

## 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 fire 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

**Design:** Antti Kostiaainen, Ville Rihtamo, D. Garry Stupack  
**Development:** Ira Fay, D. Garry Stupack  
**Graphic Design:** Kevin Tatroe, Joel Broveleit, Ira Fay, D. Garry Stupack  
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