

1. Record Nr.	UNINA9910136352403321
Autore	Shakespeare William
Titolo	Macbeth / / by William Shakespeare
Pubbl/distr/stampa	[Lanham] : , : Dancing Unicorn Books, , [2016] ©2016
ISBN	1-5154-1061-7
Descrizione fisica	1 online resource (79 p.)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Dramatis Personae; ACT I; ACT I. SCENE I. A desert place. Thunder and lightning.; ACT I. SCENE II. A camp near Forres. Alarum within.; ACT I. SCENE III. A heath. Thunder.; ACT I. SCENE IV. Forres. The palace.; ACT I. SCENE V. Inverness. Macbeth's castle.; ACT I. SCENE VI. Before Macbeth's castle. Hautboys and torches.; ACT I. SCENE VII Macbeth's castle. Hautboys and torches.; ACT II; ACT II. SCENE I. Inverness. Court of Macbeth's castle.; ACT II. SCENE II. The same.; ACT II. SCENE III. The same.; ACT II. SCENE IV. Outside Macbeth's castle.; ACT III; ACT III. SCENE I. Forres. The palace. ACT III. SCENE II. The palace.ACT III. SCENE III. A park near the palace.; ACT III. SCENE IV. A Hall in the palace. A banquet prepared.; ACT III. SCENE V. A heath. Thunder.; ACT III. SCENE VI. Forres. The palace.; ACT IV; ACT IV. SCENE I. A cavern. In the middle, a boiling cauldron. Thunder.; ACT IV. SCENE II. Fife. Macduff's castle.; ACT IV. SCENE III. England. Before the King's palace.; ACT V; ACT V. SCENE I. Dunsinane. Anteroom in the castle.; ACT V. SCENE II. The country near Dunsinane. Drum and colors.; ACT V. SCENE III. Dunsinane. A room in the castle. ACT V. SCENE IV. Country near Birnam Wood. Drum and colors.ACT V. SCENE V. Dunsinane. Within the castle.; ACT V. SCENE VI. Dunsinane. Before the castle.; ACT V. SCENE VII. Dunsinane. Before the castle. Alarums.; ACT V. SCENE VIII. Another part of the field.; ACT V. SCENE IX.
Sommario/riassunto	Murder, mayhem, and magic. Pushed by his wife to seize the throne, Macbeth kills his rightful liege and then tries desperately to hold onto

the kingdom that he has wrongfully usurped. Prophecy and magic abound in this dark, moody, and atmospheric play. Out, damned spot! Out, I say! One- two -why then 'tis time to do't. Hell is murky. Fie, my lord, fie! A soldier, and afeard? What need we fear who knows it, when none can call our power to account? Yet who would have thought the old man to have had so much blood in him?
