**ACT I**

**SCENE I**    
A desert place.

[Thunder and lightning. Enter three Witches]

**FIRST WITCH**    
When shall we three meet again
In thunder, lightning, or in rain?

**SECOND WITCH**    
When the hurlyburly's done,
When the battle's lost and won.

**THIRD WITCH**    
That will be ere the set of sun.  

**FIRST WITCH**    
Where the place?

**SECOND WITCH**    
Upon the heath.

**THIRD WITCH**    
There to meet with Macbeth.

**FIRST WITCH**    
I come, graymalkin!

**SECOND WITCH**    
Paddock calls.

**THIRD WITCH**    
Anon!

**ALL**    
Fair is foul, and foul is fair:
Hover through the fog and filthy air.

(Curtain Drawn)    
(Exit stage)

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Prologue: sets the scene and provides the audience with the background knowledge they need to understand the play.
Identifies Act Number.
Scene and setting identified.
Sound and lighting effects. Stage directions.
Dialogue begins. Note: Dialogue is intended from character name for structural purposes and for fluency with reading.
Line numbers indicated
Stage directions.
SCENE II  

A camp near Forres.

[Alarum within. Enter centre DUNCAN, MALCOLM, DONALBAIN, LENNOX, with Attendants, meeting a bleeding Sergeant]

DUNCAN  What bloody man is that? He can report,  

As seemeth by his plight, of the revolt  

The newest state.

MALCOLM  This is the sergeant  

Who like a good and hardy soldier fought  

'Gainst my captivity. Hail, brave friend!  

Say to the king the knowledge of the broil  

As thou didst leave it.

SERGEANT  Doubtful it stood;  

As two spent swimmers, that do cling together  

And choke their art. The merciless Macdonwald--  

Worthy to be a rebel, for to that  

The multiplying villanies of nature  

Do swarm upon him--from the Western Isles  

Of kerns and gallowglasses is supplied;  

And fortune, on his damned quarrel smiling,