

Elder Scroll

Themes

Musique de Jeremy Soule
Arrangement : Christophe DEGOUSÉE

HARMONIE
CONCERT BAND

Grade
3

Collection
Jeux-Vidéos

ARRANGEMENTS 2017



Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

Ⓐ

Piccolo

Flûtes 1,2
Hautbois 1,2

Clarinete en Si♭ I

Clarinete 2,3

Clarinete basse en Si♭

Saxophone Alto 1,2

Saxophone ténor

Saxophone baryton

Cor F 1,3

Cor F 2,4

♩ = 80

Ⓐ

Trompette en Si♭ I

Trompette 2,3

Trombone 1,2

Trombone 3,4

Baryton

Basse Si♭

Timbales

Batterie

Tom Basse

Grosse caisse

Cymbales

Maracas

Glockenspiel

Piano

Basse Ut

27

Ⓒ

Picc. *f*

Fl. 1,2 *f*

Cl. I *ff*

Cl. 2,3 *ff*

B. Cl. *f*

S.A. 1,2 *f*

S.T. *f*

S.B. *f*

Cr. 1,3 *f* a2

Cr. 2,4 *f* a2

Ⓒ

Tpt. I *ff*

Tpt. 2,3 *ff*

Trb. 1,2 *f*

Trb. 3,4 *f*

Bar. *f*

Bas Sib *f*

Timb. *f*

Bat. *f*

Tom B. *f*

Gr. C. *f*

Cymb. *f*

Mrcs. *p* *f*

Glock. *f*

P.

Bas Ut *f*

35

Picc.

Fl. 1,2

Cl. I

Cl. 2,3

B. Cl.

S.A. 1,2

S.T.

S.B.

Cr. 1,3

Cr. 2,4

Tpt. I

Tpt. 2,3

Trb. 1,2

Trb. 3,4

Bar.

Bas Sib

Timb.

Bat.

Tom B

Gr. C.

Cymb.

Mrcs.

Glock.

P.

Bas Ut

Elder Scroll Themes

41

Picc.

Fl. 1,2

Cl. I

Cl. 2,3

B. Cl.

S.A. 1,2

S.T.

S.B.

Cr. 1,3

Cr. 2,4

Tpt. I

Tpt. 2,3

Trb. 1,2

Trb. 3,4

Bar.

Bas Sib

Timb.

Bat.

Tom B

Gr. C.

Cymb.

Mrcs.

Glock.

P.

Bas Ut

a2

a2

p

$\text{♩} = 70$

51 **D** SKYRIM "Far Horizon" **E**

Picc.

Fl. 1,2

Cl. I

Cl. 2,3

B. Cl.

S.A. 1,2

S.T.

S.B.

Cr. 1,3

Cr. 2,4

$\text{♩} = 70$

D **E**

Tpt. I

Tpt. 2,3

Trb. 1,2

Trb. 3,4

Bar.

Bas Sib

Timb.

Bat.

Tom B

Gr. C.

Cymb.

Mrcs.

Glock.

P.

Bas Ut

Elder Scroll Themes

8

61

Picc. *mf* a2

Fl. 1,2 *mf*

Cl. 1 *mf*

Cl. 2,3

B. Cl.

S.A. 1,2

S.T. *mf* 2

S.B.

Cr. 1,3

Cr. 2,4

Tpt. 1

Tpt. 2,3 a2

Trb. 1,2

Trb. 3,4

Bar.

Bas Sib

Timb. **G - D** *f*

Bat.

Tom B

Gr. C.

Cymb. *p*

Mrcs. *p*

Glock.

P. *p*

Bas Ut

68 **F**

Picc. *f*

Fl. 1,2 *f* a2

Cl. 1 *f* a2

Cl. 2,3 *f*

B. Cl. *f* a2

S.A. 1,2 *f*

S.T. *f*

S.B. *f*

Cr. 1,3 *f*

Cr. 2,4 *f*

F

Tpt. 1 *f*

Tpt. 2,3 *f*

Trb. 1,2 *f*

Trb. 3,4 *f*

Bar. *f*

Bas Sib *f*

Timb. *f*

Bat. *f*

Tom B

Gr. C. *f*

Cymb.

Mrcs. *mf*

Glock. *f*

P. *f*

Bas Ut *f*

Elder Scroll Themes

10

74

Picc. *mp*

Fl. 1,2 *mp*

Cl. 1 *mp*

Cl. 2,3 *mp*

B. Cl. *mp*

S.A. 1,2 *mp*

S.T. *mp*

S.B. *mp*

Cr. 1,3 *mp*

Cr. 2,4 *mp*

Tpt. 1 *mp*

Tpt. 2,3 *mp*

Trb. 1,2 *mp*

Trb. 3,4 *mp*

Bar. *mp*

Bas Sib. *mp*

Timb.

Bat.

Tom B.

Gr. C.

Cymb.

Mrcs.

Glock. *mf*

P. *mf*

Bas Ut.

81

Picc. *f* *mf*

Fl. 1,2 *f* *mf* 1 a2

Cl. 1 *f* *p*

Cl. 2,3 *f* *p*

B. Cl. *f*

S.A. 1,2 *f*

S.T.

S.B.

Cr. 1,3 *f*

Cr. 2,4 *f*

Tpt. 1 *f*

Tpt. 2,3 *f*

Trb. 1,2 *f*

Trb. 3,4 *f*

Bar. *f*

Bas Sib *f*

Timb. *f* [Bb - F]

Bat. *f*

Tom B

Gr. C.

Cymb. *p*

Mrcs. *p*

Glock.

P. *f* *p*

Bas Ut

Elder Scroll Themes

12

91 **1**

Picc. *f*

Fl. 1,2 *f*

Cl. 1 *f*

Cl. 2,3 *f*

B. Cl. *f*

S.A. 1,2 *f*

S.T. *f*

S.B. *f*

Cr. 1,3 *f*

Cr. 2,4 *f*

Tpt. 1 *f*

Tpt. 2,3 *f*

Trb. 1,2 *f*

Trb. 3,4 *f*

Bar. *f*

Bas Sib *f*

Timb. *f*

Bat. *f*

Tom B

Gr. C. *f*

Cymb. *p*

Mrcs.

Glock.

P. *f*

Bas Ut *f*

Bb - D

Elder Scroll Themes

109

L

Picc. *f*

Fl. 1,2 *f* a2

Cl. I *f* a2

Cl. 2,3 *f* a2

B. Cl. *f* a2

S.A. 1,2 *mf* *f*

S.T. *mf* *f*

S.B. *mf* *f*

Cr. 1,3 *f*

Cr. 2,4 *f*

Tpt. I *mf* *f* a2

Tpt. 2,3 *f* a2

Trb. 1,2 *f*

Trb. 3,4 *f*

Bar. *f*

Bas Sib *f*

Timb. *f*

Bat. *f*

Tom B

Gr. C. *f*

Cymb. *f*

Mrcs. *p* *f*

Glock. *f*

P. *f*

Bas Ut *f*

153

P

Pic.

Fl. 1,2

Cl. I

Cl. 2,3

B. Cl.

S.A. 1,2

S.T.

S.B.

Cr. 1,3

Cr. 2,4

Tpt. I

Tpt. 2,3

Trb. 1,2

Trb. 3,4

Bar.

Bas Sib

Timb.

Bat.

Tom B

Gr. C.

Cymb.

Mrcs.

Glock.

P.

Bas Ut

180 (S)

Instrumentation: Picc., Fl. 1,2, Cl. I, Cl. 2,3, B. Cl., S.A. 1,2, S.T., S.B., Cr. 1,3, Cr. 2,4, Tpt. I, Tpt. 2,3, Trb. 1,2, Trb. 3,4, Bar., Bas Sib., Timb., Bat., Tom B, Gr. C., Cymb., Mrcs., Glock., P., Bas Ut.

Dynamic markings: *p*, *mp*, *f*, *pp*, *pp<p*, *p<mp*, *mf*, *pp<mf*, *pp<mf*.

Performance notes: *a2*, *2*, *fz*, *mf*, *f*, *pp*, *pp<p*, *p<mp*, *mf*, *pp<mf*.

Sectional markers: (S)

194

The musical score is arranged in a standard orchestral format. It begins at measure 194. The Piccolo part is mostly silent, with some activity in the later measures. The Flutes 1 & 2 play a rhythmic accompaniment of eighth notes. The Clarinets and Bass Clarinet play a melodic line with some trills and accents. The Saxophones provide harmonic support with sustained notes and rhythmic patterns. The Cor Anglais parts play a steady eighth-note accompaniment. The Trumpets and Trombones play a rhythmic accompaniment of eighth notes, with some trills and accents. The Baritone and Bass Saxophone play a melodic line with some trills and accents. The Timpani, Bass Drum, Tom Tom, Gong/Cymbal, and Mallets provide a rhythmic accompaniment. The Glockenspiel and Piano play a melodic line with some trills and accents. The Bassoon plays a melodic line with some trills and accents.

Instrument parts include: Picc., Fl. 1,2, Cl. 1, Cl. 2,3, B. Cl., S.A. 1,2, S.T., S.B., Cr. 1,3, Cr. 2,4, Tpt. 1, Tpt. 2,3, Trb. 1,2, Trb. 3,4, Bar., Bas Sib., Timb., Bat., Tom B., Gr. C., Cymb., Mrcs., Glock., P., and Bas Ut.

Dynamic markings include *f*, *ff*, *ff* *a2*, and *ff* *a2*.

200 **I**

Picc.

Fl. 1,2 *ff*

Cl. I

Cl. 2,3

B. Cl.

S.A. 1,2 *a2*

S.T.

S.B.

Cr. 1,3

Cr. 2,4

Tpt. I **I**

Tpt. 2,3

Trb. 1,2 *a2*

Trb. 3,4

Bar.

Bas Sib *ff*

Timb. *ff*

Bat. *ff*

Tom B *ff*

Gr. C. *ff*

Cymb. *ff*

Mrcs. *ff*

Glock.

P. *ff*

Bas Ut *ff*

Elder Scroll Themes

26

213

Picc.
Fl. 1,2
Cl. 1
Cl. 2,3
B. Cl.
S.A. 1,2
S.T.
S.B.
Cr. 1,3
Cr. 2,4
Tpt. 1
Tpt. 2,3
Trb. 1,2
Trb. 3,4
Bar.
Bas Sib
Timb.
Bat.
Tom B
Gr. C.
Cymb.
Mrcs.
Glock.
P.
Bas Ut

217

Picc.
Fl. 1,2
Cl. I
Cl. 2,3
B. Cl.
S.A. 1,2
S.T.
S.B.
Cr. 1,3
Cr. 2,4
Tpt. I
Tpt. 2,3
Trb. 1,2
Trb. 3,4
Bar.
Bas Sib
Timb.
Bat.
Tom B
Gr. C.
Cymb.
Mrcs.
Glock.
P.
Bas Ut

a2

CONTENU DU TALON

- **Piccolo**
- **Flûtes Ut 1,2**
- **Hautbois Ut 1,2**
- **Clarinettes Sib 1,2,3**
- **Clarinette Basse Sib**
- **Saxophone Altos Mib 1,2**
- **Saxophone Ténor Sib**
- **Saxophone Baryton Mib**
- **Cors Fa 1,2,3,4**
- **Trompettes Sib 1,2,3**
- **Trombones 1,2,3 ,4**
- **Euphonium / Baryton Sib**
- **Tuba Sib**
- **Timbales**
- **Batterie**
- **Tom Basse**
- **Grosse Caisse**
- **Maracas**
- **Cymbales**
- **Glockenspiel**
- **Guitare Basse**
- **Synthétiseur**

Elder Scroll Themes

Piccolo

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degouée

MORROWIND "Main Theme"

♩ = 80

4

(A)

14

(B)

13

f

33 (C)

38

42

46

SKYRIM "Far Horizon"

(D) ♩ = 70

8

(E)

6

mf

68 (F)

75 (G)

83 (H)

89 (I)

95

Elder Scroll Themes

Piccolo

2

99 **(J)** 8 **(K)**
mf

114 **(L)**
f

121 **(M)**
mp

126

SKYRIM "Dragonborn"

132 **(N)** ♩. = 70 8
f

143

148 **(O)** 4
f

156 **(P)** 8 **(Q)** 12 **(R)** 16

192 **(S)** 4
f

200 **(T)** 11 **(U)**
ff

215

Elder Scroll Themes

Flûte I / Hautbois I

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

Musical score for Morrowind "Main Theme" in 3/4 time, key of B-flat major. It consists of five staves of music. The first staff starts with a 3-measure rest, followed by a melody marked *mf*. A circled 'A' is above the first measure. The second staff continues the melody, ending with a 3-measure rest marked *mf*. The third staff continues the melody, marked with a circled 'B'. The fourth staff features a more rhythmic section marked *f*, with a circled 'C' above the first measure. The fifth staff continues this rhythmic section.

SKYRIM "Far Horizon"

♩ = 70

Musical score for Skyrim "Far Horizon" in 4/4 time, key of B-flat major. It consists of five staves of music. The first staff starts with an 8-measure rest, followed by a melody marked *mf*. A circled 'D' is above the first measure, and a circled 'E' is above the 6-measure rest. The second staff continues the melody marked *f*, with a circled 'F' above the first measure. The third staff continues the melody marked *mp*, with a circled 'G' above the first measure and a circled 'G' above the final measure. The fourth staff continues the melody marked *mf*, with a circled 'H' above the first measure. The fifth staff continues the melody marked *f*, with a circled 'I' above the first measure. The sixth staff consists of an 8-measure rest, with a circled 'I' above the first measure.

Elder Scroll Themes

Flûte I / Hautbois I

2

107 **(K)**
mf

115 **(L)**
f

123 **(M)**
mp
SKYRIM "Dragonborn"

132 **(N)** $\text{♩} = 70$
8

145 **(O)**
4
f

156 **(P)**

164 **(Q)**
4
f

176 **(R)**
p

191 **(S)**
f

198 **(T)**
ff

203
8

209 **(U)**
ff

215

Elder Scroll Themes

Flûte II / Hautbois II

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

3 **(A)**
mf

11 *mf*

19 **(B)**

29 **(C)**
f

37

43

SKYRIM "Far Horizon"

♩ = 70

52 **(D)** 8 **(E)** 6 *mf*

68 **(F)**
f

76 **(G)**
mp *f*

83 **(H)** 4

91 **(I)**
f

99 **(J)** 8

Elder Scroll Themes
Flûte II / Hautbois II

2

107 **(K)**
mf

115 **(L)**
f

123 **(M)**
mp KYRIM "Dragonborn"
♩ = 70

132 **(N)**
8

146 **(O)**
4
f

156 **(P)**

164 **(Q)**
4
f

176 **(R)**
p

191 **(S)**
f

198 **(T)**
ff

204
8

211 **(U)**
ff

216

Elder Scroll Themes

Clarinete en Sib I

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

$\text{♩} = 80$

(A)

SKYRIM "Far Horizon"

(D) $\text{♩} = 70$

Elder Scroll Themes
Clarinete en Si \flat I

2

107 **(K)**
mf

115 **(L)**
f

123 **(M)**
mp
SKYRIM "Dragonborn"

132 **(N)** $\text{♩} = 70$
p

139

146 **(O)**
f

152

156 **(P)**
p **(Q)**
f

169 **(R)**
p

181

192 **(S)**
f **(T)**
ff

200 **(T)**

211 **(U)**

216

Elder Scroll Themes

Clarinete en Sib II

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

(A)

Musical staff 1: Morrowind Main Theme, measure 1-10. Treble clef, 3/4 time signature. Starts with a triplet of eighth notes. Dynamics: *mf*.

Musical staff 2: Morrowind Main Theme, measure 11-18. Treble clef, 3/4 time signature. Dynamics: *mf*.

Musical staff 3: Morrowind Main Theme, measure 19-31. Treble clef, 3/4 time signature. Dynamics: *mf*.

Musical staff 4: Morrowind Main Theme, measure 32-40. Treble clef, 3/4 time signature. Dynamics: *ff*.

Musical staff 5: Morrowind Main Theme, measure 41-51. Treble clef, 3/4 time signature. Ends with a double bar line and a key signature change to 4/4.

SKYRIM "Far Horizon"

(D) ♩ = 70

Musical staff 6: Skyrim Far Horizon, measure 1-5. Treble clef, 4/4 time signature. Dynamics: *p*.

Musical staff 7: Skyrim Far Horizon, measure 6-59. Treble clef, 4/4 time signature. Dynamics: *p*.

Musical staff 8: Skyrim Far Horizon, measure 60-75. Treble clef, 4/4 time signature. Dynamics: *f*.

Musical staff 9: Skyrim Far Horizon, measure 76-82. Treble clef, 4/4 time signature. Dynamics: *mp*, then *f*.

Musical staff 10: Skyrim Far Horizon, measure 83-90. Treble clef, 4/4 time signature. Dynamics: *p*.

Musical staff 11: Skyrim Far Horizon, measure 91-98. Treble clef, 4/4 time signature. Dynamics: *f*.

Musical staff 12: Skyrim Far Horizon, measure 99-105. Treble clef, 4/4 time signature. Dynamics: *f*. Includes a double bar line and a key signature change to 3/4 time signature.

Elder Scroll Themes

Clarinete en Sib II

2

113 **(L)**
f

122 **(M)**
mp

SKYRIM "Dragonborn"

131 **(N)** ♩ = 70
p

139

146 **(O)**
f

152

156 **(P)** 7 **(Q)**
f

170 **(R)** 4 8
p

192 **(S)** 4
f *ff*

200 **(T)**

211 **(U)**

216

Elder Scroll Themes

Clarinete en Sib III

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

(A)

18 (B)

30 (C)

40

SKYRIM "Far Horizon"

52 (D) ♩ = 70

60 (E)

68 (F)

76 (G)

83 (H)

91 (I)

99 (K)

Elder Scroll Themes
Clarinete en Sib III

2

113 **(L)**

122 **(M)**

SKYRIM "Dragonborn"

131 **(N)** ♩. = 70

139

146 **(O)**

155 **(P)** 7 **(Q)**

169 **(R)** 4 8

189 **(S)** 4

200 **(T)**

211 **(U)**

216

Elder Scroll Themes

Clarinete basse en Sib

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

(A)

SKYRIM "Far Horizon"

(D) ♩ = 70

Elder Scroll Themes

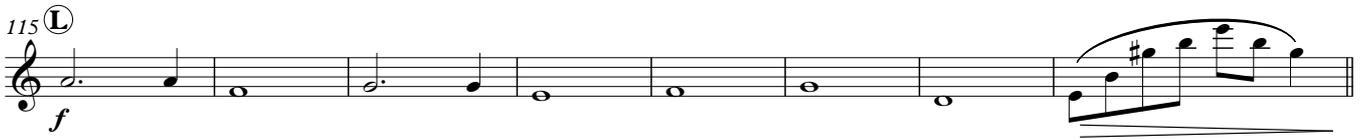
Clarinete basse en Sib

2

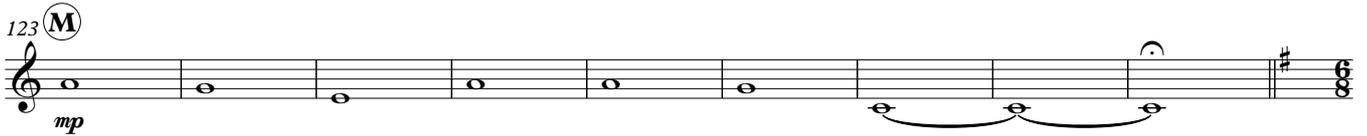
106 **(K)**
mf



115 **(L)**
f



123 **(M)**
mp

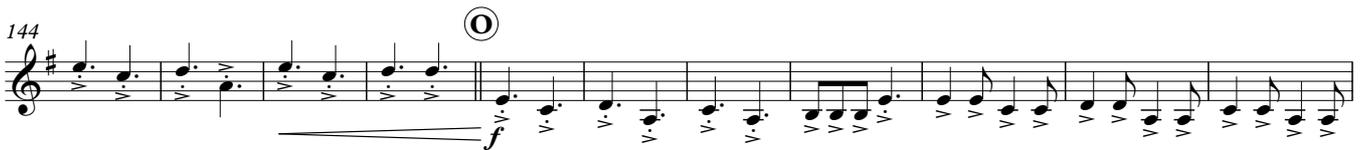


SKYRIM "Dragonborn"

132 **(N)** .. = 70
p *mf*



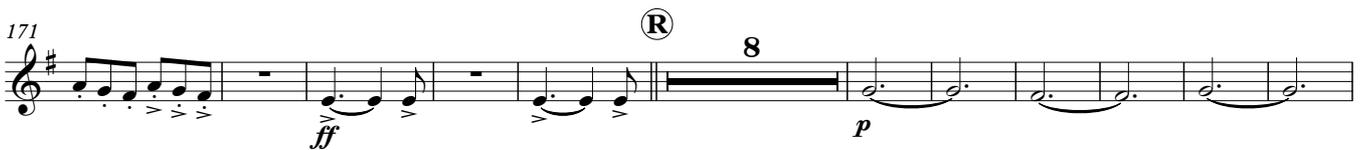
144 **(O)**
f



155 **(P)** **(Q)**
p *f*



171 **(R)**
ff *p*



190 **(S)**
f



198 **(T)**
ff



210 **(U)**



Elder Scroll Themes

Saxophone alto I

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussé

MORROWIND "Main Theme"

♩ = 80

Ⓐ

4

13

Ⓑ

33 Ⓒ

SKYRIM "Far Horizon"

Ⓓ

♩ = 70

7

8

60 Ⓔ

8

Ⓕ

f

74 Ⓖ

7

mp

f

83 Ⓗ

8

Ⓖ

f

99 Ⓛ

8

Ⓚ

3

mf

115 Ⓛ

f

123 Ⓜ

9

Elder Scroll Themes
Saxophone alto I

2 SKYRIM "Dragonborn"

132 (N) ♩. = 70

Musical staff 132-138: Treble clef, key signature of two sharps (F# and C#), 6/8 time signature. The music consists of a continuous eighth-note pattern. The first measure is marked with a piano (*p*) dynamic.

Musical staff 139-145: Treble clef, key signature of two sharps, 6/8 time signature. The music continues with the eighth-note pattern.

Musical staff 146-152: Treble clef, key signature of two sharps, 6/8 time signature. The music continues with the eighth-note pattern. A circled letter 'O' is placed above the staff. The first measure of this system is marked with a forte (*f*) dynamic.

Musical staff 153-161: Treble clef, key signature of two sharps, 6/8 time signature. The music continues with the eighth-note pattern. A circled letter 'P' is placed above the staff. The first measure of this system is marked with a mezzo-forte (*mf*) dynamic.

Musical staff 162-168: Treble clef, key signature of two sharps, 6/8 time signature. The music continues with the eighth-note pattern. A circled letter 'Q' is placed above the staff. The first measure of this system is marked with a forte (*f*) dynamic.

Musical staff 169-175: Treble clef, key signature of two sharps, 6/8 time signature. The music continues with the eighth-note pattern. The first measure of this system is marked with a fortissimo (*ff*) dynamic.

Musical staff 176-188: Treble clef, key signature of two sharps, 6/8 time signature. The music consists of a series of half notes with long slurs. A circled letter 'R' is placed above the staff. The first measure is marked with a piano (*p*) dynamic.

Musical staff 189-199: Treble clef, key signature of two sharps, 6/8 time signature. The music consists of a series of half notes with long slurs, followed by a four-measure rest marked with a '4' and a fermata, and then a return to the eighth-note pattern. A circled letter 'S' is placed above the staff. The first measure of the eighth-note section is marked with a forte (*f*) dynamic, and the final measure is marked with fortissimo (*ff*).

Musical staff 200-210: Treble clef, key signature of two sharps, 6/8 time signature. The music consists of a series of eighth notes with slurs. A circled letter 'T' is placed above the staff.

Musical staff 211-217: Treble clef, key signature of two sharps, 6/8 time signature. The music consists of a series of eighth notes with slurs, ending with a sixteenth-note flourish. A circled letter 'U' is placed above the staff. The first measure is marked with fortissimo (*ff*).

Elder Scroll Themes

Saxophone alto II

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussé

MORROWIND "Main Theme"

♩ = 80

4 (A) 13 (B)

mf

24

33 (C)

f

SKYRIM "Far Horizon"

42 (D) ♩ = 70

7 8

60 (E) 7 (F)

mf — f

73 (G)

mp — f

83 (H) 8 (I)

f

99 (J) 8 (K) 6 (L)

mf — f

118

123 (M) 9

132 (N) ♩. = 70

Elder Scroll Themes

Saxophone ténor

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

Ⓐ

Ⓑ

Musical notation for measures 4-13. Measure 4 is marked with a circled 'A' and a '4'. Measure 13 is marked with a circled 'B'. The dynamic is *mf*.

Musical notation for measures 14-23. Measure 24 is marked with a circled 'C'.

Musical notation for measures 24-31. Measure 32 is marked with a circled 'C'. The dynamic is *f*.

Musical notation for measures 32-38. Measure 39 is marked with a circled 'D' and a '7'. The time signature changes to 4/4.

SKYRIM "Far Horizon"

♩ = 70

Ⓓ

Ⓔ

Musical notation for measures 39-48. Measure 52 is marked with a circled 'D' and a '7'. The dynamic is *mf*.

Musical notation for measures 49-64. Measure 65 is marked with a circled 'E' and a '7'. The dynamic is *f*.

Musical notation for measures 65-75. Measure 76 is marked with a circled 'F'.

Musical notation for measures 76-83. Measure 76 is marked with a circled 'G' and a '6'. Measure 84 is marked with a circled 'H' and a '8'. Measure 85 is marked with a circled 'I'. The dynamic is *mp* for measure 76 and *f* for measure 85.

Musical notation for measures 84-93. Measure 94 is marked with a circled 'J'.

Musical notation for measures 94-100. Measure 99 is marked with a circled 'J' and a '7'.

Elder Scroll Themes
Saxophone ténor

2

106 **(K)**
mf

113 **(L)**
f

119

SKYRIM "Dragonborn"

123 **(M)** **(N)** $\text{♩} = 70$
p

139

148 **(O)**
f

154 **(P)** **(Q)**
8 12

176 **(R)**
mp

192 **(S)**
f *f* *ff*

200 **(T)**

209 **(U)**
ff

215

Elder Scroll Themes

Saxophone baryton

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

(A)

4

14

(B)

mf

23

30

(C)

f

36

42

48

SKYRIM "Far Horizon"

(D) ♩ = 70

8

mf

60

(E)

8

(F)

f

76

(G)

mp

83

(H)

8

(I)

f

97

(J)

8

(K)

6

f

Elder Scroll Themes
Saxophone baryton

2

113 **(L)**

mf ————— *f*

SKYRIM "Dragonborn"

123 **(M)** **(N)** $\text{♩} = 70$

9

p

138

mf

147 **(O)**

f

153 **(P)** 8

f

164 **(Q)** 12 **(R)** 16 **(S)**

f

195

ff

200 **(T)**

f

212 **(U)**

f

217

f

Elder Scroll Themes

Cor en Fa I

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussé

MORROWIND "Main Theme"

♩ = 80

4

13

(A) (B)

mf

24

(C)

f

SKYRIM "Far Horizon"

44

7

(D) ♩ = 70

mf

(E)

65

(F)

f

76

(G)

mp *f*

83

8

(H) (I)

f

98

8

(J) (K)

mp

115

(L)

f

123

(M)

mp

132

(N) ♩ = 70

8

SKYRIM "Dragonborn"

Elder Scroll Themes

Cor en Fa I

2

140

mp *mf* *mp*

Musical staff 140-147: Treble clef, 4/4 time. Measures 140-147. Dynamics: *mp*, *mf*, *mp*. Includes a crescendo line from 140 to 147.

148 **Q**

Musical staff 148-153: Treble clef, 4/4 time. Measures 148-153. Dynamic: *f*. Includes a fermata over measure 148.

154 **P**

Musical staff 154-161: Treble clef, 4/4 time. Measures 154-161. Dynamic: *mf*. Includes a fermata over measure 154.

162 **Q**

Musical staff 162-168: Treble clef, 4/4 time. Measures 162-168. Dynamic: *f*. Includes a fermata over measure 162.

169

Musical staff 169-175: Treble clef, 4/4 time. Measures 169-175. Dynamic: *ff*.

176 **R**

Musical staff 176-191: Treble clef, 4/4 time. Measures 176-191. Dynamic: *mp*. Includes an 8-measure rest in measure 176.

192 **S**

Musical staff 192-199: Treble clef, 4/4 time. Measures 192-199. Dynamic: *f*. Includes a 3-measure rest in measure 192.

200 **T**

Musical staff 200-209: Treble clef, 4/4 time. Measures 200-209. Dynamic: *f*.

210 **U**

Musical staff 210-215: Treble clef, 4/4 time. Measures 210-215. Dynamic: *ff*. Includes a fermata over measure 210.

216

Musical staff 216-222: Treble clef, 4/4 time. Measures 216-222. Dynamic: *f*.

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

4 (A) 13 (B)

24

33 (C)

f

SKYRIM "Far Horizon"

42 (D) ♩ = 70

7 8

60 (E) 8 (F)

f

76 (G)

mp f

83 (H) 8 (I)

f

98 (J) 8 (K)

mp

115 (L)

f

SKYRIM "Dragonborn"

123 (M) (N) ♩ = 70

9 8

Elder Scroll Themes

Cor en Fa II

2

140

mp *mf* mp

Musical staff 140-147: Treble clef, 8 measures. Dynamics: mp, mf, mp.

148 **⓪**

Musical staff 148-155: Treble clef, 8 measures. Accents on notes.

156 **Ⓟ**

mf

Musical staff 156-163: Treble clef, 8 measures. Dynamics: mf.

164 **Ⓠ**

f

Musical staff 164-169: Treble clef, 6 measures. Dynamics: f.

170

ff

Musical staff 170-175: Treble clef, 6 measures. Dynamics: ff.

176 **Ⓡ**

8

mp

Musical staff 176-191: Treble clef, 16 measures. Measure 176-183 is a whole rest. Dynamics: mp.

192 **Ⓢ**

3

f ff

Musical staff 192-200: Treble clef, 9 measures. Measure 192-194 is a whole rest. Dynamics: f, ff.

200 **Ⓣ**

Musical staff 200-208: Treble clef, 9 measures.

209 **Ⓤ**

ff

Musical staff 209-214: Treble clef, 6 measures. Dynamics: ff.

215

Musical staff 215-220: Treble clef, 6 measures.

Cor en Fa III

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

4 (A) 13 (B)

mf

24 (C)

f

SKYRIM "Far Horizon"

42 (D) ♩ = 70

7 8

f

60 (E) 8 (F)

f

76 (G)

mp

83 (H) 8 (I)

f

98 (J) 8 (K)

mp

115 (L)

f

SKYRIM "Dragonborn"

123 (M) 9 (N) ♩ = 70 8

mp

Elder Scroll Themes

Cor en Fa III

2

140

mp *mf* *mp*

Musical staff 140-147: Treble clef, 4/4 time. Measures 140-147. Dynamics: *mp*, *mf*, *mp*. Includes a crescendo line from 140 to 147.

148 **Q**

Musical staff 148-153: Treble clef, 4/4 time. Measures 148-153. Features a complex rhythmic pattern with many eighth notes and accents.

154 **P**

154 **P**

Musical staff 154-161: Treble clef, 4/4 time. Measures 154-161. Dynamics: *mf*. Includes a **P** marking above measure 154.

162 **Q**

162 **Q**

Musical staff 162-168: Treble clef, 4/4 time. Measures 162-168. Dynamics: *f*. Includes a **Q** marking above measure 162 and a crescendo line from 162 to 168.

169

169

Musical staff 169-175: Treble clef, 4/4 time. Measures 169-175. Dynamics: *ff*.

176 **R**

176 **R**

Musical staff 176-191: Treble clef, 4/4 time. Measures 176-191. Dynamics: *mp*. Includes an 8-measure rest in measure 176 and a **R** marking above measure 176.

192 **S**

192 **S**

Musical staff 192-209: Treble clef, 4/4 time. Measures 192-209. Dynamics: *f*, *f*, *ff*. Includes a 3-measure rest in measure 192 and a **S** marking above measure 192.

200 **T**

200 **T**

Musical staff 200-208: Treble clef, 4/4 time. Measures 200-208. Dynamics: *f*.

209 **U**

209 **U**

Musical staff 209-214: Treble clef, 4/4 time. Measures 209-214. Dynamics: *ff*. Includes a **U** marking above measure 209.

215

215

Musical staff 215-221: Treble clef, 4/4 time. Measures 215-221. Dynamics: *f*.

Cor en Fa IV

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degouée

MORROWIND "Main Theme"

♩ = 80

4 (A) 13

19 (B)

26

33 (C) f

41 7

SKYRIM "Far Horizon"

52 (D) ♩ = 70 (E) 8 (F) f

73 (G) mp f

83 (H) 8 f

97 (I) 8 (K) mp

113 (L) f

123 (M) 9 (N) ♩ = 70 SKYRIM "Dragonborn" 8

Elder Scroll Themes

Cor en Fa IV

2

140

mp mf mp

Musical staff 140-147: Treble clef, 8 measures. Dynamics: mp, mf, mp.

148 (O)

Musical staff 148-155: Treble clef, 8 measures. Circled letter O above the staff.

156 (P)

156 (P) mf

Musical staff 156-163: Treble clef, 8 measures. Circled letter P above the staff. Dynamic: mf.

164 (Q)

164 (Q) f

Musical staff 164-171: Treble clef, 8 measures. Circled letter Q above the staff. Dynamic: f.

170

170 ff

Musical staff 170-175: Treble clef, 6 measures. Dynamic: ff.

176 (R)

176 (R) 8 mp

Musical staff 176-191: Treble clef, 16 measures. Circled letter R above the staff. Measure 176-183 is an 8-measure rest. Dynamic: mp.

192 (S)

192 (S) f 3 ff

Musical staff 192-207: Treble clef, 16 measures. Circled letter S above the staff. Measure 192-194 is a 3-measure rest. Dynamics: f, ff.

200 (T)

200 (T)

Musical staff 200-207: Treble clef, 8 measures. Circled letter T above the staff.

208 (U)

208 (U) ff

Musical staff 208-214: Treble clef, 7 measures. Circled letter U above the staff. Dynamic: ff.

215

Musical staff 215-222: Treble clef, 8 measures.

Elder Scroll Themes

Piano

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussé

MORROWIND "Main Theme"

♩ = 80

(A)

Musical notation for section A of Morrowind Main Theme, measures 1-17. The score is in 3/4 time with a key signature of two flats. It features a piano accompaniment with a steady bass line and a treble line of chords. The dynamic is marked *p*.

18

(B)

Musical notation for section B of Morrowind Main Theme, measures 18-32. The score continues with the same piano accompaniment. The dynamic is marked *mf*.

33

(C)

Musical notation for section C of Morrowind Main Theme, measures 33-47. The score continues with the same piano accompaniment.

SKYRIM "Far Horizon"

(D) ♩ = 70

Musical notation for section D of Skyrim Far Horizon, measures 48-59. The score changes to 4/4 time. The bass line features a rhythmic pattern of eighth notes, while the treble line has chords. The dynamic is marked *mp*.

60

(E)

Musical notation for section E of Skyrim Far Horizon, measures 60-67. The score continues with the same piano accompaniment.

68

(F)

Musical notation for section F of Skyrim Far Horizon, measures 68-75. The score continues with the same piano accompaniment. The dynamic is marked *f*.

76

(G)

Musical notation for section G of Skyrim Far Horizon, measures 76-81. The score continues with the same piano accompaniment. The dynamic is marked *mf*.

82

(H)

Musical notation for section H of Skyrim Far Horizon, measures 82-90. The score continues with the same piano accompaniment. The dynamic is marked *p*.

Elder Scroll Themes
Piano

2

91 **I**

Musical notation for measures 91-98. Treble clef, piano (p), eighth-note chords.

99 **I**

Musical notation for measures 99-106. Treble clef, mezzo-forte (mf), eighth-note chords.

107 **K**

Musical notation for measures 107-114. Treble clef, eighth-note chords.

115 **L**

Musical notation for measures 115-122. Treble clef, piano (p), eighth-note chords.

123 **M**

N ♩. = 70

Musical notation for measures 123-141. Treble clef, piano (p) to mezzo-piano (mp), eighth-note chords.

142 **O**

Musical notation for measures 142-151. Treble clef, mezzo-forte (mf) to mezzo-piano (mp), eighth-note chords.

152

Musical notation for measures 152-155. Treble clef, eighth-note chords.

156 **P**

Q

Musical notation for measures 156-167. Treble clef, piano (p) to fortissimo (ff), eighth-note chords.

168

Musical notation for measures 168-175. Treble clef, fortissimo (ff), eighth-note chords.

Elder Scroll Themes
Piano

176 **(R)**

7 7 *mf* *p*

192 **(S)**

f *f*

199 **(T)**

ff *ff*

205

212 **(U)**

ff *f*

217

Elder Scroll Themes

Trompette en Sib I

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

$\text{♩} = 80$

Musical notation for the first system of the Morrowind 'Main Theme'. It consists of two staves. The first staff has a treble clef, a key signature of two flats (Bb, Eb), and a 3/4 time signature. It contains measures 4, 13, and 12. The second staff continues the melody. Dynamics include *mf* and *ff*.

Musical notation for the second system of the Morrowind 'Main Theme', starting at measure 33. It features a treble clef, two flats key signature, and 3/4 time signature. Dynamics include *mf*.

Musical notation for the third system of the Morrowind 'Main Theme', starting at measure 42. It features a treble clef, two flats key signature, and 3/4 time signature. The system ends with a double bar line and a 4/4 time signature change.

SKYRIM "Far Horizon"

52 $\text{♩} = 70$

Musical notation for the first system of the Skyrim 'Far Horizon'. It starts at measure 52 with a treble clef, a key signature of one flat (Bb), and a 4/4 time signature. Dynamics include *mf*.

Musical notation for the second system of the Skyrim 'Far Horizon', starting at measure 60. It features a treble clef, one flat key signature, and 4/4 time signature.

Musical notation for the third system of the Skyrim 'Far Horizon', starting at measure 68. It features a treble clef, one flat key signature, and 4/4 time signature. Dynamics include *f*.

Musical notation for the fourth system of the Skyrim 'Far Horizon', starting at measure 76. It features a treble clef, one flat key signature, and 4/4 time signature. Measures 6, 8, and 10 are marked. Dynamics include *f*.

Musical notation for the fifth system of the Skyrim 'Far Horizon', starting at measure 94. It features a treble clef, one flat key signature, and 4/4 time signature.

Musical notation for the sixth system of the Skyrim 'Far Horizon', starting at measure 99. It features a treble clef, one flat key signature, and 4/4 time signature. Measures 8 and 3 are marked. Dynamics include *mf*.

Musical notation for the seventh system of the Skyrim 'Far Horizon', starting at measure 115. It features a treble clef, one flat key signature, and 4/4 time signature. Dynamics include *f*.

SKYRIM "Dragonborn"

Musical notation for the eighth system of the Skyrim 'Dragonborn'. It starts at measure 123 with a treble clef, a key signature of one sharp (F#), and a 6/8 time signature. Measures 9 and 8 are marked. Dynamics include *f*.

Elder Scroll Themes

Trompette en Sib I

2

140



mp mf mp f

Musical staff 140-147: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with dynamic markings *mp*, *mf*, *mp*, and *f*. A crescendo hairpin is shown under the first two measures, and a decrescendo hairpin is shown under the last two measures.

148



Musical staff 148-154: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. A circled letter 'O' is placed above the first measure.

155



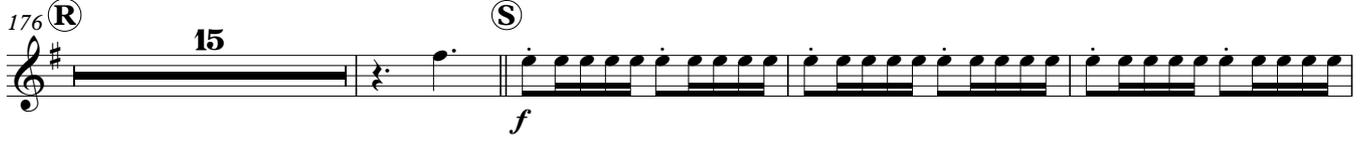
155



161



168



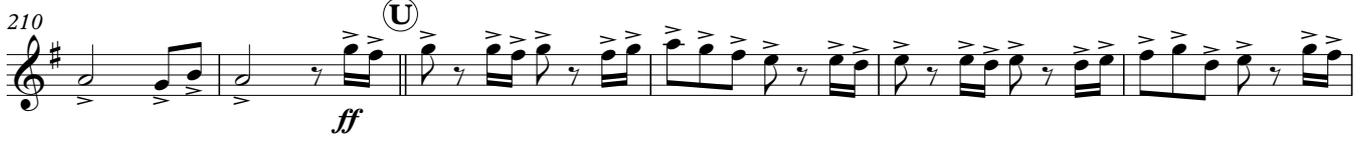
176



195



200



210



216

Musical staff 155-160: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. A circled letter 'P' is placed above the first measure. Dynamic markings *mp* are present.

Musical staff 161-167: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. A circled letter 'Q' is placed above the fourth measure. Dynamic marking *f* is present.

Musical staff 168-175: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. Dynamic marking *ff* is present.

Musical staff 176-194: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. A circled letter 'R' is placed above the first measure, and a circled letter 'S' is placed above the fifth measure. A number '15' is written above the first measure. Dynamic marking *f* is present.

Musical staff 195-199: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. Dynamic marking *ff* is present.

Musical staff 200-209: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. A circled letter 'T' is placed above the first measure.

Musical staff 210-215: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents. A circled letter 'U' is placed above the fourth measure. Dynamic marking *ff* is present.

Musical staff 216-222: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes with accents.

Elder Scroll Themes

Trompette en Sib II

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

Ⓐ

4

Ⓑ

13

33 Ⓒ

42

SKYRIM "Far Horizon"

52 Ⓓ ♩ = 70

Ⓔ

8

Ⓕ

7

Ⓖ

71

76 Ⓖ

6

Ⓗ

8

Ⓙ

94

99 Ⓚ

8

Ⓛ

6

115 Ⓛ

SKYRIM "Dragonborn"

123 Ⓜ

9

Ⓝ ♩ = 70

8

Elder Scroll Themes
Trompette en Si \flat II

2

140

mp mf mp f

Musical staff 140-147: Treble clef, key signature of one sharp (F#). The staff contains a sequence of notes: quarter notes, half notes, and a dotted half note. Dynamics are marked as mp, mf, mp, and f. A crescendo hairpin is shown under the first three measures.

148 **Q**

Musical staff 148-155: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A circled 'Q' is above the first measure.

156 **P**

mp mp

Musical staff 156-161: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A circled 'P' is above the first measure. Dynamics are marked as mp and mp.

162 **Q**

f

Musical staff 162-167: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A circled 'Q' is above the first measure. A dynamic marking of f is below the staff.

168

ff

Musical staff 168-175: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A dynamic marking of ff is below the staff.

176 **R** 15 **S**

f

Musical staff 176-194: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A circled 'R' is above the first measure, and a circled 'S' is above the 15th measure. A dynamic marking of f is below the staff.

195

ff

Musical staff 195-199: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A dynamic marking of ff is below the staff.

200 **I**

Musical staff 200-209: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A circled 'I' is above the first measure.

210 **U**

ff

Musical staff 210-215: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents. A circled 'U' is above the first measure. A dynamic marking of ff is below the staff.

216

Musical staff 216-220: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth and sixteenth notes with accents.

Elder Scroll Themes

Trompette en Sib III

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

Ⓐ

4

13

Ⓑ

12

33 Ⓒ

42

SKYRIM "Far Horizon"

52 Ⓓ ♩ = 70

Ⓔ

8

7

Ⓕ

71

76 Ⓖ

6

Ⓖ

8

Ⓗ

94

99 Ⓙ

8

Ⓚ

6

Ⓛ

118

SKYRIM "Dragonborn"

123 Ⓜ

9

Ⓝ

♩ = 70

8

Elder Scroll Themes
Trompette en Si \flat III

2

140

mp mf mp f

Musical staff 140-147: Treble clef, key signature of one sharp (F#). The staff contains a sequence of half notes: G4, A4, B4, C5, B4, A4, G4, F#4. Dynamics are marked as mp, mf, mp, and f.

148

Musical staff 148-154: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. A circled letter 'O' is above the first measure.

155

155

mp

Musical staff 155-160: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. A circled letter 'P' is above the first measure. Dynamics are marked as mp.

161

161

f

Musical staff 161-167: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. A circled letter 'Q' is above the first measure. Dynamics are marked as f.

168

168

ff

Musical staff 168-175: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. Dynamics are marked as ff.

176

15

176

f

Musical staff 176-194: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. A circled letter 'R' is above the first measure, and a circled letter 'S' is above the 15th measure. Dynamics are marked as f.

195

195

ff

Musical staff 195-200: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. Dynamics are marked as ff.

200

200

Musical staff 200-209: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. A circled letter 'I' is above the first measure.

210

210

ff

Musical staff 210-215: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending. A circled letter 'U' is above the first measure. Dynamics are marked as ff.

216

216

Musical staff 216-221: Treble clef, key signature of one sharp (F#). The staff contains a sequence of eighth notes with accents, starting with G4 and moving up to C5, then descending.

Elder Scroll Themes

Trombone I

"Morrowind Main Theme"

Musique de Jeremy Soule

MORROWIND "Main Theme"

"Far Horizon Skyrim"

Arrangement de Christophe Degousee

"Dragonborn Skyrim"

$\text{♩} = 80$

A

p

15

B

mf

24

C

33

41

D $\text{♩} = 70$

p

60

E

68

F

f

76

G

mp

f

83

H

f

97

I

f

J

K

Elder Scroll Themes

Trombone I

2

113 **L**

f SKYRIM "Dragonborn"

123 **M** **N** ♩. = 70

p

138

mp *mf* *mp*

O

148

p

P **6**

164 **Q**

f

171 **R** **8**

ff *mp*

188 **S**

f

195

ff

200 **T**

212 **U**

ff

217

Elder Scroll Themes

Trombone II

"Morrowind Main Theme"
"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

(A)

4

Musical staff for measures 1-14. The staff is in bass clef with a key signature of two flats (B-flat and E-flat). The time signature is 3/4. A repeat sign with a first ending bracket is shown above the staff. The dynamic marking *p* is placed below the staff.

15

(B)

Musical staff for measures 15-23. The staff is in bass clef with a key signature of two flats. The dynamic marking *mf* is placed below the staff.

24

Musical staff for measures 24-32. The staff is in bass clef with a key signature of two flats. The dynamic marking *f* is placed below the staff.

33

(C)

Musical staff for measures 33-40. The staff is in bass clef with a key signature of two flats. The dynamic marking *f* is placed below the staff.

41

Musical staff for measures 41-51. The staff is in bass clef with a key signature of two flats. The time signature changes to 4/4 at the end of the staff. The dynamic marking *f* is placed below the staff.

SKYRIM "Far Horizon"

52

(D) ♩ = 70

Musical staff for measures 52-59. The staff is in bass clef with a key signature of two flats. The time signature is 4/4. The dynamic marking *p* is placed below the staff.

60

(E)

Musical staff for measures 60-67. The staff is in bass clef with a key signature of two flats. The dynamic marking *f* is placed below the staff.

68

(F)

Musical staff for measures 68-75. The staff is in bass clef with a key signature of two flats. The dynamic marking *f* is placed below the staff.

76

(G)

Musical staff for measures 76-82. The staff is in bass clef with a key signature of two flats. The dynamic marking *mp* is placed below the staff.

83

(H)

8

Musical staff for measures 83-96. The staff is in bass clef with a key signature of two flats. A repeat sign with a first ending bracket is shown above the staff. The dynamic marking *f* is placed below the staff.

97

(I)

8

(K)

6

Musical staff for measures 97-102. The staff is in bass clef with a key signature of two flats. A repeat sign with a first ending bracket is shown above the staff. The dynamic marking *f* is placed below the staff.

Elder Scroll Themes

2

Trombone II

113 **(L)**
Musical notation for measures 113-122. Includes dynamic marking *f* and a box labeled "SKYRIM 'Dragonborn'".

123 **(M)** **(N)** $\text{♩} = 70$
Musical notation for measures 123-137. Includes dynamic marking *p* and a measure rest of 9.

138
Musical notation for measures 138-147. Includes dynamic markings *mp* and *mf*.

148 **(O)**
Musical notation for measures 148-153. Includes dynamic marking *mp*.

154 **(P)** 6
Musical notation for measures 154-163. Includes dynamic marking *p* and a measure rest of 6.

164 **(Q)**
Musical notation for measures 164-170. Includes dynamic marking *f*.

171 **(R)** 7
Musical notation for measures 171-186. Includes dynamic markings *ff* and *pp < p*, and a measure rest of 7.

187 **(S)**
Musical notation for measures 187-194. Includes dynamic markings *p* and *f*.

195
Musical notation for measures 195-199. Includes dynamic marking *ff*.

200 **(T)**
Musical notation for measures 200-211.

212 **(U)**
Musical notation for measures 212-216.

217
Musical notation for measures 217-222.

Elder Scroll Themes

Trombone III

"Morrowind Main Theme"
"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

(A)

4

Musical staff for measure 15, starting with a 3/4 time signature and a key signature of two flats. The staff contains a whole rest followed by a series of quarter notes: G2, F2, E2, D2, C2, B1, A1, G1, F1, E1, D1, C1. A dynamic marking of *p* is placed below the staff.

15

(B)

Musical staff for measure 24, continuing from the previous staff. It contains a series of quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0. A dynamic marking of *mf* is placed below the staff.

24

33 (C)

Musical staff for measure 33, containing eighth notes and quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0, B0, A0, G0, F0, E0, D0, C0. A dynamic marking of *f* is placed below the staff.

41

Musical staff for measure 41, containing quarter notes and half notes with slurs: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0, B0, A0, G0, F0, E0, D0, C0. The staff ends with a double bar line and a 4/4 time signature.

SKYRIM "Far Horizon"

52 (D)

♩ = 70

Musical staff for measure 52, starting with a 4/4 time signature and a key signature of two flats. The staff contains a series of quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0. A dynamic marking of *p* is placed below the staff.

60 (E)

Musical staff for measure 60, containing quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0. A dynamic marking of *f* is placed below the staff.

68 (F)

Musical staff for measure 68, containing quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0. A dynamic marking of *f* is placed below the staff.

76 (G)

Musical staff for measure 76, containing quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0. A dynamic marking of *mp* is placed below the staff.

83 (H)

8

Musical staff for measure 83, starting with a whole rest followed by a series of quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0. A dynamic marking of *f* is placed below the staff.

97

(I)

8

(K)

6

Musical staff for measure 97, containing quarter notes: G1, F1, E1, D1, C1, B0, A0, G0, F0, E0, D0, C0. The staff ends with a double bar line.

Elder Scroll Themes
Trombone III

2

113 **(L)**

123 **(M)** **(N)** $\text{♩} = 70$

138

148 **(O)**

154 **(P)** **(Q)**

164 **(Q)**

171 **(R)** **(S)**

187 **(S)**

195

200 **(T)**

212 **(U)** **(V)**

217

Elder Scroll Themes

Trombone basse

MORROWIND "Main Theme"

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

♩ = 80
4 (A) 4

15

(B)

23

31

(C)

38

44

SKYRIM "Far Horizon"

52 (D) ♩ = 70

(E)

(F)

73

(G)

83

(H)

(I)

97

(I)

(K)

115 (L)

123 (M)

9

Elder Scroll Themes

Trombone basse

2 SKYRIM "Dragonborn"

132 $\text{♩} = 70$

Musical staff 1: Measures 132-142. Bass clef, 6/8 time signature. Dynamics: *p* (piano) at the start, *mf* (mezzo-forte) at the end. The music consists of a steady eighth-note accompaniment.

143

Musical staff 2: Measures 143-150. Bass clef, 6/8 time signature. Dynamics: *f* (forte) at the end. A circled letter 'O' is placed above the staff at measure 148. The music continues with eighth notes.

151

Musical staff 3: Measures 151-155. Bass clef, 6/8 time signature. The music continues with eighth notes.

156 \textcircled{P}

Musical staff 4: Measures 156-168. Bass clef, 6/8 time signature. Dynamics: *f* (forte) at the start. A circled letter 'Q' is placed above the staff at measure 158. A thick black bar with the number '8' is placed over measures 156-157. The music continues with eighth notes.

169

Musical staff 5: Measures 169-175. Bass clef, 6/8 time signature. Dynamics: *ff* (fortissimo) at the end. The music continues with eighth notes.

176 \textcircled{R}

Musical staff 6: Measures 176-191. Bass clef, 6/8 time signature. Dynamics: *pp* (pianissimo) and *p* (piano). A circled letter 'R' is placed above the staff at measure 176. A thick black bar with the number '7' is placed over measures 176-182. The music continues with eighth notes.

192 \textcircled{S}

Musical staff 7: Measures 192-197. Bass clef, 6/8 time signature. Dynamics: *f* (forte) at the start. A circled letter 'S' is placed above the staff at measure 192. The music continues with eighth notes.

198

Musical staff 8: Measures 198-209. Bass clef, 6/8 time signature. Dynamics: *ff* (fortissimo) at the start. A circled letter 'T' is placed above the staff at measure 198. The music continues with eighth notes.

210

Musical staff 9: Measures 210-215. Bass clef, 6/8 time signature. A circled letter 'U' is placed above the staff at measure 210. The music continues with eighth notes.

216

Musical staff 10: Measures 216-221. Bass clef, 6/8 time signature. The music continues with eighth notes.

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

Ⓐ

4 4

p

15

Ⓑ

mf

24

33

Ⓒ

f

SKYRIM "Far Horizon"

♩ = 70

Ⓓ

45

7 7

Ⓔ

mf

64

Ⓕ

f

72

Ⓖ

mp

81

Ⓗ

8

Ⓙ

f

f

94

99

Ⓚ

7

Elder Scroll Themes

Baryton

2

106 **(K)**
mf

115 **(L)**
f

123 **(M)**
mp

SKYRIM "Dragonborn"

132 **(N)** ♩ = 70
p

144 **(O)**
f

154 **(P)**
p

162 **(Q)** 12 **(R)** 8 *mp*

188 **(S)** 4 *f* *ff*

200 **(T)**

211 **(U)**
ff

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degousee

MORROWIND "Main Theme"

♩ = 80

(A)

4

12

19 (B)

26

33 (C)

41

SKYRIM "Far Horizon"

52 (D) ♩ = 70

p

60 (E)

68 (F)

f

76 (G)

mp

f

83 (H)

8

(I)

f

99 (J)

8

(K)

6

Elder Scroll Themes

Basse Sib

2

113 **L**

f

123 **M**

mp

SKYRIM "Dragonborn"

132 **N** ♩. = 70

p *mf*

144 **O**

f

155 **P** 8 **Q** 12 **R** 7

pp < p

190 **S**

p *f*

199 **T**

ff

205

212 **U**

f

217

Elder Scroll Themes

Timbales

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degoussée

MORROWWIND "Main Theme"

F - C $\text{♩} = 80$

Musical score for Morrowind "Main Theme" in bass clef, 3/4 time, key of B-flat major. The score consists of 46 measures. It begins with a dynamic marking of *mf* and a circled letter 'A'. The melody is simple, with a few rests. The accompaniment consists of eighth notes. A circled letter 'B' appears at measure 19, and a circled letter 'C' at measure 33. The dynamic marking changes to *f* at measure 40. The piece ends at measure 46 with a double bar line and a key signature change to B-flat major.

SKYRIM "Far Horizon"

D $\text{♩} = 70$

Musical score for Skyrim "Far Horizon" in bass clef, 4/4 time, key of B-flat major. The score consists of 123 measures. It begins with a dynamic marking of *p* and a circled letter 'D'. The melody is simple, with a few rests. The accompaniment consists of eighth notes. A circled letter 'E' appears at measure 52, and a circled letter 'G' at measure 68. A circled letter 'H' appears at measure 83, and a circled letter 'K' at measure 99. A circled letter 'L' appears at measure 118, and a circled letter 'M' at measure 123. The dynamic marking changes to *f* at measure 68. The piece ends at measure 123 with a double bar line and a key signature change to B-flat major.

Elder Scroll Themes

2

SKYRIM "Dragonborn"

Timbales

132 **(N)** ♩. = 70

Musical staff 132-139: Bass clef, 6/8 time signature, mp dynamic. The staff contains a sequence of eighth notes with rests, starting on a low G and moving up stepwise.

140

Musical staff 140-147: Bass clef, 6/8 time signature. The staff contains a sequence of eighth notes with rests, continuing the pattern from the previous staff.

148 **(O)**

Bb - D

8

(P)

8

(Q)

Musical staff 148-168: Bass clef, 6/8 time signature, f dynamic. The staff contains two measures of whole notes (labeled 8) and then a sequence of eighth notes with accents.

169

Musical staff 169-175: Bass clef, 6/8 time signature. The staff contains a sequence of eighth notes with accents, continuing the pattern from the previous staff.

176 **(R)**

G - Bb - C - D

14

(S)

Musical staff 176-196: Bass clef, 6/8 time signature, f dynamic. The staff contains a measure of a whole note (labeled 14) and then a sequence of eighth notes.

197

(T)

Musical staff 197-202: Bass clef, 6/8 time signature, ff dynamic. The staff contains a sequence of eighth notes, including a triplet of eighth notes.

203

Musical staff 203-206: Bass clef, 6/8 time signature. The staff contains a sequence of eighth notes, including a triplet of eighth notes.

207

Musical staff 207-211: Bass clef, 6/8 time signature. The staff contains a sequence of eighth notes, including a triplet of eighth notes.

212 **(U)**

Musical staff 212-215: Bass clef, 6/8 time signature. The staff contains a sequence of eighth notes, including a triplet of eighth notes.

216

Musical staff 216-219: Bass clef, 6/8 time signature. The staff contains a sequence of eighth notes, including a triplet of eighth notes.

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussé

MORROWIND "Main Theme"

♩ = 80

11 *mf*

18 **(B)**

24 *mf*

30 **(C)**

36 *f*

42

Detailed description: This section contains the first 42 measures of the 'Morrowind Main Theme'. It is written for a drum set in 3/4 time with a tempo of 80 BPM. The score starts with a melody on the snare drum (measures 11-17) and transitions to a complex, multi-layered rhythmic pattern involving the snare, hi-hat, and cymbals (measures 18-42). Dynamic markings range from mezzo-forte (mf) to forte (f). Section markers B, C, and D are placed at measures 18, 30, and 36 respectively.

SKYRIM "Far Horizon"

(D) ♩ = 70

51 **(D)** 8 **(E)** 8 **(F)**

70

74 **(G)** 6

83 **(H)** 7 **(I)**

94

99 **(J)** 8 **(K)** 8 **(L)**

118

121 **(M)** 9

Detailed description: This section contains the 'Far Horizon' theme from Skyrim, starting at measure 51. It is written for a drum set in 4/4 time with a tempo of 70 BPM. The score features a mix of melodic lines and complex rhythmic patterns. Notable elements include a long 8-measure rest (measures 56-63), a 6-measure rest (measures 75-80), and a 7-measure rest (measures 84-90). Dynamic markings include forte (f). Section markers H through M are placed at measures 83, 99, and 121 respectively.

Elder Scroll Themes

Batterie

2

SKYRIM "Dragonborn"

132 **(N)** ♩. = 70

132 **(N)** ♩. = 70
mp

140

140

146

146 **(O)** Charley Semi-ouvert
f

154

154 **(P)** 8 **(Q)**
f

168

168

176 **(R)**

176 **(R)** 16 **(S)**
f

199

199 **(T)**
ff

206

206

212 **(U)**

212 **(U)**

217

217

Elder Scroll Themes

"Morrowind Main Theme"

"Far Horizon Skyrim"

"Dragonborn Skyrim"

Musique de Jeremy Soule

Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

8 (A)

mf

10

19 (B)

mf

28 (C)

f

38

45

SKYRIM "Far Horizon"

52 (D) ♩ = 70

8 (E) 8 (F) 8

76 (G) 6 (H) 8 (I) 8

99 (J) 8 (K) 8 (L) 8

123 (M) 9 6

Elder Scroll Themes

Tom Basse

2

SKYRIM "Dragonborn"

132 **(N)** ♩. = 70

Musical staff 132-142: 6/8 time signature, *mp* dynamics. The staff contains a sequence of eighth notes with stems pointing up, followed by quarter notes with stems pointing down. A circled 'N' is above the first measure.

143

Musical staff 143-150: Continuation of the eighth-note pattern. At measure 148, there is a circled 'O' above the staff and a *f* dynamic marking below it. The staff then transitions to a series of beamed eighth notes.

151

Musical staff 151-155: Continuation of the beamed eighth-note pattern.

156 **(P)**

Musical staff 156-163: A series of quarter notes with stems pointing down. At the end of the staff, there is a circled 'P' above the staff, a *mf* dynamic marking below it, and a fermata with the number '2' above it.

164 **(Q)**

Musical staff 164-169: A series of eighth notes with stems pointing up, each with an accent (>) above it.

170

Musical staff 170-175: Continuation of the eighth-note pattern with accents.

176 **(R)**

Musical staff 176-195: A long fermata with the number '16' above it, followed by a circled 'S' above the staff and a *f* dynamic marking below it. The staff then contains a series of beamed eighth notes with accents.

196

Musical staff 196-205: Continuation of the beamed eighth-note pattern with accents.

200 **(T)**

Musical staff 200-205: Continuation of the beamed eighth-note pattern with accents. A circled 'T' is above the first measure, and a *ff* dynamic marking is below the first measure.

206

Musical staff 206-210: Continuation of the beamed eighth-note pattern with accents.

211 **(U)**

Musical staff 211-215: Continuation of the beamed eighth-note pattern with accents. A circled 'U' is above the first measure, and a *ff* dynamic marking is below the first measure.

216

Musical staff 216-220: Continuation of the beamed eighth-note pattern with accents.

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

8 **(A)**

mf

10

19 **(B)**

mf

28 **(C)**

f

38

45

SKYRIM "Far Horizon"

♩ = 70

52 **(D)**

p

60 **(E)**

f

68 **(F)**

f

76 **(G)**

f

93

99 **(J)**

f

Elder Scroll Themes

Grosse caisse

2

115 **L**
f

123 **M** **N** ♩ = 70
9 *mp*

SKYRIM "Dragonborn"

139

148 **O**
f

156 **P**
mf

2

164 **Q**

175 **R** **S**
16 *f*

199 **T**
ff

208 **U**
ff

214

Elder Scroll Themes

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussé

MORROWIND "Main Theme" $\text{♩} = 80$

19 **(B)**

33 **(C)**

SKYRIM "Far Horizon" $\text{♩} = 70$

52 **(D)**

68 **(F)**

91 **(I)**

107 **(K)**

SKYRIM "Dragonborn" $\text{♩} = 70$

123 **(M)**

148 **(O)**

156 **(P)**

164 **(Q)**

176 **(R)**

192 **(S)**

(A) 4 3 3 5

(B) 3 3 5

(C) 3 3 3 7

(D) 7 3 3

(E) 3 3

(F) 8 6 7

(G) 6

(H) 7

(I) 3 4 8

(J) 6 2 3

(K) 6 2 3

(L) 2 3

(M) 9 6 3 3 3 3

(N) 6 3 3 3 3

(O) *f* *mf*

(P)

(Q) 4 3

(R) 6 2

(S) 8 11 9

p *f* *mp* *mf* *ff*

Elder Scroll Themes

Maracas

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussée

MORROWIND "Main Theme"

♩ = 80

4

(A)

4

12 *p*

17 (B)

22 *mf*

27 2

33 (C)

38 *f*

42 7 4/4

SKYRIM "Far Horizon"

♩ = 70

4/4

8

(D)

(E)

p

63

(F)

mf

72

(G)

6

(H)

8

(I)

8

Elder Scroll Themes

Maracas

2

99 **I** 8 **K** 8 **L** 7

123 **M** 9 **N** $\text{♩} = 70$

SKYRIM "Dragonborn"

137

143

148 **O**

f

153 **P** 8

164 **Q** 12 **R** 16 **S** 8

200 **T** 12 **U** 9

Elder Scroll Themes

Glockenspiel

"Morrowind Main Theme"
"Far Horizon Skyrim"
"Dragonborn Skyrim"

Musique de Jeremy Soule
Arrangement de Christophe Degoussé

MORROWIND "Main Theme"

♩ = 80

3 (A) *p*

11 *mf*

19 (B)

29 (C) *f*

39 4

SKYRIM "Far Horizon"

♩ = 70

52 (D) 8 (E) *mf*

68 (F) *f*

76 (G) *mf*

83 (H) 8 (I) 8 (J) 8 (K) *mf*

111 (L) *f*

121 (M) *mp*

SKYRIM "Dragonborn"

♩ = 70

129 (N) 16 (O) 8

156 (P) 8 (Q) 12 (R) 16 (S) 8

200 (T) 12 (U) 9

Elder Scroll Themes

Basse Ut

107 **(K)**

Musical staff for measure 107, marked *p*. The staff shows a sequence of six half notes: G2, F2, E2, D2, C2, B1, followed by a half note G1 tied to the next measure.

115 **(L)**

Musical staff for measure 115, marked *f*. The staff shows a sequence of eight notes: G2, F2, E2, D2, C2, B1, A1, G1.

123 **(M)**

Musical staff for measure 123, marked *mp*. The staff shows a sequence of seven notes: G2, F2, E2, D2, C2, B1, A1.

mp
SKYRIM "Dragonborn"

132 **(N)** ♩. = 70

Musical staff for measure 132, marked *p*. The staff shows a sequence of notes in a 6/8 time signature, marked *mf* at the end.

144 **(O)**

Musical staff for measure 144, marked *f*. The staff shows a sequence of notes with a crescendo hairpin.

154 **(P)**

Musical staff for measure 154, marked *f*. The staff shows a sequence of notes with a fermata over measure 154 and a repeat sign.

168 **(Q)**

Musical staff for measure 168, marked *ff*. The staff shows a sequence of notes with a crescendo hairpin.

176 **(R)**

Musical staff for measure 176, marked *p*. The staff shows a sequence of notes with a fermata over measure 176.

192 **(S)**

Musical staff for measure 192, marked *f*. The staff shows a sequence of notes with a crescendo hairpin.

200 **(T)**

Musical staff for measure 200, marked *ff*. The staff shows a sequence of notes with a crescendo hairpin.

205 **(U)**

Musical staff for measure 205, marked *f*. The staff shows a sequence of notes with a crescendo hairpin.

212 **(V)**

Musical staff for measure 212, marked *f*. The staff shows a sequence of notes with a crescendo hairpin.

217 **(W)**

Musical staff for measure 217, marked *f*. The staff shows a sequence of notes with a crescendo hairpin.