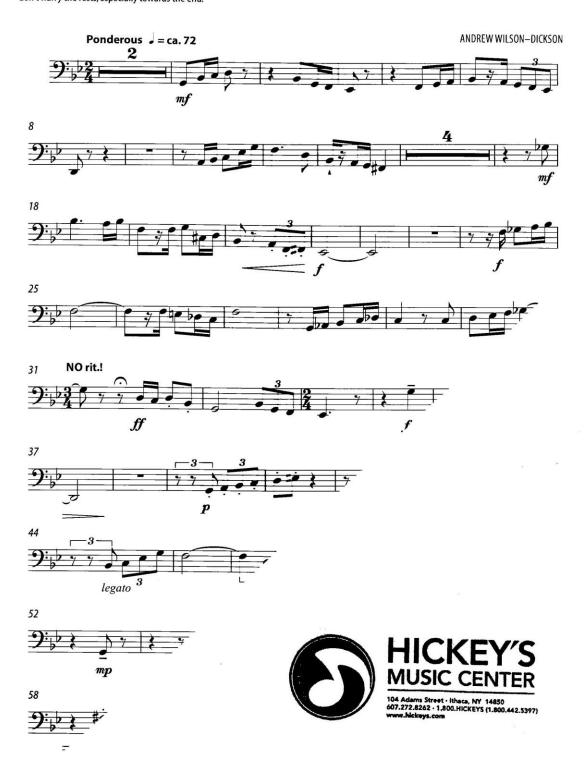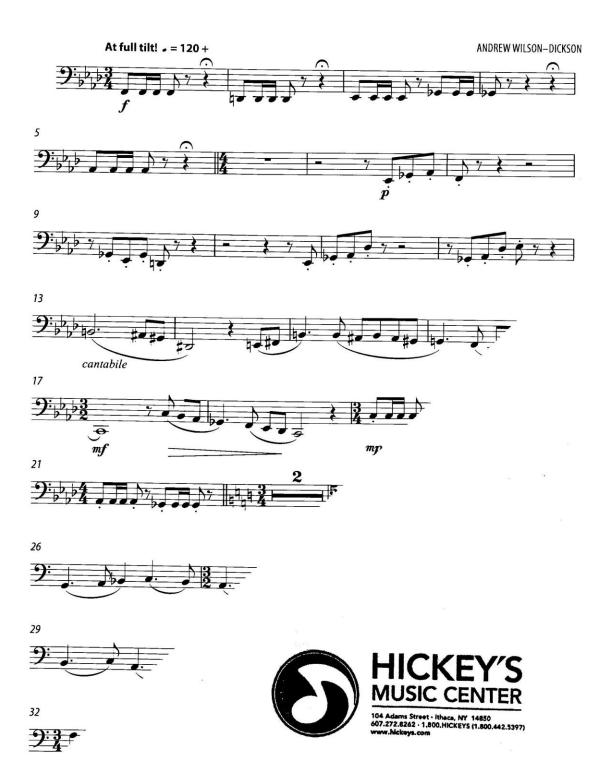In Spenser's list of monsters, Rosmarine doesn't sound too horrific.
It could be that the creature – Ros = horse, marine = sea – is in reality a walrus.
which is why I have written a rather heavy-handed piece – a walrus can weigh over 1000kg –
evoking the awkward way it moves on land. So keep the tempo very steady, count carefully and
don't hurry the rests, especially towards the end.
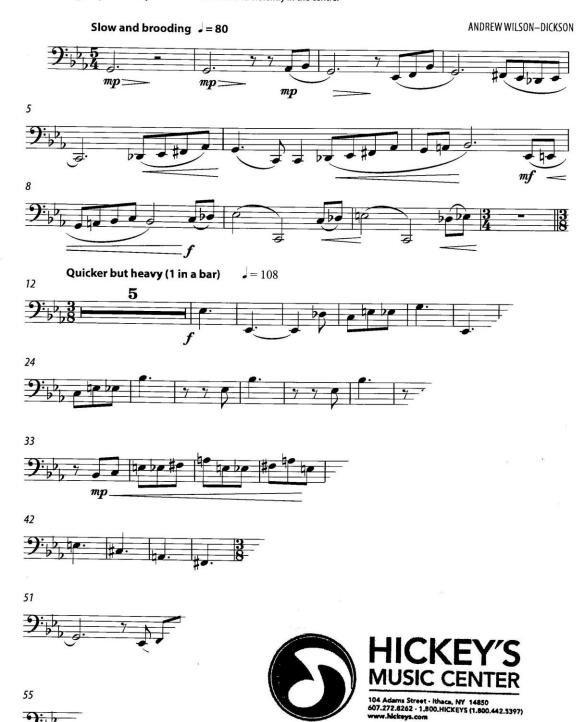
Rosmarine

ANDREW WILSON-DICKSON

Monoceros was another name for a unicorn, but in the sea this signifies a narwhale. It has an amazingly long and twisted horn and in groups these animals must have seemed very threatening. I have tried to evoke their superb ability to slip through the water at speed, so make the music fluent, flowing and fast.

Monoceros

ANDREW WILSON–DICKSON

■ To Spenser's list I have added a Siren, often depicted as a mermaid
and not apparently monstrous, but Leonardo da Vinci wrote:
'The siren sings sweetly that she lulls the mariners to sleep;
then she climbs upon the ships and kills the sleeping mariners.'
I've used an exotic scale of alternationg tones and semitones to conjure up the fatal attraction
of her 'siren-song'. Play seductively in the outer sections and violently in the centre.

Siren *for Geraint*

ANDREW WILSON–DICKSON

Slow and brooding ♩ = 80

5

8

Quicker but heavy (1 in a bar) ♩ = 108

12

24

33

42

51

55

Sea–Satyre

■ **Sea-Satyre** may be played by tuba alone.
■ The Sea-Satyre, Sea-Devil or Ichthyocentaur was a creature with the upper body of a male human, the forelegs of a horse and a dolphin's tail. Spenser evidently thought it scary and I have written music of extremes, so make the changes in dynamic as sudden and vivid as possible.
In a performance with piano, the counting must be accurate so keep the pace steady.
Make the music at times stormy and violent.

ANDREW WILSON–DICKSON

Very strictly in time ♩ = c. 80