**Enemy NPCs**

These enemies make up the bulk of combat encounters in Story Mode.

Thieves – Thieves come in 3 types. Red, Blue, Green. Each has different HP totals and a unique dagger toss ability that has a special effect.

Pirates – Pirates also come in 3 types. Red, Blue, Green. Each has different HP totals and a unique Grog ability that has a special effect.

Mercs (Swords) - Mercs come in 3 types. Black, Grey, White. Each has different HP totals. They don’t have a unique ability for each color.

Wolves – Wolves come in 1 type. They have the ability to leap far distances and howl. Howl heals all wolves on the board.

**Bosses in Story Mode**

Thief Lord – No information known

Pirate Captain – No information known

Mercenary General – No information known

Rougarou – No information known

Speaker – No information known

In Adventure Mode players can encounter the 7 classes they play as in Story Mode as enemies. This increases the difficulty in a natural way.