

# "Divine Beast Vah Naboris (Dungeon)"

The Legend of Zelda: Breath of the Wild

Enter Divine Beast

*rubato* (♩ = c. 161)

Composed by Yasuaki Iwata

Arranged by Bloop

Piano

The musical score is arranged in four systems, each with two staves (treble and bass clef). The key signature is B-flat major (two flats). The time signature is 6/4. The score includes various musical notations such as dynamics (f, p), accents (>), and fermatas. The piece is marked 'rubato' and has a tempo of approximately 161 beats per minute. The score is divided into measures, with measure numbers 4, 7, and 11 indicated at the start of their respective systems. The notation includes chords, single notes, and rests, with some notes marked with accents or slurs. The piece concludes with a final chord in the 14th measure.

"Divine Beast Vah Naboris (Dungeon)"

15

Ped. \* Ped. \* Ped. \*

One Terminal Active (♩ = 70)

18

*mp*

*con pedale*

24

31

"Divine Beast Vah Naboris (Dungeon)"

Three Terminals Active (♩ = 70)

38

*mp*

*con pedale*

42

46

52

\* Performance note: repeatedly strike the Eb and C as fast as possible after playing the full chord (D - Eb - G - C)

"Divine Beast Vah Naboris (Dungeon)"

Four Terminals Active (♩ = 70)

The musical score is written for piano in 3/4 time with a key signature of one flat (Bb). It is divided into five systems, each with a measure number at the beginning of the first staff: 58, 62, 66, 70, and 74. The tempo is marked as ♩ = 70. The first system (measures 58-61) includes the dynamic marking *mp*. The second system (measures 62-65) includes the instruction *con pedale*. The score features a complex texture with multiple voices in both hands, including triplets and various articulations like accents and slurs. The piece concludes with a double bar line and repeat dots at the end of the fifth system.

"Divine Beast Vah Naboris (Dungeon)"

All Terminals Active (♩ = 100)

78

*mp*

82

*con pedale*

86

90

94