KECH

Medium-Size Beast
Hit Dice: 5d10+5 (32 hp)
Initiative: +2 (Dex)
Speed: 40 ft, climb 20 ft
AC: 14 (+2 Dex, +2 natural)
Attacks: 2 claws +4 melee, bite -1 melee
Damage: Claw 1d4+1, bite 1d6
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Rend
Special Qualities: Pass without trace, darkvision 60 ft, low-light vision
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 13, Dex 15, Con 12, Int 9, Wis 13, Cha 12
Skills: Climb +14, Hide +6*, Listen +7, Move Silently +7, Spot +7
Climate/Terrain: Any forest
Organization: Pack (2-5) or band (2-8 plus 50% noncombatants)
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral evil
Advancement: 6-15 HD (Medium-size)

A kech is a monkey-like creature about 6 feet tall. It has a fanged filled mouth, fiery blue eyes, and tough, leathery leaf-like skin; green in color. Kech are excellent climbers and are equally at home on the ground or in trees.

They speak their own language and Common.

COMBAT
Kech prefer indirect combat, utilizing pits, traps, snares, and so forth to weaken parties and travelers. They will not hesitate to face a lone target however. Opponents that are considerably superior will be attacked at night while resting. The kech will concentrate their attacks on one or two members of the party (those on watch usually). If successful, they will drag their prey off into the forest.

Rend (Ex.): If a kech hits with both claw attacks, it latches onto the opponent’s body and tears the flesh. This attack automatically deals 2d4+1 points of damage.

Pass Without Trace (Ex.): The kech can move across any ground—ice, snow, mud, without leaving any footprints. Tracking by nonmagical means is impossible.

Skills: Kech receive a +2 racial bonus to Listen and Spot checks.

*Due to their coloration and leaf-like skin, kech receive a +12 racial bonus to Hide checks when in a forested area.