

Badische Landesbibliothek Karlsruhe

Digitale Sammlung der Badischen Landesbibliothek Karlsruhe

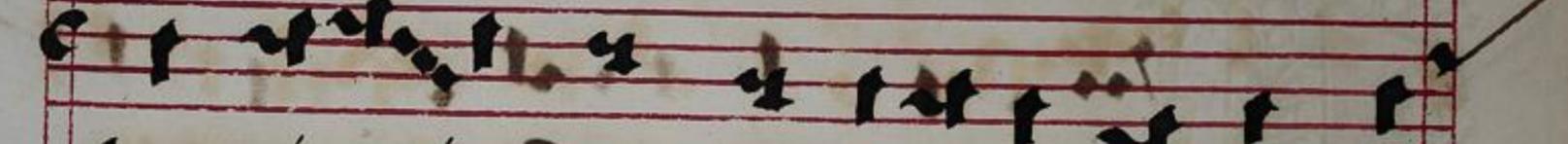
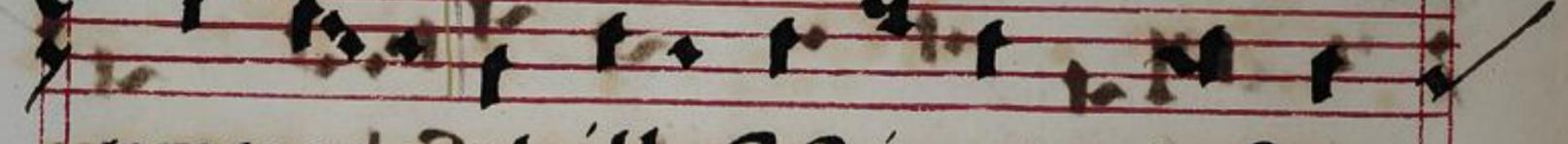
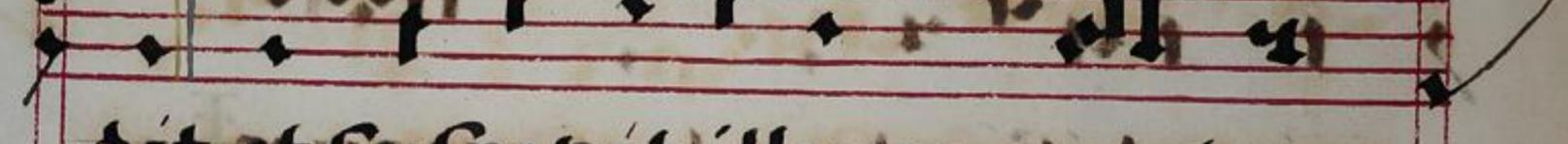
Antiphonale benedictinum, pars aestivalis - Cod. Schwarzach 12

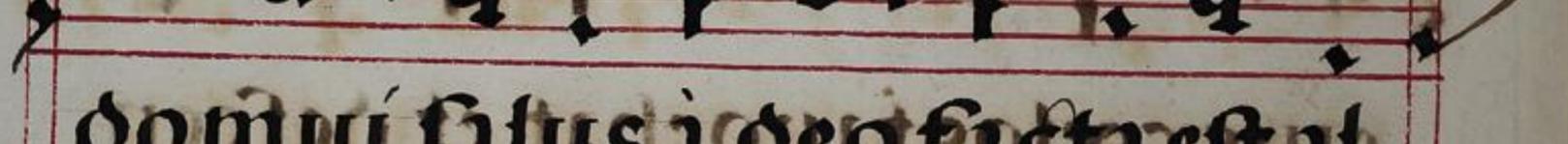
[Oberrhein], [um 1600]

Incipit commune Sanctorum

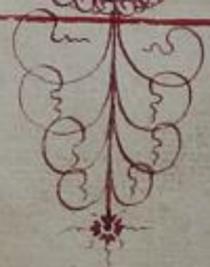
[urn:nbn:de:bsz:31-216553](https://nbn-resolving.org/urn:nbn:de:bsz:31-216553)


Cus iste factus est *o Mor. Antip.*  a
 chae festinans descende quia

 hodie in domo tua oportet me

 manere ut ille festinans descen-

 dit et suscepit illum quia dicit

 in domum suam hodie huic

 domui salus a deo facta est al-

 leluis. **Quoniam** 

INCIPIT COMMUNIO
 ne Sanctorum. Et pri-
 mo de Apostolis. Ad
 Vesperas Respons.





Nolle iugum meum super
vobis

quia uos dicitis in domo
mea

discutemini quia motus sum et hu-
milis corde.

Quoniam enim me-
um iugum leve est

et onus meum
leue.

Et inuenie-
tis requiem animabus

uestris. **Q**uoniam
Hecce

*Ma-
onifi-
catio
tipho-
nao*



ego mitto uos sicut boues in me-
diodi luporum estote ergo prudē-
tēs sicut serpentes et simplices
sicut columbae. *Ad Primā Antiph.* **M**erito
nem charitatem nemo habet
ut animam suam ponat quis p-
amicis suis. *Ad Tertiam Antiph.* **N**os ami-
ci mei estis si feceritis qua pra-

Ad
Magt
Anti-
pho.

e t h . . . t . . . t t t t y

bitis animas uestras. **Quoniam**

e t t y y y . . . t y y

Beati eritis cum uos ode

e . . . t . . . t . . . t t y

rint homines et cum sepe aue

e . . . t t y y y . . . t . . .

rint uos et exprobrauerint et

e y . . . t t t . . . t . . .

reecerint nomen uestrum tan

e t t . . . t . . . t y t . . .

quam malum propter filium

e t t . . . t t t t y y y y

hominis gaudete et exultate

e t y y . . . t . . . t t t . . .

ecce enim merces uestra mul

ta est in coelo. **L**uouae.

De Sanctis
Martyribus
ad Vesperas
Responso

Lesti sunt sancti qui pro te

stamento de i sua cora n pora

tradiuerunt. **E**t in san tiqui

ne a omni laue runt stolas su

as. **H**istorum est enim re

gnum coelorum qui contemp

serunt uitam mundi et perue