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[The sivs were intended to make an appearance in my prehistoric game, but over the course of play the PCs never ended up crossing paths with them. Although they are nominally a Forgotten Realms monster, they feel like an homage to Greyhawk. After all, Wastri the Hopping Prophet is the god of both amphibians and racism, and the sivs are religious, racist amphibians. My take on their god below is intended to be reminiscent of Wastri, but less comical.]

Siv

This lean, frog-like humanoid has delicate fingers and toes and clammy, green-gray skin. Its narrow eyes glint with malice.

Sivs are sullen, xenophobic and cruel frog-people related to the grippli. It is believed that they are the product of a voluntary exodus, when the grippli split in two in dispute over whether to encourage mixing with other humanoid societies or to remain isolated. The sivs moved to colder marshes than their grippli kin, and developed stronger swimming abilities at the expense of their climbing skills. Sivs prefer grassy marshland to forested swamps, and stand nearly twice the height of their grippli ancestors, although they are still typically a head shorter than humans.

Siv society is typically monastic, devoted to the contemplation of their own solitude and bitterness towards other races. They most commonly worship Brekkoax, the Skull in the Reeds, but some splinter sects may serve other evil gods, infernal dukes or asura ranas. Discipline is important to the sivs, both in society and at a personal level, and asceticism is common in siv communities. Most sivs see other races as fit only to be slaves or prey, and engage on raids to dryer lands to pillage and plunder.

Sivs as Characters

Sivs do not have racial Hit Dice, and advance through class levels. A siv character has the following racial traits:

+2 Dex, +2 Wis, -2 Cha Sivs are nimble and perceptive, but lack empathy

Medium size A siv does not have any racial bonuses or penalties due to size

Swim speed A siv has a land speed of 30 feet and a swim speed of 20 feet

Weapon familiarity A siv is proficient in nets

Water Walk (Su) A siv can walk on liquids, as the spell *water walk*, as a supernatural ability for 10 minutes per character level per day. The duration does not all need to be used at once, but must be used in 10 minute increments.

Resist cold 5

Brekkoax

The Skull in the Reeds, Frogfather, Saint Toad

LE god of drowning, grudges and racial superiority

Domains Death, Destruction, Evil, Law, Water

Subdomains Decay*, [Hatred](#), [Rivers](#), [Tyranny](#), Undeath

Worshippers sivs, racists, those seeking revenge

Minions fiendish giant frogs, shambling mounds, drowning devils

Holy Symbol a frog's skull facing downwards

Favored Weapon kukri

*clerics of Brekkoax can take the Decay subdomain as a modification of the Water domain

Brekkoax appears as a humanoid frog the size of a giant, with a skull for a head, wearing the robes of a monk. His doctrine is that his worshippers are the only truly worthy people, and that all others must serve them or die. He delights in fomenting racial hatred, from simmering grudges to outright warfare, and in the past has sponsored both sides of conflicts of extermination under different guises. Clerics of Brekkoax see undead as the ultimate servants and frequently are accompanied by them. It is believed by some scholars that Brekkoax has not always been a batrachian entity and has only assumed this form in order to exploit the worship of the sivs; sivs see this claim as the highest blasphemy, punishable by torturous death.

Siv monk 1 **CR ½**

XP 200

LE Medium humanoid (grippli)

Init +7; **Senses** darkvision 60 ft., Perception +6

Defense

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 Wis)

hp 9 (1d8+1)

Fort +3, **Ref** +5, **Will** +4

Resist cold 5

Offense

Speed 30 ft., swim 20 ft.

Melee unarmed strike +2 (1d6+2) or unarmed flurry of blows +0/+0 (1d6+2)

Ranged net +3 (entangle) or sling +3 (1d4+2)

Special Attacks stunning fist (DC 12, 1/day)

Statistics

Str 15, **Dex** 16, **Con** 12, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +2; **CMD** 17

Feats Deflect Arrows (B), Improved Initiative, Improved Unarmed Strike (B), Stunning Fist (B)

Skills Acrobatics +7, Perception +6, Sense Motive +6, Stealth +7, Swim +14

Languages Grippli

SQ water walking, weapon familiarity

Ecology

Environment temperate or cold marshes

Organization solitary, patrol (2-4), platoon (6-16) or village (20-100 plus 50% noncombatants and 1 3rd level cleric per 20 individuals and 1 5th-7th level grand master)

Treasure standard (net, sling with 20 bullets, other treasure)

Special Abilities

Water Walk (Su) A siv can walk on liquids, as the spell *water walk*, as a supernatural ability for 10 minutes per character level per day. The duration does not all need to be used at once, but must be used in 10 minute increments.