHA 20) - The PB+Mal8 benchmark. Smite, spell-likes including at-will *feeblemind*, *greater dispel*, *slow*, and plain old killing.

Ice Devil (14 HD, CR13, CHA 20) - it *slows* people, has a fear aura, and gets *cone of cold* and *ice storm* at-will. This is the other PB+Mal8 standard.

Lilitu - 14 HD, CR12, CHA 30 - Succubus++ if you can make the CHA check.

Greater Planar Binding (18 HD)

Paeliryon (18 HD, CR18, CHA 21) - good! Not quite as butch as a balor but easier to get and loads of spell-likes.

Death Slaad (15 HD, CR13, CHA 18) - A good 'un. Bad breakpoint, but good for an easy GPB. Implosion!

Demon, Myrmyxicus (18 HD, CR21, CHA 21) - another good GPB - this one has only a couple spell-likes, it's just about raw ass-kicking in spades. 7 attacks with +3 Unholy Scythes.

Malebranche (16 HD, CR 14, CHA 10) - nice low CHA and it kicks ass. Not subtle, just very deadly.

Paeliryon Demon (18 HD, CR22, CHA 21) - CR 22, now them's big words. Beefwise it's not anywhere in the balor neighborhood, but it's all about the spell-likes.

Let's see: *dictum, dispel good, forbiddance, greater command, implosion, imprisonment, soul bind, word of recall, symbol, meteor swarm, blasphemy...* Well, that's a respectable spread, and it's 5 CHA lighter than the balor.

It has Quicken Spell-Like Ability but it doesn't say which one. Definitely a worthy choice if you need more magic than raw power.

Devil, Pit Fiend (18 HD, CR20, CHA 26) - the GPB standard. Awesome spell-likes - maybe a *wish* even! And *Lord of the Rings* tiebacks.

Rakshasa, Ak'chazar (17 HD, CR15, CHA 22) - 12th level sorcerer with lots of undead creaty goodness. Use with GPB if you need an undead army on short notice.

Sorrowsworn Demon (18 HD, CR17, CHA 21) - on the face of it not as good as a pit fiend, but has interesting debuffs with real high Will saves. And can read minds.

Ultraloth Yugoloth (18 HD, CR13, CHA 19) - right in there with other lower-CHA GPB options - I'd call it equivalent to the death slaad. Symbol of Death!

Xerfilstyx (15 HD, CR15, CHA 21) - just on the bad side of the PB/GPB split, but these are pretty nice and have all kinds of powers - blood drain, breath weapon, fear aura, improved grab, toss, *insanity, power word: blind, cone of cold, ice storm, legend lore...* Very good in aquatic locales.

Greater Planar Binding (20 HD)

Demon, Balor (20 HD, CR20, CHA 26) - the GPB benchmark. There may be better ones, but you can't go wrong with it. Implosion! Insanity! Kill!

Demon, Klurichir (20 HD, CR25, CHA 23) - Slightly better than Balors. The spell-likes are remarkable and it's a 10th level sorcerer to boot. Did I mention "vorpal pincers?" And the sad thing is they're 3 CHA points easier to bind than a balor.

Marruspawn Abomination (20 HD, CR19, CHA 25, *Sandstorm 173*) - the 300 hp and AC 43 caught my eye. Its howls hits everyone in 30' with *flesh to stone* (Fort DC 27). It can cast *summon monster IX* 3/day and quickened *flesh to salts*. It has fast healing 15. It ended a civilization. I declare it good - even maybe balor good.

Molydeus (19 HD, CR19, CHA 28) - a super badass at the high end. Comparable to the balor.

Titan (20 HD, CR21, CHA 24) - nice, lots of spell-likes. Careful not to do a *gate* loop!

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Achaierai (6 HD, CR5, CHA 16) - spot on HD for LPB. But just for melee without a lot of staying power. Summon si! Bind no!

Angel, Astral Deva (12 HD, CR14, CHA 20) - lots of nice spell-likes and good meeleing too.

Angel, Planetar (14 HD, CR 16, CHA 22) - like the astral deva but better. Earthquake!!! Hellacious L17 priest spellcasting! Now, I know you're a malconvoker. But PB is a good spell if you summon a good creature! You can't really geas and curse and dominate it, but you can say "please sir?" and make your CHA check!

Angel, Solar (22 HD) - too high.

Lantern Archon (1 HD) - too low. May be worth it if your DM likes low touch AC foes.

Hound Archon (6 HD, CR4, CHA 12) - nah, sux.

Trumpet Archon (12 HD, CR14, CHA 16) - like an astral deva - but also L14 Cleric spellcasting!

Arrowhawk - no.

Azer (2 HD) - too low.

Barghest (6 HD, CR4, CHA 14) - Decent for LPB, an OK fighter and a charm monster. But if you can arrange to get it to eat some 7/8/9 HD humanoids, it'll grow! Then it's boss. Getting 7/8/9 HD humanoids can be tough though, pretty much peoples w/class level only. If you can though, that should be a huge bonus to your CHA check.

Greater Barghest (9 HD, CR5, CHA 18) - mass bull's strength and mass enlarge are nice. Never ever spend a PB on this though. But if you can beef up a LPB - awesome!

Abyssal Greater Basilisk (18 HD, CR12, CHA 15) - What!?! A pit fiend flosses with these!

Chaos Beast (8 HD, CR7, CHA 10) - though the corporeal instability is cute, there's not a lot of application here.

Couatl (9 HD, CR10, CHA 17) - casts as a 9th level sorcerer and has psionics, so you know it's unbalanced. But that's a hard spot inside the LPB/PB split.

Demon, Babau (7 HD, CR6, CHA 16) - one above the LPB marker, so bah.

Demon, Balor (20 HD, CR20, CHA 26) - the GPB benchmark. There may be better ones, but you can't go wrong with it. Implosion! Insanity! Kill!

Demon, Bebilith (12 HD, CR10, CHA 13) - mmm, just a meleer. Not worth it.

Demon, Dretch (2 HD) - too low.

Demon, Glabrezu (12 HD, CR13, CHA 20) - the PB non-Mal8 benchmark. Kicks ass, good spell-likes. Can grant a *wish*, though usually that comes with strings - it's unclear to me whether binding lets you "skip to the end" on that.

Demon, Hezrou (10 HD, CR11, CHA 18) - less than a glabrezu.

Demon, Marilith (16 HD, CR17, CHA 24) - they are good at killin'! Normally I'd say don't do it for a GPB, but my old bladeling character had a marilith girlfriend he thinks fondly of... If "banged in the tavern bathroom" means girlfriend in Abyssal, which I'm pretty sure it does...

Demon, Nalfeshnee (14 HD, CR14, CHA 20) - The PB+Mal8 benchmark. Smite, spell-likes including at-will feblemind, greater dispel, slow, and plain old killing.

Demon, Quasit (3 HD) - too low.

Demon, Succubus (6 HD, CR7, CHA 26) - if you can hack the CHA, they're hot hot hot! At-will charm monster, suggestion.

Demon, Vrock (10 HD, CR9, CHA 16) - not all that good.

Barbed Devil (12 HD, CR11, CHA 18) - good fighter, some spell-likes. Not all that competitive at this level.

Bearded Devil (6 HD, CR5, CHA 10) - Decent tank for LPB. Easy to bind!

Bone Devil (10 HD, CR9, CHA 14) - a little low for PB.

Chain Devil (8 HD, CR6, CHA 12) - real low for PB.

Erinyes (9 HD, CR8, CHA 20) - low for PB.

Hellcat (9 HD, CR7, CHA 10) - even lower for PB.

Horned Devil (15 HD, CR16, CHA 22) - great fighters. one HD above PB boundary, which sux.

Ice Devil (14 HD, CR13, CHA 20) - it ***** slow people, has a fear aura, cone of cold and ice

storm at-will. This is the other PB+Mal8 standard.

Imp (3 HD) - too low.

Lemure (2 HD) - too retarded.

Pit Fiend (18 HD, CR20, CHA 26) - the GPB standard. Awesome spell-likes - maybe a wish even! And super asskicking.

Bralani Eladrin (6 HD, CR6, CHA 14) - decent LPB combatant.

Ghaele Eladrin (10 HD, CR13, CHA 16) - 14th level Clerics! Plus spell-likes and ongoing lesser globe of invulnerability.

Fiendish creature - it's worth mentioning that "fiendish" can be put on any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant or vermin. And then it's an evil outsider and bindable. So LPB - fiendish blue dragon wyrmling!

Formian Worker (1 HD) - too low.

Formian Warrior (4 HD) - too low.

Formian Taskmaster (6 HD, CR7, CHA 19) - dominate monster at-will!

Formian Myrmarch (12 HD, CR10, CHA 17) - fast healing, at-will charm monster, clairaud/clairvoyance - not really enough for PB.

Formian Queen (20 HD, CR17, CHA 21) - a 17th level sorcerer that you get to carry.

Djinni (7 HD, CR5, CHA 15) - if you can arrange for a noble djinn, you get 3 wishes!

Efreeti (10 HD, CR8, CHA 15) - butcher, and 3 wishes!

Janni (6 HD, CR4, CHA 13) - indifferent LPB.

Avoral Guardinal (7 HD, CR9, CHA 16) - decent, but right on the bad side of LPB.

Leonal Guardinal (12 HD, CR12, CHA 15) - butch, plus permanent *lesser globe* and at-will *wall of force*.

Hell Hound (4 HD) - too low.

Nessian Warhound (12 HD, CR9, CHA 6) - well, easy to bind. Not much use except some combat.

Howler (6 HD, CR3, CHA 8) - drive your party nuts! Literally!

Lillend (7 HD, CR7, CHA 18) - 6th level bard. And one off LPB.

Mephits (3 HD) - too low.

Night Hag (8 HD, CR9, CHA 12) - nah. Some spell-likes but nothing to spend a PB on.

Nightmare (6 HD, CR5, CHA 12) - ethereal steed!

Planetouched - bind a tiefling buddy!

Rakshasa (7 HD, CR10, CHA 17) - 7th level sorcerer plus more. Right on the bad side of LPB.

Rast (4 HD) - too low.

Ravid (3 HD) - too low.

Salamander (4, 9, and 15 HD versions) - no.

Shadow Mastiff (4 HD) - too low.

Red Slaad (7 HD) - wrong side of line.

Blue Slaad (8 HD, CR8, CHA 10) - closer

Green Slaad (9 HD) - clooser, good spell-likes

Gray Slaad (10 HD, CR10, CHA 14) - ok, this one's decent, tough, good spell likes - invis, fly, chaos hammer at-will.

Death Slaad (15 HD, CR13, CHA 18) - A good 'un. Bad breakpoint, but good for an easy GPB. Implosion!

Titan (20 HD, CR21, CHA 24) - nice, lots of spell-likes.

Tojanida (various) - no.

Triton - too low.

Vargouille - too low.

Xill (5 HD, CR6, CHA 11) - many attacks, but not much else to recommend it.

Xorn - no.

Yeth Hound (3 HD) - too low.

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Bladeling (1 HD, CR1, CHA 10) - too low unless you happen to know a named one. Try calling my old 9th level bladeling from our Sigil campaign. You'll get your money's worth!

Cervidal Guardinal (4 HD, CR3, CHA 16) - too low

Chaond, Zenythri - more races than monsters, summon one if you know one.

Dune Stalker (6 HD, CR9, CHA 11) - Ah, a good one for LPB. Approximate to the barghest, with a little more DR and SR 20. Its spell-likes, shout and kiss of death, will be resisted by anything at this level. It can track... I'd put it in a tossup with the green abishai.

Durzagon (5 HD, CR4, CHA 8) - oh look, gay derro. No thanks.

Ether Scarab (1 HD) - unintelligent. Although it would almost be useful as a move-the-party-back-and-forth-between-ethereal-and-Prime-at-will item.

Ethereal Slayer (16 HD, CR12, CHA 9) - sucks.

Glimmerskin (12 HD, CR8, CHA 16) - interesting. It's basically a outsider that acts as a boosting cloak. It'll die if away from the positive energy plane more than 7 hours, but it basically gives its "host" fast healing 5, +4 attack bonus, +2 AC, cleave/great cleave/power attack/sunder. A little weak for the level, but just might come in handy.

Lupinal Guardinal (8 HD, CR5, CHA 15) - low for the normal PB.

Marrash (7 HD, CR5, CHA 8) - right on the bad side of the split, and not really comparable to the better LPBs.

Rukarazyll (12 HD, CR14, CHA 18) - nah, it's nicely weird but a hezrou or whatever is 100% better.

Sylph (3 HD, CR5, CHA 17) - only if you're a lonely halfling looking for "company."

Vaporighu (10 HD, CR9, CHA 10) - again, better off with other mainstream options.

Demons

Abyssal Maw (2 HD, CR2, CHA 8) - too low

Abyssal Skulker (2 HD, CR2, CHA 9) - too low

Abyssal Ravager (3 HD, CR5, CHA 8) - too low

Jovoc (4 HD, CR5, CHA 7) - too low

Palrethee (8 HD, CR8, CHA 11) - too low for PB

Zovvut (10 HD, CR9, CHA 14) - again, too low to be a good use of PB. Now I understand why I never use the MMII.

Jarilith (10 HD, CR13, CHA 14) - Hmm, only 10 HD but anything with a CR higher than its HD merits looking at. It's definitely more butch on the raw killing than a barbed devil, but without any spell-likes. It's also got hellacious defense (AC 32, DR 30/+3, SR 25).

Kelvezu (12 HD, CR18, CHA 16) - ooo, spot on for early Planar Binding before you can go to 14 HD with it. A good assassin option. I don't buy the CR 18 though; it's a two-weapon fighter without high BAB. But it's better than the assassin devil.

Devils

Advespa (4 HD, CR3, CHA 10) - too low

Amnizu (9 HD, CR7, CHA 10) - bad placement

Malebranche (16 HD, CR9, CHA 10) - uhhh.... OK, this is also in *Fiendish Codex II*, slightly different, with a CR of 14. But looking at the two I'm not sure what's 5 CRs worse about this one. Its AC is a lot worse, attacks just slightly worse, and DR better.

Yugoloths

Marraenloth (10 HD, CR10, CHA 10) - suck.

Arcanaloth (12 HD, CR 17, CHA 17) - now that's a respectable HD/CR spread! It casts spells as a 12th level sorcerer. Also a universal translator. Sign me up!

Yagnoloth (10 HD, CR 10, CHA 16) - way better than the marraenloth but that's not saying much. Pass.

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Astral Stalker (12 HD, CR12, CHA 20) - Predator copycat beefcake. Pass.

Arrow Demon (10 HD, CR7, CHA 12) - Uberarcher. Probably low for PB.

Sorrowsworn Demon (18 HD, CR17, CHA 21) - on the face of it not as good as a pit fiend, but has interesting debuffs with real high Will saves and can read minds.

Justicator (17 HD, CR13, CHA 12) - may be easy to convince if you're fighting chaos. But sucks.

Lumi - more of a race than a monster. Is "floating head" really a special ability?

Rakshasa, Ak'chazar (17 HD, CR15, CHA 22) - 12th level sorcerer with lots of undead creaty goodness. Use with GPB if you need an undead army on short notice.

Rakshasa, Naztharune (11 HD, CR11, CHA 15) - another high level thief/assassin. Not as good as the Kelvezu demon for that.

Rejkar (5 HD, CR5, CHA 15) - smart ice goats. Really?

Trilloch (8 HD, CR8, CHA 18) - rage bug. Bah.

Visilight (5 HD, CR5, CHA 14) - don't hate me because I'm pretty, and don't bother with these.

Canoloth Yugoloth (6 HD, CR5, CHA 12) - perfect for LPB, and you get to say "tongue +11!" Not much in the way of other abilities, but one of the most butch LPBs.

Mezzoloth Yugoloth (10 HD, CR6, CHA 14) - a bad HD/CR combo there.

Nycaloth Yugoloth (14 HD, CR10, CHA 16) - Not as good as the nalfeshnee or gelugon.

Ultroloth Yugoloth (18 HD, CR13, CHA 19) - right in there with other lower-CHA GPB options - I'd call it equivalent to the death slaad. *Symbol of death!*

Monster Manual IV Report for Malconvokers

Concordant Killer (HD 19, CR19, CHA 24) - not as butch as a balor but is Neutral, which may be useful in some situations.

Deathdrinker Demon - too big.

Kastighur Demon (HD 15, CR11, CHA 8) - well, it's an easy bind, that's for sure. But it's one HD over PB and is meat for any GPB.

Nashrou Demon (HD 4, CR2, CHA 8) - too low

Whisper Demon (HD 12, CR9, CHA 20) - it's incorporeal, which is nice. It drives everyone in 60' nuts, which is probably not although has its uses. I'm thinking about a bunch of giant encampments in our current campaign... They kill themselves then rise as allips...

Dwarf Ancestor (HD 5, CR6, CHA 14) - ok for a LPB brick, depends a lot on its DR 10/adamant though, which at level 9 isn't much.

Justice Archon (HD 6, CR6, CHA 14) - nice. Justice strike does the opponent's damage to them. Has super maxed hit points for this HD - 63 hp!

Lolth-touched - OK, this triggers my cheese alert. The example is a Lolth-touched bebilith, which doesn't have higher HD than a normal bebilith, just a CR+1 in exchange for STR/DEX +6 and some junk. Hmmm, templates are the binder's friend.

Windblades: nah.

Wrackspawn: too low

Yugoloth, Corruptor of Fate - 7 HD, right over the LPB line. That's sad cause it would be a great debuff buddy.

Yugoloth, Voor (5 HD, CR4, Cha 7) - 6 good attacks. With only 37 hp and DR 5 they don't stay crunchy in milk though. A good SMIV, but not really a good LPB.

***Monster Manual V* Report for Malconvokers**

Arcadian Avenger (8 HD, CR6, CHA 12) - a great summon but hits the bad breakpoint for PB.

Dalmosh (26 HD) - too big.

Ember Guard (13 HD, CR13, CHA 9) - an easy bind, but just a brute, there's much better. Although there's something to be said for a quick low-risk bind to throw a big tank in I guess.

Illurien (20 HD, CR15, CHA 21) - So she's a collector of information and a keeper of secrets, but if you bind her there's nothing in her writeup giving her specific abilities to tell you stuff besides +36 to Knowledge checks.

Demon

Adaru (13 HD, CR10, CHA 18) - limited millipede. Limited millipede. That has pleasing alliteration. Say it with me now. Limited millipede.

Carnage Demon (3 HD) - lamest use of a good name.

Draudnu (14 HD, CR 10, CHA 17) - keep it away from you and yours, but a 60' aura of Will DC 20 or be permanently sickened is nice. And immobilization attacks. Not really all that great but those two tricks are clever.

Gadacro (4 HD, CR3, CHA 12) - although a smidge low, these are among my favorites creatures for *summon monster IV*. With Flyby Attack, Sneak Attack, and Eyethief they can blind many opponents, and with Sudden Escape and *mirror image* they're hard to hurt. I use them a lot and having them around more permanently would be nice.

Solamith (11 HD, CR8, CHA 8) - A little low for PB, but they are essentially an infinite 4d6 *fireball* machine. Versus an orcish army - awwwww yeah. Otherwise, probably not.

Demon

Gulthir (6 HD, CR6, CHA 18) - Has a very nice trick, which is swallowing Medium or smaller foes, vomiting them out, and they're Dominated. And can digest evil outsiders. Also, spell-likes (ray of enfeeblement, scare x5). A nice possibility for a LPB.

Remmanon (18 HD, CR15, CHA 25) - hrm. Not all that good, despite a Will DC 26 Confusion aura. You, sir, are no pit fiend.

Stitched Devil (8 HD, CR9, CHA 17) - Nah.

Fiendish Codex I Report For Malconvokers

Armanite - 9 HD, CR7, CHA 13 - centaurey, unexceptional.

Bar-Lgura - 6 HD, CR5, CHA 12 - orangutangey, spell-likes, abduction. Has a combat and spell-like edge over the bearded devil and is a good choice for Lesser Planar Binding. Also, can teleport party members around all day (one at a time).

Broodswarm - swarm, don't think it's eligible.

Bulezau - 10 HD, CR8, CHA 10 - goat-head heavy infantry, spell-likes - it's good for its HD but the break points of the Planar Binding spells make it problematic.

Chasme - 9 HD, CR10, CHA 14 - flylike, great spell-likes, several auras are bad for all around though.

Dybbuk - takes over corpses, bleh.

Ekolid - ant that drives everyone around crazy, not good.

Goristro - too high (24 HD).

Guecubu - (4 HD, CR7, CHA 17) - a great scout and infiltrator. Besides being invisible and flying, it can possess people and use telekinesis/telepathy. As with lots of these you'll need to tell them what abilities not to use on you, but if you want to have it possess some guard who goes in and causes a hellacious disturbance, it's cool.

Lilitu - 14 HD, CR12, CHA 30 - an uber succubus. If you could pull off the CHA check it would be like having a succubus++!

Mane - too low (1 HD)

Molydeus - 19 HD, CR19, CHA 28 - a super badass at the high end. Comparable to the balor.

Nabassu - gargoyle with level drain gaze attack that probably affects everyone.

Rutterkin - a little low (5 HD, CR 3).

Sibriex - again, drives everyone around crazy.

Yochlol - 10 HD, CR8, CHA 20 - good infiltrators, but binding one may **** off Lolth.

You know, Juiblex himself is only 21 HD. If you got some other boost you could bind him! He only has a CHA of 18. I suspect this would end poorly but it would be entertaining while it lasted.

Special Note

The Demon Mastery feat gives +2 on CHA checks for all bindings and +1 CL when summoning demons. You can follow that up with Extract Demonic Essence to get the XP for crafting items.

Hey, so do you think you could bind demon lord aspects, like those from the *Fiendish Codex I* Web Enhancement? They're mostly 8-10 HD which puts them in a bad middle ground between LPB and PB but some of them are pretty cool.

Fiendish Codex II Report For Malconvokers

Abishai, White (4 HD, CR4, CHA 12)

Abishai, Black (5 HD, CR5, CHA 13)

Abishai, Green (6 HD, CR6, CHA 14) - LPB sweet spot. It does fly, but otherwise isn't as good as the bearded devil. Has regeneration, which the steel and bearded devils don't, which may make it better for the long haul if it's coming along on an adventure.

Abishai, Blue (7 HD, CR7, CHA 15)

Abishai, Red (8 HD, CR8, CHA 16)

Amnizu (9 HD, CR7, CHA 16) - Low for PB. Some *quicken*ed fireballs and a pendant for paperwork.

Assassin Devil (14 HD, CR11, CHA 17) - Super sneaky.

Ayperobos Swarm - Technically, a swarm is treated as a single entity, but it may not count. How do you treat with one?

Harvester Devil (9 HD, CR7, CHA 22) - tempters. Not much application.

Hellfire Engine - construct, not summonable

Kalabon - too low (1 HD)

Legion Devil - too low (3 HD)

Malebranche (16 HD, CR 14, CHA 10) - nice low CHA and it kicks ass. Not subtle, just deadly.

Narzugon (7 HD, CR5, CHA 13) - right on the bad side of the LPB border.

Nupperibo - too low (2 HD).

Orthon (7 HD, CR8, CHA 11) - very nice, too bad it's 1 HD too much for LPB.

Paeliryon (18 HD, CR18, CHA 21) - good! Not quite as butch as a balor but easier to get and loads of spell-likes.

Pain Devil (8 HD, CR7, CHA 13) - bad for its bracket.

Pleasure Devil (12 HD, CR11, CHA 29) - tough to get because of the CHA, but *trap the soul* at this level's kinda nice.

Spined Devil - too low (3 HD).

Steel Devil (6 HD, CR6, CHA 14) - A little butcher than the bearded devil. Solid tank for LPB.

Xerfilstyx (15 HD, CR15, CHA 21) - just on the bad side of the PB/GPB split, but these are pretty nice and have all kinds of powers - blood drain, breath weapon, fear aura, improved grab, toss, insanity, pw: blind, cone of cold, ice storm, legend lore... Very good in aquatic locales.

Fiend Folio Report for Malconvokers

Aoa Droplet (3 HD) - reflective SR and dispelling touch. I think of this as more of a magic item than a monster - something to SMIV as needed but not really to bind.

Aoa Sphere (13 HD) - Like the droplet but bigger.

Bacchae (2 HD) - Only if you swing that way.

Canomorph, Haraknin (6 HD, CR5, CHA 4) - were-hellhound. Not as cool as other LPBs.

Canomorph, Shadrakul (10 HD, CR11, CHA 10) - were-shadow mastiff. Suffers from being a low PB.

Canomorph, Vultivor (8 HD, CR9, CHA 12) - were-vorr. Suffers even more.

Demodand, Farastu (11 HD, CR11, CHA 16) - fighting and minor spell-likes.

Demodand, Kelubar (13 HD, CR13, CHA 18) - Same deal, not competitive IMO.

Demodand, Shator (15 HD, CR16, CHA 21) - Hm. better defenses than the Nalfeshnee, but way worse spell-likes. Casts as an 8th level sorcerer so you do get some more variety/staying power. Maybe if you'll get a kick out of calling it "Shaggy."

Demon, Alkilith (11 HD, CR14, CHA 15) - an easy PB. A little weak, but can turn into a cloudkill. Your own permanent intelligent one-person cloudkill along might be nice. Loads of spell-likes too including at-will hold monster and wall of ice. Caution, its acid will hurt precious magic items your opponents use.

Demon, Klurichir (20 HD, CR25, CHA 23) - Mother pusbucket! Ok, so their flavor text says they give balors nightmares. Looking at the stats I'm not sure that's true, but it's certainly a slightly better GPB. The spell-likes are remarkable and is 10th level sorcerer to boot. Did I mention "vorpals pincers?" And the sad thing is they're 3 CHA points easier to bind than a balor.

Demon, Maurezhi (5 HD, CR9, CHA 17) - nice CR! It's kinda like a ghoul version of a barghest; advances in the same way, and has paralysis. *Animate dead, hold person, invisibility* at-will. I declare it better than a barghest.

Demon, Myrmyxicus (18 HD, CR21, CHA 21) - another good GPB - this one has only a couple spell-likes, it's just about raw ass-kicking in spades. 7 attacks with +3 unholy scythes.

Demon, Skulvyn (4 HD, CR4, CHA 11) - sucks, I don't even SM them.

Demon, Wastrilith (15 HD, CR17, CHA 19) - it can break out of summons, but not out of bindings. Best in the water. Lots of spell-likes including 3 *symbols, blasphemy* at-will, *summon monster IX* (aquatic) 3/day... But it's 1 HD too much for PB. Alas.

Monadic Deva (10 HD, CR12, CHA 19) - 3 raise deads. But low HD for PB.

Movanic Deva (6 HD, CR9, CHA 18) - Pretty good, loads of spell-likes including one Raise Dead!

Paeliryon Demon (18 HD, CR22, CHA 21) - CR 22, now them's big words. Beefwise it's not anywhere in the balor neighborhood, but it's all about the spell-likes. Let's see: *Dictum, dispel good, forbiddance, greater command, implosion, imprisonment, soul bind, word of recall, symbol, meteor swarm, blasphemy*... Well, that's a respectable spread, and it's 5 CHA lighter than the balor. It has Quicken Spell-Like Ability but it doesn't say which one. Definitely a worthy choice if you need more magic than raw power.

Xerfilstyx Demon (15 HD, CR18, CHA 19) - Hmmm, it's nice but bad placement, 1 HD too much for PB.

Formian, Armadon (8 HD, CR8, CHA 11) - meh. Bity bug.

Formian, Observer (9 HD, CR11, CHA 17) - charm monster at-will DC15.

Formian, Winged Warrior (6 HD, CR6, CHA 11) - flying fighter, not worthy of a LPB.

Half-Troll Barbazu - someone mentioned this, but it's type Giant (extraplanar) - not bindable.

Bloodbag Imp (4 HD, CR3, CHA 13) - well, ok, you could have it around and after every battle, suckle from it until everyone's fully healed. Don't expect anyone to take you up on it; I tried with my current party and they declared "death first!"

Euphoric Imp (4 HD, CR3, CHA 13) - yay, heroin imp.

Filth Imp (2 HD) - too low.

Kaorti (2 HD) - too low. An OK summon though.

Keeper (4 HD, CR7, CHA 6) - nah.

Malephant (8 HD, CR10, CHA 15) - nice... *blade barrier*, *baleful polymorph*, forgetfulness gas. The problem is the HD, too high for LPB.

Kalareem Nerra (3 HD) - too low for LPB, but one of my faves for *summon monster III*.

Sillit Nerra (7 HD) - too high.

Varoot Nerra (1 HD) - too low.

Planetouched - more races than monsters, so maybe if you have the names of individuals.

Aurumach Rilmani (16 HD, CR17, CHA 26) - OK, good spell-likes, but they're in the gap.

Cuprilach Rilmani (12 HD, CR12, CHA 23) - real high CHA. Pretty competitive with other "roguey" PB options (assassin devils et al.) Minor spell-likes.

Ferrumach Rilmani (8 HD, CR9, CHA 20) - right on the bad side of the LPB line.

Mud Slaad (6 HD, CR6, CHA 8) - fast healing makes it good for the long haul, but it doesn't *do* much.

Steel Predator (12 HD, CR 13, CHA 12) - much less than a glabrezu.

Yugoloth, Pisoloth (9 HD, CR9, CHA 14) - bad placement.

Yugoloth, Skeroloth (4 HD, CR3, CHA 11) - too low.

Ghostwalk Report for Malconvokers

Artaaglith (5 HD, CR6, CHA 13) - servants of Orcus that make good mini undead army generators. Desecrate, animate dead, and casting as a 5th level evil cleric with Evil and Undeath domains. That's a quick 20 HD of undead army for ya.

Ghost (template) - they're outsiders so you can bind them; they're incorporeal but can't attack. Cheezy use would be on something where you just want the spell-likes anyway. For Malconvokers they put the "tempt" in "template!"

Frostburn Report for Malconvokers

I'm ignoring elementals since outsiders are cooler and most elementals are cheap filler for you.

Midgard Dwarf - prolly a bad idea cause they'll curse you with their infinite-range curse. If you can get around that, they make spiffy magic item makers.

Genie, Qorrashi (7 HD) - right out of LPB range.

Stormwrack Report for Malconvokers

Scyllan (16 HD, CR 13, CHA 6) - well, it's a Huge auto-bind. Use it against a navy.

Yugoloth, Echinoloth (8 HD, CR8, CHA 11) - low for a PB and too high for a LPB. Pass.

Sandstorm Report for Malconvokers

Marruspawn Abomination (20 HD, CR19, CHA 25, [Sandstorm 173](#)) - the 300 hp and AC 43 caught my eye. Its howls hits everyone in 30' with *flesh to stone* (Fort DC 27). It can cast *summon monster IX* 3/day and quickened *flesh to salts*. It has fast healing 15. It ended a civilization. I declare it good - even maybe balor good.

Glass Mephit (3 HD) - too low.

Sulfur Mephit - same deal.

Handy Links

d20SRD.org - AKA "The Rules Legally Online for Free": <http://www.d20srd.org/>

Brilliant Gameologists Min/Max Board:

<http://brilliantgameologists.com/boards/index.php?board=9.0>

COMMENT: These people know the rules even better than I do. They're an excellent, knowledgeable, friendly community who welcomes outsiders. Just be nice.

Brilliant Gameologists Handbooks Board:

<http://brilliantgameologists.com/boards/index.php?board=22.0>

COMMENT: This area has thoroughly researched guides also known as handbooks.

IMarvinTPA's Dungeons and Dragons Database

<http://imarvintpa.com/dndlive/>

COMMENT: Find obscure spells, feats, and items. Need a level 3 or higher Cleric spell with the [Electricity] descriptor? Now you can find it!

This database doesn't have everything, but it's 'complete enough' for most purposes.

Level 3.5 Summonable Monster List:

http://community.wizards.com/go/thread/view/75882/19872206/Legal_3.5_Summonable_Monster_List

COMMENT: All creatures here are specifically summonable. Just get the stat blocks.

Mastering the Malconvoker:

<http://brilliantgameologists.com/boards/index.php?topic=289.0>

COMMENT: As a frequent *summon monster* user, you may as well be a Malconvoker and learn all you can!

RealmsHelper - Feats

<http://realmshelps.dandello.net/datafind/feats.shtml>

COMMENT: Has full descriptions of most feats. Other sections of the site include spells, skills, and psionic powers.

This database doesn't have everything, but it's 'complete enough' for most purposes.

Practical Demonkeeping (A Summoner's Guide to the Lower Planes)

<http://brilliantgameologists.com/boards/index.php?topic=5573.0>

COMMENT: Seemingly every evil outsider ever printed is commented upon in this thread.

Summoner's Guide AKA Summoner's Handbook:

http://community.wizards.com/go/thread/view/75882/19864066/Summoning_Handbook

COMMENT: Has advice on the main types of summoners - Cleric, Druid, and Wizard. Their trick of Wizard/Master Conjurer/Thaumaturgist is no longer legal because of errata.

Treantmonk's Guide to Wizards: Being a God:

http://community.wizards.com/go/thread/view/75882/19873034/Treantmonks_guide_to_Wizards:_Being_a_God

COMMENT: Treantmonk agrees that summons are spells that keep on giving. Besides, he's funny!

Wizards of the Coast's Character Optimization Board:

http://community.wizards.com/go/forum/view/75882/136042/d20_Character_Optimization

COMMENT: The original 3.x optimization board. It's grown quiet from disuse as of late, though many people from Brilliant Gameologists still hang around.

If you want a question answered, visit Brilliant Gameologists instead.

Credits

Mxyzplk: The guide's original author. Also authored Summon Monster Cheat Sheets and the Malconvoker Report.

EMAIL: geek.related@gmail.com

SITE: <http://mxyzplk.wordpress.com/session-summaries/rise-of-the-runelords/valgrim-the-summoner/>

Endarire: The guide's proofreader and updater. He made this the pretty document it is today.

EMAIL: theelward@yahoo.com

SITE: <http://CampbellGregE.wordpress.com>

Fonts Used

You can find these fonts from [Google](#) if you lack them.

Courier New

Verdana