

## 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 \_\_\_\_\_ Proper Noun Plural are hard to describe. In part, they resemble \_\_\_\_\_ Noun Plural - yet on the whole, they are the utter negation of all that is \_\_\_\_\_ Adjective. Though they have \_\_\_\_\_ Noun Plural and legs like men, they walk on all fours like dogs or \_\_\_\_\_ Noun Plural. Though they have \_\_\_\_\_ Adverb 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 \_\_\_\_\_ Adjective \_\_\_\_\_ Noun Plural.

A \_\_\_\_\_ Adjective strategy to make \_\_\_\_\_ Verb Present ends in ING a group of ghouls easier is to keep moving around until one ghoul gets separated. When this happens \_\_\_\_\_ Verb Base Form the ghoul and try to kill it. Do \_\_\_\_\_ Adjective attacks now and then, but keep dancing around.

If a ghoul is low on health and starts \_\_\_\_\_ Verb Present ends in ING loudly, this is a sign that the ghoul is becoming \_\_\_\_\_ Adjective. Make this ghoul your priority to \_\_\_\_\_ Verb Base Form, as otherwise it will regenerate most of its \_\_\_\_\_ Noun. When enraged the ghoul's behavior grows more \_\_\_\_\_ Adjective; the \_\_\_\_\_ Noun sign works well for stopping the effects of enrage.