

normal song name

Pesterquest OST

James Roach

$\text{♩} = 60$
Rex Duodecim Angelus

Piano 1: Treble clef, 4/4 time. Starts with a piano (*p*) dynamic and a *ℳ* (ritardando) marking. The melody consists of quarter and eighth notes. A *mf* dynamic marking appears in the fourth measure.

Piano 2: Bass clef, 4/4 time. Remains silent throughout the piece.

Violoncello: Bass clef, 4/4 time. Remains silent until the fourth measure, where it begins with a *mf* dynamic and a *pizz.* (pizzicato) marking. The part features eighth and quarter notes.

Penumbra Phantasm

6

Glock.: Treble clef, 4/4 time. Features a triplet of eighth notes starting in the third measure, marked with *mp*.

Pno. 1: Treble clef, 4/4 time. Starts with a *ℳ* (ritardando) marking. The melody consists of quarter and eighth notes.

Pno. 2: Bass clef, 4/4 time. Features a melodic line with quarter and eighth notes. A **Sburban Jungle** marking is placed above the staff.

Vc.: Bass clef, 4/4 time. Features a melodic line with quarter and eighth notes.

St.: Treble and Bass clefs, 4/4 time. Features a *ppp* (pianissimo) dynamic marking and sustained chords in both staves.

9

Pno. 1 (Red.)

Pno. 2

Vc. pizz.

St.

12

Glock. *mf*

Pno. 1 (Red.)

Pno. 2

Pno. 3 *mp* (Red.)

Vc.

St.

D. Set

Unite Synchronization

Upward Movement

3

14

Glock.

Pno. 1
(*rit.*)

Pno. 2

Pno. 3
(*rit.*)

D. Set

16

Glock.

Pno. 1
(*rit.*)

Pno. 2

Pno. 3
(*rit.*)

D. Set

18

Glock.

Pno. 1
(*rit.*)

Pno. 2

Pno. 3
(*rit.*)

D. Set

mf

Homestuck Anthem

20

Glock.

Pno. 1

Pno. 3

St.

D. Set

mp

(Red.)

mp

3

22

Glock.

Pno. 1

Pno. 2

Pno. 3

St.

3 3 3 3

(Red.)

WORST END

p

(Red.)

p

pppppp

26

Pno. 1

Pno. 3

(Red.)

pp