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[Commissioned by [@thetygre](#). Yes, this is an angel, not a devil, demon, tiefling, etc. Although the flavor text in *The Avatar's Handbook* stresses their role in acting as spies behind fiendish ranks, both the commissioner and I pinged to the idea that these are a great way to explain the folkloric devil, where the Devil Himself shows up to get wrecked by some country bumpkin, child or [Santa Claus](#). Of course that's an angel doing PR work! To quote Thomas More, "the proud spirit cannot endure to be mocked".

The name (but not the concept) appears to be derived from a genuine angel in Jewish traditions, but evidence online is spotty. The Wikipedia entry for [ishim](#) doesn't cite a lot of sources, and the sources cited include the reliably unreliable Rosemary Ellen Guiley. An angel by that name did appear on *Supernatural*, though, for what it's worth. I don't think he had little horns or a high collar.

Edit: I seem to have misplaced the statistics. I was editing this in-frame a while, so maybe tumblr ate them, or maybe I just screwed up.]

Angel, Bene Ishim

CR 7 NG Outsider (extraplanar)

This figure looks to be the very spitting image of a fiend, with red skin, slick black hair, small horns and a goatee. He smirks evilly and winks, drawing his cape with a flourish.

Although they are sometimes called "fallen angels", bene ishim are nothing of the sort. Instead, they are angels that assume the guise of fiends in order to either infiltrate their holdings or teach mortals about fiendish weaknesses. Many folkloric tales of devils losing fiddle contests, giving information when having their three golden hairs plucked, or being generally outwitted by children are in fact the work of bene ishim. They tirelessly work in the mortal realm to spread propaganda that evil creatures are untrustworthy, foolish and beatable by common folk. Some even enter regular relationships with a given town or country, appearing at festivals or holidays in order to be "defeated" to raise morale and teach valuable lessons. They delight in appearing to people leaning towards evil deeds, either enticing them to channel their temptation in more productive ways or if that fails, ensuring that their actions are both futile in causing harm and notable enough to result in rehabilitation.

In the lower planes, bene ishim have a second, related mission; to defuse the plans of evil through sabotage and theft. Bene ishim locate powerful evil items to steal, research and destroy, turn members of a fiendish army against each other, and generally attempt to focus the attention of evil on itself rather than on good or the mortal world. Even if they are caught out, their magical powers can force devils or demons to fight their allies instead of the bene ishim. Between this and their ability to blend into shadows, few bene ishim remain in combat long, preferring to slip away while enemies are distracted with each other.

A bene ishim is a shapechanger, able to disguise itself as either a mortal or a fiend as its mission requires. They usually take fiendish forms that fit its overall humanoid size and build, such as bearded devils, hydrodaemons or succubi. Their natural form resembles a tiefling or cambion to sufficient degree that they usually try to pass themselves off as one of these creatures if they know fiends with *true seeing* (such as erinyes) lie between them and their goal.

Bene Ishim CR 7

XP 3,200

NG Medium outsider (angel, extraplanar, good, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision, Perception +12

Defense

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural); +4 deflection vs. evil

hp 68 (8d10+24)

Fort +5, **Ref** +10, **Ref** +11; +4 vs. poison, +4 resistance vs. evil

DR 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 18

Defensive Abilities alter alignment, personal protective aura, shadow blend

Offense

Speed 30 ft.

Melee masterwork trident +12/+7 (1d8+4) or 2 claws +11 (1d4+3)

Special Attacks redirect blows, sneak attack +1d6

Spell-like Abilities CL 8th, concentration +11

At will—*align weapon*, *detect evil*, *detect magic*, *invisibility* (self only)

3/day—*greater teleport* (self plus 50 lbs. objects only), *locate object*, *obscure object*, *sending*

1/day—*confusion* (DC 17), *crushing despair* (DC 17), *good hope*, *plane shift* (self only)

Statistics

Str 17, **Dex** 19, **Con** 16, **Int** 17, **Wis** 16, **Cha** 16

Base Atk +8; **CMB** +11; **CMD** 25

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will

Skills Bluff +18, Diplomacy +9, Disguise +18, Escape Artist +13, Knowledge (arcana) +9, Knowledge (planes) +12, Perception +12, Sense Motive +18, Sleight of Hand +13, Spellcraft +9, Stealth +13, Use Magic Device +18; **Racial Modifiers** +6 Bluff, +6 Disguise, +6 Sense Motive, +6 Use Magic Device

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ change shape (humanoid or evil outsider, *polymorph*), fiendish guise

Ecology

Environment any land or underground (Nirvana or evil plane)

Organization solitary, pair or cell (3-6)

Treasure double standard (masterwork trident, other treasure)

Special Abilities

Alter Alignment (Su) A bene ishim can choose the strength and alignment of its aura as a standard action. Any creature trying to detect its aura must succeed a DC 17 Will save or read it as the

angel's chosen aura instead. The save DC is Charisma based.

Fiendish Guise (Su) A bene ishim can use its change shape ability to take the form of Tiny, Small, Medium or Large evil outsiders. It does not gain any of their abilities unless those abilities can be assumed by the spell *polymorph*.

Personal Protective Aura (Su) A bene ishim gains a +4 deflection bonus to Armor Class and a +4 resistance bonus to saving throws against attacks and effects made by evil creatures. Treat this as a double strength *protection from evil* effect.

Redirect Blows (Su) As an immediate action, a bene ishim can force a creature attempting to attack it to succeed a DC 17 Will save or instead attack the nearest evil outsider. If no evil outsider is in reach of the enemy's attack, it instead injures itself, dealing 1d8 points of damage plus its Strength modifier. This is a mind-influencing compulsion effect.

Shadow Blend (Su) In any condition of illumination other than full daylight, a bene ishim disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A bene ishim can suspend or resume this ability as a free action.