

TREEMONISHA.

ACT 1. No 2. THE BAG OF LUCK.

Quintet.

Zodzetrick, Monisha, Ned,
Treemonisha and Remus.

Curtain Rises. Zodzetrick enters.

Lento (M.M. ♩ = 60)

Zodzetrick to Monisha.

I want to sell to you dis bag o' luck, Yo' en - e - mies it will keep a -

lento *mp* *Cello* *mp*

way.

Ov - er yo'..... front do' you can hang it, An'

Violin *mp* *Cello*

Monisha.

rit.

good luck will come each day..... Will it drive a-way de blues? An'stop

Musical score for Monisha's first line. It features a vocal line in treble clef and piano accompaniment in treble and bass clefs. The piano part includes dynamic markings like *rit.* and *a tempo*.

poco a poco

Zodsetrick. *a tempo*

Ned from drink-in' booze? It will drive de blues, I'm think-in', An'll

Musical score for Zodsetrick's first line. It features a vocal line in treble clef and piano accompaniment in treble and bass clefs. The piano part includes dynamic markings like *poco a poco* and *a tempo*.

Monisha,
(Reaching for bag) Ned (angrily)

stop Ned from booze drink-in'. Well! No, dat bag you'se not gwine to buy,

Musical score for Monisha's second line. It features a vocal line in treble clef and piano accompaniment in treble and bass clefs. The piano part includes dynamic markings like *piu cresc.* and *f*.

Zodsetrick.

'Cause I know de price is high. I mus' tell you plain an' bold,

Musical score for Zodsetrick's second line. It features a vocal line in bass clef and piano accompaniment in treble and bass clefs. The piano part includes dynamic markings like *f* and *mf*.

dim. *Ned.*

It is worth it's weight in gold..... It may be worth it's weight in

dim.

dia - monds rare, Or worth the earth to you..... But to

rit.

mp a tempo

me, it aint worth a pos - som's hair, Or per - sim - mons when they're

mp a tempo

new..... Drink - in'gin I would not stop,

mf

If dat bag was on my chin.

I'm goin' to drink an'

work my crop,

'Cause I think it is no sin.....

Monisha. *a tempo*

Dis here bag will heaps o' luck bring,

An' we need here jes dis kind o' thing.

mp Ned.

You shall not buy dat bag,.....

'Cause I don't want it here.

cresc.

'Nough 'o dat thing we've had,..... 'twill do us harm I

mp *cresc.*

f *mp (to Zedsetrick)*

fear..... Say ole man,..... you won't do, you's a

f *mp*

Zedsetrick.

stranger to me... Tell me, who are you?.... Zed-ze - trick, I

f *mp*

am de Goofer dus' man, An' I'm king of Goofer dus' lan'.....

Strange things appear when I say "Hee hoo!" Strange things appear when I

The first system of the musical score consists of a vocal line on a single staff and a piano accompaniment on two staves. The vocal line begins with a treble clef and a key signature of one sharp (F#). The piano accompaniment features a complex texture with chords and moving lines in both the right and left hands. The word "rit." is written above the vocal line at the end of the system.

(Zodetrick starts away) (Exit Ned. Minisha goes into cabin)

say "Hee hoo!"

Andante assai *m.m.* $\text{♩} = 66$

dolce

The second system continues the musical score. The vocal line is on a single staff, and the piano accompaniment is on two staves. The tempo and mood are indicated as "Andante assai" and "dolce". The key signature changes to two flats (Bb, Eb). The piano accompaniment features a more melodic and flowing texture.

Treemonisha to Zodetrick

Wait, sir, for a few moments stay, You should listen to.....

The third system of the musical score continues the vocal line and piano accompaniment. The key signature remains two flats. The piano accompaniment provides a steady harmonic support for the vocal line.

what I have to say. Please come closer to me, come a-long,

The fourth and final system of the musical score on this page. It concludes the vocal line and piano accompaniment. The piano accompaniment features a final cadence with sustained chords.

Zodetrick marks cross on ground's pits on, (and turns back)

And I'll tell you of your great wrong.

Tempo l'istesso

Zodetrick.

I've come back, my dear child, to hear what you say, Go

Più mosso $\text{♩} = 68$
Tremontiska.

on with your sto - ry, I can't stay all day.

You have lived with - out

working for ma - ny years,..... All by your tricks of con - ju -

ry. You have caus'd su-per - sti - tion and ma - ny sad tears. You should stop, you are

poco rit.

Zodsetrick. M.M. $\text{♩} = 60$

do - ing great in - ju - ry. You 'cuse me wrong for

poco rit.

mf

in - ju - ry. I'se not done, An' it won't be long 'fore I'll make you from me run. I

rit.

a tempo

rit.

a tempo

have dis bag o' luck, 'tis true, So take care, I'll send bad luck to

Remus. agitato

you. Shut up, old man e-nough you've said; You

rit. *agitato*

can't fool Treemonisha She has a lev-el head.

rit. *a tempo*

rit. *a tempo*

più mosso $\text{♩} = 68$

She is the on - ly ed - u - ca - ted per - son of..... our race, For

più mosso *mf*

ma - ny long miles far a - way from this place. She'll

break the spell of su - per - sti - tion in the neigh - bor - hood, And

all you fool - ish con - jur - ors will have to be good. To

rit.

rit. *f*

read and write she has taught me, and I am ve - ry thank - ful, I

a tempo mf

a tempo mf

have more sense now, you can see, and to her I'm ve - ry grate - ful. You'd

cresc - *en* - *do* *mf*

bet - ter quit your fool - ish ways and all this use - less strife, You'd

cresc - *en* - *do* *f* *mf*

rit. poco a poco *a tempo*

bet - ter change your ways to - day and live a bet - ter life.

rit. poco a poco *a tempo* *rit.*

Zadsetrick. M.M. ♩ = 88 (He starts away.)

I don't care what you say, I will nev - er change my way. I'm

go - in' now, but I'll be back soon, Long 'fore an - oth - er new

Treemonisha.

Yes,

Remus.

moon.

Did you all hear me?

Yes,

And we are glad you are go - ing.

(They stand looking at Eodsetrick as he walks slowly away.)

And we are glad you are go - ing.

Meno mosso

Hope he'll stay a - way.... from here al - ways, al - ways.....

Hope he'll stay a - way..... from here al - ways, al - ways.....