Ghouls

# Purpose

The most common enemy in game, walk around and obstruct the player.

# Art

### Appearance

Zombie-like entity, crawls with its hands. No legs.

### Animation

**-walk**: arms pull body forward, mouth opens and closes menacingly

# Ability

Attached to floor/wall, set movement (back and forth). Kills Raven on touch.

# Sound

**-moving**: Ghoul noise (grunts, mostly)

**-dead**: Ghoul roar deeply