The '	Tour -												= 🔷	
The Show: in fairyland / in the mortal human world / between worlds	The Show: in fairyland / in the mortal human world / between worlds	The Show: in fairyland / in the mortal human world / between worlds	in fairyland / in the mortal human world / between worlds	in fairyland / in the mortal human world / between worlds The Show:	in fairyland / in the mortal human world / between worlds The Show:	in fairyland / in the mortal human world / between worlds The Show:	in fairyland / in the mortal buman world / between worlds The Show:	in fairyland / in the mortal human world / between worlds The Show:	in fairyland / in the mortal human world / between worlds The Show:	in fairyland / in the mortal human world / between worlds The Show:	in fairyland / in the mortal human world / between worlds The Show:	in fairyland / in the mortal human world / between worlds The Show:	The Show:	
Planned Shows — ~ ~ ~														
Where will it be?				Where will it be?	The Show <i>=</i>		Where wil	The Show		Where	Where will it be?			
What's the occasion?				What's the occasi	on?		What's the	occasion?		What's	What's the occasion?			
What will this appearance likely include?				What will this ap	pearance lik	ely include?	What will	this appearance	likely include?	What	What will this appearance likely include?			
Who is your likely audience?				Who is your likely	y audience?		Who is you	ur likely audienc	e?	Who is	Who is your likely audience?			
What reward do you expect to receive?				What reward do y	you expect to	o receive?	What rewa	ard do you expec	t to receive?	What	What reward do you expect to receive?			
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The Tour

Once you've played a few sessions, sit down together and plan your tour. List your shows up until now, and plan 4 future shows, the tent-pole shows of your planned touring season.

List Your Past Shows:

List the shows you've already played. List each one by name, and whether it was in fairyland, the mortal human world, or between the worlds.

Plan Four Fuzure Shows:

A complete tour is 13 shows, but only plan 4 of them ahead. These are your "tent-pole" shows, the important shows around which you're organizing your whole touring season.

Don't plan the *next* 4 shows. Space them out in your calendar.

To plan a future show, choose:

- Where will it be, and what's the occasion?
- What will your appearance likely include?
- Who is your likely audience?
- What reward do you expect to receive?

List and detail them on the reverse.

Where will it be?

For a place in fairyland: Make up a place name. Use a description, a fairy's name, or nonsense words. Examples: Tattle Cross, the Court of the Ivy Queen, Widen Road, Porrich Quatter, the Wild Woods, the Goblin Sawmill.

For a place in the mortal human world: Choose a real place nearby, that you know well and can imagine clearly. Examples: a local beach or swimming hole, a farm or farmers' market, a local downtown, a city park, state park, or national park, a vacant lot in your city or a city nearby, a local attraction, a wild place.



What's the occasion?

- Am annual-or-otherwise convention, conference, or meeting. Examples: a hobby convention, a music festival, a history conference, a Witch-Moot.
- A seasonal celebration or festival. Examples: a winter carnival, a harvest festival, May Day on the Green.
- A personal celebration or observance, or a rite of passage. Examples: a birthday, a coming-of-age, a naming-day, a wedding, a graduation, a funeral, a memorial,
- A traditional or civic occasion specific to the place. Examples: the opening of a bridge or park, a walking tour of historical sites, the County Fair, the Tribute Day of a fairy court.
- No particular occasion, except that you'll be there to perform.
- An occasion of your own invention.

What will this appearance likely include?

Perhaps just putting on your show.

It might also include officiating a ceremony, judging a contest, keeping the official count, giving a blessing, giving peace, telling or changing someone's fortune, giving or receiving a gift, solemnizing an act as witnesses, standing up for someone or standing in for someone, opening a door long-shut, closing it again, reenacting an event, offering mercy, acting the champion for someone in dispute, stealing children, or anything.

If you know in advance what you'll be called upon to do, name it.

Who is your likely audience?

List them, based on the place, the occasion, and what you know of them already.

What reward do you expect to receive?

- The proceeds of your ticket sales, less a cut to the Minister of Revels?
- Whatever you can steal from the unwary crowd?
- The thanks and largesse of the Crowned Owl?
- Settling a dispute with your rival?
- Pursuing your interest in a potential love?
- The pure unstinting bounty of the crowd's acclaim?
- A single wish granted by the First Spider, Sister of All Witches?

It can be anything. Name it.

The Tour in Play:

Circus players: From here on, record your shows as you perform them.

At the beginning of the session, the MC asks you about your next show after this one. Check here: if you've already planned the next show, say so, and give the MC the details. Otherwise, answer their questions to invent a show as normal.

You can plan and add future shows to your tour whenever you choose. You can strike shows out and remove them as well.

If you miss a show, get with the MC and choose:

- You've missed the show, and there's no remedy for it.
- You've missed the show, offending someone.
- You've missed the show, but you weren't missed. You may take offense if you wish.
- You can still make the show, in the nick of time.

MC: Use the circus' planned shows to prep occasions.

You can interrupt the tour if you choose, inserting an occasion that the circus had no plan for. Examples: a closed bridge, a surprise wedding, a sudden street protest.