

# Hollow Knight — Medley

Higher beings, these words are for you alone.

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arr. Alexandre Simard

**Dirtmouth**  
**Abandoned** (♩ = 88)

**Greenpath**  
**Mossy** (♩ = 83)

**quasi pizz.**

**Tuba**

**A** 9 16 **B** 15

**C** 16 **D** 8 **E** *mp*

**F** *mp*

**G** *mp*

**H**

*poco rit.*

**Hornet**  
**Swift** (♩ = 145)

*fp*

**I**

*f* *p*

**J**

**1.** *f*

**K**

Tb. *fp* *f* *fp*

**L**

Tb. *f* *p* *fp* *fp*

**M**

Tb. *fp* *p* 15 2

**N**

Tb. *mf* *fp*

**O**

Tb. *mf* *ff* *mf* *f* *fp* *rall.*

Fungal Wastes  
Gloomy (♩ = 80)  
quasi pizz.

**P**

Tb. *rall.* *ff* *mp*

**Q**

Tb.

**R**

Tb.

Tb.

## Dung Defender

Bouncy (♩ = 150)

Tb. *mf*

**S**

**T**

**U**

**V**

**W**

**X**

Hive Knight  
Military (♩ = 120)

*f*

The musical score is written for ten tuba parts, labeled 'Tb.' on the left of each staff. The first section, 'Dung Defender', is marked 'Bouncy (♩ = 150)' and begins with a dynamic marking of *mf*. It features a variety of rhythmic patterns, including eighth notes and rests, and is divided into sections marked S, T, U, V, W, and X. The second section, 'Hive Knight Military', is marked 'Military (♩ = 120)' and begins with a dynamic marking of *f*. This section includes a key signature change to two flats and a time signature change to 2/4.

Tb. 

Tb. 

Tb. 

Tb. 

Tb. 

Tb. 

Tb. 

Tb. 

Tb. 