SNYAD

Small Humanoid (Goblinoid)

Hit Dice: 1d8 (4 hp)
Initiative: +3 (Dex)
Speed: 50 ft
AC: 14 (+1 size, +3 Dex)
Attacks: Dagger –1 melee
Damage: Dagger 1d4-1
Face/Reach: 5 ft by 5 ft/5 ft
Saves: Fort +0, Ref +5, Will +0
Abilities: Str 8, Dex 17, Con 11, Int 6, Wis 10, Cha 8
Skills: Hide +8, Move Silently +7, Pick Pocket +8, Spot +2
Feats: Dodge

Climate/Terrain: Any underground
Organization: Solitary or mob (3-8)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral
Advancement: By character class

Snyads (also called pesties) live in small passages adjoining dungeon corridors. The entrances to these tunnels are small and usually well concealed behind piles of loose stone, making them very difficult to detect (Search DC 25).

The snyad is a cousin of the mite (q.v.) and often cooperate with them to trap prey. The trap making skills of the mite combined with the speed of the pestie make for quite a formidable team.

Snyads appear as small 2-foot tall humanoids, brown in color. They have long pointed ears and large bulbous noses. Their arms are long and spindly.

Snyads do not speak, but seem to be able to understand each other through use of body language.

COMBAT

Snyads avoid combat at all costs. Their primary interest lies in sneaking up on a would-be victim, relieving him of his coin purse, a small weapon, or the like, and scuttling off into the darkness to its lair. If forced to fight, a snyad will flee at the first opportunity.

Skills: Snyads receive a +4 racial bonus to Move Silently and Pick Pocket checks.

The Snyad first appeared in the 1e FF (1981).