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[This little cutie is so obscure that all Google sources refer back to A Book of Creatures. It has the option for using the “Fey Boons and Banes” rules from [Prisoners of the Blight](#), which is probably my favorite rules subsystem from Paizo in some time. The rules aren’t online yet, so here’s a quick and dirty version. A fey creature can bestow a boon or bane on a creature as a touch spell that takes 1 minute to cast. It can’t be forced to use a boon or bane through mind-influencing magic or the like. A blight can be removed by anything that can remove a curse.]

Qasogonaga

This small, comical creature resembles a stocky anteater, but its fur is colored with garish rainbow stripes.

The qasogonaga are a species of strange fey creatures that live high in the sky. There, they monitor and control the weather, ensuring that regular patterns of rainfall support animals and plants living below them. They are generally benevolent, however, and can be convinced or petitioned to create or reduce rain by sentient creatures that know how to call upon them. Although qasogonaga do not fly, they treat the air and clouds as solid objects, strolling about them slowly.

A qasogonaga found at ground level may be there on a mission to survey the effects of the weather, by accident due to losing control of its *air walk*, or simply out of curiosity. Among mortal lands, they can disguise themselves as a humanoid, but their lack of knowledge of mortal customs and bizarre, multicolored hair mark them as strange. If properly placated with kind words, good foods or assistance in returning to the sky (though the use of bonfires and their buoyant flame ability), qasogonaga can help people with the weather, be it naturally or magically manipulated. They hate more sinister weather controlling monsters, and may seek the aid of adventurers in dealing with those too powerful for a qasogonaga to handle by themselves.

Although qasogonaga lack physical attacks beyond a stern (and thunderous) headbutt, they are feared in combat. Their mastery of weather allows them to create lightning bolts and thunderclaps in an instant. They rarely fight to the death, preferring to use their thunderbolts to blind opponents at a key moment, then flee and hide.

Qasogonaga Boons and Banes

If using the fey boons and banes system from *Pathfinder Adventure Path 119: Prisoners of the Blight*, a qasogonaga is capable of bestowing the following boon or bane to creatures it favors or

despises.

Boon: You are empowered by the effects of inclement weather. If you are a spell-caster, you gain a +1 bonus to caster level whenever you are in rain. If you are not a spell-caster, you instead gain a +1 competence bonus on all saving throws whenever you are in rain. This effect lasts for 1 day per caster level of the qasogonaga (11 days for the typical specimen).

Bane: Thunder and lightning seem to attract to you. You gain vulnerability to electricity and sonic damage. This effect is permanent until removed.

Qasogonaga CR 7

XP 3,200

CG Small fey

Init +5; **Senses** low-light vision, Perception +17, scent

Defense

AC 20, touch 20, flat-footed 14 (+1 size, +5 Dex, +1 dodge, +3 deflection)

hp 71 (11d6+33); fast healing 2

Fort +6, **Ref** +12, **Will** +10

DR 10/cold iron; **Immune** fire; **Resist** electricity 10, sonic 10

Defensive Abilities flame buoyancy

Offense

Speed 20 ft.; *air walk*

Melee slam +11 (1d4 plus 1d6 electric and 1d6 sonic)

Special Attacks thunderbolt

Spell-like Abilities CL 11th, concentration +15 (+19 casting defensively)

Constant—*air walk*, *feather fall*, *shield of faith*

At will—*call lightning* (DC 17), *shout* (DC 18)

3/day—*river of wind* (DC 18), *wind wall*

1/day—*control weather*

Statistics

Str 11, **Dex** 20, **Con** 16, **Int** 17, **Wis** 17, **Cha** 18

Base Atk +5; **CMB** +4; **CMD** 29 (33 vs. trip)

Feats Combat Casting, Defensive Combat Training, Dodge, Mobility, Spring Attack, Weapon

Finesse

Skills Acrobatics +19, Bluff +18, Diplomacy +18, Knowledge (geography) +17, Knowledge (local) +17, Perception +17, Sense Motive +17, Spellcraft +14, Stealth +23

Languages Auran, Common, Gnome, Sylvan

SQ change shape (humanoid, *alter self*)

Ecology

Environment sky or warm plains

Organization solitary or pair

Treasure incidental

Special Abilities

Buoyant Flame (Su) A qasogonaga is immune to fire damage. Whenever it takes fire damage, it rises 10 feet in the air for every 5 points of damage it otherwise would have taken. This does not cause the qasogonaga to fall unless its *air walk* spell-like ability is inactive.

Change Shape (Su) A qasogonaga retains its shaggy, rainbow colored hair whenever it uses the change shape ability, reducing its bonus to Disguise checks to +2.

Thunderbolt (Su) Three times per day, but no more than once every 1d4 rounds, a qasogonaga can create a 120 foot line of thunder and lightning that deals 5d6 points of electricity damage and 5d6

points of sonic damage to any creature caught within it. A DC 18 Reflex save halves the damage. Any creature that takes damage from a qasogonaga's thunderbolt must succeed a DC 18 Fortitude save or be blinded or deafened (qasogonaga's choice) for 1 round. The save DC is Constitution based.