

ALIEN OVERLORDS: INVASION!

Wave 0 - 1:

BIOTOXIN **The Fall of** **Echo City**



A TELLER SYSTEM RPG CAMPAIGN
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OVERVIEW

Alien Invasion is set in Echo City, home to a collection of quirky and off-beat characters who are attempting to survive an outerworld incursion led by the deadly Fuku-Glees (pron. Foo_koo_gleez) an alien race held in thrall by The Choral Brain Mass, a mysterious bio-synaptic neural organoid. It is an anarchic, quirky, comedic **ROLEPLAYING GAME SCENARIO** written for the improvisational **TELLER SYSTEM** and so comes with a detailed cast of characters, a carefully described environment (Echo City) and a number of carefully crafted **EVENT FRAMES**: everything you need to get play underway.

WAVE 0 - 1

Wave 0 - 1 **BIOTOXIN: The Fall of Echo City** details the initial alien invasion wave and so starts with a cast of **HAPLESS VICTIMS** who will eventually transform into the **HAVE-A-GO HEROES** that Echo City needs.

Wave 0 - 1 details the primary release of a Xeno biotoxin upon the inhabitants of Echo City along with an initial foray onto the streets of Echo City by the Aliens (for the purposes of experimentation).

Quickly withdrawing with their test subjects and data, the Aliens wait patiently for the effects of their bio-horror to manifest, and for the city to slowly tear itself apart, as they prepare and plot the next wave in their deadly onslaught.

WAVE 1 - 2

Wave 1 - 2: **PLAGUE WARFARE: Rise of the Zomboids** is detailed in a further booklet, which expands not only the alien's war strategy but also the characters and locations of Echo City and its environs.

