

# LED ZEPPELIN

# THE BATTLE OF EVERMORE

by Jimmy Page/Robert Plant  
© 1972 SUPERHYPE PUBLISHING

## THE BATTLE OF EVERMORE

### GUITAR

Only two acoustic guitars are used for this song. The sound of Gt.-I is very similar to that of a mandolin, and a specially adapted instrument may have been used. The tuning is unclear, so it's shown scored as normal. Gt.-II

plays normal acoustic guitar chord strokes. As there is no rhythm section playing, the Gt.-II player needs to keep up a steady rhythm.

The musical score is divided into two systems. The first system includes an 'Intro.' section with a 'Fade In' instruction. The vocal line (Vo.) is mostly silent, with some notes in the second measure. The first guitar (Gt.-I) plays a melodic line with a '1' circled above it and an '8va' instruction. The second guitar (Gt.-II) plays a steady rhythm. The second system continues the piece with more complex guitar parts, including a '2' circled above a specific rhythmic pattern. Chord changes are indicated above the vocal line.

①(Gt.) : In this pattern, the notes on the fourth string are like a drone. The fingering is rather difficult, so take your time over it.

②(Gt.) : Be sure that the 4th and 5th string notes don't sound here.

Am(onG) G Am(onG) G **A** Am6 G Am6 C Am6 G

Vo. The Queen of Light took her bow and then she turned to go,  
ap-ples of the val-ley hold the seas of hap-pi-ness,

Gt.-I (8va)

Gt.-II

Am6 C Am6 G Am6 C Am6 G Am6 C

Vo. the Prince of Peace em-braced the gloom and walked the night, a-lone.  
(the)ground is rich from ten-der care, re-pay, do not for-get,

Gt.-I

Gt.-II

(Chorus) **D** on, Am6 G

Vo. dance in the dark of night, sing to the morn-ing light.  
(The) dark Lord rides in force.  
(The) ap-ples turn to brown.

Gt.-I

Gt.-II

③(Gt.) : The X sign on the tabulature signifies a strong mute.

Am6 C Am6 G Am6 C D

Vo. (2x) Oh, war is the common cry,  
(1x) Oh, throw down your plow and

to-night and time will tell us all.  
and black, the ty-rant's face is red.

Gt.-I  
14 10 12 10 14 10 12 10 13 | 17 14 12 | 15 14 12 14 15 14 12

Gt.-II  
0 1 2 0 2 | 0 1 2 0 2 | 0 1 2 0 2 | 0 1 2 0 2

D Am6 G Am6 C Am6 G

Vo. pick up your swords and fly.  
hoe, rest not to lock your homes.

Side by side we wait the might of the dark-est of them all.  
(The) sky is filled with good and bad that mor-tals nev-er know.

Gt.-I  
17 14 12 | 15 14 12 13 12 12 10 | 14 10 12 10 14 10 12 10 15 15 10 | 14 10 12 10 14 10 12 10 13 10

Gt.-II  
0 1 2 0 2 | 0 1 2 0 2 | 0 1 2 0 2 | 0 1 2 0 2

Am6 C D

Vo. Oh

Gt.-I  
17 14 12 | 15 14 12 15 14 12 | 12 13 12 14 14 12 12 13 12 | 14 17 15 14 12 10 12 12 10

Gt.-II  
0 1 2 0 2 | 0 1 2 0 2 | 0 1 2 0 2 | 0 1 2 0 2

Am6 G Am6 C Am6 G Am6 C C

Vo. I hear \_\_\_\_\_  
Oh, well, \_\_\_\_\_

Gt.-I (8va)

Gt.-II

D C D G7 C

Vo. the hors - es' thun - der down in the valley be - low, I'm wait - ing for the an - gels of Av - a - lon,  
(the)night is long, (the)beads of time pass slow, tired eyes on the sun - rise

Gt.-I

Gt.-II

G7 C C Am6 G Am6 C Am6 G

Vo. wait - ing for the east - ern glow. The  
wait - ing for the east - ern glow. The pain of war can - not ex - ceed the woe of after - math,

Gt.-I (8va)

Gt.-II

Am6 C Am6 G Am6 C Am6 G Am6 C

Vo. the drums will shake the cas - tle wall, the ring wraiths ride in black, ride

Gt.-I

Gt.-II

D Am6 G

Vo. Sing as you raise your bow, shoot straight-er than be-fore. on. ride on No com - fort has the

Gt.-I

Gt.-II

Am6 C Am6 G Am6 C D

Vo. fire at night that lights the face so cold. dance in the dark of night,

Gt.-I

Gt.-II

D Am6 G Am6 C Am6 G

Vo. sing to the morn - in' light. (The)mag-ic runes are writ in gold to bring the bal - ance

Gt.-I 14<sub>10</sub> 12<sub>10</sub> 14<sub>10</sub> 12<sub>10</sub> 15<sub>12</sub> 15<sub>10</sub> 14<sub>10</sub> 12<sub>10</sub> 14<sub>10</sub> 12<sub>10</sub> 12<sub>10</sub> 12<sub>10</sub>

Gt.-II 8. 8.

Am6 C D

Vo. back. Bring it back.

Gt.-I 17<sub>14</sub> 15<sub>14</sub> 14<sub>12</sub> 12<sub>12</sub> 13<sub>12</sub> 17<sub>14</sub> 17<sub>14</sub> 15<sub>14</sub> 14<sub>14</sub> 14<sub>14</sub> 12<sub>12</sub> 12<sub>13</sub> 12<sub>12</sub> 14<sub>12</sub> 12<sub>13</sub> 12<sub>14</sub> 17<sub>14</sub>

Gt.-II 8. 8.

Am6 G Am6 C Am6 G Am6 C D C

Vo. At last the

Gt.-I 14<sub>10</sub> 12<sub>10</sub> 14<sub>10</sub> 12<sub>10</sub> 15<sub>12</sub> 15<sub>10</sub> 14<sub>10</sub> 12<sub>10</sub> 14<sub>10</sub> 12<sub>10</sub> 12<sub>10</sub> 12<sub>10</sub> 12<sub>13</sub> 12<sub>10</sub> (8va) 12<sub>12</sub> 12<sub>13</sub>

Gt.-II 8. 8. 0<sub>1</sub> 0<sub>2</sub> 3

Vo. D C D G7 C

sun is shining, the clouds of blue roll by, with flames from the dragon of dark - ness the

Gt.-I

Gt.-II

Vo. G7 C E Am Am (onE)

sun-light blinds his eyes.

Gt.-I

Gt.-II

Vo. Am (onE) Am (onD) Am (onD#)

Gt.-I

Gt.-II

④(Gt.) : Arpeggio playing.

Am (onE) Am (onD#) Am (onD)

Ah

Gt.-I

Gt.-II

Am (onD#) F Em

(8va) →

Gt.-I

Gt.-II

Em

Bring it

Gt.-I

Gt.-II



Am6 G Am6 C Am6 G Am6 C Am6 G

back Bring it back Bring it back Bring it back Bring it back Bring it back Bring it

Gt.-I

14 10 12 10 14 10 12 10 15 12 10 14 10 12 10 14 10 12 10 13 10

Gt.-II

0 1 2 0 0 0 0 1 2 0 1 2 0

Am6 C Am6 G Am6 C D

back Bring it back Bring it back (8va) Oh now Oh now Oh now Oh

Gt.-I

17 14 12 15 14 12 13 17 14 12 15 14 12 13 17 14 12

Gt.-II

0 1 2 0 2 3 0

D Am6 G Am6 C Am6 C

Oh now Oh now Oh now Bring it back Bring it back Bring it back Bring it back

Gt.-I

15 14 12 13 12 12 14 10 10 12 13 17 12 13 12 12 10 14 10 12 10 14 12 10 15 15 10 14 10 12 10 14 12 10 13 10

Gt.-II

2 3 2 0 0 1 2 0 0 0 0 1 2 0 1 2 0

Vo. *Am6* *C* *D* *Am6* *G*  
 Oh now Oh now Oh now Oh Oh now Oh now Oh now bring bring bring it bring

Gt.-I 8. 8.  
 Gt.-II 8. 8.

Vo. *Am6* *C* *Am6* *G* *Am6* *C* *Am6* *G* *Am6* *C*  
 it bring it—bring it bring it bring it bring it—bring it bring it bring it

Gt.-I 14 15 14 12 14 12 13  
 0 10 0 12 0 10 0 13  
 Gt.-II 0 2 0 2 0 2 0 2 0 2 0 2

Vo. *Am6* *G* *Am6* *C* **H** (*6times Repeat*) *G* *Am6* *C* *Am6* *G* *Am6* *C*

Gt.-I (8va)  
 14 15 14 12 14  
 0 10 0 12 0 10  
 Gt.-II 0 2 0 2 0 2 0 2 0 2

6times Repeat & Fade Out