

Wagner
Einsam wachend in der Nacht
from Tristan und Isolde

Ноты с сайта - www.notarhiv.ru

Нар

a tempo

pp *più p*

pp

BRANGÆNA (from the turret, invisible).

BRANGÆNE (von der Zinnenher, unsichtbar).

p

Ein - sam wa - chend

in der Nacht,

poco cresc.

wem der Traum der Lie -

dim. *più p*

- be lacht,

p espressivo
ausdrucksvoll *dim.*

(*appassionato*)
(*gesteigert*)

hab' der Ei

p *dim.* *p espressivo*
ausdrucksvoll

nen Ruf in

dim. *p* *dim.*

Acht, die den Schlü - - - fern

dolcissimo e molto espressivo
sehr zart und ausdrucksvoll

p

Schlim - - mes ahnt, ban -

dim. *p*

- ge zum Er - wa -

p *dim.* *p*

Molto tranquillo.
Sehr ruhig.

- chen mahnt!

dolce

Ha - - bet Acht!

mf *pp*

This system contains the first vocal line and piano accompaniment. The vocal line begins with a rest followed by the lyrics 'Ha - - bet Acht!'. The piano accompaniment features a rhythmic pattern of eighth notes in the left hand and chords in the right hand. Dynamic markings include *mf* and *pp*.

Ha - - bet Acht!

mf *p* *più p*

This system continues the vocal line and piano accompaniment. The vocal line has a rest followed by 'Ha - - bet Acht!'. The piano accompaniment continues with similar rhythmic patterns. Dynamic markings include *mf*, *p*, and *più p*.

Bald ent - - weicht die Nacht!

morendo *morendo* *morendo* *verhallend*

rit. *

This system contains the third vocal line and piano accompaniment. The vocal line has a rest followed by 'Bald ent - - weicht die Nacht!'. The piano accompaniment features a more complex rhythmic pattern with triplets. Dynamic markings include *morendo* (repeated three times), *verhallend*, and *rit.* with an asterisk.

Sempre molto tranquillo.
Immer sehr ruhig.

pp

This system contains the piano accompaniment for the fourth system. The tempo/mood instruction is 'Sempre molto tranquillo. Immer sehr ruhig.' The dynamic marking is *pp*.

This system contains the piano accompaniment for the fifth system, continuing the rhythmic and harmonic patterns from the previous system.