Centaur

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Rare | Large | Neutral | Humanoid

Centaur are creatures with the head, arms, and torso of a man and the body and legs of a horse.

Armor Class	Hit Points	Move
15	16 *(4 Hit Dice)*	walk 180 ft

Appearing	3d8
Habitat	Forest, Jungle, Plains
Negotiation	yes
Morale DC	9
Challenge	5.1 (1,530 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	1	-2	1	0	0

Combat

Has 3 attacks. Hit Bonus +4. Damage Hooves (x2) 1d8 +4 or by weapon damage

Special Attacks

All centaurs are capable of attacking with melee weapons and two hoof attacks each combat round.

Treasure

Individual: 2d6 gp (90%), 1d4 gems (50%)

Lair: None