## Witcher 3: Ghouls

1. Proper Noun Plural
2. Noun Plural
3. Adjective
4. Noun Plural
5. Noun Plural
6. Adverb
7. Adjective
8. Noun Plural
9. Adjective
10. Verb Present Ends In Ing
11. Verb Base Form
12. Adjective
13. Verb Present Ends In Ing
14. Adjective
15. Verb Base Form
16. Noun
17. Adjective
18. Noun

## Witcher 3: Ghouls

Ghouls and $\qquad$ are hard to describe. In part, they resemble $\qquad$ - yet on the whole, they are the utter negation of all that is $\qquad$ . Though they have $\qquad$ and legs
like men, they walk on all fours like dogs or $\qquad$ . Though they have $\qquad$ familiar faces, one searches them in vain for any sign of sentiment, reason or even a spark of consciousness. They are driven by one thing and one thing only: an insatiable craving for $\qquad$ .

A $\qquad$ strategy to make $\qquad$ a group of ghouls easier is to keep moving
around until one ghoul gets separated. When this happens $\qquad$ the ghoul and try to kill it. Do
$\qquad$ attacks now and then, but keep dancing around.

If a ghoul is low on health and starts $\qquad$ loudly, this is a sign that the ghoul is becoming
$\qquad$ . Make this ghoul your priority to $\qquad$ , as otherwise it will regenerate most of its $\qquad$ When enraged the ghoul's behavior grows more $\qquad$ ; the $\qquad$ sign
works well for stopping the effects of enrage.

