

Overview of sections, durations, tempos & key centers

I. THE TREE (10'33'')

1. **Aurora** 0-2:26 (2'26'')

- Free opening
- Twelve-tone chorale: ♩ ~ 57

2. **Heliotrope** 2:27-8:34 (6'08'')

- **Am**; ♩ = 85; (= 57 @ triple meter)
- Section II; ♩ = 72-75
- **Eb/E** octatonic; ♩ = 113

3. **Sun Poisoning** 8:35-10:32 (1'58'')

- (12-tone/D); ♩ = 170

II. THE LODGE (9'04'')

4. **The Starting Gun** 10:33-14:57 (4'25'')

- **Bb**; ♩ = 95
- Eb/E octatonic; ♩ = 120-127 (Helio reprise)

5. **Crescent Horns of Panic** 14:58-16:13 (1'16'')

- **→D**; ♩ = 170 (Sun Poisoning reprise)

6. **Erosica** 16:14-19:36 (3'23'')

- **C#/D** octatonic; ♩ = 170

III. THE VALLEY (10'16'')

7. **Descent to Delphi** 19:37-24:30 (4'54'')

- **Cm**; ♩ = 116
- Bb, G; ♩ = 77 @ triple meter

8. **Bellerophon Tames Pegasus** 24:31-27:42

- **E**; ♩ = 175-80 (3'12'')

9. **Cerberus and Heracles** 27:43-29:52 (2'10'')

- **Eb/E** octatonic; ♩ = 145 (Heliotrope reprise)
- Am (Descent to Delphi reprise)
- G, E; ♩ = 72-75

IV. THE RECOVERY (18'12'')

10. **The Lighthouse Pulse and the Prism Break** 29:53-35:46 (5'54'')

- chorale: ♩ ~ 57 (Aurora reprise)
- **A**; rubato

11. **Lunaticoc** 35:47-39:02 (3'16'')

- **E**; free → ♩ = 190

12. **Requiem Solaris** 39:03-42:49

- **Cm**; ♩ = 95 (3'47'')

13. **Ashes Unbound** 42:50-48:04 (5'15'')

- **C**; ♩ = 52-57

Summary of Narration by Section

PART ONE (~30')

I. The Tree

1. Aurora
2. Heliotrope
3. Sun Poisoning

The Shepherdess comes upon the World Tree.
She climbs it and meets the Princess in the glass castle.
The Princess is (re)abducted by the Dark Wizard.

II. The Lodge

4. The Starting Gun
5. Crescent Horns of Panic
6. Erosica

The Shepherdess makes friends on her journey to find the Princess.
Together the friends attempt to rescue the Princess.
But after a great battle their efforts are foiled by the Hunter-Wizard.

III. The Valley

7. Descent to Delphi
8. Bellerophon tames Pegasus
9. Cerberus and Heracles

The Shepherdess ventures into the realm of the Witch.
There she tames the colts in order to win the magical horse, Aethon-Zeus.
She quiets the twelve hungry wolves as she leaves the Witch's valley.

PART TWO (~20')

IV. The Recovery

10. The Lighthouse Pulse...
11. Lunaticoc
12. Requiem Solaris
13. Ashes Unbound

With the magical horse, the friends seek out the Princess once more.
They escape with the Princess and the Hunter pursues them.
The Hunter is thrown from his horse and trampled to death.
The Princess and Kingdom are saved and a double-marriage celebrated.