

# 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

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## 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

mf

slowly back away from stand

open

slowly back away from stand

open

mf

17

3

21

3

### 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: a grand staff (treble and bass clefs) and two bass clef staves. The music is in a key with one flat and a 9/8 time signature. The first staff has a dynamic marking of *mf*. The piece is divided into four measures, each with a different time signature: 9/8, 2/4, 9/8, and 2/4. The first staff contains a melodic line with slurs and accents. The second and third staves contain rhythmic accompaniment with accents. The fourth staff contains a simple bass line with quarter notes.

13

This system contains measures 13 through 16. It features four staves: a grand staff (treble and bass clefs) and two bass clef staves. The music is in a key with one flat and a 9/8 time signature. The piece is divided into four measures, each with a different time signature: 9/8, 2/4, 9/8, and 2/4. The first staff contains a melodic line with slurs and accents. The second and third staves contain rhythmic accompaniment with accents. The fourth staff contains a simple bass line with quarter notes.

17

This system contains measures 17 through 20. It features four staves: a grand staff (treble and bass clefs) and two bass clef staves. The music is in a key with one flat and a 9/8 time signature. The piece is divided into four measures, each with a different time signature: 9/8, 2/4, 9/8, and 2/4. The first staff contains a melodic line with slurs and accents. The second and third staves contain rhythmic accompaniment with accents. The fourth staff contains a simple bass line with quarter notes.

### V. Nemesis

Mysterious  $\text{♩} = 170$

The first system of the score consists of three staves. The top staff is in bass clef with a 3/4 time signature and 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 with a 3/4 time signature and a key signature of two flats. It contains a rhythmic accompaniment of eighth notes, with dynamics of *mf*, *pp*, and *pp* indicated. The bottom staff is in bass clef with a 3/4 time signature and a key signature of two flats, and it is mostly empty. Above the first two staves, the text "st. mute" is written.

Marimba

The Marimba part is a single staff in bass clef with a 3/4 time signature and a key signature of two flats. It features a steady eighth-note accompaniment throughout the system, with a dynamic of *mf* indicated.

\* See Perc. Notes *mf*

The second system of the score consists of three staves. The top staff is in bass clef with a 3/4 time signature and a key signature of two flats. It contains a melodic line with dynamics of *mp* and *mf*. The middle staff is in bass clef with a 3/4 time signature and a key signature of two flats. It contains a rhythmic accompaniment of eighth notes with dynamics of *mf*, *pp*, *pp*, *mf*, and *pp*. The bottom staff is in bass clef with a 3/4 time signature and a key signature of two flats, featuring a long note with a dynamic of *mf* and a slur. Above the first two staves, the text "st. mute" is written.

The Marimba part is a single staff in bass clef with a 3/4 time signature and a key signature of two flats. It continues the steady eighth-note accompaniment from the first system, with a dynamic of *mf* indicated.



10

mute out

open

*mp*

*mf*

*pp*

*mf*

15

open

*mf*

in stand  
(growling effect)

*mp*

19

*mp*

*mf*

open

*mf*