

Hollow Knight — Medley

Higher beings, these words are for you alone.

Christopher Larkin

arr. A. Simard

Dirtmouth Abandoned (♩ = 88)

Greenpath Mossy (♩ = 83)

Hornet Swift (♩ = 145)

Trb. III

A 9 16 **B** 8

C 2 3/4 16 **D** 16 **E** 8 **F** 8 **G** 8

H

I **J** 5 1.

K

L 3 7

M 3 2 2

mp *p* *f* *poco rit.* *fp* *p < fp* *f* *ff* *mf* *fp* *fp* *f*

Trb. III 

Trb. III

N

p *mf* *p* *mf* **P**

3

Trb. III

0


rall.

Fungal Wastes
Gloomy (♩ = 80)

4 **8**


$\overset{\cdot}{\underset{\cdot}{mf}}$ — $\overset{\cdot}{\underset{\cdot}{f}}$ — $\overset{\cdot}{\underset{\cdot}{fp}}$ — $\overset{\cdot}{\underset{\cdot}{ff}}$
 Dung Defender
 Bouncy (♩ = 150)
 Trb. III

^zmf

Trb. III 

Trb. III T

7/8 9/8 7/8 9/8 7/8 9/8 7/8 9/8 7/8

Trb. III 

ff

Trb. III


9 7 9 7 9 7 9 7

8 8 8 8 8 8 8 8

Trb. III

Trb. III 

Trb. III 

Trb. III 

Hive Knight
Military (♩ = 120)

Trb. III

The musical score for Trb. III consists of seven staves. The first staff begins with a treble clef, a key signature of two flats (B-flat and E-flat), and a 7/8 time signature. It features a series of eighth notes and a half note, with a dynamic marking of *f*. The second staff continues with eighth notes and a half note, with a dynamic marking of *ff*. The third staff is a whole note rest, with a dynamic marking of *ff*. The fourth staff begins with a treble clef, a key signature of two flats, and a 4/4 time signature. It features a series of eighth notes and a half note, with a dynamic marking of *f*. The fifth staff continues with eighth notes and a half note, with a dynamic marking of *mf*. The sixth staff begins with a treble clef, a key signature of two flats, and a 4/4 time signature. It features a series of eighth notes and a half note, with a dynamic marking of *f*. The seventh staff continues with eighth notes and a half note, with a dynamic marking of *ff*.

Trb. III

Trb. III

Trb. III

Trb. III

Trb. III

Trb. III

Trb. III