

JOSHUA A. IDIO

WHEN HEROES CAMPAIGN CONCERT BAND

INSTRUMENTATION:

4	Flute 1	1	Mallets 2:
6	Oboe (opt. Flute 2)		Chimes
4	Clarinet in Bb 1		Marimba
4	Clarinet in Bb 2	2	Percussion 1:
2	Bass Clarinet		Snare Drum
2	Bassoon		Bass Drum
4	Alto Sax	2	Percussion 2:
2	Tenor Sax		Tambourine (Shared)
1	Baritone Sax		Whip
4	Trumpet in Bb 1		Crash Cymbals
4	Trumpet in Bb 2		Maracas (Shared)
4	Horn in F		Triangle
2	Trombone 1	1	Percussion 3:
2	Trombone 2		Maracas (Shared)
2	Euphonium (T.C.)		Wood Block
2	Euphonium (B.C.)		Suspended Cymbal
4	Tuba		Tambourine (Shared)
1	Timpani		
1	Mallets 1:		
	Glockenspiel		



**TUX PEOPLE'S
MUSIC.**

ABOUT:

Filled with dark harmonies and intense rhythms, this work is a thrilling campaign for band with plenty of excitement and adventure for all!

FROM THE COMPOSER:

This piece embodies the adrenaline and wonders of the famous roleplaying game, "Dungeons & Dragons". Filled with dark harmonies, intense rhythms, and even a dragon roar, the music embodies suspenseful storytelling, fierce battles, and big boss fights.

DURATION: 4'30"



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



Scan to learn more about this composer!

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Additional parts are available for purchase from the publisher online.



**TUX PEOPLE'S
MUSIC.**

WHEN HEROES CAMPAIGN

Transposed Score
Difficulty: Medium
Duration: 4'30"

for Concert Band

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2024

Dark and creepy $\text{♩} = 102$

7

Flute 1

Oboe
opt. Flute 2

Clarinet in B \flat 1/2

Bass Clarinet

Bassoon

Alto Sax

Tenor Sax

Baritone Sax

Trumpet in B \flat 1/2

Horn in F

Trombone 1/2

Euphonium

Tuba

Timpani
soft mallet
sempre

Mallets 1
Glockenspiel

Mallets 2
Chime
Marimba

Percussion 1
Snare Drum
Bass Drum
p sempre

Percussion 2
Tambourine (Shared)
Whip
Crash Cymbals
Maracas (Shared)
Triangle
Tambourine shake
pp < mp > pp

Percussion 3
Maracas (Shared)
Wood Block
Suspended Cymbal
Tambourine (Shared)
Maracas
pp < mp > pp

1 2 3 4 5 6 7

Musical score for 'When Heroes Campaign', page 3. The score includes parts for Flute (Fl.), Oboe (Ob.), B♭ Clarinet 1 & 2 (B♭ Cl. 1/2), B♭ Clarinet (B. Cl.), Bassoon (Bsn.), Alto Saxophone (A. Sx.), Tenor Saxophone (T. Sx.), Bass Saxophone (B. Sx.), B♭ Trumpet 1 & 2 (B♭ Tpt. 1/2), Horn (Hn.), Trombone 1 & 2 (Tbn. 1/2), Euphonium (Euph.), Tuba, Timpani (Timp.), Glockenspiel (Glk.), Chimes (Chm.), Snare Drum (S. Dr.), Bass Drum (B. Dr.), Whip, and Wood Block (Wd. Blk.). The score is marked with a large red watermark: 'PERUSAHAAN legal use requires purchase'. The music is in 2/4 time and features various dynamics such as *mf*, *f*, and *mp*. Percussion parts include instructions like 'to Crash Cymbals' and 'to Suspended Cymbal'. The score is divided into measures 14, 15, 16, 17, and 18.

WHEN HEROES CAMPAIGN

19

FL. *mf* *cresc. poco a poco*

Ob. *mf* *cresc. poco a poco*

B \flat Cl. 1/2 *mf* *cresc. poco a poco*

B. Cl. *mf* *cresc. poco a poco*

Bsn. *mf* *cresc. poco a poco*

A. Sx. *mf* *cresc. poco a poco*

T. Sx. *mf* *cresc. poco a poco*

B. Sx. *mf* *cresc. poco a poco*

B \flat Tpt. 1/2 *mf* *cresc. poco a poco*

Hn. *mf* *cresc. poco a poco*

Tbn. 1/2 *mf* *cresc. poco a poco*

Euph. *mf* *cresc. poco a poco*

Tuba *mf* *cresc. poco a poco*

Timp. *f*

Glk.

Chm. *f* *mf* *to Marimba*

S. Dr. *f* *mf* *cresc. poco a poco*

B. Dr. *f* *mf* *cresc. poco a poco*

Cr. Cym. *f* *mf*

Sus. Cym. *f*

p *mf*

19 20 21 22 23 24

31 Bold and strong

The musical score is arranged in a standard orchestral format. The instruments and their parts are as follows:

- FL.** Flute: Rests throughout the section.
- Ob.** Oboe: Rests throughout the section.
- B♭ Cl. 1/2** and **B. Cl.** Clarinets: Play a rhythmic pattern of eighth notes, starting at *mf*.
- Bsn.** Bassoon: Plays a rhythmic pattern of eighth notes, starting at *mf*.
- A. Sx.** Alto Saxophone: Rests until measure 34, then plays a melodic line with dynamics *p*, *mf*, and *p*.
- T. Sx.** Tenor Saxophone: Plays a rhythmic pattern of eighth notes, starting at *mf*.
- B. Sx.** Baritone Saxophone: Plays a rhythmic pattern of eighth notes, starting at *mf*.
- B♭ Tpt. 1/2** and **Hn.** Trumpets and Horns: Rests until measure 34, then play a melodic line with dynamics *p*, *mf*, and *p*.
- Tbn. 1/2** and **Euph.** Trombones and Euphonium: Play a rhythmic pattern of eighth notes, starting at *mf*.
- Tuba**: Plays a rhythmic pattern of eighth notes, starting at *mf*.
- Timp.** Timpani: Plays a rhythmic pattern of eighth notes, starting at *mp*.
- Glk.** Glockenspiel: Plays a rhythmic pattern of eighth notes, starting at *mp*.
- Mrb.** Maracas: Plays a rhythmic pattern of eighth notes, starting at *mp*.
- S. Dr. B. Dr.** Snare and Bass Drums: Play a rhythmic pattern of eighth notes, starting at *mp*.
- Whip**: Rests until measure 35, then plays a rhythmic pattern of eighth notes, starting at *mf*. Includes the instruction "(Whip) to Maracas".
- Sus. Cym.** Suspended Cymbal: Rests throughout the section.

31

32

33

34

35

36

37

WHEN HEROES CAMPAIGN

41

38

FL. *mp*

Ob. *mp*

B \flat Cl. 1/2 *mp*

B. Cl. *f*

Bsn. *f*

A. Sx. *p*

T. Sx. *f*

B. Sx. *f*

B \flat Tpt. 1/2 *f*

Hn. *p*

Tbn. 1/2 *f*

Euph. *f*

Tuba *f*

Timp. *mp* — *mf*

Glk. *Lv. sempre*

Mrb.

S. Dr. *mf*

B. Dr. *mp*

Maracas *pp* < *mp* > *pp*
to Whip

Sus. Cym. *p* < *mf*

38 39 40 41 42 43 44

WHEN HEROES CAMPAIGN

45 49

FL. *mf*

Ob. *mf*

B^b Cl. 1/2 *mf*

B. Cl. *mf*

Bsn. *mf*

A. Sx. *mf*

T. Sx. *mf*

B. Sx. *mf*

B^b Tpt. 1/2 *mf*

Hn. *mf*

Tbn. 1/2 *mf*

Euph. *mf*

Tuba *mf*

Timp. *mp* *mf* *p*

Glk.

Mrb.

S. Dr.
B. Dr.

Whip *mf* (Whip) to Triangle Triangle Lv. sempre *mf*

Sus. Cym. *p* *mf* *p*

45 46 47 48 49 50 51 52

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Musical score for 'When Heroes Campaign' featuring various instruments and dynamic markings. The score includes parts for Flute (FL), Oboe (Ob.), B♭ Clarinet 1 & 2 (B♭ Cl. 1/2), Bass Clarinet (B. Cl.), Bassoon (Bsn.), Alto Saxophone (A. Sx.), Tenor Saxophone (T. Sx.), Bass Saxophone (B. Sx.), B♭ Trumpet 1 & 2 (B♭ Tpt. 1/2), Horn (Hn.), Trombone 1 & 2 (Tbn. 1/2), Euphonium (Euph.), Tuba, Timpani (Timp.), Glockenspiel (Glk.), Maracas (Mrb.), Snare Drum (S. Dr.), Bass Drum (B. Dr.), Triangle (Trgl.), and Suspended Cymbal (Sus. Cym.).

Dynamic markings include *mf*, *mp*, *ff*, *f*, and *fp*. Performance instructions include 'to Crash Cymbals' and 'to Tambourine'. A 'hard mallets' instruction is present for the Maracas part.

Measures 53 through 60 are indicated at the bottom of the score.

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WHEN HEROES CAMPAIGN

61 66

FL.

Ob.

B \flat Cl. 1/2

B. Cl.

Bsn.

A. Sx.

T. Sx.

B. Sx.

B \flat Tpt. 1/2

Hn.

Tbn. 1/2

Euph.

Tuba

Timp.

Glk.

Mrb.

S. Dr.
B. Dr.

Tamb.
(Tamb.)
mf *f*

Sus. Cym.

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61 62 63 64 65 66 67

68

FL.

Ob.

B \flat Cl. 1
2

B. Cl.

Bsn.

A. Sx.

T. Sx.

B. Sx.

B \flat Tpt. 1
2

Hn.

Tbn. 1
2

Euph.

Tuba

Timp.

Glk.

Mrb.

S. Dr.
B. Dr.

Tamb.

Sus. Cym.

68

69

70

71

72

73

WHEN HEROES CAMPAIGN

90

FL. $p < f > p$

Ob. $p < f > p$

B \flat Cl. 1/2 a2 $p < f > p$ $p < f > p$

B. Cl. mp f mp f

Bsn. mp f mp f

A. Sx. mp f

T. Sx. mp f mp f

B. Sx. mp f mp f

B \flat Tpt. 1/2 $p < f > p$

Hn. mp f mp f

Tbn. 1/2 1. Cue: Euphonium, play if asked mp mp f

Euph. mp mp f

Tuba mp mp f

Timp. mp mp

Glk.

Mrb. mp mp sempre

S. Dr. mp

B. Dr. (p) mp sempre

Trgl.

Wd. Blk. with sticks mp

90 91 92 93 94 95 96 97

102 Lively and animated

98

FL. *mp*

Ob. *mp*

B^b Cl. 1/2 *mp*

B. Cl. *mp* *mf* *f* *mf* *ff*

Bsn. *mp* *mf* *f* *mf* *ff*

A. Sx. *mp* *mf* *f* *mf* *ff*

T. Sx. *mp* *mf* *f* *mf* *ff*

B. Sx. *mp* *mf* *f* *mf* *ff*

B^b Tpt. 1/2 *mp* *mf* *f* *mf* *ff*

Hn. *mp* *mf* *f* *mf* *ff*

Tbn. 1/2 *mp* *mf* *f* *mf* *ff*

Euph. *mp* *mf* *f* *mf* *ff*

Tuba *mp* *mf* *f* *mf* *ff*

Timp. *ff* mute

Glk. *mp* mute at rests

Mrb. *no cresc.* (*mp*)

S. Dr. *ff* (Trgl)

B. Dr. *mp* choke to Tambourine

Trgl. *mp*

Wd. Blk. *mf* *ff*

98 99 100 101 102 103 104 105

WHEN HEROES CAMPAIGN

110

FL. *mf*

Ob. *mf*

B♭ Cl. 1/2 *mf*

B. Cl. *mp* *mf*

Bsn. *mf*

A. Sx. *mp* *mf*

T. Sx. *mf*

B. Sx. *mf*

B♭ Tpt. 1/2 *mf*

Hn. *mf*

Tbn. 1/2 *mf*

Euph. *mf*

Tuba *mf*

Timp. *mf*

Glk. *mf*

Mrb. *mf*

S. Dr. B. Dr.

Trgl. *mf*

Tamb. *mf* Tambourine

106

107

108

109

110

111

112

113 *growing in power*

FL. *mp dolce*

Ob. *mp dolce*

B♭ Cl. 1/2 *mp dolce*

B. Cl. *mp dolce*

Bsn. *mp dolce*

A. Sx. *mp dolce*

T. Sx. *mp dolce*

B. Sx. *mp dolce*

B♭ Tpt. 1/2 *mp dolce*

Hn. *mp dolce*

Tbn. 1/2 *mp dolce*

Euph. *mp dolce*

Tuba *mp dolce*

Timp. *f*

Glk. *(mp) dolce*

Mrb. *(mp) dolce*

S. Dr. *p* *mp dolce*

B. Dr. *mp dolce*

Trgl. *to Crash Cymbals*

Tamb. *(Sus. Cym.)* *p* *f* *to Tambourine*

113 114 115 116 117 118 119

WHEN HEROES CAMPAIGN

120

The score includes parts for Flute (FL), Oboe (Ob.), Clarinets (B♭ Cl. 1/2, B. Cl.), Bassoon (Bsn.), Saxophones (A. Sx., T. Sx., B. Sx.), Trumpets (B♭ Tpt. 1/2), Horns (Hn.), Trombones (Tbn. 1/2), Euphonium (Euph.), Tuba, Timpani (Timp.), Glockenspiel (Glk.), Maracas (Mrb.), Snare Drum (S. Dr.), Bass Drum (B. Dr.), and Cymbals (Cr. Cym., Tamb.).

Dynamic markings include *mf*, *f*, *ff*, *fff*, and *p*. Performance instructions include "shout!", "Charge!", "highest note possible roar like a dragon", "rip!", "choke-", and "to Suspended Cymbal".

120 121 122 123 124 125 126

127 Fierce, with vigor!

FL.

Ob.

B \flat Cl. 1
2

B. Cl.

Bsn.

A. Sx.

T. Sx.

B. Sx.

B \flat Tpt. 1
2

Hn.

Tbn. 1
2

Euph.

Tuba

Timp.

Glk.

Mrb.

S. Dr.
B. Dr.

Cr. Cym.

Sus. Cym.

ff

127

128

129

130

131

132

WHEN HEROES CAMPAIGN

135

FL. *f*

Ob. *f*

B^b Cl. 1/2 *f*

B. Cl.

Bsn.

A. Sx.

T. Sx.

B. Sx.

B^b Tpt. 1/2

Hn.

Tbn. 1/2

Euph.

Tuba

Timp.

Glk.

Mrb. *f*

S. Dr.
B. Dr.

Cr. Cym. *f*

Sus. Cym.

mp *f* *p* *f* *p* *f*

133 134 135 136 137 138 139

