

# The NPC Bible

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Wa 1:1

And so the Mod has spoken, I hereby say onto you, O Players, cull the cattle when the pens are full until only four fifths are left, when slaughtering prioritize the adults over the young, I, your Lord, thy Mod say onto you.

Wa 2:1

And so the Twin Mods battled for dominance, in the sacred art of Concret the Four. The Mod in Green emerged victorious, her green visage and the Endless\_Breeze that came with her presence became her symbols.

Wa 2:2

From that point She would become the patron Mod of Nameless Port City.

Dr 1:1

And so the prophet of the Lord our Mod, Drowned\_Angel, recited the revelations given to her by the Lord, "Foxy the Devout". The Lord our Mod then revealed Herself to Her people in a Tiny form and spoke to Her flock.

Dr 1:2

I say onto you, I am the Lord, your Mod. The tale My prophet has told you was not penned by Me, it was generated by Artificial Intelligence. Haha, you liked AI slop, idiot. I am the Lord, your Mod.

Ic 1:1

The Plans of the NPCians were wicked and so the Lord, our Mod sent the Messenger, Necrotic\_Echo, to intervene. The Messenger spoke: "Be not afraid. Who here has spoken on the wicked practice of 'fight baiting', for the lord hears all."

Ic 1:2

The devout servant of Mod, Icy\_Flame, answered: "It was I, however, the words were spoken in opposition to the wicked practice. For I, a humble servant of the Lord, would never engage in such wickedness. What we were discussing was another matter."

Ic 1:3

I say onto you, O Messenger of the Lord, we merely discussed the plan to make the Unbeliever Nations of Podzil and Stairway fight and destroy each other, for the amusement of the Lord our Mod. For the Mod sent us the message of Her boredom.

Ic 1:4

The Lord is constantly ringing bells, the world She created was not as interesting as She had

hoped. And so to prevent The Lord from growing more bored, I, Her humble servant would send a spy to Podzil, clad in darkness, wearing Stairwayian armour.

Ic 1:5

"This would not be wicked in Her eyes, O Messenger, for it would be the Podzilians that would draw the conclusion on who stole from them, we would simply watch them both fall." Spoke the humble servant Icy\_Flame. The Messenger cursed the nation, but

Ic 1:6

did not condemn the action. And so the Scapegoat, Jumping\_Wave, set out on the mission. NPCians, overfilled with confidence were not aware of the mistake they made and the plague they have brought upon themselves.

Ic 2:1

The Lord's Messenger, Necrotic\_Echo, left knowing what would befall NPC. At their call he reappeared, only saying "These are the consequences of your actions" before leaving once again. The Hubris of the NPCians was immense and terrible.

Ic 2:2

Would We have enough strength to weather the Storm We have created? Was this a test? Was Icy\_Flame wrong when interpreting the signs given to him by Mod? Why would Mod abandon us in our time of need?

Ic 3:1

Tragedy quick to vanish from the minds of the NPCians as they celebrated the ascension of their librarian, the Prophet Drowned\_Angel, to Grandmaster of her craft. With this the Lords chosen Nation would be able to forge weapons armour strong enough

Ic 3:2

to defeat any who would threaten it. Though the celebrations would not last long for NPC, for Aerial\_Twist of Podzil, would come bearing bad news. Jumping\_Wave, it turns out, had killed someone in his escapades, instead of just stealing. At least, t'was the claim.

Ic 4:1

The Prophet, Drowned\_Angel, pleaded with the foreigner for the life of Jumping\_Wave, that he would be harmless from now on and that the alleged murder was from natural causes, the Lord striking them down to implicate him for his hubris.

Ic 4:2

The Revenger, Aerial\_Twist, would stop at nothing but the exile of the Scapegoat from all Nations. In the waters near NPC he chased him off. The Scapegoat was never seen again.

Ne 1:1

Before the Fourteenth Session of the First Era Ended, a rat showed up.

Ma 1:1

During the Fifteenth Session of the First Era, one of its most important moments was held, the

Wedding of Sunlit\_World and Final\_Void. Following the couple's vows they took each other's names, becoming Sunlit\_Void and Final\_World.

Ma 1:2

Following the Ceremony the congregation celebrated the Married Couple across the world. Dining in Stairway, drinking and bar fighting in the Podzil Pub, playing Concret the Four in NPC and sobering up in Metro City.

Ma 2:1

The very next Session another couple did exchange their vows to one another. One, Tangled\_Willow married Cursed\_Echo. As did the previous couple they exchanged names along with their vows, becoming Tangled\_Echo and Cursed\_Willow.

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