

Campaign

Bassoon and Piano

I - Song

II - Journey

III - Roll

IV - Fight!

(2025)

Ahmad Duncan

For Kevin

Campaign

Ahmad Duncan (b. 2003)

Bassoon and Piano

Written in 2025

Total Duration: ca. 10:00

Movements

I - Song

II - Journey

III - Roll

IV - Fight!

Program Notes

While I was at Georgia State University studying for my undergraduate degree in Music Composition, I got introduced to the medieval fantasy role-playing game Dungeons and Dragons. At first, I thought this game was only for the biggest of nerds and I could never find myself playing it. I then realized that I am, in fact, a nerd and found myself to really enjoy playing this game with a few of my closest friends in the school of music. One of these friends asked me to write a new piece for his bassoon recital. It was clear to me that this was the perfect concept for a fun new work for Bassoon (also my main instrument).

This work is titled “Campaign,” since it refers to, in Dungeons and Dragons, as a series of adventures presented by the Dungeon Master. Characters are placed in a world and meant to overcome challenges and develop over time. **Song** is based on medieval Gregorian chant, alluding to the game’s basis in medieval fantasy. **Journey** is about adventure and inevitable shenanigans and unpredictability. **Roll** is mystical and mysterious to convey the fate-defining power of rolling dice, the game’s main mechanic. **Fight!** is a thrilling closer inspired by boss battle music to show with any campaign, comes the chance of fighting with your life on the line.

-Ahmad Duncan

Campaign

I - Song

Ahmad Duncan

Song-like ♩ = 72

Bassoon

Piano

mf

dolce mf

5

A

Bsn

Pno

mp

9

Bsn

Pno

12 B

Bsn

f *mf*

Pno

mp *mf*

17

Bsn

Pno

f *ff* *f*

20

Bsn

Pno

23 C

Bsn

p

Pno

mp sub. *p*

27

Bsn

Pno

32

Bsn

Pno

mp

35

Bsn

Pno

mf

mp

38

Bsn

Pno

p

ff