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EBERRON: SHARDS OF THE FALLEN SKY

Beginner-Friendly Campaign | AI-Ready World Bible

CAMPAIGN PITCH

Long before kingdoms, before magic schools, before war, three cosmic dragons and a god shaped existence itself.

One dragon became the world

One dragon became the sky

One dragon became the prisoner

And their shattered sister became power

The deeper you go into the world, the closer you get to the truth — and to something that should never wake.

This campaign is:

Beginner friendly

Puzzle-forward

Myth-heavy but rules-light

Designed to teach players who they are before asking them to save the world

COSMIC ORIGIN MYTH (CORE LORE)

The First Creation

At the dawn of everything, a god (known only as The First Spark) shaped three dragon siblings to help create the universe.

The Three Dragons

Eberron – The Guardian

Compassionate, self-sacrificing

Became the planet itself to save creation

Fybris – The Devourer (Evil Dragon)

Hunger, corruption, ambition

Killed their sister

Was imprisoned inside Eberron's body

Astral (new name — the Fallen Sister)

Dragon of Balance, Wonder, and Possibility

Slain by Fybris

Her body shattered across creation

> Astrael's death created the stars, the dragonshards, and magic as mortals know it.

THE WORLD: EBERRON

The Planet Is Alive

Eberron is not just a world — he is a dragon who chose to sleep forever.

Mountains = bone ridges

Ley lines = veins

Volcanoes = wounds

The deep earth = his stomach, where Fybris is chained

Core Theme

> The deeper you go, the darker it gets.

Surface: politics, magic, intrigue

Underground: ancient ruins, madness, corruption

Deep World: prisons, cosmic horror, Fybris' influence

DRAGONSHARDS (THE "INFINITY STONES")

The Dragonshards are fragments of Astrael's shattered body.

They are:

Rare

Sentient-adjacent

Dangerous in large numbers

The reason magic works at all

RULE: BEGINNER FRIENDLY

Each shard gives:

One passive bonus

One limited active ability

No stacking complexity

SHARD TYPES

 Shard of Might

Passive: +1 Strength

Active (1/Long Rest): Add +1d6 damage to any attack

 Shard of Insight

Passive: +1 to Investigation or Perception

Active (1/Long Rest): Ask the DM one “truthful hint” question

 Shard of Inspiration

Passive: Once per fight, gain Inspiration automatically

Active (1/Day): Give Inspiration to all allies

 Shard of Speed

Passive: +5 ft movement

Active (1/Long Rest): Take Dash as a bonus action

 Shard of Resolve

Passive: +1 to saving throws

Active (Reaction, 1/Day): Turn a failed save into a success

 Shard of Shadow

Passive: Advantage on Stealth checks in dim light

Active (1/Day): Become invisible until end of your next turn

> Important:

The more shards a party collects, the more Fybris notices them.

CAMPAIGN START: THE OLYMPIC GAMES

Why the Games Exist

The nations of Eberron host the Olympic Convergence Games every few years:

To celebrate peace

To test talent

To scout heroes

Secretly:

Ancient factions watch for shard resonance

The Games are designed to awaken dormant potential

SESSION 1–2: THE GAMES

Tone

Fun

Competitive

Puzzle-based

No lethal combat

Example Events

 Trial of Balance

Crossing shifting platforms

Teaches Dexterity & teamwork

 Trial of Insight

Riddle chamber

Teaches Investigation / Intelligence

 Trial of Strength

Levers, weights, cooperative problem solving

Teaches Athletics

 Trial of Magic

Simple spell interactions

Teaches spellcasting basics

FINAL EVENT: THE MIRROR BATTLE

The Twist

The final trial pits each character against:

> A magical reflection of themselves

Same stats

Same abilities

Same flaws

Purpose

Teach combat safely

Show strengths and weaknesses

Establish personal arcs

Victory does NOT require killing:

Outsmarting your double works

Talking it down works

Using environment works

MAJOR FACTIONS

The Shardwardens

Ancient order sworn to keep shards separate.

The Depthbound

Cultists who believe Fybris should be freed.

The Skybound Observers

Scholars who track the stars (Astrael's remains).

FINAL DESTINATION (LATE CAMPAIGN)

The Deep World Prison

A planetary dungeon carved into Eberron's body

Organic stone

Gravity distortion

Whispering walls

At its core:

> Fybris, the Devourer

He is not meant to be fought early. Winning is:

Re-sealing

Bargaining

Sacrifice

Or choosing what kind of world survives

THEMES

Power has consequences

Knowledge changes people

The world protects you — but it's dying

Heroes are chosen by choice, not destiny

AI APP NOTES (FOR YOUR FRIEND)

This campaign is perfect for AI-led play because it has:

Modular trials

Clear shard-based rewards

Strong myth backbone

Scalable difficulty

Natural session breaks

Data Objects

Dragons

Shards

Trials

Locations

Factions

Player Flags (Shard Count, Corruption Level)
