



# MEDIEVAL PARADE

From 2 to 7 artists:

- 4stilt walkers
- 3 ground performers
- Live musicians

**HEAR YE, HEAR YE, NOBLE LORDS AND LADIES!**

**S**tilt walkers and sorcerers will lead you into their world of enchantments, transporting you beyond the bounds of time.

They are joined by a most peculiar stilt walker – a faun, half-man, half-beast, who will charm the audience with his tricks and mischief. He delights in interacting with the crowd and sharing the secrets of nature.

Among their ranks are three troubadours – jugglers, acrobats, and a fire-breather – who will dazzle the eyes of the people with their skill and mastery!

And for an even more spellbinding atmosphere, the company can be accompanied by a troupe of medieval musicians, bringing rhythm, song, and merriment to the celebration!



IA images as the costumes are currently being designed.

## synopsis

Once upon a time, there lived a faun – a creature half man, half beast – who stole the Jewel of the Shadow Sorcerers.

Since that day, the brotherhood of mysterious mages has pursued him relentlessly, seeking to reclaim their precious artifact – an object said to grant eternal life to whoever possesses it.

In this ongoing chase, Thalor the Shaman, eldest of the brotherhood, unleashes his fury and his spells upon the creature, never letting him out of his sight (or hoof!).

Yet the faun seems immune to his attacks, protected by the love and kindness of the villagers, with whom he delights in playing and laughing.

The dryad Nymphaea, meanwhile, seeks to win the faun's friendship. She cares little for the family treasure and is always smiling and kind-hearted.

The moon witch, Celestia, tries to bribe and bewitch the villagers, urging them to retrieve the stolen jewel and return it to her.

So then, villagers –

Whom will you help? The faun or the sorcerers?

**Their fate lies in your hands!**

## TECHNICAL

- Standard performance duration: Up to 3 sets of 45 minutes per day, with at least a 1-hour break between each set. However, we can adjust the duration and number of performances according to your event.
- Please also provide a seat or platform at least 1 meter high for each stilt walker (such as a stool, low wall, table, or bar).

## CONDITIONS

- A lockable, heated dressing room equipped with a mirror, one table and one chair per artist, running water, and catering (drinks and snacks) is required. The dressing room should be located close to the performance area and float storage, preferably on the ground floor, with easy access for our vehicle. The room must have a minimum height of 3 meters.

