

Wyrd Sisters

Effects

Scene One: the blasted heath

Lighting:

dim, eerie

shadow of trees on scrim?

Red spot comes up on witches huddled by caldron

Comes up slowly then full will only be about 30% plus spot.

Lightning flashes with thunder in opening sequence.

Page 3: on entrance of soldiers, lights come up more. Red spot out.

Page 8: Granny: It's a long time since I heard a theatre played properly. Then lights out.

SpFX:

Opening: Smoke from cauldron

Page 4: Bowman: Must I ask you again? 2nd Soldier: Sir. Then flash of magic stage left.

SFX:

Open with 2 thunder claps, recorded voice, then 2 thunder claps

Page 3: Granny: goody Whemper was an excellent witch in her own way , but far too fanciful. Then hoofbeats (3 horses) start quietly.... Nanny: hoofbeats? No-one would come up here this time of night. Magrat: what's to be afraid of? Granny: Us. Then hoofbeats draw near and halt.

Wyrđ Sisters

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Scene two: Castle Lancre in the throne room

Lighting:

Brightly lit, as if by torch-lights, so maybe some gold tones?

Page 11: Sergeant: yes my lord. Then as he turns to exit, lights down.

SpFX:

None.

SFX:

None.

Wyrd Sisters

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Scene three: Lancre theatre

Lighting:

Lights up half before curtains open, some characters come on stage and join hands. Curtains open and then lights bright daylight. Brighter on witches & action than on people in the back

Page 15: Granny: I think that it might be a good idea if you have a quiet word with Nanny Ogg one of these days, fairly soon. Then lights down.

SpFX:

None.

SFX:

Applause (sparce) when the curtains open.

Wyrd Sisters

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Scene four: Lancre Castle throne room

Lighting:

As Scene 2.

Page 15: *Duke: Wait and consider. Patience is a virtue.* Then WAIT!!! He rubs his hands a bit. (count of three?) THEN lights slowly down as Duchess slaps his hands.

SpFX:

None.

SFX:

None.