

# Minotaur Battle Shaman

## Dungeon Delve Stat Card Side 2

(New)

### ✧ Primal Bolt (standard; at-will) ◆ Healing

Ranged 20; +17 vs. Reflex; 1d8 + 5 damage, and the shaman regains 5 hit points.

### ✧ Spirit of Nature's Rage (standard; recharge ☼ ☼)

Area burst 2 within 20; enemies only; +17 vs. Will; 3d6 + 5 damage, and the target slides 2 squares and makes an immediate basic attack against the nearest ally it can reach.

### Ferocity (when reduced to 0 hit points)

The minotaur makes a melee basic attack.

**STR 18** (+10)  
**CON 16** (+9)

**DEX 16** (+9)  
**INT 13** (+7)

**WIS 23** (+12)  
**CHA 16** (+9)