

# Hollow Knight — Medley

Higher beings, these words are for you alone.

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arr. Alexandre Simard

**Dirtmouth Abandoned** (♩ = 88) **[A]** 9 10 16 26 **[B]** 15

**Greenpath Mossy** (♩ = 83) **[C]** 46 48

Glockenspiel

**Gls.** 50 52 54 56 58

**[D]** 60 *solo* 62 *p* 64 68 *mf*

**[E]** 70 78 80 82

*mp*

**[F]** 84 86 88 90

*mf*

**[G]** 92 16 **[H]** 8 **Hornet Jumpy** (♩ = 145) 118 120

*fp*

**[I]** 122 124 126 128 **[J]** 130 *f* *mf*

**[K]** 132 134 136 5 142 2 144 146 2

*ff*

**[L]** 148 150 8 158 2 160 162 164

*p* *p*

**[M]** 166 7 174 176 178 180

*p* *f* *p* *f* *p*

**[N]** 182 2 186 188 190 2 192

*f* *mf*

**[O]** 194 2 196 198 200 *rall.* 202 204

*mp* *ff* *fp*

**Fungal Wastes** **Gloomy** (♩ = 80) **P**

**Hive Knight** **Military** (♩ = 120) **Tub. Bells**

*rall.* *ff* *fff*

206 8 **Q** 8 **R** 16

246 248 250 **S** 252 **Glock.**

254 256 258 **T** **Tub. Bells** 260 *ff*

262 264 266 **U** 8 **V** 5 **W** 280 **X** **Tub. Bells** 284 *fff* 286

288 290 292 **Y** 294

296 **Z** 298 300 302

The musical score is written for a single melodic line on a treble clef staff. It begins with a 'rall.' (rallentando) marking and a 'ff' (fortissimo) dynamic. The first section, 'Fungal Wastes', is in a key of one sharp (F#) and 4/4 time, with a tempo of 80 beats per minute. It features a series of chords and rests, with measures 206, 246, 248, 250, and 252 marked. The second section, 'Hive Knight', is in a key of two flats (Bb) and 4/4 time, with a tempo of 120 beats per minute. It includes a 'Glock.' (glockenspiel) part starting at measure 252. The score continues with various rhythmic patterns and rests, with measures 254, 256, 258, 260, 262, 264, 266, 280, 284, 286, 288, 290, 292, 294, 296, 298, 300, and 302 marked. The piece concludes with a final chord and a double bar line.