

Hollow Knight — Medley

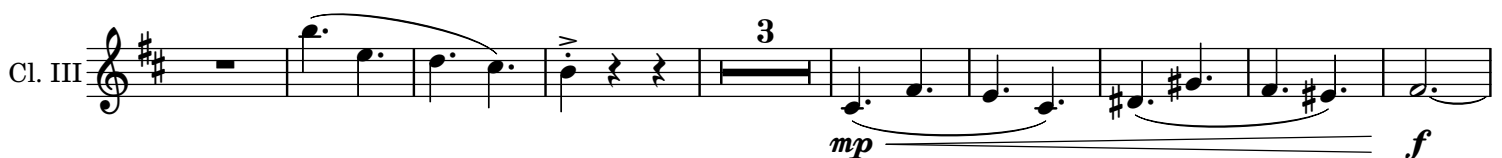
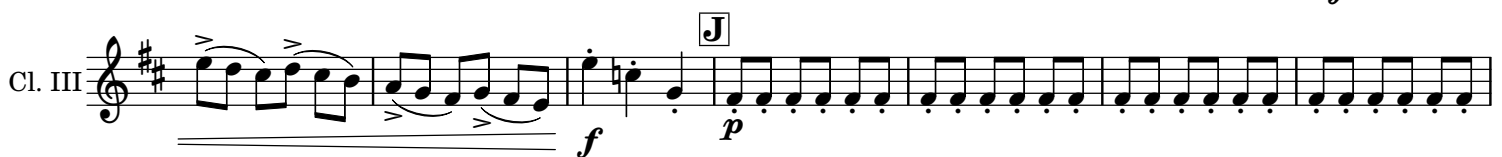
Higher beings, these words are for you alone.

Christopher Larkin

arr. A. Simard

Dirtmouth
Abandoned (♩ = 88) **A**

Greenpath
Mossy (♩ = 83) **C**



Cl. III **L** *fp* *fp*

Cl. III **M** 5 *fp*

Cl. III *f* *p* *f* *p* *f* *p*

Cl. III **2** *mp* *mf*

Cl. III **N** *mp* *mf* *f* 3

Cl. III **O** *rall.* *fp* *ff*

Fungal Wastes **P** *quasi pizz.* *mf* *p < mf*

Cl. III **Q** *p* *p*

Dung Defender **R** 15 *p* *mp*

Cl. III **S**

Cl. III

Cl. III **T**

Cl. III

Cl. III

Cl. III **U**

Cl. III

Cl. III

Cl. III **V**

Cl. III

Cl. III **W**

Cl. III *mp*

Cl. III **X**

Hive Knight
Military (♩ = 120)

Cl. III *f*

Cl. III

Detailed description of the musical score: The score is for a Clarinet III part. It consists of ten staves. The first nine staves are in 7/8 time, with a key signature of one sharp (F#). The first staff has a treble clef and a key signature of one sharp. The second staff has a treble clef and a key signature of one sharp. The third staff has a treble clef and a key signature of one sharp, with a section marker 'U' above the first measure. The fourth staff has a treble clef and a key signature of one sharp. The fifth staff has a treble clef and a key signature of one sharp. The sixth staff has a treble clef and a key signature of one sharp, with a section marker 'V' above the first measure. The seventh staff has a treble clef and a key signature of one sharp. The eighth staff has a treble clef and a key signature of one sharp, with a section marker 'W' above the first measure. The ninth staff has a treble clef and a key signature of one sharp, with a section marker 'X' above the first measure. The tenth staff is in 2/4 time, with a key signature of one flat (Bb), and is titled 'Hive Knight Military (♩ = 120)'. It features a key change from F# to Bb and includes triplets and a dynamic marking of *f*.

Cl. III

Y 8 **Z**

p

Cl. III

AA 8

Cl. III

AB **AC** 4 **AD**

f

Cl. III

3 3

Cl. III

AE 4 **AF**

f

Cl. III

3

ff