

# Skyrim

## Ancient Stones

Music by Jeremy Soule

Arranged by Scamper

$\text{♩} = 100$   $\text{A}^{\flat}\text{m}$  B E  $\text{A}^{\flat}\text{m}$  B

7 E  $\text{A}^{\flat}\text{m}$   $\text{G}^{\flat}$   $\text{E}^{\flat}\text{m}$   $\text{A}^{\flat}\text{m}$

13  $\text{A}^{\flat}\text{m}$   $\text{G}^{\flat}$   $\text{E}^{\flat}\text{m}$   $\text{A}^{\flat}\text{m}$  ...

19

25  $\text{D}^{\flat}$   $\text{A}^{\flat}\text{m}$   $\text{D}^{\flat}$

30  $\text{A}^{\flat}\text{m}$  ...

36

42

48

54

60

66

72

75

The musical score consists of eight systems of staves. Each system typically has a grand staff (treble and bass clef) with a key signature of five flats and a 3/4 time signature. The notation includes various musical symbols such as notes, rests, accidentals, and dynamic markings. The piece concludes with a double bar line at the end of the eighth system.