

Hollow Knight — Medley

Higher beings, these words are for you alone.

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arr. Alexandre Simard

Flute I

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

Greenpath Mossy (♩ = 83) **C** 46 2 50

Fl. I 2 54 2 58 2 **D** 62 *pp* 14

Fl. I **E** *mp* 78 3 82 *mf* 84 **F** 86

Fl. I 3 90 *mp* 92 **G** 94 13 108 *f*

Fl. I **H** 110 112 114

Fl. I *poco rit.* **Jumpy** (♩ = 145) 116 118 120 122 124 126 128 *fp* *mf*

Fl. I **I** 130 5 136 2 138 140 *f* *p*

Fl. I **J** 142 *f* 144 146 148 150 *p*

Fl. I 152 2 154 156 158 160 *mf* *fp* *fp* **K**

Fl. I 162 164 166 *fp* **L** *Ossia, tremolo 2x*

Fl. I 168 170 172 174

Fl. I

176 178 180

182 184 186 188 190

192 194 196 198 200 202

204 206

228 230 238 240

mf *mp* *mf* *f* *ff* *fp* *ff* *pp* *f*

rall. *rall.*

M **N** **O** **P** **Q**

Fungal Wastes
Gloomy (♩ = 80)

Hive Knight
Military (♩ = 120)

Detailed description: This is a page of a musical score for Flute I, spanning measures 176 to 240. The score is written on five staves. The first staff (measures 176-180) features a melodic line with accents and slurs. The second staff (measures 182-190) includes a double bar line and a key signature change to one sharp (F#). The third staff (measures 192-202) shows a melodic line with dynamic markings ranging from *mf* to *fp*. The fourth staff (measures 204-206) continues the melodic line. The fifth staff (measures 228-240) includes a key signature change to one sharp and a tempo change to 120 beats per minute. The score is annotated with various musical symbols, including notes, rests, and dynamic markings. Programmatic annotations are placed between the staves, indicating different sections of the music: 'Fungal Wastes' and 'Gloomy' (80 bpm) between measures 204 and 206, and 'Hive Knight' and 'Military' (120 bpm) between measures 228 and 240. The score also includes a key signature change to one sharp (F#) at measure 190 and another key signature change to one sharp (F#) at measure 228.