

Prospero

Inspired by Edgar Allen Poe's "Masque of the Red Death"

by Elysia Arntzen

Ensemble

Percussion 1: marimba, tambourine, snare drum

Percussion 2: bass drum, crotales

Percussion 3: triangle, chimes, suspended cymbal

Percussion 4: temple blocks, vibraphone, tamtam

Notes:

This piece is inspired by Edgar Allen Poe's short story, "Masque of the Red Death," in which Prince Prospero locks his guests in the castle and throws a party to avoid catching the plague which is going around. Throughout the night, a clock in the far room disturbs the guests with its chiming, and when it strikes midnight, it is discovered that the plague has been brought in despite the prince's best effort. Nobody survives the party. What inspired me to use this story is the palace, which Poe describes in the beginning of the story. It has 7 rooms, each decorated in a different color. To portray this, I have created 7 short sections that vary in style. Approximately every 90 seconds, the chime plays a melody to represent the unease of the partygoers, the other players freeze until it is finished, and the "party" continues. Once I have introduced all 7 sections, I end the piece by following the form of Poe's story. The prince chases the "red death" through all the rooms until finally, instead of killing the intruder, the prince falls down dead. Musically, this section consists of extremely fast, unpitched material juxtaposed with the chime striking 12 times. After the 12th chime, the piece becomes more somber and ends with a slow funeral march. In lieu of rehearsal letters, I have included section labels that tie the piece to Poe's story.

Prospero

Score

Inspired by Edgar Allen Poe's "Masque of the Red Death"

Elysia Arntzen

"Blue"
dance-like ♩ = 120
3+2+2

Percussion 1
Marimba

Percussion 2
Bass Drum

Percussion 3
Triangle

Percussion 4
Temple Blocks

mf

mf

mf

8

Marimba
Hard Yarn Mallets

Perc. 1
(Mar.)

f

Bass Drum

Perc. 2
(B. Dr.)

mf

mf

Perc. 3
(Trg.)

f

Perc. 4
(T. Bl.)

f

ff

f

ff

15

Perc. 1
(Mar.)

Perc. 2
(B. Dr.)

f

ff

f

Perc. 3
(Trg.)

f

ff

Perc. 4
(T. Bl.)

f

ff

f

ff

f

Prospero

4

2/2+3

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Perc. 3 (Trg.)

Perc. 4 (T. Bl.)

28

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Perc. 3 (Trg.)

Perc. 4 (T. Bl.)

35

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Perc. 3 (Trg.)

Perc. 4 (T. Bl.)

to Chimes

Prospero

"8 o'clock"

"Purple"

41 freely, far away

♩ = 120

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Chm. Chimes

Perc. 4 (T. Bl.)

p

p

to Triangle

Triangle

to Vibraphone

mp

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Perc. 3 (Trg.)

Vib. Vibraphone

mp

p

mp

mp

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Perc. 3 (Trg.)

Vib. Vibraphone

mf

mf

f

mf

Prospero

6

65

Perc. 1 (Mar.) *mf* *f*

Perc. 2 (B. Dr.) to Crotales

Perc. 3 (Trg.) *mf* to Suspended Cymbal

Vib. *mf* *f*

73

"Green" = . = 120

Perc. 1 (Mar.) to Tambourine

Perc. 2 (Crt.) Crotales

Perc. 3 (Cym.) Suspended Cymbal *mp* Wire Brushes

Vib. *mp* 3 to Tamtam

79

Perc. 1 (Tamb.) Tambourine *p*

Perc. 2 (Crt.)

Perc. 3 (Cym.)

Perc. 4 (T.T.) Tamtam *mp*

84

Perc. 1 (Tamb.) *p*

Perc. 2 (Crt.) *mp*

Perc. 3 (Cym.) *mp* to Chimes

Perc. 4 (T.T.) *mp*

"9 o'clock"

89 freely, far away

$\text{♩} = 120$ (Tamb.)

Perc. 1 (Tamb.) *mp*

Perc. 2 (Crt.) *mp*

Chm. Chimes *mp* to Suspended Cymbal *mp*

Perc. 4 (T.T.) *mp*

97

Perc. 1 (Tamb.)

Perc. 2 (Crt.)

Perc. 3 (Cym.)

Perc. 4 (T.T.)

Prospero

8

103

Perc. 1 (Tamb.) *mp*

Perc. 2 (Crt.) *mp*

Perc. 3 (Cym.) *mp*

Perc. 4 (T.T.)

"Orange"

$\text{♩} = \text{♩}, \text{♩} = 180$

109

Perc. 1 (Tamb.) *f*

Perc. 2 (Crt.)

Perc. 3 (Cym.) *f*

Perc. 4 (T.T.) *f*

115

Perc. 1 (Tamb.)

Perc. 2 (Crt.) *mf*

Perc. 3 (Cym.)

Perc. 4 (T.T.)

121

Perc. 1 (Tamb.) *f*

Perc. 2 (Crt.) *mf*

Perc. 3 (Cym.) *f*

Perc. 4 (T.T.) *f*

127

Perc. 1 (Tamb.)

Perc. 2 (Crt.)

Perc. 3 (Cym.)

Perc. 4 (T.T.)

133

Perc. 1 (Tamb.)

Perc. 2 (Crt.)

Perc. 3 (Cym.)

Perc. 4 (T.T.)

Prospero

10

139

Perc. 1 (Tamb.) *f*

Perc. 2 (Crt.) *mf*

Perc. 3 (Cym.) *f*

Perc. 4 (T.T.) *f*

145

Perc. 1 (Tamb.)

Perc. 2 (Crt.)

Perc. 3 (Cym.)

Perc. 4 (T.T.)

151

Perc. 1 (Tamb.)

Perc. 2 (Crt.)

Perc. 3 (Cym.)

Perc. 4 (T.T.)

157

Perc. 1 (Tamb.) *f* to Chimes

Perc. 2 (Crt.)

Perc. 3 (Cym.)

Perc. 4 (T.T.) *f*

"10 o'clock"

163 **freely, far away**

"White"

$\bullet = 180$

Perc. 1 (Tamb.)

Chm. Chimes *mf* to Snare Drum

Perc. 3 (Cym.) *p* to Bass Drum

Perc. 4 (T. Bl.) to Temple Blocks

171

Snare Drum (Snares Off)
Drum Sticks

Perc. 1 (S. Dr.) *p* Bass Drum

Perc. 2 (B. Dr.) *p*

Perc. 3 (Cym.) Temple Blocks

Perc. 4 (T. Bl.) *p*

Prospero

12

179

Perc. 1 (S. Dr.) *p*

Perc. 2 (B. Dr.) *p*

Perc. 3 (Cym.)

Perc. 4 (T. Bl.) *p*

187

Perc. 1 (S. Dr.)

Perc. 2 (B. Dr.)

Perc. 3 (Cym.)

Perc. 4 (T. Bl.)

195

Perc. 1 (S. Dr.) *mp*

Perc. 2 (B. Dr.) *mp*

Perc. 3 (Cym.) *p* *mf* *mp*

Perc. 4 (T. Bl.) *mp*

Suspended Cymbal Bowed

203

Perc. 1 (S.Dr.) *mp* *mf*

Perc. 2 (B. Dr.) *mp* *mf*

Perc. 3 (Cym.) *mp* *f* *mf* to Triangle

Perc. 4 (T. Bl.) *mp* *mf*

211

Perc. 1 (S.Dr.) to Marimba

Perc. 2 (B. Dr.) *mp* *p* *mf*

Perc. 3 (Trg.) *p* Triangle *mf*

Perc. 4 (T. Bl.) *mp* *p* *mf*

"Violet"

218 Marimba Heavy Yarn Mallets

Perc. 1 (Mar.) *mf*

Perc. 2 (Crt.) to Crotales

Perc. 3 (Trg.)

Perc. 4 (Vib.) to Vibraphone *mf*

Prospero

14

226

Perc. 1 (Mar.) *mf*

Perc. 2 (Crt.) *mf*

Perc. 3 (Trg.) *mf*

Perc. 4 (Vib.) *mf*

234

Perc. 1 (Mar.)

Perc. 2 (Crt.)

Perc. 3 (Trg.)

Perc. 4 (Vib.)

242

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Chm. to Chimes

Perc. 4 (Vib.)

"11 o'clock"

"Black"

250 **freely, less far**

$\text{♩} = 90$

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Chm.

Perc. 4 (T. Bl.)

Chimes

f

to Temple Blocks

257

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Chm.

Perc. 4 (T. Bl.)

Bass Drum

f

Temple Blocks

264

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Chm.

Perc. 4 (T. Bl.)

271

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Chm.

Perc. 4 (T. Bl.)

f

"Midnight"

freely

277

Perc. 1 (Mar.)

Perc. 2 (Crt.)

Chm.

Perc. 4 (Vib.)

sfp *ff* *sfp* *ff* *sfp* *f*

to Crotales

to Bass Drum

to Vibraphone

"Prince Prospero...rushed hurriedly through the six chambers"

$\text{♩} = 120$ $\text{♩} = 180$

285

Perc. 1 (Mar.)

Perc. 2 (B. Dr.)

Chm.

Perc. 4 (Vib.)

to Snare Drum

Snare Drum (Snares On) Drum Sticks

mp *mf*

Bass Drum

f *subito p* *mf*

to Tamtam

Tamtam

mf *f*

293

Perc. 1 (S. Dr.) *mf* *f* *ff*

Perc. 2 (B. Dr.) *mf* *f* *ff*

Chm.

Perc. 4 (T. T.) *mf* *f* *ff*

"And Darkness and Decay and the Red Death held illimitable dominion over all."

♩ = 60

304

Perc. 1 (S. Dr.) *sf* *p* *ff*

Perc. 2 (B. Dr.) *f* *ff* *ff* play random and fast

Chm. *fff*

Perc. 4 (T. T.) to Temple Blocks *ff* Temple Blocks *ff*

313

Perc. 1 (S. Dr.) *f* *ff*

Perc. 2 (B. Dr.) *f* *ff*

Chm. *fff* to Suspended Cymbal bowed *f* *ff*

Perc. 4 (T. Bl.) to Tamtam bowed *f* *ff*