

The Frequent World Savers Club Story & Concept Design

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Overview

The Frequent World Savers club is a Neverwinter Nights module designed in the NWN Aura Toolset. It is a humor based mod designed for characters of levels 1-5 and includes many custom elements including music, voice acting, models, items, etc.

The story revolves around a hero and his/her quest to save the world six times and thereby receive a free pizza.

Story Overview

Hungry and eager for his favorite meal, the hero stops by the nearest pizza joint only to discover that, horror of horrors, he doesn't have enough money to get a pizza. Upset and extremely disappointed, he's about to leave when he's approached by an extremely annoying bard who tells him about The Frequent World Savers Club. Club members are given an Official Frequent World Savers Club Punch Card. Each time they save the world their card gets punched. Once the card has been filled, which requires six punches, they can trade it in for a free pizza.

Willing to do anything for a free pizza, the hero quickly agrees. And, to monitor his progress and punch the card when needed, the bard decides to follow the hero around and be a general pain in the ass. He also gives the hero a Packing Crate, which is used return to the pizza joint when the hero is killed.

Fired up and ready to earn his free pizza, the hero heads outside. He decides that, for his first mission, he should convince himself not to become an evil super villain and take over the world. After an amusing internal monologue the task is complete, the world is saved, and the hero is one punch closer to that free pizza.

As he explores the town, the hero has a run in with the local evil villain, Mr. Incompetent, who steals the hero's punch card, but drops his wallet in the process. Using the wallet, the hero tracks Mr. Incompetent to his evil lair on the outskirts of the city. Upon reaching the inner sanctum, the hero finds Mr. Incompetent preparing to activate the final phase in his ridiculous plan for world domination. He also has a nasty trap prepared for the hero which, of course, has a major flaw that causes it to fail miserably. The hero then defeats him and retakes his card.

Back in town, the hero hears a rumor about an ancient slime monster lurking the caves beneath the town. Deciding to check it out, he heads into the caves. After some searching, he finds the monster, OJ Slimeson, but, unfortunately, he's friendly and isn't planning to take over the world. So the hero heads back to town, manufactures some evidence, then returns to the cave and defeats Slimeson. With another mission completed, the hero's card is half full. Only three more punches and the free pizza will be his!

The hero makes his way out of the sewers just in time for the town's annual country music festival. After listening for a few seconds he quickly decides that, pizza or no pizza, it is his duty to save the world from the horrors of country music. After beating up the musicians and their crazed fans, he gets his fourth punch. Only two more to go!

The hero continues to explore the town. This time, he runs into a pack of psychopathic religious zealots called The Witnessing Worshipers of the All Mighty Cheese that are going around trying to convert everyone. Naturally, their favorite line is "Behold the power of cheese!" Since cults are always trying to take over the world, the hero decides to take them out and tracks the

cultists through the caves below the city to their secret fortress. But to get to it he has to cross a chasm and to do that he has to answer the bridge guard's three questions. Once inside he defeats all the WWotAMC, including their leader, a dire rat, and gets his fifth punch.

Only one punch away from a free pizza, the hero is very eager to get back to town when his wimpy annoying bard sidekick suddenly reveals that he's really as an evil dark lord who was using the hero the whole time. Now that the hero has gotten rid of his competition, he's free to begin his own plans for world domination. The hero promptly beats the stuffing out of him and gives himself his sixth and final punch, filling his Frequent World Savers Club card.

The hero returns from the caves just in time to see the entire town blown up by Mr. Incompetent. The hero anxiously runs to the pizza joint and is relieved to find that it's still standing. He goes inside only to discover that Mr. Incompetent has bought it out and turned it into a salad bar. Devastated, the hero decides that he may as well trade in his card for a free salad. He goes up to the cashier only to be told that his card has expired. The hero lets out an anguished scream and the game ends.