

Hollow Knight — Medley

Higher beings, these words are for you alone.

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arr. Alexandre Simard

Dirtmouth
Abandoned (♩ = 88)

Euphonium

A

9 10 12 14 16

pp

18 20 22 24 26 34

B

mf

Greenpath
Mossy (♩ = 83)

Euph.

C

36 38 2 16 62

f

D *quasi pizz.* *p*

Euph.

64 66 68 70

E 7 84

f *mp*

F

Euph.

86 88 90 92

G

f

94 96 98

Euph.

100 102 104 106 108

H

f *ff* 2 2

Hornet
Jumpy (♩ = 145)

Euph.

110 112 114 116 118

poco rit. *fp*

I

120 122 124 126

fp

J

128 130 132 134

ff *fp* *mf* *p* *mf*

Euph. 136 1 138 140 142 K *f* *f* *ff*

Euph. 144 146 *ff* 148 150 6 156 *fp*

Euph. 158 L 160 162 *fp* 164 166 M *fp*

Euph. 2 170 *ff* 172 *mp* 174 *ff* 2 *fp*

Euph. 178 180 *p* 182 2 184 *mf*

Euph. 186 188 190 N *ff* 192 2 194

Euph. 196 2 198 200 O *ff* *rall.* 202 *fp* 204

Fungal Wastes
Gloomy (♩ = 80)
quasi pizz.

Euph. *rall.* 206 *ff* 208 *pp* 210 P 212

Euph. 214 216 218 Q

Euph. 220 222 224 226 R

Euph. 228 230 232 234

Euph. 236 238 240 242

Hive Knight

Military (♩ = 120)

Euph. *f*

244 246 248

Euph. *f*

250 256

Euph. *ff*

258 260 262 264

Euph. *f*

266 272 274

T **S** **U** **V**

The musical score is for an Euphonium (Euph.) part in a key of B-flat major (two flats) and 4/4 time. The tempo is marked 'Military' with a quarter note equal to 120 beats per minute. The score is divided into four systems, each starting with a measure number. The first system (measures 244-248) begins with a forte (*f*) dynamic and features eighth-note patterns with accents. The second system (measures 250-256) includes a section marked 'S' (Sforzando) and continues with eighth-note patterns. The third system (measures 258-264) starts with a fortissimo (*ff*) dynamic and includes a section marked 'T' (Tutti). The fourth system (measures 266-274) begins with a forte (*f*) dynamic and includes sections marked 'U' (Unison) and 'V' (Vivace). The score uses various musical notations including eighth notes, quarter notes, and rests, with some measures containing triplets or sixteenth notes.