

128. Amor senza tormento
(Anonymous)

Cosimo Bottegari

Musical score for the first system of the song. The key signature is one flat (B-flat). The time signature is common time (indicated by 'C'). The vocal line consists of a single melodic line on a treble clef staff. The lyrics are:

A- mor sen- za tor- men- to non può sta- re
A- mor con- ten- to al- cu- no non può fa- re
A- mor al- tro che pe- ne non può da- re
Per chi nol cre- de va- da- lo cer- can- do

The basso continuo part is shown below the vocal line, consisting of a single melodic line on a bass clef staff. The bass notes are:

$\text{G}_1 \text{G}_1 \text{F} \text{D} \text{D} \text{C} \text{B} \text{B} \text{A} \text{A} \text{G} \text{G}$

Musical score for the second system of the song. The key signature is one flat (B-flat). The time signature is common time (indicated by 'C'). The vocal line consists of a single melodic line on a treble clef staff. The lyrics are:

et fuo- co et fiamm' ha sem- pre nel suo sta- to.
che s'al prin- ci- pio è dol- ce, _al- fin' è ri- o.
per- chè il cru- de- le_ha sem- pre_in com- pa- gni- a
che, com' io va- do, an- de- rò so- spi- ran- do

The basso continuo part is shown below the vocal line, consisting of a single melodic line on a bass clef staff. The bass notes are:

$\text{G} \text{G} \text{G}$

1)

Musical score for the third system of the song. The key signature is one flat (B-flat). The time signature is common time (indicated by 'C'). The vocal line consists of a single melodic line on a treble clef staff. The lyrics are:

me- schi- no_a me che l'ho pe- tu- to_et pa- to.
Tri- sto chi pro- va,_et l'ho pro- va- to_an- ch'i- o!
so- spi- ri, pian- ti,_af- fan- ni_e ge- lo- si- a.
"Li- ber- tà, li- ber- tà!" sem- pre gri- dan- do.

The basso continuo part is shown below the vocal line, consisting of a single melodic line on a bass clef staff. The bass notes are:

$\text{B} \text{B} \text{B} \text{B} \text{B} \text{B} \text{A} \text{F} \text{A} \text{G} \text{G} \text{F}$

1) Rhythm flag missing in orig.