

AARON D. MCMICHAEL

THE DUNGEON MASTER CONCERT BAND

INSTRUMENTATION:

8	Flute	1	Timpani
2	Oboe	1	Glockenspiel
4	Clarinet in Bb 1		
4	Clarinet in Bb 2	2	Percussion 1: Snare Drum
2	Bass Clarinet		Bass Drum
2	Bassoon		
4	Alto Sax	2	Percussion 2: Crash Cymbals
2	Tenor Sax		Suspended Cymbal
1	Baritone Sax		Mark Tree
4	Trumpet in Bb 1		
4	Trumpet in Bb 2		
4	Horn in F		
4	Trombone		
2	Euphonium (T.C.)		
2	Euphonium (B.C.)		
4	Tuba		



**TUX PEOPLE'S
MUSIC.**

ABOUT:

A daring escape awaits any who enter the dungeon! This piece's meter and key, intended for young bands, offer an excellent learning opportunity for articulation and dynamics while featuring any percussion section of any size!

FROM THE COMPOSER:

Imagine: You are trapped in a dungeon and the master is coming after you. Follow the paths in the deep underworld and escape through the end of the tunnel before you are captured!

This piece was written for late 6th to early 7th grade band students. Written in 4/4 time and in the key of B flat major, this piece is meant to help your students with music reading, and there are plenty of opportunities for dynamics and articulations! Don't forget to showcase your percussion section as well - you may double as many players as needed or add other similar-sounding percussion instruments to any of the provided parts.

DURATION: 1'50"



Scan to let the composer know that you are playing their piece!



Scan to learn more about this composer!

First printing, May 2024

Additional parts are available for purchase from the publisher online.



**TUX PEOPLE'S
MUSIC.**

THE DUNGEON MASTER

for Concert Band

Aaron D. McMichael
2021

Transposed
Score

♩ = 120

Flute

Oboe

1
Clarinet in B \flat

2

Bass Clarinet

Bassoon

Alto Sax

Tenor Sax

Baritone Sax

1
Trumpet in B \flat

2

Horn in F

Trombone

Euphonium

Tuba

Glockenspiel

Percussion 1
Snare Drum
Bass Drum

Percussion 2
Crash Cymbals
Suspended Cymbal

Percussion 3
Roto-toms (2)
(Opt. Tom-toms)

1 2 3 4 5 6

9

Musical score for 'The Dungeon Master' featuring various instruments and a large red watermark. The score is arranged in a standard orchestral format with multiple staves. The instruments listed on the left are: Fl., Ob., 1 B♭ Cl., 2 B♭ Cl., B. Cl., Bsn., A. Sx., T. Sx., B. Sx., 1 B♭ Tpt., 2 B♭ Tpt., Hn., Tbn., Euph., Tuba, Glk., S. Dr., B. Dr., Sus. Cym., Cr. Cym., and Toms. The score includes dynamic markings such as *f* (forte) and *mf* (mezzo-forte). A large red watermark reading 'PERU SALE COPY legal use requires purchase' is overlaid diagonally across the score. The page number '9' is located at the top center. The bottom of the page features measure numbers 7, 8, 9, 10, 11, and 12.

17

Musical score for 'The Dungeon Master' featuring various instruments. The score includes parts for Flute (Fl.), Oboe (Ob.), Clarinet (Bb Cl. 1, 2, B. Cl.), Bassoon (Bsn.), Saxophone (A. Sx., T. Sx., B. Sx.), Trumpet (Bb Tpt. 1, 2), Horn (Hn.), Trombone (Tbn.), Euphonium (Euph.), Tuba, Glockenspiel (Glk.), Snare Drum (S. Dr.), Bass Drum (B. Dr.), Suspended Cymbal (Sus. Cym.), Crash Cymbal (Cr. Cym.), and Tom (Toms). The score is marked with dynamics such as *p*, *mf*, and *mf*. A large red watermark 'PERUSAL COPY legal use requires purchase' is overlaid on the score.

13

14

15

16

17

18

19

20 25

FL.

Ob.

1

B♭ CL.

2

B. CL.

Bsn.

A. Sx.

T. Sx.

B. Sx.

1

B♭ Tpt.

2

Hn.

Tbn.

Euph.

Tuba

Glk.

S. Dr.

B. Dr.

Sus. Cym.

Cr. Cym.

Toms

20 21 22 23 24 25

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This musical score is for 'The Dungeon Master' and spans measures 26 to 31. The instruments listed on the left are: Flute (Fl.), Oboe (Ob.), Clarinets (1 B♭ Cl., 2 B♭ Cl., B. Cl.), Bassoon (Bsn.), Saxophones (A. Sx., T. Sx., B. Sx.), Trumpets (1 B♭ Tpt., 2 B♭ Tpt.), Horns (Hn.), Trombones (Tbn.), Euphonium (Euph.), Tuba, Glockenspiel (Glk.), Snare Drum (S. Dr.), Bass Drum (B. Dr.), Suspended Cymbal (Sus. Cym.), Crash Cymbal (Cr. Cym.), and Tom-toms (Toms). The score includes various musical notations such as notes, rests, and dynamic markings (mp). A large red watermark reading 'PERUSAL COPY legal use requires purchase' is overlaid diagonally across the page. The measures are numbered 26 through 31 at the bottom.

32 33

FL. *ff*

Ob. *ff*

1 *ff*

B \flat Cl. *ff*

2 *ff*

B. Cl. *ff*

Bsn. *ff*

A. Sx.

T. Sx.

B. Sx. *ff*

1 *ff*

B \flat Tpt. *ff*

2 *ff*

Hn.

Tbn. *ff*

Euph. *ff*

Tuba *ff*

Glk. *ff*

S. Dr. *ff*

B. Dr. *ff*

Sus. Cym. *ff*

Cr. Cym. *ff*

Toms *ff* solo

32 33 34 35 36 37

38 41

FL.

Ob.

1

B \flat Cl.

2

B. Cl.

Bsn.

A. Sx.

T. Sx.

B. Sx.

1

B \flat Tpt.

2

Hn.

Tbn.

Euph.

Tuba

Glk.

S. Dr.
B. Dr.

Sus. Cym.
Cr. Cym.

Toms

mp *ff* *ff* *ff* *ff*

38 39 40 41 42

This musical score is for 'The Dungeon Master' and spans measures 43 to 47. The instrumentation includes:

- Flute (Fl.)
- Oboe (Ob.)
- Clarinet 1 (1 B♭ Cl.)
- Clarinet 2 (2)
- Bass Clarinet (B. Cl.)
- Bassoon (Bsn.)
- Alto Saxophone (A. Sx.)
- Tenor Saxophone (T. Sx.)
- Bass Saxophone (B. Sx.)
- Trumpet 1 (1 B♭ Tpt.)
- Trumpet 2 (2)
- Horn (Hn.)
- Trombone (Tbn.)
- Euphonium (Euph.)
- Tuba
- Glockenspiel (Glk.)
- Snare Drum (S. Dr.)
- Bass Drum (B. Dr.)
- Suspended Cymbal (Sus. Cym.)
- Crash Cymbal (Cr. Cym.)
- Toms

The score features a large red watermark that reads 'PERUSAL COPY legal use requires purchase'. Dynamic markings include *mp* (mezzo-piano) and *ff* (fortissimo). The score is divided into measures 43, 44, 45, 46, and 47, with measure numbers indicated in boxes at the bottom.

48

FL. *ff* *mp* *ff*

Ob. *ff* *mp* *ff*

1 *ff* *mp* *ff*

B \flat CL. *ff* *mp* *ff*

2 *ff* *mp* *ff*

B. CL. *ff* *mp* *ff*

Bsn. *ff* *mp* *ff*

A. Sx. *ff* *mf* *ff*

T. Sx. *ff* *mf* *ff*

B. Sx. *ff* *mp* *ff*

1 *ff* *mp* *ff*

2 *ff* *mp* *ff*

Hn. *mf* *ff*

Tbn. *ff* *mp* *ff*

Euph. *ff* *mp* *ff*

Tuba *ff* *mp* *ff*

Glk. *mp* *ff*

S. Dr. *mp* *ff*

B. Dr. *mp* *ff*

Sus. Cym. *ff* *mp* *ff*

Cr. Cym. *ff* *mp* *ff*

Toms *ff* *mp* *ff*

48 49 50 51 52