

Fire & Ice

Chapter III: Identity

After evading the military, our hero has a moment to reflect on his past. He visits the places from his memories and comes to the startling realization they are no longer as he remembers them. Everyone he once knew is dead and gone. Our hero is alone in a world that has evolved while he was frozen.

Our hero eventually makes his way to the city park where he rests on a park bench alongside a water fountain and asks the Creator, “Why has this happened to me? What now? Where do I go from here?” Coming to realize this experimental accident happened for a reason, he concludes there is a greater purpose to his existence; however, the ultimate extent of this purpose remains unknown.

As this sense of destiny begins to flow through our hero, he begins to feel a strange connection to the water fountain that sits a few yards in front of him. As he casts his eyes upon the fountain, he is amazed when little blocks of ice begin to form on it since it is the middle of spring. Our hero begins to focus his full attention on the fountain. More little ice formations begin to appear. He suddenly realizes he is able to manipulate more than just his physical body.

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Chapter IV: Aquarium

Once again, our hero finds himself on the run. This time he is fleeing from a new series of bionic prototypes called “Seekers” who are making their way to the city aquarium. Hoping the Seekers will give up the search, our hero finds obscurity amongst the public, as they wander throughout the aquarium and eventually find their way to a vision tunnel under the shark tank. However, our hero is soon discovered and both openings of the tunnel are blocked by Seekers. Triumphant realizing that our hero has no way to escape, the Seekers open fire throughout the tunnel. Civilians hit the ground as soon as the gun fire begins. The battle ensues. Stray bullets pelt the glass walls, sending cracks along the tunnel. Little by little, an occasional drip of water begins bleeding through the glass. The civilians begin to panic as more cracks appear and the water trickles become steady streams. A section of the tunnel finally gives way which allows waves of water to pour in. Hoping to taste fresh meat – not the usual thawed, pre-cut slabs of raw meat tossed by an aquarium worker – the sharks make their way to the tunnel. Aware of the impending catastrophe, our hero quickly channels his powers in order to freeze the water. This action patches the tunnel and stops the collapse of the glass pipe, thus keeping the sharks out. He then proceeds to manipulate water from outside of the tunnel and sends ice spikes penetrating through the thick glass impaling the Seekers one by one. The civilians are now safe. Our hero is also safe...until the next encounter.

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Chapter V: Nemesis

Amongst the powerful people of the city lived a tall-statured, crimson, demon-like man with wings hidden under his garments. All are afraid to confront him. He possesses telekinetic abilities which have catapulted him to his position of power. The demon is guiding the city down a dark path which will eventually result in its self destruction.

The demon hungers for power and is devoted to further studies on how to gain more. Through his research, he has gained knowledge on the location of Moses' staff, the "Rod of God." With this added power, the demon plans to go beyond the city and to consume the entire world. Our hero is aware of the direction the city is heading and becomes aware of the demon's plan to gain greater power. He realizes that he is the only one with the ability to stop the demon and return the city to its once glorious state.

Our hero catches up to the demon, who is on his quest to find the "Rod of God," and confronts him. The demon is willing to destroy anything that gets in the way of his goal to achieve more power. So begins an epic battle of good versus evil. After many earth-shaking blows, the demon uses his telekinetic abilities to throw more objects at our hero than he can handle, rendering him unconscious. In a moment of utter silence, in which the demon believes nothing stands in his way of achieving ultimate power, rain slowly begins to fall. A few drops fall upon our hero's face, awakening him to the realization that a Greater Power is at work. The rain begins to fall more rapidly. Our hero is rejuvenated and begins to manipulate the rain to his advantage and overtakes the demon...for now. The demon, realizing he is currently outmatched, retreats, resolving to one day return for the staff.

Jason Beghtol

Fire & Ice

Volume II

Jason Beghtol (ASCAP)
Percussion by: Bryan Mitchell

an original musical Superhero adventure
for Trombone Trio & Percussion

III. Identity

Dark March ♩ = 80

play into stand

Trombone 1

Trombone 2

Bass Trombone

Percussion

mp

mp

mp

mp

S.D.

* See Perc. Notes

6

12

slowly back away from stand

open

slowly back away from stand

open

slowly back away from stand

open

mf

17

21

IV. Aquarium

Aggressive ♩. = 110

mf

* See Perc. Notes

5

mf

S.D. with brushes

mf

9

mf

This system contains measures 9 through 12. It features four staves. The top staff is a grand staff with a treble clef and a bass clef, containing a melodic line with a dynamic marking of *mf*. The second and third staves are bass staves with a bass clef, containing rhythmic accompaniment. The bottom staff is a double bass staff with a double bar line and a bass clef, containing a simple bass line. The time signature changes from 9/8 to 2/4 and back to 9/8.

13

This system contains measures 13 through 16. It features four staves. The top staff is a grand staff with a treble clef and a bass clef, containing a melodic line. The second and third staves are bass staves with a bass clef, containing rhythmic accompaniment. The bottom staff is a double bass staff with a double bar line and a bass clef, containing a simple bass line. The time signature changes from 9/8 to 2/4 and back to 9/8.

17

This system contains measures 17 through 20. It features four staves. The top staff is a grand staff with a treble clef and a bass clef, containing a melodic line. The second and third staves are bass staves with a bass clef, containing rhythmic accompaniment. The bottom staff is a double bass staff with a double bar line and a bass clef, containing a simple bass line. The time signature changes from 9/8 to 2/4 and back to 9/8.

V. Nemesis

Mysterious $\text{♩} = 170$

The first system of the musical score consists of three staves. The top staff is in bass clef, 3/4 time, with a key signature of two flats. It contains a melodic line starting in the fifth measure with a dynamic of *mf* and a slur. The middle staff is also in bass clef, 3/4 time, with a key signature of two flats. It contains a rhythmic accompaniment of eighth notes, with dynamics *mf*, *pp*, and *pp* indicated. The bottom staff is in bass clef, 3/4 time, with a key signature of two flats, and contains a whole rest. The word "st. mute" is written above the first and third measures of the top and middle staves.

Marimba

* See Perc. Notes

mf

The second system of the musical score consists of three staves. The top staff is in bass clef, 3/4 time, with a key signature of two flats. It contains a melodic line with dynamics *mp* and *mf*. The middle staff is in bass clef, 3/4 time, with a key signature of two flats. It contains a rhythmic accompaniment of eighth notes with dynamics *mf*, *pp*, *pp*, *mf*, and *pp*. The bottom staff is in bass clef, 3/4 time, with a key signature of two flats, and contains a whole note chord with a dynamic of *mf*. A slur connects the bottom staff of this system to the bottom staff of the next system. The number "6" is written above the first measure of the top staff.

10

mute out

open

mp

mf

pp

open

mf

15

mf

open

mp

in stand
(growling effect)

mp

19

mp

mf

open

mf