

JOUSIMIES, WOOD WARDEN

Level 17 ♦ Half-Elf • Martial • Unique

AC 29
FORT 28
REF 29
WILL 27
SPEED 7
HP 105
BLOOD 50

ATTACKS
⊕ **Snapshot:** *Minor action:* (range 6) +20 vs. AC; 15 damage.
➤ **Seeker:** (sight) +24 vs. AC; 35 damage.

POWERS
Blindsight: Ignores Conceal and Invisible.
Giganticus 5: +5 damage vs. Big enemies.
Ranger's Pace: This creature ignores additional movement costs due to terrain.
 Fast & Furious: Make a ⊕ attack with a range of sight vs. each enemy in this creature's line of sight.
Trick Shot: Use when this creature hits a Medium or smaller enemy: Choose one to add to that attack:
 Piercing: 5 ongoing damage until end of battle.
 Hobble: Slowed (save ends).
 Staple: Immobilized.

❖ For use with Epic Level Starter Set: Human Ranger

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TULIPALA, THE PYRE

Level 19 ♦ Elf • Arcane • Unique

CR 2

AC 29
FORT 26
REF 28
WILL 30
SPEED 6
HP 90
BLOOD 45

ATTACKS
⊕ **Scorch:** *Minor action:* (range 6) +20 vs. Reflex; 20 fire damage.
✱ **The Pyre:** *Full turn action:* (radius 2 within 12) +22 vs. Reflex; 40 fire damage AND 5 ongoing fire damage (save ends). On miss, 20 fire damage.
← **Flashfire Staff:** (blast 4) +21 vs. Reflex; 30 fire damage OR 30 radiant damage.

POWERS
Immune Fire, Resist 10 Radiant
Backdraft: *Immediate action, when damaged by an adjacent enemy:* Make a ⊕ attack vs. that enemy.

CHAMPION POWERS
❖ Use at start of round: Forest and pit terrain are also fire terrain until end of round.
❖ Use at start of round: Until end of round, all fire damage is radiant damage instead.

❖ For use with Epic Level Starter Set: Sun Elf Wizard

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PIENI, GOODFELLA HEISTER

Level 15 ♦ Halfling • Stealth • Unique

AC 29
FORT 26
REF 30
WILL 28
SPEED 5
HP 95
BLOOD 45

ATTACKS
⊕ **Stiletto:** +21 vs. AC; 15 damage AND 15 ongoing damage (save ends).
↓ **Blackjack:** (combat advantage vs. target only) +22 vs. Fortitude; 20 damage AND Stunned.
 ← **Tappava Pepper Dust:** *Minor action:* (blast 3) +22 vs. AC; 10 ongoing poison damage AND Blinded (save ends both).

POWERS
Phasing
Ultimate Sneak: Invisible during its turn.
Sneak Attack 10: Whenever this creature hits a target granting it combat advantage: +10 damage on that attack.
 Call in a Favor: Use at start of turn: This creature or an adjacent ally loses all conditions affecting it OR this creature has +10 damage until end of turn.

❖ For use with Epic Level Starter Set: Lightfoot Halfling Rogue

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VASARA, AVENGER

Level 19 ♦ Dwarf • Divine • Unique

CR 3

AC 31
FORT 32
REF 27
WILL 32
SPEED 5
HP 140
BLOOD 70

ATTACKS
⊕ **Axe of Purifying Flame:** +25 vs. AC; 20 + 10 fire + 10 radiant damage AND Slowed.

POWERS
Fortified 20: Resist 20 All vs. Critical hits
Evil Bane 10: +10 damage vs. Evil creatures.
Stone Will: Whenever adjacent to a wall: Immune Dazed, Immune Stunned, and Immune Psychic.
Stonestep: Move action, only when adjacent to a wall: Teleport 12 to a square adjacent to a wall.

CHAMPION POWERS
❖ Use at start of turn: An adjacent ally heals 20 HP.
❖ Use when an ally takes damage: Make a ⊕ attack as an immediate action.

❖ For use with Epic Level Starter Set: Gold Dwarf Cleric

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JARISTAN THE CONQUEROR

Level 18 ♦ Human • Primal • Unique

AC 26
FORT 32
REF 30
WILL 30
SPEED 8
HP 180
BLOOD 90

ATTACKS
⊕ **Quick Axe:** *Minor action:* +22 vs. AC; 25 damage.

POWERS
Determined: Makes saving throws at the start of its turn instead of the end.
The Horde: Human Primal allies have +10 damage on ⊕ attacks.
Improvised Attack: Use when this creature hits with a ⊕ attack: Choose one to add to that attack:
 Cut: 10 ongoing damage (save ends).
 Crush: +10 damage.
 Pin: Immobilized.
⊕ when all are used.

❖ For use with Epic Level Starter Set: Northlands Fighter

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LEHTO, ARCHDRUID

Level 19 ♦ Elf • Shapeshifter • Unique

CR 2

AC 30
FORT 30
REF 30
WILL 30
SPEED 9
HP 100
BLOOD 50

ATTACKS
⊕ **Staff of Entangling:** +24 vs. AC; 25 damage AND Immobilized.
✱ **Firestorm:** (radius 1 within 12, ignores redirect) +23 vs. Reflex; 35 damage.

POWERS
Anyform: Move action: Moves up to its speed with Burrow OR Flight.
Perfect Caster: *Minor action:* One enemy within 6 squares takes 10 lightning damage.
Heal: *Minor action:* An adjacent ally heals 10 HP.
Wind in the Willows: Conceal 6 and Resist 5 All while adjacent to forest terrain.

CHAMPION POWERS
❖ Use at start of round: A Beast or Plant ally makes a ⊕ or ➤ attack as an immediate action.
❖ Use when this creature's ⊕ attack hits: The target is Helpless instead of Immobilized.

❖ For use with Epic Level Starter Set: Wood Elf Druid

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EPIC STARTER: ICONS

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Special Thanks: DDM Guild's supporters; Kieran Chase and Peter Lee at Wizards of the Coast.



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These cards are current as of December 18, 2017.