

-3-

SOLDIER (M7): ev - er pays the most, I call "My liege."
SOLDIERS: (T1) Sum-moned here to Par - is now, I'm
 (T2/B) Sum-moned here to Par - is now, I'm

far a - way from bat - tle. From clot - ting blood and rot - ting wounds of
 far a - way from bat - tle. From clot - ting blood and rot - ting wounds of

+ PHOEBUS: PHOEBUS:
 dead and dy-ing men... And what - ev - er I do I'll make sure this is true: I will
 dead and dy-ing men... And what - ev - er I do I'll make sure this is true:

nev - er go back a - gain!

51
 Dar-ling to be blunt, you are with the best. That's why I've been blessed with this pro-mo-tion.

I've been work-ing hard. Now I'm gon-na be cap-tain of the guard. Ain't that a no-tion?

59

Like oth-er true knights I've got am-bi-tion. But for a few nights fun is my mis-sion,

63

so what do you say? Care to share a day of rest and re - cre -

66

a - tion!

Agitato-l'istesso tempo

69

GENTLEMAN (M5): Come back here! PHOEBUS: Hold on, what's your rush?
 GYPSY (M3): I did nothing wrong! PHOEBUS: No? Then why run from it so fast?

[69-71]

GYPSY (M3): Take pity. I'm just a poor fellow. [Vamp]
 PHOEBUS: That pity'd be as well placed as a feather on a pig's ass!

[72-73]

Sturdily (ca. ♩ = 112)

75

FROLLO: My goodness, sir! PHOEBUS: Oh! Beg pardon, Your Grace. FROLLO: What's going on here? GENT (M5): This Gypsy picked my pocket. FROLLO: Search him, Lieutenant.

[75-76] [77-78]

FREDERIC (M1): Nothing, Your Grace. I couldn't catch the other one. FROLLO: Arrest him.
 GENT (M5): They work in pairs. PHOEBUS: On what charge? FROLLO: Plying his trade.

[79-81] [82-84]

Playfully, poco rubato (ca. ♩ = 114)

85

If it were up to me, he wouldn't be allowed on the streets at all. Or he'd be hunted for sport, like the Gypsy dog he is. Take him away. PHOEBUS: Archdeacon Frolo?

38 QUASIMODO:
mf Fi - re! Fi - re! Smoke and flame. Es - mer - al - da, where are you?

40
 In this dark, I call your name. Is that all that I can

PHOEBUS: Esmeralda?
 42 ESMERALDA: You should have minded your own business. PHOEBUS: It had to be
 do? [43-44]

somebody's business. [Safety, out any beat]
 ESMERALDA: I need a place to hide you. Wait here. PHOEBUS: Esmeralda!

49 PHOEBUS:
 What have I done for Es-mer - al-da? Why did I hear her words in side my head?

53 *poco accel.*
 And still I think of Es-mer - al - da, with my ca - reer and bod - y left for

56 Pushing forward FROLLO: *poco allargando*
 Some-where she is lost.
 QUASIMODO:
f Out there some-where she is lost. Es - mer - al - da!
 (PHOEBUS)
 dead. *f* Some-where she is lost.

Slightly heavier

60

(FROLLO)

Where is the girl called Es-mer - al - da? The flames grow tall and sharp as fleurs - de-

PHOEBUS,
QUASIMODO:

Where is the girl called Es-mer - al - da? The flames grow tall and sharp as fleurs - de-

CONG. WOMEN,
CHOIR ALTOS:

Where is the girl called Es-mer - al - da? The flames grow tall and sharp as fleurs - de-

SOLDIERS
(CONG. MEN):

Where is the girl called Es-mer - al - da? The flames grow tall and sharp as fleurs - de-

63

(FROLLO)

lis. All Par - is burns for Es - mer - al - da! And still it

(PHOEBUS/QUASIMODO)

lis. All Par - is burns for Es - mer - al - da! And still it

(CONG. WOM./CHOIR ALTOS)

lis. All Par - is burns for Es - mer - al - da! (choir altos back to choir)

(SOLDIERS)

lis. All Par - is burns for Es - mer - al - da!

CHOIR SOPRS:

f Mi-se - ri - cor - di - a

CHOIR MEN:

f Mi-se - ri - cor - di - a

66 (FROLLO) *poco rall.*
 all comes down to her and me.
 (PHOEBUS/QUASIMODO)
 all comes down to her and me.
 FULL CHOIR:
 Et do - na no - bis
 Et do - na no - bis

68 *A tempo*
 The dev-il dwells in Es-mer - al - da. Re-sist his
 QUASIMODO:
 Oh, Es mer-al - da! Oh, Es mer-al - da!
 PHOEBUS:
 Oh, Es-mer - al - da.
 pa - cem, pa - cem.
 pa - cem, pa - cem.

Slightly heavier

poco stringendo *poco allargando*

71 (FROLLO) charm. Wake up the cit-y and sound the a-larm!

(QUASIMODO) Wake up the cit-y and sound the a-larm!

(PHOEBUS)

CONG WOMEN: Wake up the cit-y and sound the a-larm!

SOLDIERS: Wake up the cit-y and sound the a-larm!

CHOIR: Wake up the cit-y and sound the a-larm!

T1: T2/B: Wake up the cit-y and sound the a-larm!