

**Higher beings, these words are for you alone.**

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Greenpath

The musical score is written for three parts: Trombone II, Trb. II, and Trb. I. The key signature is one sharp (F#). The score is divided into sections marked with letters A through N.

**Section A: Dirtmouth Abandoned** (♩ = 88). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section B: Mossy** (♩ = 83). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section C: Hornet Jumpy** (♩ = 145). Trombone II plays a series of eighth notes, starting with a *fp* dynamic and ending with a *p* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section D: Greenpath** (♩ = 83). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section E: Hornet Jumpy** (♩ = 145). Trombone II plays a series of eighth notes, starting with a *fp* dynamic and ending with a *p* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section F: Greenpath** (♩ = 83). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section G: Hornet Jumpy** (♩ = 145). Trombone II plays a series of eighth notes, starting with a *fp* dynamic and ending with a *p* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section H: Greenpath** (♩ = 83). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section I: Hornet Jumpy** (♩ = 145). Trombone II plays a series of eighth notes, starting with a *fp* dynamic and ending with a *p* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section J: Greenpath** (♩ = 83). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section K: Hornet Jumpy** (♩ = 145). Trombone II plays a series of eighth notes, starting with a *fp* dynamic and ending with a *p* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section L: Greenpath** (♩ = 83). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section M: Hornet Jumpy** (♩ = 145). Trombone II plays a series of eighth notes, starting with a *fp* dynamic and ending with a *p* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

**Section N: Greenpath** (♩ = 83). Trombone II plays a series of whole notes, starting with a *p* dynamic and ending with a *f* dynamic. Trb. II and Trb. I play a series of eighth notes, starting with a *ff* dynamic.

Trb. II

192 *mf* 194 *p* 196 *mf* 200 *mf* *ff*

Fungal Wastes **P** Gloomy (♩ = 80) 8 **Q** 8 **R** 16 Hive Knight Military (♩ = 120) **S**

202 *fp* *rall.* 204 *ff* 206

244 246 3 3 248 3 3 250 3 3