

# SPIRITS

## I. THE SUCCUBUS

DAVID J. LONG

• = 50

1. Marimba  
2. Marimba  
3. Vibraphone  
4. Chimes  
Crotales  
Marimba  
Tam Tam  
Sus. Cym.  
5. Glass Wind Chimes  
Mark Tree  
Bamboo Wind Chimes  
Crotales  
Bass Drum  
6. Bell Tree  
Metal Plate  
Key Chimes  
Bells  
7. Timpani

**SAMPLE**

Mar. *mf* > *p*

Vibes *mf*

Chimes *mf*

Glass Wind Chimes *p*

Mark Tree *gl.* slow, constant asc./desc. *gl.*

Bell Tree *p* w/triangle beaters

random across the range, erratic rhythm

Timpani *mp*

Piano *mf* *p*

1. 

2. 

3. 

4. 

5. 

6. 

7. 

Pno. 

**SAMPLE**

SAMPLE

1. *mf*

2. *mf*

3. *mf*

4. *mf*

5. *p*  
Bamboo Wind Chimes

6. *p*  
Metal Plate  
gliss in & out of water bucket  
hard rubber mal, rhythm varied

7. *mp*

Pno. *mf* marcato

5

5

Reo

Reo

# II. THE POLTERGEIST

1. Marimba  
Sm. Sus. Cym.  
High Woodblock  
Quica

2. Marimba  
Med. Sus. Cym.  
Claves

3. Vibraphone  
Med. Chain  
Xylophone  
Temple Blocks

4. Chimes  
Tam Tam  
Lg. Sus. Cym.  
Slapstick  
Box of Glass

5. 5 Brake Drums  
Bass Drum  
Castanets  
Lg. Sus. Cym.

6. 5 Tom Toms  
Metal Plate  
Sandpaper Blocks  
Heavy Chain  
Guiro

7. Timpani  
Ratchet  
Low Woodblock

**mus. = 72**

**mar.**  
very hard mallets throughout ("brittle" sound) *ffp*

**mar.**  
very hard mallets throughout ("brittle" sound) *ffp*

**vibes**  
very hard mallets *ff*

**tam tam**  
*ff*

**5 brake drums**  
hard plastic mallets throughout *ff*

**5 tom toms** w/ snare sticks throughout *ff*

**tam tam**  
*ff*

**5 brake drums**  
*ff*

**5 tom toms**  
*ff*

**very hard mallets**  
*ff*

**Piano**  
*ff*

**Lea**

**SAMPLE**

7

(♩ = 72)

1. *ff* *fp*

2. *ff* *fp*

3. *ff* *mf* *mf*

4. **SAMPLE**

5.

6. *f* *dim.* *p*

7.

(♩ = 72)

Pno.

(♩ = 72)

17

1. *fp*

2. *fp*

3. *Rea*

4. *chimes*  
*mp*  
*Rea*

5. *castanets*  
*f* *dim.* *p*

6. *guiro*  
*f* *dim.* *p*

7. *ratchet*  
*f*

**SAMPLE**

(♩ = 72)

Pno. *mp*

*8<sup>va</sup>*  
*Rea* *Rea* *Rea* *Rea*