

**Name:** Crazy Demoniac

**Default Relation:** Hostile

**Description:**

"This deranged looking figure hardly resembles what one could consider human. Their torn robes reveal that their body is decorated with ritualistic symbols carved directly into their flesh. Bestial looking teeth can be seen past their hood, sharp enough to split their lips given their unnatural growth. With marred hands, the cultist grips the hilts of their weapons tight enough that blood trickles from their palms. They await their next kill with bated breath."

**Dialogue:**

**Greeting 1:** "You dare address me..?"

**Greeting 2:** "Speak. Quickly!"

**Greeting 3:** *\*Bloody wheezing\** "Just... give me... a reason."

**Greeting 4:** *\*Low, manic laughter. Abrupt stop.\** "What!?"

**Goodbye 1:** "GO!"

**Goodbye 2:** "The Horned One watches..."

**Goodbye 3:** *\*Growl\** "Bleed in His name."

**Goodbye 4:** *\*Angered growl\** "Enough talk!"

**\*Friendly dialogue is to be seen only if the player has successfully completed the prerequisite quest to be considered allied with the NPC's faction.**

**Idle 1:** "He watches. I **know** He watches. Yes... Yes..!"

**Idle 2:** "Soon... *\*Wheeze\** Soon..."

**Idle 3:** *\*Bestial, manic growling.\**

**Idle 4:** "Heh... Eheheh... Heheh..."

**Alert 1:** "The mortals are close. I sense their fear..."

**Alert 2:** "I hear them. Skittering about.. Eheheh... *Soon!*"

**Alert 3:** "Find them! We'll see if they scream as good as the last."

**Alert 4:** "Prepare the altar. We'll be getting a new offering soon..."

**Combat 1:** "Finally, another sacrifice!"

**Combat 2:** "I'll anoint my blades in your blood!"

**Combat 3:** "You will praise his name, with your dying breath!"

**Combat 4:** **"IN BAPHOMET'S NAME!"**

**Death 1:** "Finally... I can... Ascend..."

**Death 2:** "I am... Released..."

**Death 3:** *\*Fading laughter.\** "Die... We'll all... die..."