

# The Music Of Ornn

*"The Path to Hearth-Home"*

**Music and Lyrics by  
Riot Games**

Riot Games

2

**A**

Lyrical Storytelling

1 3 4 *mp* 5 6

Dark smoke ex - hales from the mou - ntai - n

7 8 9 10 11 12

half and wind blows through ho - llo - w dells Skies clear as

Dm/F Am/E D<sup>5</sup>

13 14 15 16 17 18 *mf*

day sha - ll soo - n turn gray and you'll know you're nea - ring Ornn

C/G B♭/F Gm D<sup>5</sup>

poco accel. **B** *mf* 20 *mf* 21 22 23 24

Ba - rring your path is a cha - s - m wide howls rise from

D<sup>5</sup> Dm/F

25 fa - thom - less pits      26 but close stan-nds a bri - dge  
Am/E      D<sup>5</sup>      G

30 fro - ze - n by time      31 and a - cro - ss you - ll      32 soo - n      33 fi - nd      34 Ornn  
F      B<sup>b</sup>/F      G<sup>m</sup>      A<sup>m</sup>      D<sup>5</sup>

36

35 C      37      38

41

D<sup>5</sup>      G      F

40

poco accel.

42

43

B<sup>b</sup>/F      G<sup>m</sup>      A<sup>m</sup>      D<sup>5</sup>

**D**  $\text{♩.} = 67$

44 *mf* 45 46 47  
 Ri - ver of fire tha - t sco - rches the earth be -  
 D<sup>5</sup>

48 49 50 51  
 lies hi - s ki - ngdom of stone and

Dm/F Am/E  
 D<sup>5</sup>

52 53 54 55  
 steel sings it's tone as a go - d stands a - lone the

D<sup>5</sup> C/G  
 D<sup>5</sup>

56 57 58 *mf* 59 poco accel.  
 sha - ping han - d we know as Ornn

B♭/F Gm D<sup>5</sup>  
 D<sup>5</sup>

**E**  $\text{d} = 69$

60 *f* 61 62 63

Sparks leap and fly from the sta - r fa - llen ore

D<sup>5</sup>

64 65 66 67

for - ging his wo - ks di - vine

Dm/F A<sup>m</sup>/E

68 69 70 71

be - llo - ws e - ru - pt with un - bri - dled force no\_\_\_

D<sup>5</sup> G F B<sup>b</sup>/F

76

72 73 74 75 77 78 79 80

lo-nger lo - st the mou-ntain smith Ornn

Rubato (felt more than read)

Gm Am D<sup>5</sup> rit.