

# SCOURGE OF FIRE

A Backstory Cards Setting Grid for use with your favorite RPG  
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*The Fire Giants came in a fury, centuries of rage and hate exploding in each burning fist that smashed building and bunker alike. It's time to turn the tide of battle and extinguish the flames.*

The Fire Giants invaded some time ago, causing catastrophe and forever changing everything humanity knew. Humans can put a fight, though—they may be smaller in stature, but are greater in number. The odds seem overwhelming, but don't count them out yet. They have powerful creations of their own to unleash, to fight the Fire Giants toe-to-toe. That's where the PCs come in.

This setting grid is about tone, and leave some specifics entirely up to you. This could be a high-tech setting with mecha, or a mystical setting with sorcerers and enchanted knights.

## INSPIRATIONS

*Pacific Rim*, *Reign of Fire*, and *Attack on Titan* are great resources for getting a visual sense of scale and for building a world drenched in flaming battle. Also check out the *Atomic Robo* comics and the *Power Rangers* and *Voltron* TV shows. Also see the *Iron Edda* roleplaying game for another take on this idea.

## INDIVIDUALS

- 1 Korr ForgeFist**  
As the first of the Fire Giants to reveal himself, he blighted the lands for years with aggressive campaigns of destruction. Now he seems to revel in the aftermath, continuing his mocking laughter and cruel tactics.
- 2 Vanto Basani, Merchant & Scoundrel**  
As a traveling merchant and rumored black marketer, Vanto has always shown up to profit while others mourn and rebuild. But now he talks of weapons he believes can turn the tide of battle. He doesn't have the weapons, but he knows who does, and how to get them.
- 3 The Seer, Mysterious L**  
From her lonely secluded tower, above the clouds and unblemished by the war, the prophet Mysterious L has for as long as anyone can remember spoken prophecy and counsel to any who would listen. Time and again though, she is discounted. There's no telling if she speaks truth or madness.

## GROUPS

- 1 SparkleStar Galaxy Team Delta**  
This most elite team has fought in and won more battles against Giants than whole battalions. They are as famous for their combat prowess as they are their reputation as trouble-makers when there's no fighting to do.
- 2 The Glowing Chiliarchy**  
Strange and alien, the Chiliarchy has been an urban legend since before the time of your parents. The hivemind is an ill omen, heralding strangeness and danger along with bad luck and suspicion.
- 3 The Polyphemists**  
“War cannot exist in peace.” is the slogan that adorns banners throughout the city. The Polyphemists advocate negotiation and compromise, even as death tolls rise and battles intensify.

## PLACES

- 1 The Field of Sorrows, Battlefield**  
This magnificent field was once home to carnivals, bountiful harvests, celebrations and picturesque views. When war came it, it became the scarred reminder of how much has been sacrificed and lost at the burning hands of Giants. The dead still litter the ground, and some say their ghosts as well.
- 2 The RockMouth, Unknown Labyrinth**  
Miners found this labyrinth of tunnels not too long ago. There exists a whole new ecosystem here, and remnants of a lost Civilization that may have also faced the Giants. The partially completed maps say these tunnels go into the heart of Giant territory.
- 3 Lunar City, City on the Edge of Defeat**  
Lunar City is one of the last great holdouts from the first siege of the Giants. It has withstood hundreds of attacks over months and years of endless warfare and bloodshed.

## EVENTS

- 1 The First Blow**  
It is a day commemorated in solemn memorials and mournful reflection. The day of the first attack. The shattering of peace, the adoption of a warrior culture that came easily as people sacrificed freedom for safety. True and alleged heroes alike stand out in stories of what happened that day.
- 2 The Battle of Charon's Folly**  
A tremendous battle, waged on two fronts, a bridgeless river separating the flanked army. As the body count rose and more people fell under fire and heat, a plan was hatched.
- 3 The Most Precious of Heists**  
Rumors say this war began when a group of humans tricked the Giants and stole something sacred in exchange for trinkets. While humanity praised their ingenuity, Giants seethed and plotted. Centuries passed, and only humans forgot their treachery.



# SCOURGE OF FIRE

	<b>INDIVIDUAL</b>	<b>GROUP</b>	<b>PLACE</b>	<b>EVENT</b>
<b>1</b>	<i>Korr ForgeFist</i>	<i>SparkleStar Galaxy Team Delta</i>	<i>The Field of Sorrows, Battlefield</i>	<i>The First Blow</i>
<b>2</b>	<i>Vanto Basani, Merchant &amp; Scoundrel</i>	<i>The Glowing Chiliarchy</i>	<i>The RockMouth, Unknown Labyrinth</i>	<i>The Battle of Charon's Folly</i>
<b>3</b>	<i>The Seer, Mysterious L</i>	<i>The Polyphemists</i>	<i>Lunar City, City on the Edge of Defeat</i>	<i>The Most Precious of Heists</i>