

Dark Creeper	Level 6 Skirmisher
Small fey humanoid	XP 250
<b>Initiative</b> +8 <b>Senses</b> Perception +6; darkvision <b>HP</b> 70; <b>Bloodied</b> 35 <b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 17 <b>Speed</b> 6	
<b>Dagger</b> (Standard, at-will) <b>Weapon</b> +11 vs AC; 1d4+5 damage.	
<b>Dagger</b> (Standard, at-will) <b>Weapon</b> Range 5/10; +11 vs AC; 1d4+5 damage.	
<b>Killing Dark</b> (when reduced to 0 hit points) Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.	
<b>Combat Advantage</b> The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
<b>Dark Step</b> (Move, at-will) The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
<b>Alignment</b> Evil <b>Languages</b> Common <b>Skills</b> Stealth +13, Thievery +13 <b>Str</b> 11 (+2) <b>Dex</b> 18 (+6) <b>Wis</b> 14 (+4) <b>Con</b> 14 (+4) <b>Int</b> 13 (+3) <b>Cha</b> 13 (+3) <b>Equipment:</b> black garments, dagger x5.	

Dark Creeper	Level 6 Minion
Small fey humanoid	XP 75
<b>Initiative</b> +8 <b>Senses</b> Perception +6; darkvision <b>HP</b> 1 (a miss never hits a minion) <b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 17 <b>Speed</b> 6	
<b>Shortsword</b> (Standard, at-will) <b>Weapon</b> +11 vs AC; 1d6 + 5 damage.	
<b>Superior Crossbow</b> (Standard, at-will) <b>Weapon</b> Range 20/40; +11 vs AC; 1d10 + 5 damage.	
<b>Combat Advantage</b> The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
<b>Dark Step</b> (Move, at-will) The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
<b>Alignment</b> Evil <b>Languages</b> Common <b>Skills</b> Stealth +13, Thievery +13 <b>Str</b> 11 (+2) <b>Dex</b> 18 (+6) <b>Wis</b> 14 (+4) <b>Con</b> 14 (+4) <b>Int</b> 13 (+3) <b>Cha</b> 13 (+3) <b>Equipment:</b> black garments, dagger x5.	

Dark Champion	Level 6 Elite Solder
Small fey humanoid	XP 500
<b>Initiative</b> +8 <b>Senses</b> Perception +6; darkvision <b>HP</b> 132; <b>Bloodied</b> 66 <b>AC</b> 22; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17 <b>Saving Throws</b> +2 <b>Speed</b> 6 <b>Action Points</b> 1	
<b>Dagger</b> (Standard, at-will) <b>Weapon</b> +11 vs AC; 1d4+5 damage.	
<b>Dagger</b> (Standard, at-will) <b>Weapon</b> Range 5/10; +11 vs AC; 1d4+5 damage.	
<b>Killing Dark</b> (when reduced to 0 hit points) Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.	
or <b>Quick Kill</b> (standard, recharge  )) <b>Weapon</b> Dark Champion makes 2 Dagger attacks, these can be either melee or ranged attacks.	
<b>Dagger Spray</b> (standard, encounter) <b>Weapon</b> Close Blast 3; attack +11 vs. Reflex; 3d8+4 damage; on miss half damage	
<b>Dark Step</b> (Move, at-will) The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.	
<b>Dark Champion Tactics</b> The Dark Champion and it's allies deal an extra 1d6 damage against enemies that the battle Champion flanks.	
<b>Dark Talent</b> The Dark Champion can score a critical hit on a natural 19 or 20.	
<b>Inspiring Assault</b> Whenever the Dark Champion crits, the Dark Champion and all it's allies within 5 squares regain 3 HP.	
<b>Alignment</b> Evil <b>Languages</b> Common <b>Skills</b> Stealth +13, Thievery +13 <b>Str</b> 11 (+2) <b>Dex</b> 18 (+6) <b>Wis</b> 14 (+4) <b>Con</b> 14 (+4) <b>Int</b> 13 (+3) <b>Cha</b> 13 (+3) <b>Equipment:</b> black garments, dagger x5.	