Discover Chrysalis, a world tinged with steampunk and baroque; a world where scientific academies, secret services, fanatical sects, and immemorial artifacts rub shoulders; a campaign that comes in a multitude of gameplays, to the delight of the players.

**Welcome**

These free and open-source games are part of a large chronological framework, but can be played independently.

Do you like the Tabletop Role Playing Game? Try our One-shot JDR Chrysalis:Descent, the archeological exploration where it all begins.

Are you a fan of the Natural Size Game? We've designed the Chrysalis:Mindstorm Murder&Mystery Evening for you, a closed-door event where undercover agents, scientists and police inspectors fight a merciless battle in the hushed atmosphere of a social gathering.

Tempted by the roleplay-on-forum and transmedia? Discover our Chrysalis:Auction Alternating Reality Game, which mixes the virtual and the real for a unique Player Adventure, throughout a campaign which will see the destiny of the world of Chrysalis played out.

You like practical philosophy? Discover also the spin-off of the Chrysalis universe Humanistic View, which will go hand in hand with the novels being written...

Below is a small foretaste of this great adventure that begins ...

Note: you can find all the content of these games on the open-source repository of the project.

Remarque :

—> Ajouter les liens des mots soulignés.

=> A traduire :

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**Role Playing Game Chrysalis:Descent**

Here begins the story of Chrysalis :

In the depths of a faraway country, a group of over-equipped explorers are preparing for a great coup: to exhume, without the knowledge of the population, an ancient heretic temple. But time is running out.

Will they be able to face the traps and creatures of the cave?

Will they get their hands on the precious stones, and the archaeological treasures, about which ancient texts refer?

Chrysalis:Descent - The Temple of Nazur is an "Indiana Jones" style adventure-investigation RPG for 2-5 players.

Its game system is highly narrative, and it is played in about 3h30, including an explanation of the universe and the rules. This makes it particularly relevant for the initiation of beginners, or for games during conventions without constraining the initiatives of experienced players.

The master of the game has many media at his disposal to give substance to the adventure: maps of the cave, images of places and creatures, soundtracks, introductory "kinematics"~~?~~ …

This one-shot can be played on the table, or via the Internet; a preconfigured game on roll20.net is available for those who request it.

===> Download Chrysalis:Descent files

A TRADUIRE AVEC LE LIEN

Remarque : ERROR -> Je publie en anglais

**Chrysalis:Mindstorm Mystery Evening**

The Chrysalis adventure continues in life size.:

The worthy Sir Loyd Georges came back from his archeological expedition in the distant theocracy of Akaris; he brought back with him a lot of stones and artifacts, but also a lot of trouble! His intrusion caused an international scandal, and his head is put at a price by the Akarite religious leaders.

Secret agents from all sector then interfere in his auctions, in order to learn more about his strange discoveries, and above all to use this imbroglio for geopolitical purposes. But the local police are watching out!

This game features an intense **behind-the-scenes** encounter between a group of undercover secret agents, notables, and a fearsome police inspector in Sir Loyd Georges' luxurious mansion. It mixes investigations, psychological games, commercial negotiations, theological controversies, and of course the whole range of interpersonal relationships between the protagonists.

The game takes half a day, and requires the players to wear chic but not very complex costumes, although steampunk/baroque" props" are welcome. It can be played" in isolation", thanks to the character sheets available, but it can also be used as an epilogue to a campaign of the reality game Chrysalis:Auction; in the latter case, the characters' liabilities are simply the ones they will have created, by their more or less avowable actions, during the past campaign.

Chrysalis:Mindstorm sessions are organized punctually in Lyon, with the association CLIVRA. You can also set up your own session from the scripts and media available in the open-source repository (see the "Contribute" section).

**Chrysalis Mystery Evening : Archives**

When night falls on the Secret Archives of the Maupertuis, three worlds come alive and intersect: that of the living, that of books, and that of the dead. Immerse yourself in this den of art and magic, and break the curse that holds souls captive.

This mystery evening takes place on the fringe of the main plot of the Chrysalis universe, in an aesthetic between steampunk and occultism. It features several groups of adventurers infiltrated in a vast abandoned library, and who find themselves trapped by a mysterious power. Soon, these places come to life, and are populated by a multitude of more or less benevolent, more or less enigmatic beings. Who are these strange characters, captives of the places as well - some ghostly, others, on the contrary, far too lively?

The game emphasizes a slightly frightening, but even more bewitching atmosphere, like a Pan's Labyrinth, a Chihiro's Journey, or an Alice in Wonderland. Other references: the Night at the Museum, the Vatican's secret archives, the myth of Cthulhu...

This is not a romantic game, where the character and liabilities of the players are precisely defined: they have one task sheet per group, and only one or two specific skills per person. Rather, they are led to discuss with extras bursting with services and secrets, to play realistically the different interactions, and to collaborate intelligently to solve simple puzzles (searching for objects, opening locks, deciphering runes...).

*This mystery evening is planned for 12 players and 5-8 extras, in a vast play space like a media library; it lasts about 3 hours.*

Sessions of Chrysalis:Archives are organized punctually in Lyon, with the association CLIVRA. You can also set up your own session from the scripts and media available in the open-source repository (see "Contribute" section).

Sur Vf FR pas de lien sur Chrysalis:Archives

Changer le titre de l’affiche -> The secret archives of Maupertuis

**Chrysalis:Auction Alternate Reality Game**

**Discover this new concept of role-playing, for 3 to 10 players and their game master(s).**

Over several weeks, let yourself be drawn into an epic mix of espionage, psychological games, and high technology.

Surf freely between web portals and live encounters (IRL), to get the most out of the game and unravel the mystery of ancestral relics.

Be at the heart of the events that will change the face of the world forever...

*You will have understood that the heart of the Chrysalis intrigue takes place here, in the form of an Alternate Reality Game campaign, more precisely in Leet’RPG.*

*Remarque Corriger en français : Soyez au cœur des événements qui vont changer à jamais la face du monde.. METTRE « … »*

**Scenaristic overview**

Sir Loyd Georges is over the moon. This retired man from the city of Salima, passionate about gems and antiques, did not return empty-handed from his last archaeological expedition to the Midolian ruins of Nazur.

The impressive collections of gemstones he found there will delight jewelers from all over the world, and museums will undoubtedly bleed themselves to death for the unearthed artifacts. As for the incredible relic he brought back from the depths of a buried temple... more than an archaeological scoop, it is indeed a scientific revolution that is underway.

While he joyfully organizes a great series of auctions, Loyd Georges does not suspect that he has actually just shaken a monstrous hornet's nest. And that under the action of fanatical sects, cynical secret services, and other mysterious brotherhoods, the situation will soon escape him.

**Course of a game**

A master of the game (you?) creates a new game of Chrysalis:Auction, via this presentation site (see Playing Chrysalis:Auction). He thus gets a private section on the game portal: a small extranet filled with the initial state of the campaign.

He then takes in hand the game environment, and reads the provided manual, to have a good overview of the scenario and the possibilities of the game engine.

Once ready, the game master invites his players to this private portal, assigning each one a character from the universe, and the corresponding authentication data.

Players get their bearings, discover the mission they have been given, and the few means they already have at their disposal to take action.

The game then gets underway at the pace dictated by the game master: email exchanges between players and with fictitious characters, first auctions, first information spots on the web radio, first mercenaries being hired...

Role-playing is increasing in intensity as geopolitical events accelerate, and players have more and more skills to inform, help and harm each other.

The game ends after a few weeks of play, when the great quests have been completed. The Chrysalis:Mindstorm Mystery Evening can serve as an epilogue, bringing together for a final face-to-face the players who have so long forged bonds of friendship or antagonism.

**The Leet'RPG concept**

**Leet RPG** : Diminutive / short of "ELITE RPG", i.e. "*Eclectic Live action Instantiable TEchnological RolePlay Game"*. Quite simply. Or not.

How to explain the "Leet RPG" concept in a few words? One could say that it's an that alternate reality game designed for family/friend size; a role-playing game that reconciles computer science and life-size; a web *casual game* that encourages convivial and theatrical groupings; a mystery evening that has broken free from its initial framework, to invade the digital universe and extend over several weeks. All these formulations are true and insufficient at the same time.

In practice, a Leet RPG aims to make a small group of players live a great adventure, over a few days, weeks, or more, under the guidance of a master of the game (you?) who pulls the strings of the story. The gameplay is then located at the crossroads of different games :

- As in a role-playing game (on the table, on a forum, or in real life), the heart of the gameplay experience is based on the story that unfolds little by little, according to the actions of the players and the (potentially perfidious) reactions of the game master.

- As in an alternate reality game, the game is superimposed on everyday life, and the players can communicate via many concrete means, but filled with fictitious content (websites, emails, SMS...).

- As in a video game, the player soaks up the fantastic universe thanks to a multitude of media (images, videos, music...), sometimes interactive.

A Leet RPG is **NOT** an MMORPG: each organizer creates his own instance of the game, and unfolds the story from beginning to end during the game, at the pace he wants. It's more like an *alternate reality game* such as In Memoriam or Alt Minds. But instead of gathering thousands of players in a giant game that escapes them, we remain on the local, co-creative, intimate scale of traditional role-playing games; with, however, a particularly persistent and multimedia dimension.

In everyday life, interactions take place via a dedicated web portal, on which each player has a growing arsenal of tools (information pages, messaging, chat room, mercenaries, special skills...) to advance his or her objectives. But "in real life" encounters between players are strongly encouraged, especially during crucial phases of the scenario (e.g. diplomatic meetings, auctions, denouement...). And according to the wishes of the game master, it is possible to mix table JDR, board game, card game, etc...

**Play Chrysalis:Auction**

You just want to be a player on a Chrysalis game?

Rendezvous on the Forum (hosted by the association Opale Rôliste), to find a master of the game and compatriots!

**You want to be a Game Master, and create your own Chrysalis game?**

*Beware, spoilers!*

Rendezvous, to go to the other side of the mirror, in the section I want to be Game Master!