

DRACONIS  
LACRIMÆ

ESCAPE  
FROM THE  
GUTS  
OF THE  
DRAGON

AFTER  
ACTION  
REPORT

## A PREFACE FOR US

(and also the readers)

In role playing games, an after action report is a narration of what happened during the game.

In this booklet we've put together our after action report. We were the first five players who played *Draconis Lacrimæ*. We were the first five adventurers to enter the Dragon. In fact, the game is named *Draconis Lacrimæ*—Dragon Tears— because [spoiler alert] we escaped, dragged out by the current of her tears. Our adventures took place in the guts of the Dragon but the stories that are compiled in this after action report did not happen there. They took place in our own guts and now they escape, dragged out by the current of fiction.

The Dragon taught us that to narrate ourselves is to take care of ourselves. This after action report— whether or not it might be meaningless or shallow for its reader— carries our story; a possible us.

# THE GUTS



*On how the five adventurers found  
each other inside the guts of the Dragon.*

They all came from different Universes but decided to join forces to find a way out. They are:

*The Giant Barbarian:* A moving landscape with the shape of a male humanoid inhabited by millions of little creatures.

*The Pegasus Monk:* This unique flying horse, protected by nanotechnological armor, lives isolated in a floating temple.

*The Vampire Bard:* neither dead nor alive, this mesmerizing chanteuse feeds on the energy of her audience and then sings to heal her allies.

*The Cyborg Warlock:* More synthetic than human, the bionic child uses his robotic prostheses to manipulate people's minds.

*The Alien Druid:* The foreigner on this planet, capable to take the form of any earthling animal she empathizes with.

# THE TUMOR



*On how the Giant Barbarian  
hosted a revolution*

The adventurers arrived at the Tumor; a dense mousse formed by rebellious draconian cells. The cells invaded the Giant's body leaving him immobile and overpopulated.

The Alien Druid shape-shifted into a mite and entered the Giant's body. As a mite she could see the inner life of the Giant. Some of the little creatures that inhabit the Giant were fighting against the draconian cells, but others were joining in and rebelling against the Giant causing his body to become stiff and swollen.

If you kill the organism that contains you, you will die with it— said the Alien to both the draconian cells and the little creatures.

The cells decided to stop fighting and dissolved the rebellious tumor.

But for the Giant, it was too late. Among his inhabitants, the seed of revolution had been planted.

# THE HEART



## *On how the Pegasus Monk met its equal*

The adventurers entered the Heart, a fleshy chamber of sunset colors ruled by the Corolian Queen, warden of the Dragon's life force.

Upon arrival, an explosive and harmful beam came out of the Pegasus' wound, reaching the Queen. Bonded by light, the Pegasus and the Queen recognized each other as equals: two bearers of life.

The Giant went into defensive mode, protecting the group from the light explosion, while the Vampire Bard healed everyone with her songs.

There cannot be two queens in the Heart of a dragon— said the Corolian Queen— you must leave or the Dragon will die.

# THE LUNGS

*On how the Vampire Bard  
learned to shape the Primordial Sound*

After leaving the heart of the Dragon, the five adventurers entered the lungs. The lungs of the Dragon are a cavity of crystal and lava structures.

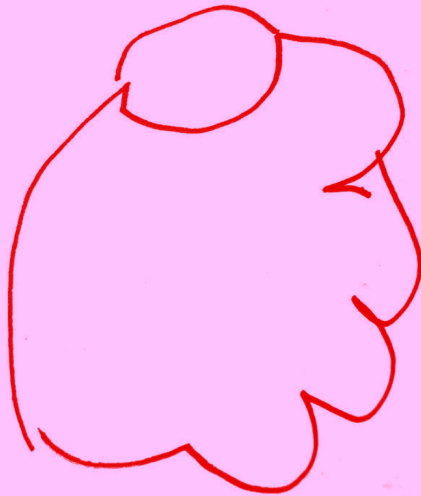
Suddenly, a painful sound stunned everyone except the Vampire Bard. The sonic sensors of the Cyborg Warlock managed to analyze the noise: it was the Primordial Sound, an aural mass containing every possible overtone.

As the other adventurers recovered their hearing, the Vampire Bard deafened. She could not hear anything. The Primordial Sound had not affected her at first, but soon made her hearing fade.

This loss brought with it a great learning: the Vampire Bard learnt she could give shape to that brutal aural mass. She could either mould it as lava to turn it into a healing song or she could cut it like crystal to create a weakening song. Both shapes had their origin in the one Primordial Sound.



# THE SPINAL CORD



*On how the Cyborg Warlock  
joined the draconian network*

By touching the dark electrified walls of the spinal cord, the Cyborg Warlock connected to the Dragon's mind; it was the largest network he had ever sensed.

The Pegasus Monk linked the rest of the group to the Cyborg's interface with its nanotechnology. That's how they learnt that the Dragon was not a mere dragon, but there were, in fact, many dragons, one for each Universe. Each of the dragons were connected through their guts: a portal to the Multiverse. That was how the five adventurers, who had all been swallowed by different dragons, met together in the guts.

# THE EYE

*On how the Cyborg Warlock  
joined the draconian network*

After wandering through the guts, the Alien Druid was at last capable of empathizing with the suffering of the Dragon. Now, she could become the Dragon and carry out her long-awaited plan.

As the adventures entered the Eye of the Dragon, it flooded with a bitter liquid that formed a thick tear. The Pegasus, the Vampire, the Cyborg and the Giant were swept away by the current while the Alien began to grow and change her shape.

The four adventures managed to escape, leaving through the last tear that dropped out of the Eye of the dying Dragon, who was being eaten by the Alien Druid from within.



