Kaprelan Royal Household

Reedbearer Amaani, priestess of Adnauk, the god of the Kaprela river

Size/Type: Medium Humanoid (Human) Cloistered Cleric 12
Hit Dice: 12d6 (42hp)
Initiative: -1
Speed: 30 ft
Armor Class: 9 (-1 dex), touch 9, flat-footed 9
Base Attack/Grapple: +6/+4
Attack: Unarmed +4 (1d4-2)
Full Attack: Unarmed +4 (1d4-2)
Space/Reach: 5 ft/5 ft
Special Attacks: Turn undead 8/day
Special Qualities: Charity Domain, Life Domain, Lore
Spells per day: 6, 7+1, 5+1, 5+1, 4+1, 4+1, 2+1
Spell DC: 15 plus spell level
Saves: Fort +8, Ref +3, Will +13
Abilities: Str 7, Dex 9, Con 10, Int 13, Wis 20, Cha 11
Skills: Sense Motive +17, Knowledge (Nobility) +16, Knowledge (Religion) +16, Heal +15, Profession (Priest) +15, Craft (basketweaving) +11, Knowledge (History) +11, Knowledge (Nature) +11, Decipher Script +6, Diplomacy +9, Survival +8, Knowledge (Geography)+6, Knowledge (Local) +6, Spellcraft +6, Knowledge (Planes) +3, Gather Information +2

Craft >=5 ranks gives +2 on related appraise checks.
Know Geography >=5 ranks gives +2 on checks to avoid getting lost or into hazards.
Know Nature >=5 ranks gives +2 on survival checks above ground.
Know Religion >=5 ranks gives +2 on turn/rebuke the undead.

Feats: Augment Healing (healing spells do +2 per spell level), Negotiator, Skill Focus (Survival), Heat Endurance, Sacred Healing (spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. burst; the fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round)), Extra Turning
Gear: -
Alignment: Neutral Good
Languages: Aquan Celestial Common Catfolk Gnome

Sandkite Fahami, priest of Shonles, the god of the desert winds

Size/Type: Medium Humanoid (Human) Rogue 3/Favored Soul 6
Hit Dice: 3d6+6d8 (37 hp)
Initiative: +3
Speed: 30 ft
Armor Class: 13 (+3 dex, +4 cool studded leather armor +1), touch 13, flat-footed 10
Base Attack/Grapple: +6/+6
Attack: +1 dagger +7 melee (1d4+1) or +1 thundering returning kylie +11 ranged (1d6+1/x2+1d8 sonic, range increment 20')
Full Attack: +1 dagger +7/+2 melee (1d4+1) or +1 thundering returning kylie +11 ranged (1d6+1/x2+1d8 sonic,

range increment 20')
Space/Reach: 5 ft/5 ft
Special Attacks: spells
Special Qualities: fire resistance 10
Spells per Day: 6, 7, 6, 4
Spell DC: 13 + spell level
Spells Known:
0: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light
1: Cause Fear, Divine Favor, Entropic Shield, Obscuring Mist, Sanctuary, Cure Light Wounds, Inflict Light Wounds
2: Remove Paralysis, Silence, Sound Burst, Spiritual Weapon, Cure Moderate Wounds, Inflict Moderate Wounds
3: Protection from Energy, Water Breathing, Wind Wall, Cure Serious Wounds, Inflict Serious Wounds
Saves: Fort +6, Ref +11, Will +9
Abilities: Str 10, Dex 16, Con 10, Int 14, Wis 16, Cha 18
Skills: Diplomacy +14, Listen +10, Sense Motive +9, Bluff +8, Move Silently +8, Spot +8, Disable Device +7, Hide +7, Perform (kiteflying) +7, Search +7, Tumble +7, Balance +6, Concentration +6, Escape Artist +6, Knowledge (religion) +6, Open Lock +6, Profession (sailor) +6, Profession (priest) +6, Use Rope +6, Appraise +5, Knowledge (local) +5, Spellcraft +4, Climb +3, Jump +3, Survival +3, Swim +3
Feats: Alertness, Dodge, Heat Endurance, Spontaneous Healer, Spontaneous Wounder, Weapon Focus (kylie)
Gear: +1 cool glamered studded leather armor, +1 thundering returning kylie, +1 dagger, wind fan
Alignment: Chaotic Neutral
Languages: Aquan Common Gnome

Serir Farhat, priestess of Chahu, the goddess of the desert sands (domains: temperance, sand)

armsmith Waleed

diviner Aatika

druid Suhail

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