



# KINDRED SOULS

An UNDERTALE & DELTARUNE  
fan album by the  
Unofficial MSPA Fans

Album cover by Sartorially

All musician and artist credit links are at the back of the booklet





# The Fall

## Music by Circlejourney, art by Tavvy

### Circlejourney:

Fan spaces like to theorise on the reason Frisk climbed Mount Ebott. One of the more common headcanons—and the one that shaped this song—is that it was a suicide attempt. While obviously not the only interpretation, this reading compels me because of its deep resonance with not only my own life but also the themes of the game. Beginning from a hopeless space sets Frisk's journey in contrast—as an arduous climb back home, along which they save the Underground by steadfastly choosing mercy and life over vengeance and death.

To be saving others' lives even while struggling to save one's own—I hoped to capture just a sliver of that sentiment here. The song is situated in the moment Frisk falls into the Underground, told like a future vision of everything they are and could become. I wanted to play with different sense of “falling”: a regression, an escape from despair, a leap of faith?

### Tavvy:

Recently, I've come to adore Frisk as a character. Regardless of their reason for climbing Mt. Ebott, their journey through the Underground is marked by a prevailing sentiment of determination. That powerful determination, whether it's used for nice or not-so-nice reasons... that dichotomy was what I hoped to depict.

# The Fall

## Lyrics:

Though it's hard, my dear, to play your part  
With the execution blade in your hand  
While a candle of hope lights your heart  
No blood will wash the land  
For the fear of all you couldn't be  
You could never dream of what you'd begun  
Though the fall is so lonely  
Your love touched everyone

Halt right there  
Now where have you been?  
You meant to meet the world  
Either burn it or save it  
The flowers lie in skies that roll forever  
And remember  
You can't cheat the world  
Always returns what you give it

Daggers, staves and beggars  
Maths and manners  
Baths and banners on the wall  
And meadows, masks and shadows  
Bask in shallows  
Play in the rain  
Rise up again and gain  
Royal, false or loyal  
Pause and try all doors  
Turn strangers into friends  
And lovers, till flowers unfold the end

# The Fall

Though it's hard, my dear, to play your part  
With the execution blade in your hand  
While a candle of hope lights your heart  
No blood will wash the land  
For the fear of all you couldn't be  
You could never dream of what you'd begun  
Though the fall is so lonely  
Your love touched everyone

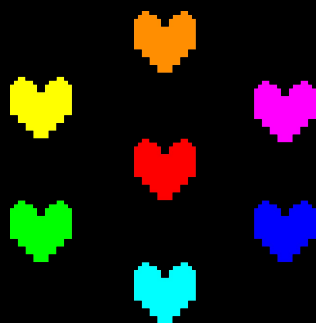
Through the burning days and darkest nights  
Hold your little dagger close in your hand  
Let your candle of hope be your light  
Your voice grieves the wasteland  
Though you fear the things you cannot be  
There's a world of love you've yet to see  
Though the fall is so lonely  
You'll live to tell the story

So take the leap and fall  
When you hope and dream  
It takes nothing at all  
So fall  
All it takes to save the world  
Is start out small

# The Fall

And it's hard, I know, to play our parts  
Throw the execution blade from your hand  
While a hope still burns bright in our hearts  
No blood will wash the land  
For the fear of all you couldn't be  
For the story that you've somehow begun  
Though the fall is so lonely  
Your love saved everyone

For the fear of all you cannot be  
You could only dream of what you'll unfurl  
Though the fall is so lonely  
Your love will change the world





STAR NOMAD

# Legend of Tenna: Dark Awakening

Music by cosmopectera, art by star-nomad

**cosmopectera:**

JUST LIKE YOU REMEMBER FROM [video game] !!

**star-nomad:**

You were used up

ENEMY APPROACHING



ENEMY APPROACHING





# Enemy Taking A Very Long Time To Approach

Music by yuuDii, art by Skyplayer

**yuuDii:**

There's an 'Enemy Approaching' but they kind of aren't feeling it, and they've heard the human's pretty chill, so they're just going to slowly make their way over because they're not in a real rush to start the battle or anything.

**Skyplayer:**

Watch out... here he comes... oh no... he's on his way... you'll never be able to defeat him... he's almost here... any second now... prepare yourself... anytime now... uh oh... get those mitts ready... for a brawl like the world has never seen before... any moment now... do you see him on the horizon... be careful... he's about to attack... it's time... for a good boy... his appetite for pets can never be satiated... look out...

My signature 3D stuff here is actually pretty basic, but, for the first time in one of my trackarts, I have at last managed to perform the ancient ritual known as "drawing". I am truly unstoppable now.



# Monster Kid's Theme

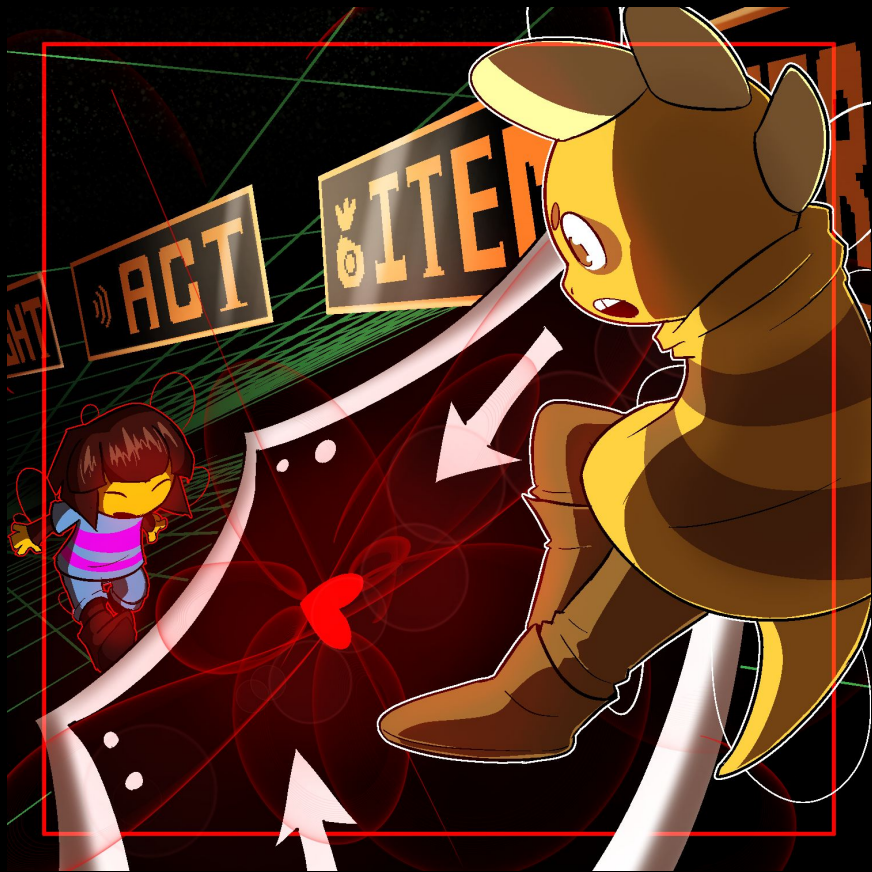
Music by Rainy, art by Azeleon

**Rainy:**

What if monster kid had a character theme?

**Azeleon:**

Frisk and Monster Kid playing at the waterfall!



# Playfight!!

Music by Rainy, art by Azeleon

**Rainy:**

What if monster kid had a battle theme?

**Azeleon:**

I thought it might be fun if Monster Kid had some Undyne-like arrow attacks.

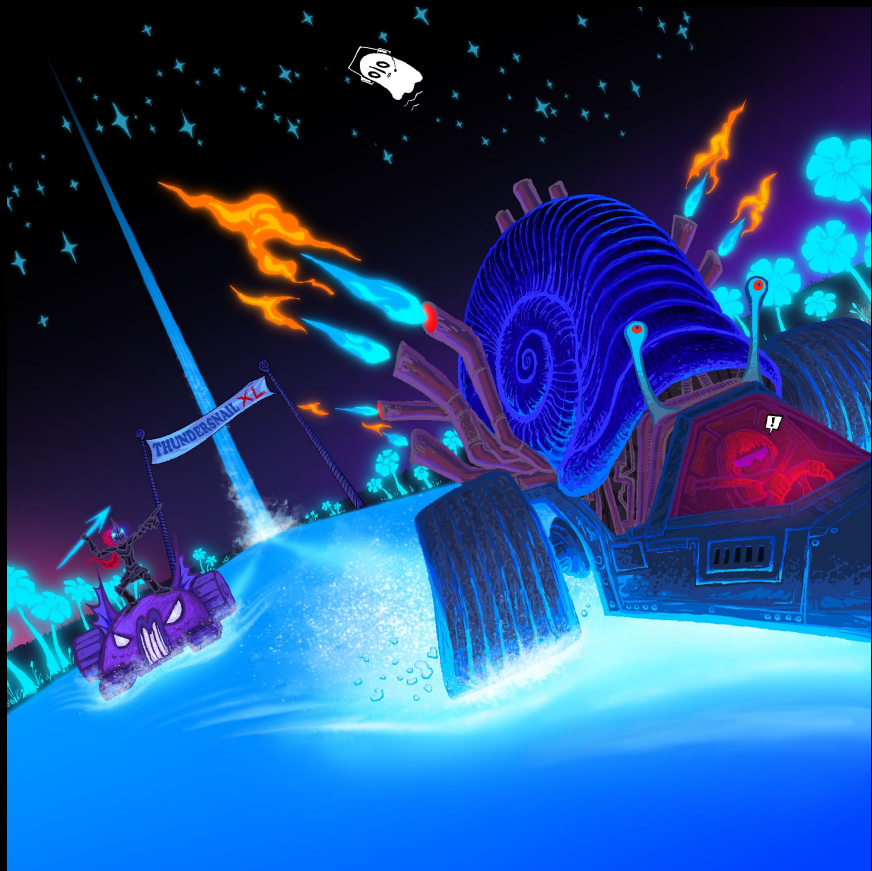


# Waterfall March

Music by windy\_c3, art by Awkward

## **Awkward:**

The colour palette is actually reused from the art for Twilight Reverie ~ Penumbra Phantasm. There's no reasoning behind it beyond "I'm lazy," but it's nice that they visually complement each other.





# THUNDERTALE

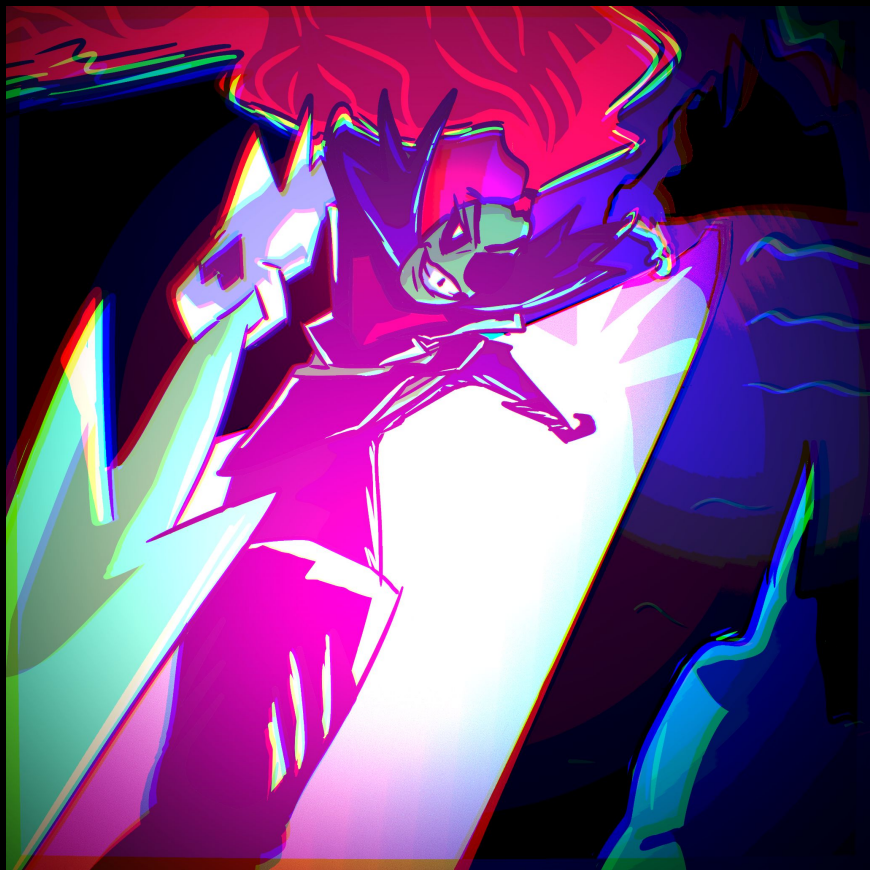
Music by cosmoptera, art by Monckat

**cosmoptera:**

!

**Monckat:**

this one might be a bit wacky. i hope you guys think the concept of thundersnail being scaled up to giant snail dragsters and fish-shaped armored cars fits this track as well as i thought it did.



# Undying Energy

Music and art by Gryotharian

## **Gryotharian:**

This was an attempt at any dnb/breakcore type song to demonstrate my music to a friend but it quickly became battle against a true hero and I thought 'well shit guess its undertale now' and comitted.

## **Gryotharian:**

undyn.



# Echo Flowers

Music by Rose Gray

Clarinet: Rose Gray

Cello: Melissa Lank

Piano: Neil Ren

Art by Circlejourney

## **Rose Gray:**

Echo Flowers was written for the 2025 fan music album Kindred Souls, published in September 2025 by the Unofficial MSPA Fans in commemoration of the 10th anniversary of the video game UNDERTALE by Toby Fox. The piece depicts the above conversation from the game, overheard by the protagonist in passing through titular echo flowers amidst the deep blacks and shining teals of the Waterfall area. The conversation is one of yearning, of wanting freedom, of wanting a better life for you and your loved ones; it is one of hope, of imagining a better life, of imagining a world that has moved beyond war and beyond strife; and it is one of connection, of vulnerability, of sharing your hopes and dreams with those you love.

# Echo Flowers

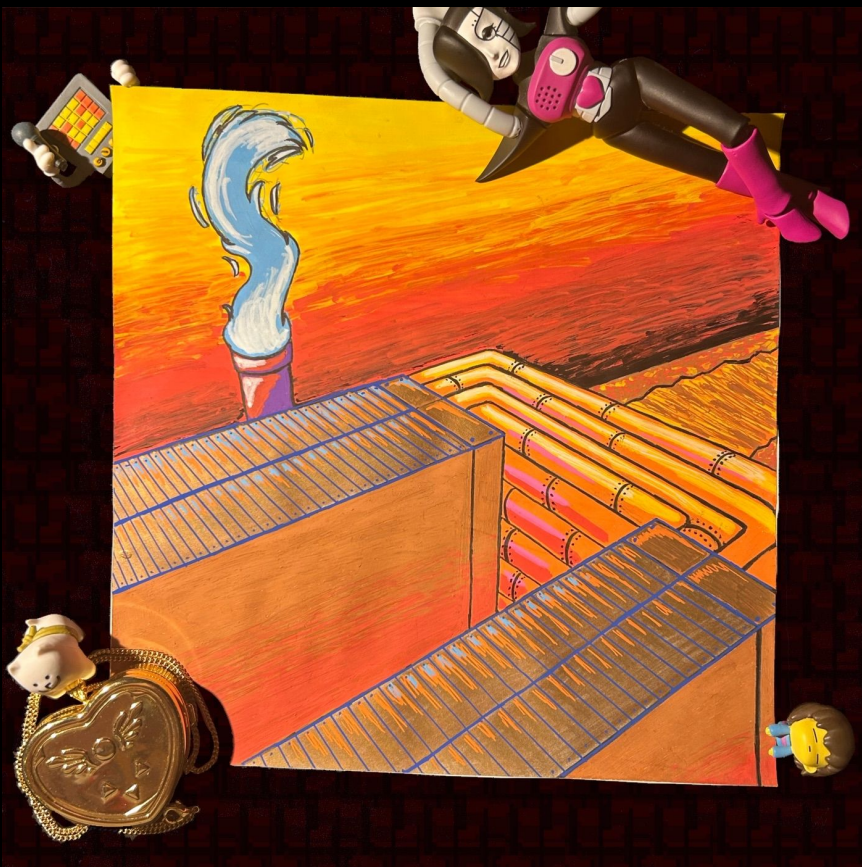
This tone poem is in three sections. First, an atmosphere of resignation is established. Yearning is present, but it has no release, leaving it to first softly groan before building to a great pained wail. Then, hope emerges, and the passersby's imaginations bloom into a beautiful world beyond the gloomy caverns of Waterfall. This middle section briefly transforms into fear and despair at the thought of such a world never coming to fruition, but hope ultimately perseveres. The final section is solemn once again, a return to reality, though it is not without one final note of hope, indomitable and ever present hope.

It should be noted that the themes in Echo Flowers are based on those in the UNDERTALE soundtrack, composed by Toby Fox.

## **Circlejourney:**

It was a privilege to illustrate this piece! Waterfall is one of my favourite areas of the game and I feel this tone poem gives it a lot of depth. I wanted to illustrate a piece full of flowing lines and whirling clouds over a field of flowers to evoke the piano cadenzas and the piece's melancholy yet hopeful atmosphere.







# Rising Heat

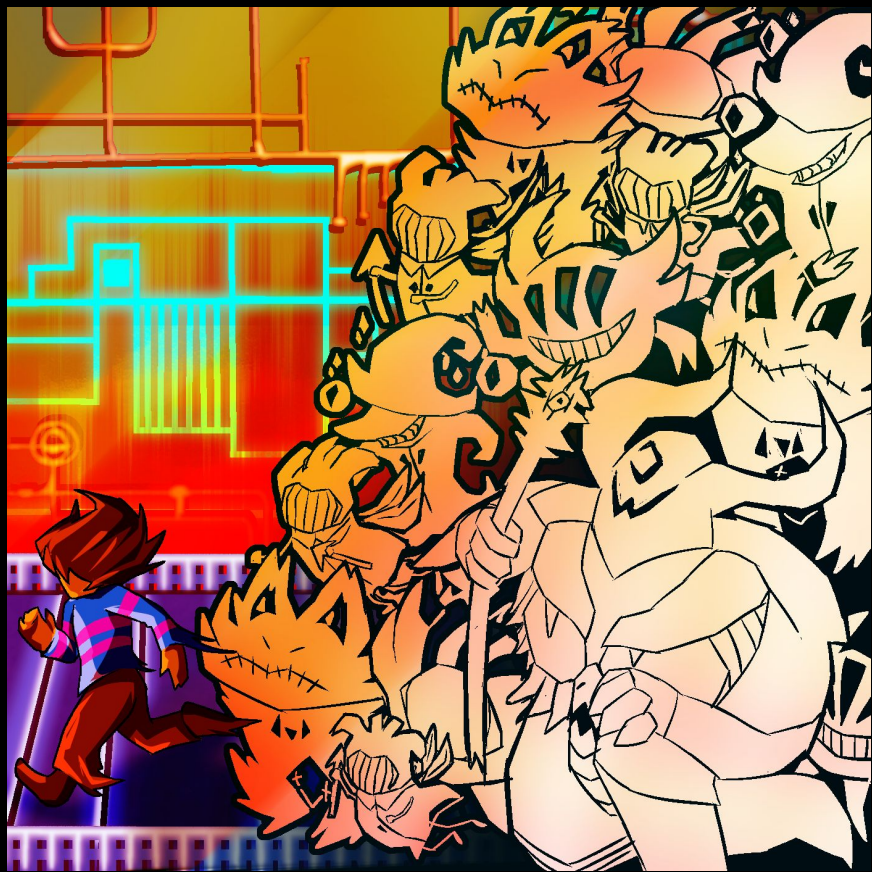
Music by ruby, art by EnderSlime

## **ruby:**

Another Medium is such a special track to me. it's a very unique track in the undertale soundtrack. I just wish it was longer, which is why I made this remix longer than the original. this is actually an older remix that I overhauled for this album, fixing errors and improving the mix.

## **EnderSlime:**

Another Medium has always been my favorite Undertale track, since before I even knew the context of the name. I don't know what about it has always given me this grand, adventurous sense of wonder. It must be magic. Or that you hear it for so long while doing the arrow puzzle that it melds with your brain.



# CORE [BRUTALIZED]

Music by Jebb, art by EnderSlime

## Jebb:

I really like Carpenter Brut's stuff. Like, it's REALLY good. At the time of writing this commentary, i have semi-recently checked out all of their non-soundtrack albums. A big reason for me doing that was because when this album rolled around, "CORE but in the style of a Carpenter Brut track" was one of the ideas i had come up with. This was the result.

I felt like Brut's heavy, electronic, very rhythmically straightforward style fit Core - it's a track for a "final stretch battle gauntlet" after all, the area putting you up against the underground's toughest monsters, so it makes sense for it to fit an intense style.

(Actually, that being said, i feel like EnderSlime's wonderful cover art made for this track reflects that idea very much! A literal wave of enemies isn't something to scoff at.)

A lot of the effects and practices were actually taken directly from a previous Brut-styled track i did for an mspfa. I assume this is a thing that a lot of composers do frequently, definitely was a new thing for me though.

I actually intended on using one of the basslines for a different track which may or may not come out at some point, even considering cancelling this track to focus on that one instead. However i felt like this track was close enough to being finished compared to that one for it to not be worth cancelling this one. Glad that i didn't! Not like there can be enough Undertale tracks for the Undertale anniversary album.

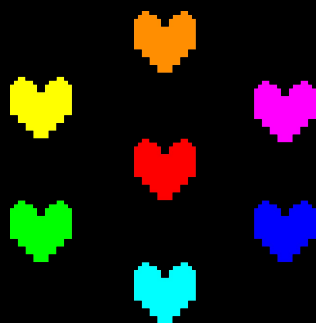
## CORE [BRUTALIZED]

Lastly, i wanted to say thanks to Zumi's vgmdb CORE midi for assisting me with putting together a lot of the foundation for this track!

And, as always - Beware of the man who speaks in hands.

### **EnderSlime:**

Carpenter Brut is... it's weird. I've never played a single game he's ever done music for. But one day my best friend, my friend group's longtime DM, had a brand new combat playlist for us, and it was filled with the coolest tracks we had ever heard. We were all instantly obsessed. She uses it for particularly straining or important battles, so it's special and memorable when we hear his music. It's strange having someone's work affect you so much, completely separated from the context in which it was made. So here I am, making track art for an Undertale remix that emulates his style. Ship of Theseus type shit.





# TRUE POWER OF "NEO" ~ Last Stand

Music by ruby, art by EnderSlime

**ruby:**

\* Stage lights are blaring.

What started as a simple transcription and recreation of the scrapped, longer Power of NEO Toby worked on for DELTARUNE, turned into an 11 minute-long anthem for an exhausting fight between an immovable object and an unstoppable force. Basically, "What if Mettaton NEO actually put up a fight?"

The fight drags on, tension rises. Those who remain watch on in fear and amazement. The fate of the world is at stake.

00:00 - As the smoke dissipates, the silhouette of the robot becomes visible.

00:39 - Action! The fight is on. KILLER ROBOT vs. UGLY LITTLE CREATURE

02:25 - It's not even clear anymore whether this is a fight to the death or a dance battle.

02:52 - The fight gets more and more intense, Mettaton NEO blocks the monster's attacks, the monster perfectly dodges Mettaton NEO's attacks.

03:58 - They are perfectly in sync. Like a well-oiled machine. But the robot knows exactly what is at stake.

# TRUE POWER OF "NEO" ~ Last Stand

04:51 - Now it's time to get serious. With the power of those who failed to stop you, Mettaton NEO's attacks intensify!

06:50 - Over in the capital, a skeleton is watching the broadcast. It'll be a bad time if Mettaton fails now...

07:17 - Mettaton slips up! He makes one wrong move, the monster immediately takes advantage and finally lands a hit.

\* ...

07:40 - Lights start flashing in sync with the beat.

\* ...

\* Didn't...

\* Didn't you know...?

\* DIDN'T YOU KNOW NEO IS FAMOUS FOR ITS HIGH DEFENSE!?

08:06 - Despite everything, Mettaton NEO persists. More determined than ever. He can't give up now, everyone is counting on him. He is the star.

10:20 -



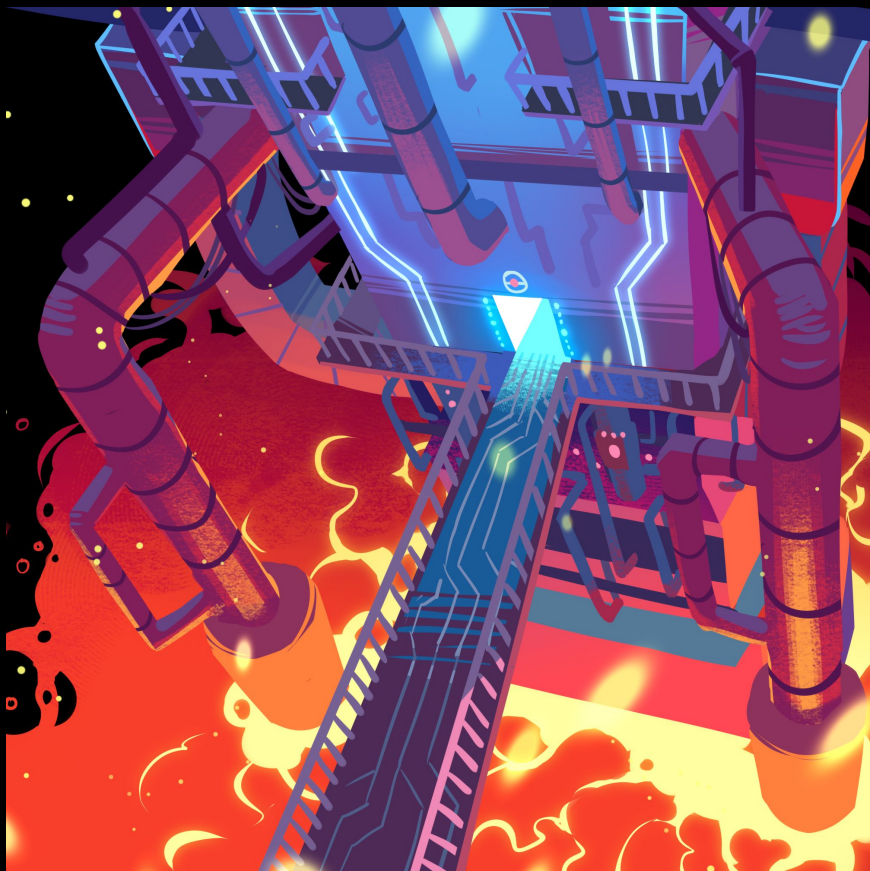
## TRUE POWER OF "NEO" ~ Last Stand

huge thanks to yuuDii for allowing me to use her Super Killer Robot track! when i thought i got everything out of Power of NEO that i could get, she dropped it and told me i could use it for my track if i wanted to. i ended up making an entire extra phase!

also thanks to EnderSlime for helping out with the song title, in addition to the awesome art!

### **EnderSlime:**

I like Mettaton. We all know this about me.



# Foundation

Music by yuuDii, art by Circlejourney

**yuuDii:**

CORE.

**Circlejourney:**

CORE .

I was imagining one of those establishing shots when you enter a new area in a game and the camera pans across the scenery.



# Extremely Dangerous Checker Dance

Music by WHATISLOSTINTHEMINES, art by Jas  
(hipstersoulgushers)

**Jas (hipstersoulgushers):**

I havent played deltarune so I hope and pray this works in context.  
Dance on Checkerman.



# Soar Like an Ego

Music by Jebb, art by star-nomad

## Jebb:

So, tell me for a second. WHY is Glyde THE only one of the Kickstarter bosses to not have a boss theme? Muffet has one! I mean, even So Sorry has one! Why does Glyde for some random reason not get a boss theme when all the others do?? Like, his spawn location gets a completely unique atmospheric track (Mysterious Place) but his actual fight doesn't? What?? Why?? Glyde is COOL and RADICAL and he does NOT deserve this injustice!!!

Anyways. The inspiration for this track was in big part GameBro (Original 1990 Mix) and Catswing. You can hear the GameBro inspiration most in the duty cycle and the Catswing inspiration in, well, the completely unaltered Catswing motif.

Actually, i remembered that i was advised to at least tweak the motif a bit to not make it blatantly Catswing but i completely forgot to do that. Whoops, oh well. Let's just pretend that Catswing actually originated in Undertale as part of Glyde's totally real boss theme. Yeah.

Also, said Catswing motif is played by SGM's Comp Clav, which is the same instrument that plays the "sans." lead. You figure out the lore implications.

I tried to make the track more "sleazy gamer cool" than "jazzy villain" coo (thus the GameBro inspiration) but the muzes lead me more into the 2nd direction. Must say, i don't regret it! I feel like it channels enough of both energies to work just fine.

## Soar Like an Ego

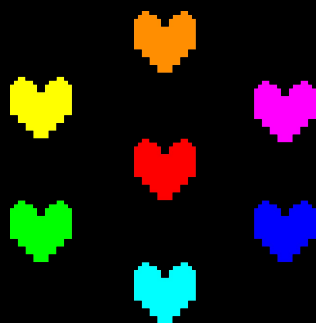
I am a big fan of how the drums ended up sounding in the last part of the track, the additional percussion layered on kicks and snares adds some very nice texture to it.

Additionally, thanks a lot to star-nomad for making track art for this literally like half a week before the deadline! It's the same idea i was envisioning doing for the piece, just so much better executed than if i were to try to do it myself. Also thanks to Tavvy for coming up with the wonderful wordplay for the track's name. If not for him, it would have possibly still been called glyde2.

### **star-nomad:**

inspired by that one crown zenith lumineon alt art. if you know, you know. (also you're very welcome, jebb- this one was a ton of fun to do and i really wanted this track to not be stuck in art limbo. i'm glad we had the same idea for it)







# Berdly Unleashed

Music by Spad3s, art by Sartorially

## **Sartorially:**

"How many times can this guy draw Berdly?" At least once more.

I was deeply inspired by a YouTube speedpaint titled KYARY by HEARTMUSH, depicting wacky music video personas bursting from a singer's brain. Combining that with Berdly's patented Expressions™ really invokes a self-aggrandizing explosion of ego.

Thank you to my fellow artists for picking the final version of the "UNLEASHED" text & thank you to my Mack for cautioning me against using fart green for the clouds.



# Shibuya Dating

Music by tsundereCat [TC], art by allahrts

## **tsundereCat [TC]:**

literally an extended version of the dating start section from my old undertale anniversary medley from 2018 lol

## **allahrts:**

Inspired by old vintage Western sunday newspaper comics. I wanted it to feel like a piece that was recolored for a comic book cover, or was painted on paper and scanned in again. There's just something so sweet and nice about this music that reminds me of the classics.

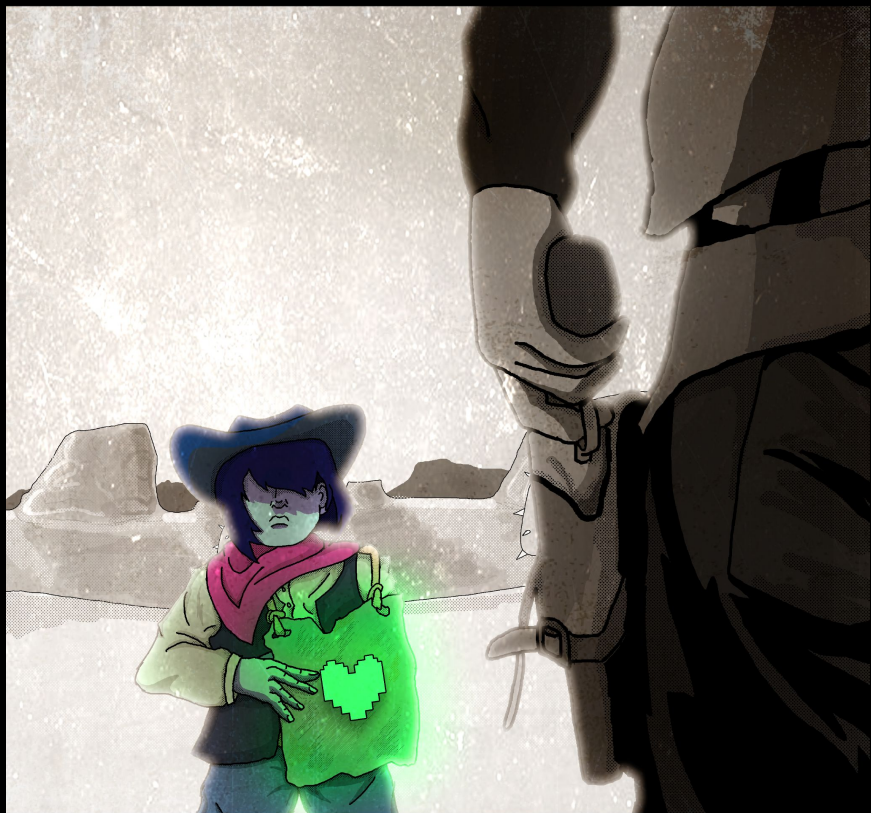


# Waltz in the back of your mind

Music by pizzagremlin, art by Gryotharian

## **Gryotharian:**

this was going to be closer to my normal style but i wanted to do something a little weird looking. hence this experimental default krita brush nightmare. I love the egg room stuff it's tonally unlike anything else in the game and fascinates me.





# **FRIEND INSIDE ME (Torrent Mix)**

Music by Torrent 64, art by DalekWho1963

## **Torrent 64:**

A farewell to Woody Theory! Whether or not it's truly in chapters 3&4 we have yet to know (as of the writing of this commentary), but we sure had a hell of a time nonetheless. Ride like the wind, partner!

## **DalekWho1963:**

There is a friend contained within me. My idea for this artwork was inspired by A Fistfull of Dollars, specifically the scene where Clint Eastwood's character has a bullet proof vest fashioned out of a sheet of metal. I did something similar, but also tied that to the green soul with it's shielding aspect.

# FRIEND INSIDE ME (Torrent Mix)

## Lyrics:

YEE HAW!

Friend Inside Me!  
Friend Inside Me!

Friend Inside Me!  
Friend Inside Me!

Friend In-side Me!  
Friend In-side Me!

Let me tell you 'bout a Friend... Inside Me!  
Friend...Inside Me!

Friend Inside Me!  
Friend Inside Me!

Welcome, welcome, everybody!  
To the GRAAAAAAAAAAAAAAND FINALE!  
We're about to set on our foot here!  
Our lil' partner has the stage!

Come now everybody!  
It's time to go!  
Let's grab somebody from a long time ago!  
Let us hear them yell!  
(Friend Inside Me!)

# FRIEND INSIDE ME (Torrent Mix)

Let them hear us roar!  
Maybe you can tell we're about to soar!  
(Friend Inside Me!)

Swing your lightner round and round!  
Make sure that they're not coming down!  
You may see them high, you may see them low!  
(Friend Inside Me!)  
But-uh this lil' partner's about to blow!  
(Friend Inside Me!)

YEE HAW!  
Goes the cowboy right up the hill!  
Goes swinging and spinning like a god damn windmill!  
Do-si-do 'til your legs go numb!  
(Friend In-side Me!)  
Keep it up lil' partner, it's so much fun!

Swinging and spinning like a reel-to-reel!  
Going round n' round til you just can't feel!  
Now come along, it's time to pay the toll!  
(Friend In-side Me!)  
And as-uh for me, Imma takin' your SOUL!

Friend In-side Me!  
Friend In-side Me!  
Friend In-side Me!



# bangin sermon man

## Music by MacK, art by Sartorially

### **MacK:**

Father Alvin, the hammer's anvil, priest of Hometown, and all around hunky dory swell guy has always fascinated me deeply. Something about the tragedy of a priest who doesn't write his own sermons for fear of tarnishing his predecessor's legacy just resonates strongly, even if I never learn to understand the feeling.

My challenge for this piece, besides an especially long track, was to try and come up with a medley of melodies that best succinctly express moments from Undertale and Deltarune I treasured most, while evoking the feeling of a sort of 'teaching moment' that escalates and carries throughout the piece - exemplified no better than the 4 second transition to Jackenstein a good friend of mine, Terra of terra firma helped concoct. Thanks, buddy. You learnt me something new.

### **Sartorially:**

I have been listening to this track get worked on for actual months.

BEHOOOOLD! The reason I joined this project! My partner is my musical muse in every sense. Been a cheerleader for every stage of this track. ...Partially because listening to the full process has really improved my ear for leitmotifs.

As for the art itself: I watched Karate Kid and Kung Fu Panda many times in youth, so Gerson fully unlocks that part of my memory. Basically the whole thing boils down to a fundamental adoration for storytelling in illustration. I also think old men are hot. In case anyone was wondering about that. Just thought you should know.



# THE ORIGINAL

Music by Levc, art by bluwingz

## **bluwingz:**

I aimed for the feeling of accidentally triggering a boss fight with an angel. Or a demon. Whatever Starwalker wants to be. I wanted to capture that sinking feeling that you are too under-leveled to fight this enemy.

## **Levc:**

As a shy composer and producer involved in many fandoms, undertale/deltarune always struck me as one of the coolest because of their HONORABLE TRADITION in making fan songs that could fit in its source. This is my take at something like that, but with a joke character that people would only give a song as a joke or an elaborated shitpost. There's no irony tho, just an actual attempt to give starwalker an actual song.

I think this is the only thing I could do to celebrate undertale. To this day, I don't believe to be good enough to make a cover or arrangement of an undertale track and not make it sound like a cheap copy. So an original theme about a character that gets no music is a good place to work with. It only has the freedom motif because that's funny... Wait I said there's no irony, fuck.

ANYWAY, point is. THIS COMMENTARY IS PISSING ME OFF.... IM





# Battle for the World

Music by DalekWho1963, art by glubtier

## **DalekWho1963:**

Heavily inspired by Separate Ways (World's Apart) by Journey. I wanted to have a sort of epic hard vibe to it, and that track just stuck in my head. I think the new tone the track brings to the general vibe of "Battle Against a True Hero" is not just the normal one of fighting against all odds, but moreso "I'm going to best your ass and look cool while doing it"



# Weeping Glass Shard Freedom Into Your Bloodied Hands

Music by Gryotharian, art by star-nomad

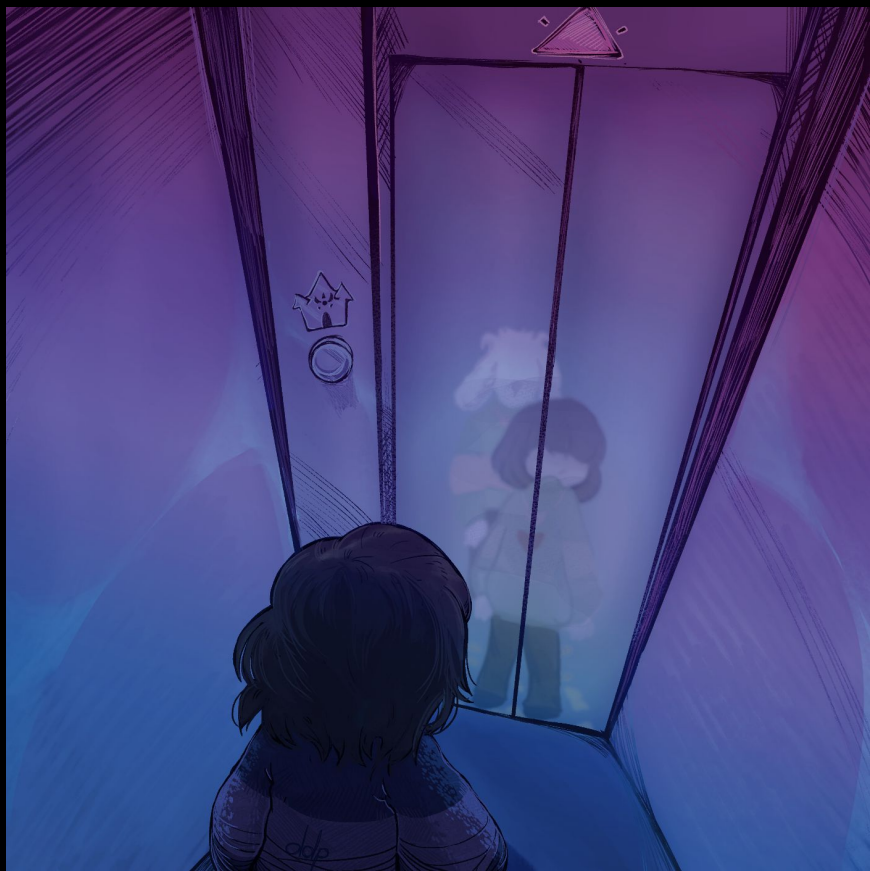
## **Gryotharian:**

A nero's day at disneyland/lauren bousfield inspired secret boss remix that i am desperately struggling with. I have like 6 version of this and they're all different and all bad. I tried to cook and destroyed my kitchen. Truly I am just like Undyne (from that game undertale.)

UPDATE; NEVER MIND i am a MUSICAL GOD and i have it ALL figured out in life. This is the best thing i have and will ever made/make.

## **star-nomad:**

wanted the art to emulate the perfect unsettling feel of Gryotharian's work, so i hope i did the piece justice. (also love nero's day at disneyland so that helped)



# Elevator Music

Music by Gryotharian, art by DDP

## **Gryotharian:**

I... dunno man. I just wanted to do something with long elevator as a joke, and this is what came out of it. DDP did some fantastic art that my track feels undeserving of.

## **DDP:**

ah yes the elevator. the most liminal of spaces. sometimes your reflection is only yours by osmosis btw did you know that.



# デルタルーン

Original Music, Lyrics & Text by Toby Fox  
Arranged & Lyrics Adapted by ruby  
Vocals: Kasane Teto SV  
Art by SelanPike

## **ruby:**

I originally intended to touch up an old remix of the DELTARUNE main theme I had done back in 2022.

Then, the DELTARUNE Nintendo Switch 2 trailer dropped, which used an arranged version of the piano demo. I've always been a huge fan of the main theme demo, and a little disappointed it never made it past the demo stage, so hearing a more produced version for THE DELTARUNE release date trailer, it definitely gave me some feelings.

So, instead of including an old remix, I re-transcribed the song, including the additional strings and EarthBound piano.

(someone bug me whenever this commentary makes it onto the wiki, I can include some wips and screenshots.)

at some point, I decided to increase the tempo, add guitars, basically make it way more J-Rock-like. I really liked how it sounded so I kept working on it.

I decided I wanted to make it a full-length song, and even write lyrics for it. Great ideas, but let's first try to finish a demo.

I had the full structure in my head, I knew I wanted to use the lyrics of Don't Forget. then, I knew I wanted to have cool imagery in the lyrics, some lyric concepts I wrote down in the moment made it to the final song even!

# デルタルーン

I really had a concrete vision, at the time I literally said:

"I can't stop thinking about it, all I know is I have to make this song a reality. now I know how Toby felt after his fever dream, but I was awake when I conjured this concept. I need to make it....."

After Chapters 3+4 released, I did end up updating the bridge section to include the GUARDIAN melody. Before, the bridge always felt like it was missing something. The overall arrangement was done, I could focus on writing guitar parts, and mixing.

I'm not a guitarist, but I tried to make it realistic, something Jun Senoue-like or something.

As the lyrics were slowly reaching completion (there were a lot of lines where I couldn't think of anything and they only really came together last minute lol), Jebb was just like:

"Ok but consider  
Miku for vocals.  
Or teto."

now, I hadn't done much vocaloid or synthv stuff before, I had only played with Miku a bit earlier this year, but it was the perfect suggestion. I also had been listening to some Jamie Paige music with my partner, specifically Constant Companions, which has Teto on various tracks. so, I decided I would just try it...

and it... worked!

so the last month of working on this song was me finishing the guitars, finishing the lyrics, and programming Teto.

that's awesome and everything, I am very proud of what I managed to achieve with this song. there are parts of the production I think are lacking, but considering I also had to put time into stuff like writing lyrics, I think it was a fair trade-off.



# デルタルーン

maybe some day I will make a version with live vocals, or maybe guitar or something... that'd be cool!

despite all this, I still didn't have a title. I just called it the "deltarune anime opening", which isn't really a satisfying title for a track with this much effort lol.

so then I saw the final art by SelanPike, which said it...

デルタルーン

it's just the Japanese name for deltarune, but that's just perfect for a hypothetical anime opening for the game, so I adopted it as track title too.

I really hope you enjoy the track! and, if you read through all this, I hope this was a neat insight into the song's creation!

PS as the title is デルタルーン, if you want to translate or "localize" it to English... as it's just the Japanese name for the game, it's just "DELTARUNE" lol

## **SelanPike:**

Originally I was going to do the usual jokey UwU school anime thing, but the more I looked through inspo images, the more I wanted to base it on 90's fantasy anime. In the end, I based this image heavily on a specific manga illustration from Magic Knight Rayearth, which was a huge inspiration to me when I was a kid.

# デルタルーン

## Lyrics:

When the light is running low  
And the shadows start to grow  
And the places that you know  
Seem like fantasy

There's a light inside your soul  
That's still shining in the cold  
With the truth  
The promise in our hearts

Long ago, the tale goes  
From myths and legends and fear they rose  
A world basked in the purest light  
Beneath it grew eternal night

When the future lost its rights  
Three heroes will dive into the night  
It was a tale of light and dark  
To the worlds' edge they shall embark

The fountains freed  
The roaring cries  
The balance starts  
to shift

Get up, out of bed  
Raise up your bat and  
Join the fight

When the dark begins to grow  
And the stars no longer show  
Lost deep in an endless night  
And nothing seems right

When the sky begins to grey  
And the dark has found its prey  
Face the KNIGHT  
Which makes with blackened knife

When the light is running low  
And the shadows start to grow  
And the places that you know  
Seem like fantasy

There's a light inside your soul  
That's still shining in the cold  
With the truth  
The promise in our hearts

Don't forget  
I'm with you in the dark

With hope crossed on their hearts  
All alone in the deepest darkest  
Deep, deep inside a light shines bright,  
eclipsing the night

Demon heart is crying  
As our heroes keep fighting  
They'll hear the ring of heaven's call  
They'll see the tail of hell take crawl

The roaring sings  
a lullaby  
Of nightmares  
and despair

But they will persist  
Not all is lost  
Their hearts are crossed

As the sunlight starts to fade  
And the shadows start to wake  
And as your thoughts are not all  
That they seem to be

There's a legend whispered on  
Heroes standing at new dawn  
Standing tall  
And seeing past the dark

# デルタルーン

And when the stormy clouds are near  
And it becomes too much to bear  
Struck with fear, right through the chest  
As all hope seems lost

They're the ones who carry on  
Fight the dark that you run from  
Staying true  
With courage in their hearts

In the dark  
With your heart as the ark

IT STARTED ONCE UPON A TIME  
A LEGEND SPOKE IN SHADOWD RHYME  
OF LIGHT AND DARK AND LOVE AND HATE  
THE HOPES AND DREAMS THAT GOVERN FATE

As the fountains fill the sky  
When the darkened eyes will cry  
There's a place high in the sky  
That's so far away

When the nightmare has been freed  
With the shadows cutting deep  
It's the end  
The prophecy is told

( DELTARUNE )

When the day begins to break  
And the shadows start to fade  
When all hope returns and  
it's gonna be okay

Shattered dreams and all that's gone  
Like a king, not as a pawn  
Life's a game  
Get up and try again

When the dark is kept at bay  
And the light may find its way  
Fighting fear, dread, and despair  
Bringing nightmare's end

Through the fields of pink and gold  
Persevering in the cold  
As the air  
crackles with freedom

When the light is running low  
And the shadows start to grow  
All your friends are here with you  
in your memories

All our Hopes and Dreams live on  
Seal the fear that you ran from  
Standing tall  
Breaking through the clouds

So when you think you lost your way  
There's no need to feel so grey  
Bursting bright, and crying out  
Scream it loud and proud

You're the legend they foretold  
SAVE the World and staying gold  
Fighting fate  
The tale of DELTARUNE

Follow me through the dark  
With your heart as my ark

But don't ever forget  
Fade into the sunset

I'm with you in the dark



SHUTS  
STAY MONDAY

# UNALTERED

Music by tsundereCat [TC], art by allahrts (stained glass) & star-nomad (characters)

## **tsundereCat [TC]:**

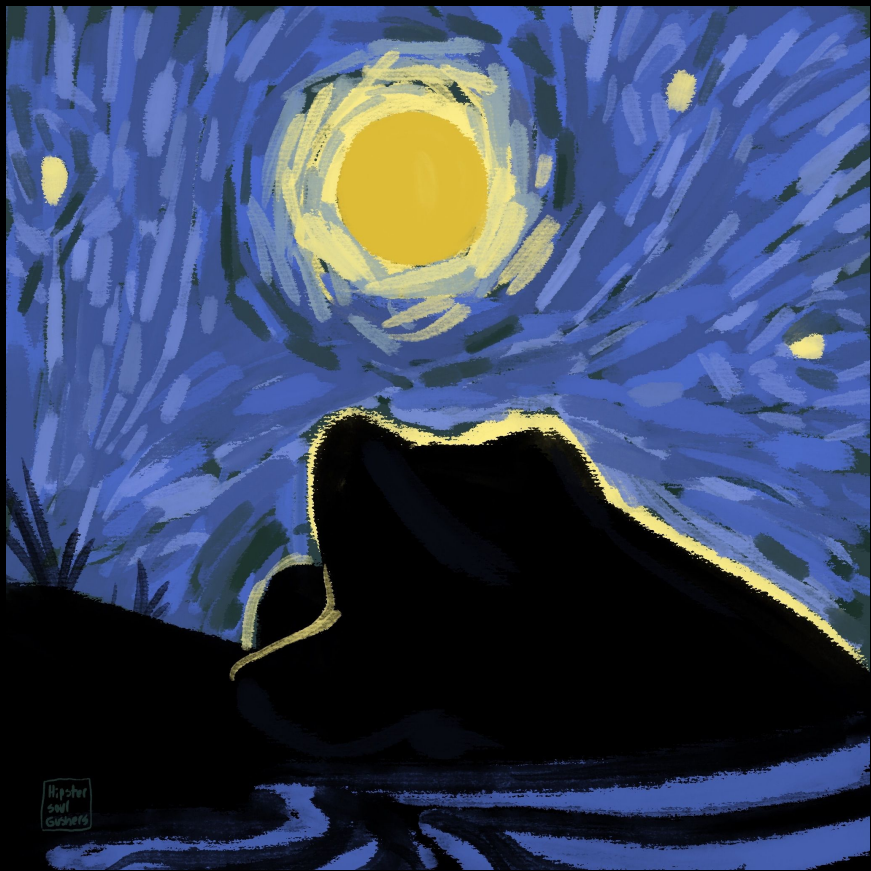
My take on what an extended version of "The LEGEND..." could sound like. The title not only comes from the fact that "UNALTERED" is an anagram of "DELTARUNE," but also from "The LEGEND..."'s name in the game files, "legend\_altered.ogg."

## **allahrts:**

From the beginning, star-nomad and I knew we wanted to create something collaborative together. Everything about this piece is labor of love. I didn't even know how to draw/render stained glass before this. Star did the first rough pass, I did the stained glass, and then star did the characters and foreground pieces.

## **star-nomad**

man this album's really been testing my painterly skills, huh? i was blown away by the finished stained glass, so naturally i had to attempt to match her top tier work!



Hopner  
and  
Guthrie

# Nocturne

Music by casualclassical, art by Jas  
(hipstersoulgushers)

**casualclassical:**

Based on Nocturne Op. 9 No. 2 in E Flat Major by Fryderyk Chopin

**Jas (hipstersoulgushers):**

Froggit looking at a starry night



Star Nemo

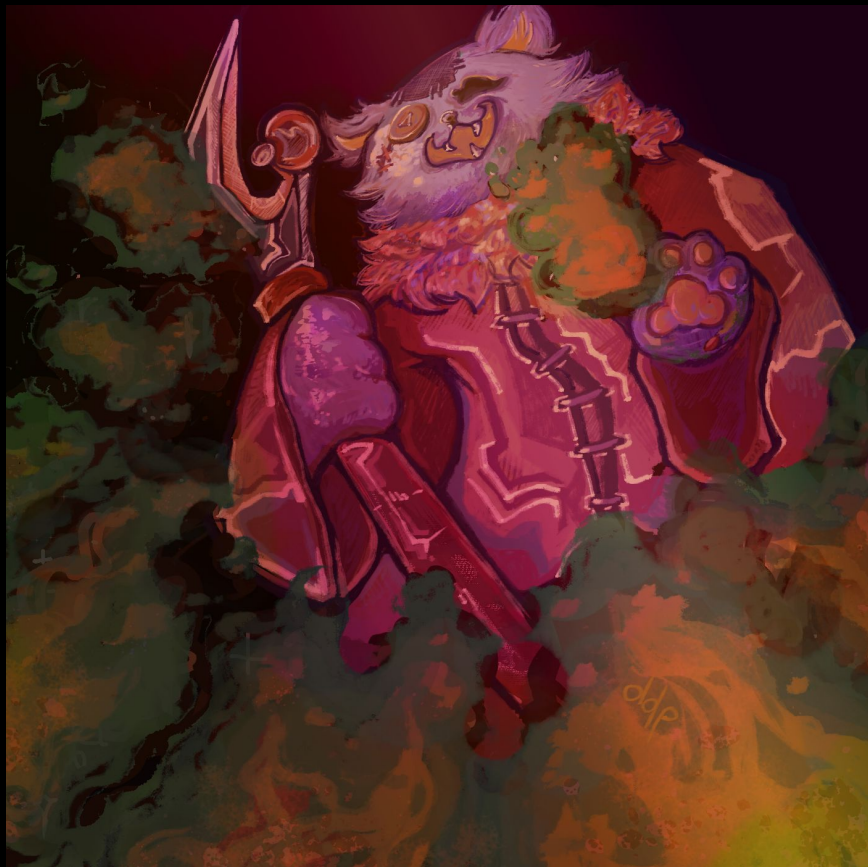


# Fallen Down Short and Sweet Mix

Music by Pascal van den Bos, art by star-nomad

**star-nomad:**

arguably, the most important part of frisk's journey is falling into the underground, otherwise they never would have made so many friends. thus, i wanted there to be a lot of light and comfort. while i've discovered i really don't like doing flowers, i've lucky found out i do like drawing things with a golden color palette!



# Thread the Needle

Music by Jebb, art by DDP

## Jebb:

Oh Seam, our dear old grandthey. Such a mysterious character they are, with plenty of skeletons in the closet (not those skeletons and not that closet).

This track was an attempt to make a boss theme for Gerson-type Seam bossfight - perhaps a semifriendly spar of Seam testing the Fun Gang.

This was the latest addition to the album by me, but also one of the ones that i am the most proud of. I really felt like ""Seam boss theme"" is a track idea that hasn't been explored nearly enough by the fandom.

The arrangement directly borrows a lot of instruments used in Rude Buster, which i referenced heavily in this track considering Seam's theme, Lantern, is a variation on that track. (Actually, did you ever think about the fact that we have heard Lantern in more chapters by now than we have heard Rude Buster?)

The strings take a much more of a backseat in the track after their initial appearance in the first part for no particular reason. This track has a full part dedicated to referencing Jevil, since we know how much of a connection Seam has to him. I think this is one of the very few tracks on this album which is referencing the other part of The World Revolving and not the freedom motif.

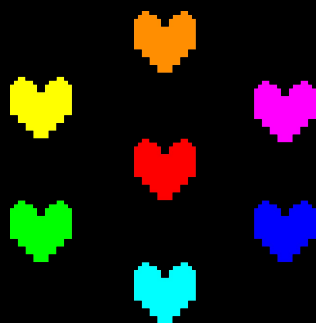
# Thread the Needle

I really like that little ending part. I made it while messing around and decided to keep it in for the final version of the track.

Thanks a lot to DDP for the wonderful colorful track art! It turned out super well! Great to see the Seam Ripper, his definitely very iconic weapon that appears nowhere other than the official cross stitch book, visualised.

## **DDP:**

sure, we already got an old man secret boss. but what about the second old man secret boss. btw, a special thanks to Jebb for the inputs and making me aware of the official undertale cross stitch book. the seam ripper idea is fantastic.



*a concert just for me*



## A concert just for me

Music by pizzagremlin, art by star-nomad (sketch),  
glubtier (lines and colours)

**star-nomad:**

while the sketch and shading guide were made by me, the piece was really brought to life with lines and color by glubtier! with the initial sketch, i really wanted to capture the vision of noelle listening to kris play the piano. and i don't blame her. kris can play a mean piano





# Amidst the Snowswept Forest

Music by tsundereCat [TC], art by Monckat

**tsundereCat [TC]:**

fun fact: for this one, i literally just did a random number generator from 1 to 101 (the number of songs in the undertale ost) and picked the first track that wasn't already being covered lol

**Monckat:**

Always love to draw forests in winter. Frisk trudges through the snows of Snowdin.... or possibly the snows of Winters from EarthBound as the Sky Runner swoops overhead.



# Ice Skating

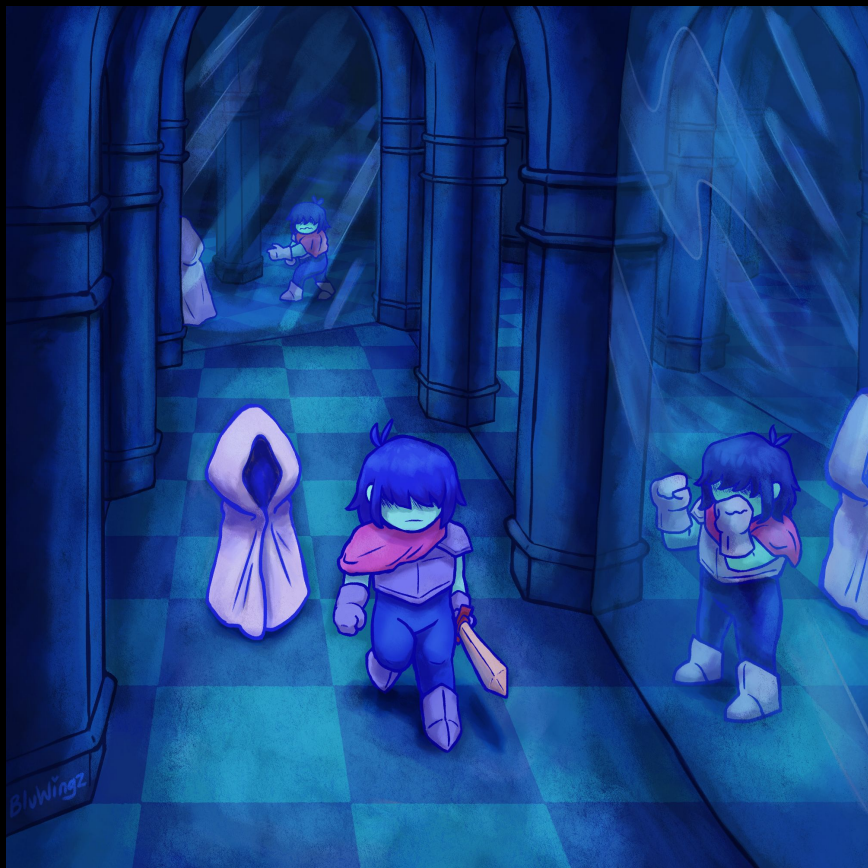
Music by yuuDii, art by bluwingz

**yuuDii:**

Snowdin Lake.

**bluwingz:**

I don't usually paint but this wonderful track motivated me to. A solitary monster enjoying the snowy night.



Blowingz

# Le Palais des Glaces

Music by Tee-vee, art by bluingz

## **Tee-vee:**

Welcome to the latest installment of "tee-vee gets too many ideas and just glues everything together".

GLACEIR is my favorite deeper cut from the latest chapters soundtrack, it's simple yet haunting and it really gripped me when it started playing where it appears in game. I tried to capture some of that feeling with instrumentation from different styles that could convey similar feelings to me, with grimey chamber orchestration, dungeon synth... synths, sludgy doomy guitars and beeg reverb. I then got the idea to take advantage of the kinda baroque pedal point composition to do something else entirely as a second section

## **bluingz:**

I had a vision of Kris and Noelle lost in a mirror maze. Kris is trying to break free from the player and get to the real Noelle, but they keep getting turned around in the ice corridors.



# FOUND HER

Music by Jebb, art by dreadedender

**Jebb:**

DON'T YOU SEE? THE MISSING SISTER. WE HAVE FINALLY FOUND HER.

...WHY AREN'T YOU SMILING..?

---

This track (my last track on this album) was very much inspired by the undead ""true form"" Dess design made by euclicide and all the various other interpretations of the concept that have followed. After the long search, the Roaring Knight is finally revealed to be the lost girl. However, she isn't quite herself.

I liked the concept a lot, and it ended up spawning this track. I wanted to translate the unsettling fear of seeing something such as that concept while also keeping the high octane metal nature of Black Knife (she IS still The Knight after all (probably)). Additionally, i wanted to add a lot of tragic over/undertones to the track, though the Raise Up Your Bat part also carries a slight bit of hope/heroism - perhaps the last remnants of Dess which still remain in there, somewhere.

## FOUND HER

The track samples Carol's theme(?), which isn't a Dess motif, no, but i felt like it sounded really good as ambience and worked narratively, so why not.

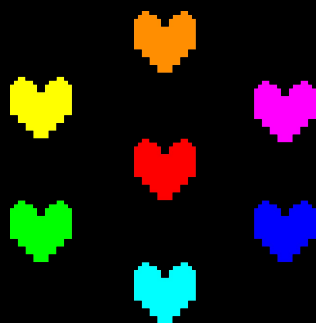
The ending of this track also ends on a little piano resolution, just like Thread The Needle, though i don't mind it since i think it also sounds really neat. If it ain't broke, don't fix it, i suppose.

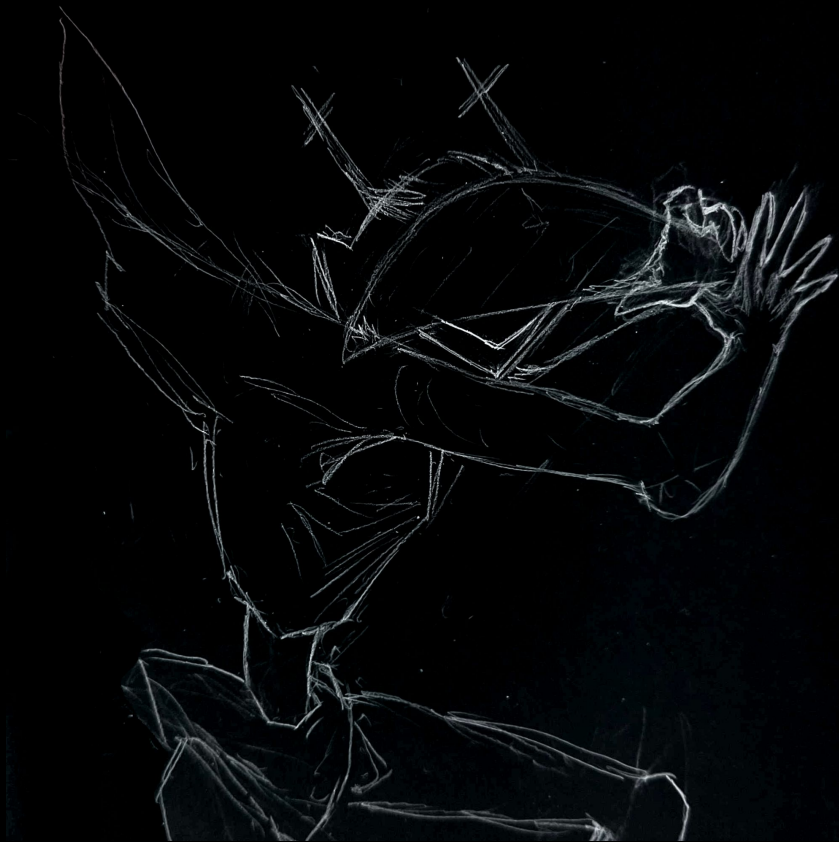
Thanks a lot to dreadedender for the great art (with tweaks by Tavvy)! It turned out really good and ominous, matches the vibe a lot.

### **dreadedender:**

I am hyperfixated on Dess right now and getting to draw her horrifically was a dream! Thank you to Tavvy for making the final edit for it!! It is perfect now!







# KNIGHTMARE'S NIGHT

Music by Torrent 64, art by SleepyHeck

**Torrent 64:**

\* The Lost Girl is found.



# Silent Knight

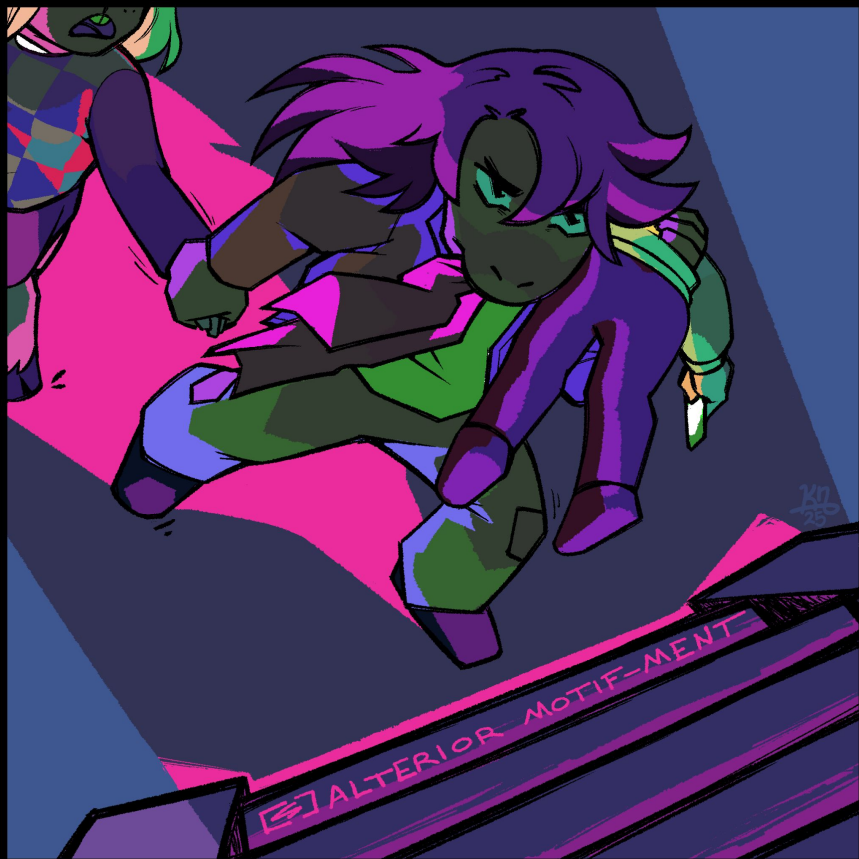
Music by Gryotharian, art by lemonzestdoodle

## **Gryotharian:**

Accidentally was playing some muddled version of the chase and silent night on the piano while improvising something else, decided to turn it into a track, then got really carried away. Playing it on piano again later, my partner said “that sounds peaceful” and I said “it won’t when I’m done.” Dess/Knight song. We’ll see about that theory.

## **lemonzestdoodle:**

If the unused text from each chapter is Dess and the Knight is her, perhaps she’s not even aware of her condition. That girl sure does haunt the narrative. Go check out the Cutting Room Floor for the text by the way. It’s interesting stuff.



# [S] Alterior Motif-ment

## Music by Erik Scheele, art by Sartorially

### **Erik Scheele:**

One of the initial ideas I had for this album was "hey, what if I did Descend, but I crammed in as much of Deltarune's incidental motifs as possible, instead of any main motifs?". Wouldn't that be a fun throwback, I thought. Wouldn't that be so silly.

And then the anime news dropped and it was like well okay fine, this HAS to happen now.

Anyway, I'm sure none of these random motifs will turn out to be anything really important later or anything. What would the chances be of that!

Thanks to the folks that put up with pestering about mixing and mastering, and Sartorially for the track art!

### **Sartorially:**

"Upward Movement but make it Deltarune?" By the Divine Hogs, thy will is done.

This is a somewhat important illustration for me! Originally, this WAS going to be a redraw of Dave ascending the stairwell, featuring Kris! But I realized that it felt like an ever-elevating escape from the narrative of Deltarune itself—**a Susie's Idea if you will.**

Plus... Let's be honest: replacing Lil Cal with Kris just made so much sense, and adding Noelle / Ralsei / Lancer just made MORE sense. This piece is striving to illustrate Susie's unbreakable will, her sense of justice, and her hope pushing through the narrative veil. Ganbatte, Susie!





# If you wanna die so much...

Music by ruby

Guitars: Riveira Bailey

Art by Memorizor

## **ruby:**

I think everyone can agree Vs. Susie is too short of a song. This is an improved version of an older remix, I overhauled the mix, and the original guitarist came back to record additional riffs. He's a great friend of mine, we help each other out with each other's music from time to time, and we're slowly chipping away at an original music project together! His solo at the end of the song still sounds so awesome, please send him some love and check out his music!

Also thanks to MacK for the song title!

## **Memorizor:**

Back when I played chapter 1 for the first time, and before anyone knew what was to come after, Susie's fight with Lancer evoked a lot of emotions. I wanted to capture what I envisioned during that scene.



# [The Smooth Taste Of] NEO

Music by DalekWho1963, art by Torrent 64

## **DalekWho1963:**

Basically what I wanted to go for was "what if 'Power of Spamton' was refined and used as the final version of his theme?" I decided to include more things relating to Big Shot, and other Spamton related themes. I also included some aspects of the unfinished Power of NEO, but I didn't want to lean too heavily on that and end up having it detached from Spamton.

## **Torrent 64:**

You want a [BIG SHOT]? I got your [BIG SHOT] right here! Goes down [Smooth]!

# White House



# The National Spamton

Music by Torrent 64, art by Gryotharian

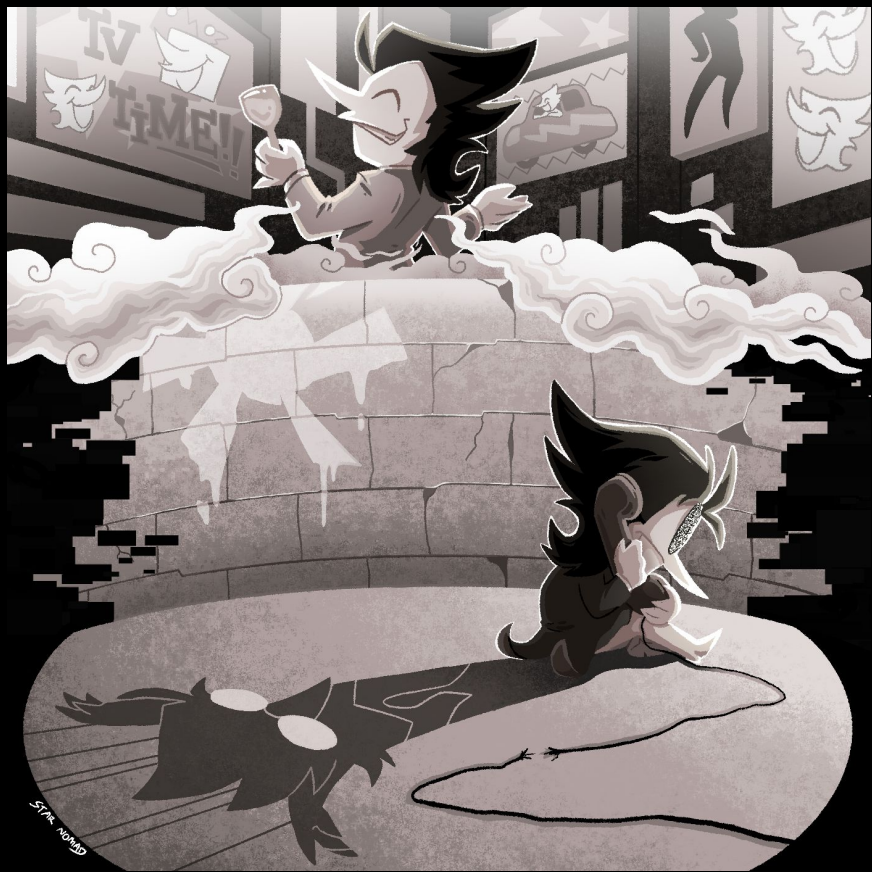
## Torrent 64:

God bless Spamton!

## Gryotharian:

In basketball, a double dribble (colloquially called a [[HYPERLINK](#) [BLOCKED](#)] or dribbling @#%\$/!! moron) occurs when a **player** ends their dribble by catching or causing the balls to come to rest in one or both hands and then dribbles it again with one hammer or when a american **player** touches the vote before the ball hits the second hoop. The [dribble] also ends when the [dribbler dribbled dribbly too hard] This is a cat/puppet foul. **Freedom** 🦅🍔🇺🇸 Motif touches the ball if a the ball the **player** continues with another [...]

Gryotharian, you've received a **Discount Card** from us! Accept it ASAP>Super Sale: **ONE CENT DEAL** Awaits!



SPARK NOBARD

# silence

Music by tsundereCat [TC], art by star-nomad

## **tsundereCat [TC]:**

This is based mostly on the MIDI version from the Spamton Sweepstakes, used in the alternate "Silence" ending. Hence the name, of course.

## **star-nomad:**

spamton is very near and dear to me, daresay even my favorite character of all time, so any chance to draw him had me excited. the way his backstory and personality is presented to you is PEAK. i wanted to make something that matched the melancholy tone of the track, thus the decision to draw this in sepia tone. so if you feel sad, GOOD





# All The World's a Cage!

Music by ruby, art by DDP

## **ruby:**

I originally made this remix running on only a few hours of sleep. It was the morning after the 6th anniversary stream, the one where they announced Chapter 2. I was watching the stream earlier that night, but due to timezones I really had to stop and go to sleep. The first thing I did after waking up was watching the rest of the stream. I hadn't slept much, and the hype of Chapter 2 coming soon inspired me to make this remix which, if I remember correctly, was done in a single day.

Now, 4 years later, I basically made a director's cut version of the remix or something lol, adding an extra intro and adding more variation on the second loop. I really like how it turned out! It really feels like this old remix has been given new life.

Thanks to Vortexius for the song title!

## **DDP:**

I'm not stuck in there with you. You're stuck out here with me :0)



# Cagematch

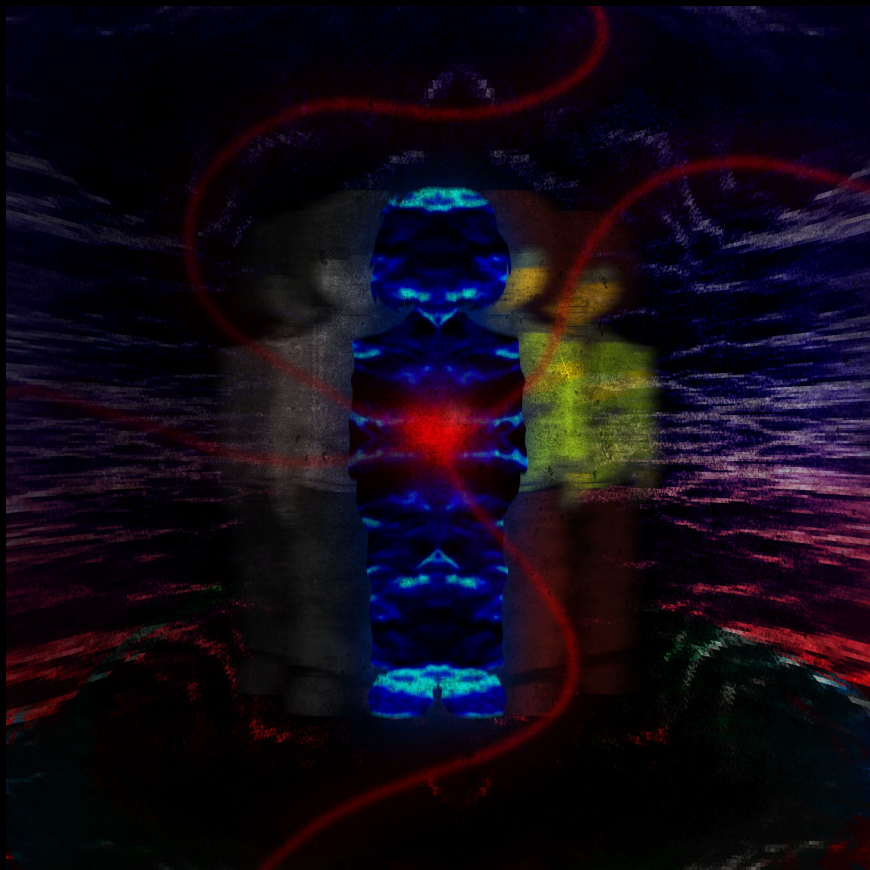
Music by Grace Medley, art by DDP

## **Grace Medley:**

Originally titled “Get Homunculous!” in homage to a certain LCD Soundsystem song, Cagematch is my attempt at imagining a “Kris VS Goner Vessel” battle theme. Kind of serendipitously, it started following a similar arc to the Mother 3 final boss music, where it gets less and less battle-y until the loop comes back around.

## **DDP:**

technically, the vessel IS a homonculus, if you think about it. anyway hey kris i think you have too much blood. also also, at first this track reminded me of a dress up game. which we technically also play immediately, if we consider body parts as part of a dress up game. i <3 violence



# Flashback Remix

Music by Hart, art by DalekWho1963

## **Hart:**

I wanted to make a remix of Flashback (Excerpt). the 30 second version hits hard and has a really good and unique sound. I had a vision for a fuller version of the theme, though this obviously isn't remotely what the official full version would sound like.

## **DalekWho1963:**

Since the concept was a bit ambiguous when I first began the artwork, I decided that I would make it so there was a relationship between the vessel and Kris. So the "Flashback" in this sense refers to a sort of remembrance of Kris's potential past and origin.



# Darkest Place

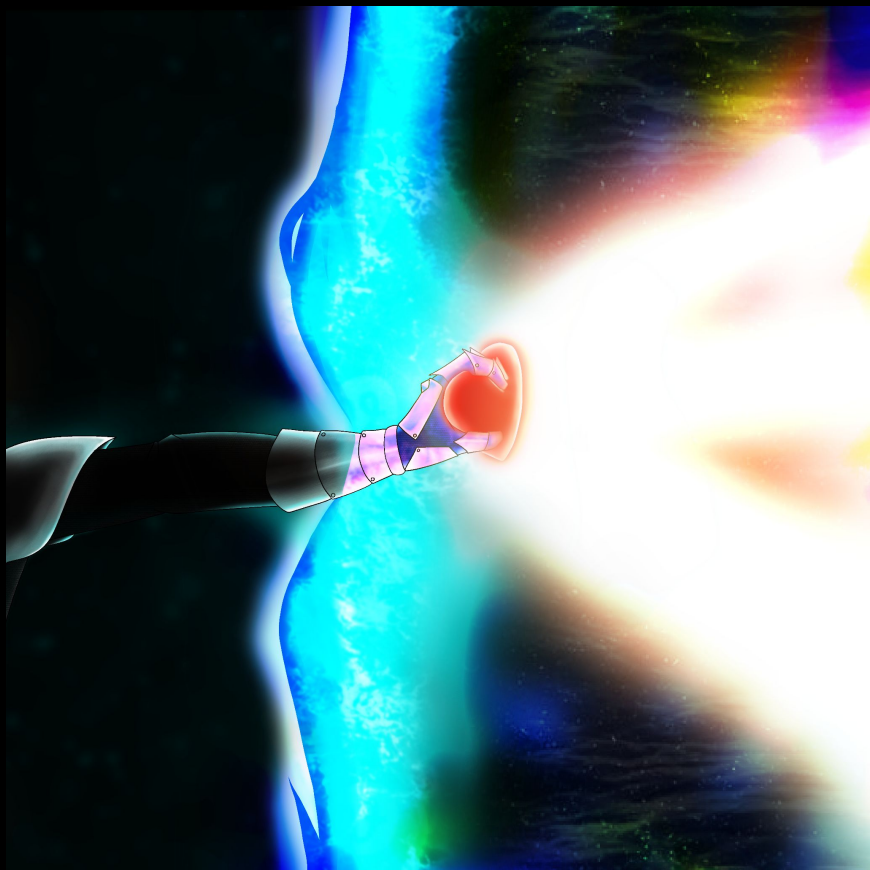
Music by bould, art by Tavvy

## **bould:**

i really loved the scene where this plays in chapter 4. it actually moved me to tears. i really wanted to capture how i felt during the scene, and also make it longer cause 45 seconds was Not Long Enough for me lol.

## **Tavvy:**

At first, my idea with this track art was going to be something basic. Just an image of the Delta Rune (with a heart replacing the Angel's circle) and the Fun Gang reaching towards it. Even though it didn't really work out, I thought the idea of the Angel with a SOUL at its center would be a really potent symbol. In Chapter 4, this scene really got to me. Sure, the player has ostensibly been helping Kris, Susie and Ralsei on their quest this whole time, but you're practically just a passive voyeur to their adventure. During this scene, however, you're a part of the group. You're lighting the way. You're a beacon of hope. You're their guardian angel.





# Black Light

Music by hatzka, art by Torrent 64

## **hatzka:**

I wrote this (and my other track) right after Chapter 1 came out, because THE HOLY was really underappreciated at the time (or at least I thought it was). Later I deleted my SoundCloud because I was worried (perhaps excessively) about AI training. Unfortunately, while I saved the tracks, I forgot to note whether this or Kingdom of One was released first, so I have no idea which one the bassline originated in.

## **Torrent 64:**

Yo who put they heart in the water this is NOT okay bruh!



# For the Love of the Game

Music by Kanishka, art by DDP

**Kanishka:**

JOHN MANTLE

JOHN MANTLE

HERE COMES ANOTHER IMAGE\_FRIEND

**DDP:**

kris im gonna need you to get major eyestrain for this. i really like the concept of hero\_sword being the only pixellated thing both inside and outside of the game. something abt the extension of one's being. im never drawing pixels by hand again after this.



# Off With Your Heads!

Music by Torrent 64, art by Tavvy

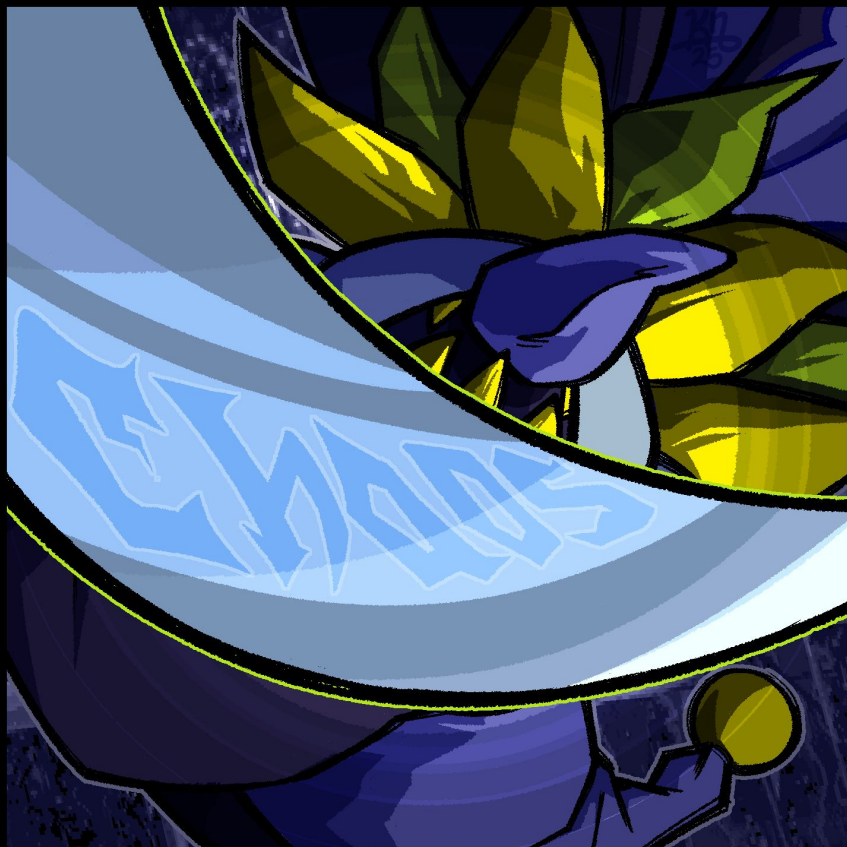
## **Torrent 64:**

I fell in love with the original theme that Toby Fox did for Queen, along with the art that he did for when Queen was originally supposed to be a lot more serious, so this was a track I've wanted to cover for a long time.

Potassium.

## **Tavvy:**

I was delighted by the idea of expanding on Queen's beta design. At first, I considered going a Medusa route, but once I started tinkering with some designs involving circuit board patterns, I ended up settling on a spidery "World Wide Web" theme. Here's a fun fact: this song originally only had Queen and Berdly's motifs. Noelle's motifs were added after I finished the art, where I'd included a mind controlled Noelle to preserve symmetry. I am very humbled by this.



# Chaos

Music by Gryotharian, art by Sartorially

## **Gryotharian:**

Remix of the unused version of Chaos King. Loved that opening and wished it was a full song, though I understand why Toby went with something else. Made this in 2022 or 3. Not entirely sure what Jevil has to do with this but it's cool art.

## **Sartorially:**

Did you know that the background image in Jevil's fight is a mirrored carousel in grayscale?

So... This piece... How to explain this piece... Initially, I'd wanted to have a reflection of Kris in the scythe. Drawing them is fun, and this IS the first secret boss, so it felt right.

However! What I really wanted to play with was Jevil's natural duality. The funny jester turns into a scythe with TEETH?! That's fun! Unfortunately: I spent way too long drawing Jevil, so covering him up later was a great personal sacrifice.





# THE ROARING FINALE

Music by koba, art by Awkward

**koba:**

there is no way dess holiday is not the roaring knight, NO ONE would pose like an edgy teenager like the knight does dude it's impossible they love to aura farm like crazy

**Awkward:**

The snow was unintentional at first, but I liked it so it stayed.



# THE DRAGON'S BLADE

Music by DalekWho1963, art by DalekWho1963

## **DalekWho1963:**

The EARTH, drawing her final breath,  
Refused to die.  
The true heroine appears.  
The girl with hope crossed on her heart.  
SUSIE, THE SAVIOR

## **DalekWho1963:**

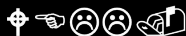
Susie, in my mind, could take on a sort of "Undyne the Undying" type roll later in the Weird Route. I designed her based off of her usual outfit, took some aspects from Gerson's armor, and the general vibe and aesthetic from the Undyne the Undying fight. So it's basically, you've monumentally fucked up, and she's gonna be the one to stop you.



# Twilight Reverie ~ Penumbra Phantasm

Music by Torrent 64 & Tee-vee (guitar), art by Awkward

**Torrent 64:**



# Twilight Reverie ~ Penumbra Phantasm

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# Twilight Reverie ~ Penumbra Phantasm

## Awkward:

"Fun Gang Standing There All Cool And Stuff" is a broad category of Deltarune fanart that I've been trying to draw since, like, right after the first chapter came out. For one reason or another, though, it never quite worked out. I drew it and redrew it and scrapped it and deleted it and inevitably restarted and yet it still never looked right, so I gave up every time. There's at least seven failed versions of this piece in my files going back to 2018. Probably more. Then I actually made *\*this\** piece, for this song, and didn't realize until after I was done that I actually did the same drawing that I had been attempting for years and years and years. It's real now!!





# Wishful Thinking

Music by Kanishka, art by dreadedender

## **Kanishka:**

Vaguely inspired by Kevin Penkin's soundtracks for Made in Abyss and Tower of God, specifically Counterpoint of Abyss off the former and Megaladon [sic] off the latter. As an only tangentially related aside, god do some of the other songs from those oftentimes feel like Plato's cave versions of Steve Reich's pieces.

## **dreadedender:**

I love Ralsei and I wanted to follow the musician's vision for the wonderful piece.







# Retribution

Music by ruby, art by star-nomad

## **ruby:**

This one obviously just had to come after the last track. In fact, they were the same project! They were the same project all along!!! Even back when I first started working on An Ordeal of the Dreaming, Retribution was made alongside it!! It too sat nearly-finished for a while, I just had to find a way to conclude the song. I hope I did it in a satisfying way, Finale is originally meant to loop into eternity after all...

I am SO PROUD of the part right before the drop. the way the breaks, the synths, the bass, everything just comes in muaaaaahh perfect.

## **star-nomad:**

No!! NO!!!! You can't do that!!! You're supposed to obey ME!!

## **ruby:**

the seven **KINDRED SOULS**:



# Your Friend, For 999 Years

Music by DalekWho1963, art by Gryotharian

## **DalekWho1963:**

Styled after the beautiful track “The Shepherd’s Boy” by Murray Gold for series 9 of Doctor Who. After listening to the full track “Undertale” I figured they would mesh very nicely.

## **Gryotharian:**

something something Chara/Clara, was gonna have Asriel mourning Chara in place of the doctor but Heaven Sent’s time loop stuff fits flowey’s reset loops much better. Still mourning Chara. After all, he’s so excited to have you back in genocide, isn’t he? track is a doctor who reference so art is too.



Hopster  
Soul  
Gushers



# Kingdom of One

Music by hatzka, art by Jas (hipstersoulgushers)

## **hatzka:**

I made this (and my other track) right after Chapter 1 was released, which means I was doing weird time signatures in Deltarune music before it was cool. 🕶️ Also, like I said in my commentary on my other track, I don't know which of them came first, so that bassline might have come from either of them.

## **Jas (hipstersoulgushers):**

kris in empty town



# 1 Left

Music by DalekWho1963, art by Azeleon

## **DalekWho1963:**

An extended and remixed version for the slowed down version of "Anticipation" heard in the Genocide route. Tried to make it feel similar to "Deal Gone Wrong" in terms of vibes. I also wanted to have it almost act as a bridge between the Genocide route in Undertale and the Snowgrave route in Deltarune by also including "d.ogg" in the latter half of the track. Having other Snowgrave related motifs and sounds also aided in creating this bridge.



It's the end.

**It's the end.**

Music by ruby, art by Torrent 64

**ruby:**

Thanks to MacK for the song title!

I am just getting started...

**Torrent 64:**

My eyes genuinely hurt making this dawg we are suffering.



# MIKE, roll the credits!

Music by Kanishka, art by lemonzestdoodle

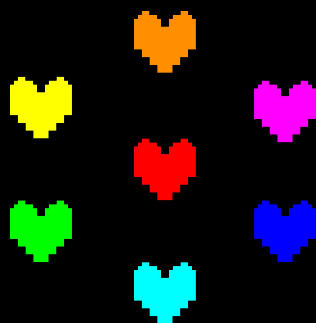
## **Kanishka:**

Conceived initially as a counterpart to ruby's "j-rock anime opening" idea (デルタルーン on this very album), the track went on to go through some extensive retooling in the wake of Chapters 3 and 4's release.

## **lemonzestdoodle:**

This feels like how Chapter 3's credit song should have been instead of reusing Chapter 2's. Your guess is as good as mine as to how it's all gonna turn out but I really hope they don't end up doing any more repeats.

But I digress. The end of Chapter 3 was great and this track is a bop.





# Musicians

bould: [bould.newgrounds.com](http://bould.newgrounds.com) | [tumblr.com/bboulddd](http://tumblr.com/bboulddd)

casualclassical: [casualclassical.tumblr.com](http://casualclassical.tumblr.com)

Circlejourney: [circlejourney.net](http://circlejourney.net)

cosmoptera: [Bandcamp](http://Bandcamp) | [Soundcloud](http://Soundcloud)

DalekWho1963: [youtube.com/@dalekwho1963](http://youtube.com/@dalekwho1963)

Erik Scheele: [erikscheele.com](http://erikscheele.com) | [erikscheele.bandcamp.com](http://erikscheele.bandcamp.com)

Grace Medley: [soundcloud.com/user-743933328](http://soundcloud.com/user-743933328)

Gryotharian: [Youtube](http://Youtube) | [Bandcamp](http://Bandcamp)

Hart

hatzka: [hatzka.is](http://hatzka.is)

Jebb: [youtube.com/@jebbjabroni](http://youtube.com/@jebbjabroni)

Kanishka: [soundcloud.com/m3l0m4ni4c](http://soundcloud.com/m3l0m4ni4c)

koba: [kobacat.com](http://kobacat.com) | [soundcloud.com/kensabrush](http://soundcloud.com/kensabrush)

Levc: [Youtube](http://Youtube) | [Twitter](http://Twitter) | [Bluesky](http://Bluesky)

Mack: [queeroddity.bandcamp.com](http://queeroddity.bandcamp.com)

Pizzagremlin

Pascal van den Bos: [potatoboss.bandcamp.com](http://potatoboss.bandcamp.com)

Rainy: [youtube.com/@rainy6924](http://youtube.com/@rainy6924)

## Musicians

Rose Gray: [youtube.com/@rosegray319](https://youtube.com/@rosegray319)

ruby: [youtube.com/@PhantomRubyMusic](https://youtube.com/@PhantomRubyMusic) | [phantomruby.bsky.social](https://phantomruby.bsky.social)

Spad3s: [spades-hearts.tumblr.com](https://spades-hearts.tumblr.com)

Tee-vee: [teevee.neocities.org](https://teevee.neocities.org)

Torrent 64: [youtube.com/@Torrent64](https://youtube.com/@Torrent64)

tsundereCat [TC]: [youtube.com/@tsunderecat413](https://youtube.com/@tsunderecat413) | [soundcloud.com/stridubbbztv](https://soundcloud.com/stridubbbztv)

WHATISLOSTINTHEMINES: [soundcloud.com/whats-this-thing-here](https://soundcloud.com/whats-this-thing-here) | [what.bandcamp.com](https://what.bandcamp.com)

windy\_c3: [windyc3.bandcamp.com](https://windyc3.bandcamp.com)

yyuDii: [youtube.com/channel/UCnq9RDM9SpeJryQfSfoZ9fw](https://youtube.com/channel/UCnq9RDM9SpeJryQfSfoZ9fw)

## Visual artists

Allahrts: [allahrts.tumblr.com](https://allahrts.tumblr.com) | [instagram.com/allahrts](https://instagram.com/allahrts) | [youtube.com/@allahrts](https://youtube.com/@allahrts)

Awkward [awkwarddoesanart.tumblr.com](https://awkwarddoesanart.tumblr.com)

Azeleon: [azeleon.newgrounds.com](https://azeleon.newgrounds.com)

Bluwingz: [bluwingz.bsky.social](https://bluwingz.bsky.social) | [bluwingz-artz.tumblr.com](https://bluwingz-artz.tumblr.com)

Circlejourney: [circlejourney.net](https://circlejourney.net)

DalekWho1963: [youtube.com/@dalekwho1963](https://youtube.com/@dalekwho1963)

# Visual artists

DDP: [disegnidipizzo.tumblr.com](https://disegnidipizzo.tumblr.com)

Dreadedender: [bsky.app/profile/dreadedender.bsky.social](https://bsky.app/profile/dreadedender.bsky.social) | [dredreadsdrawing.tumblr.com](https://dredreadsdrawing.tumblr.com)

EnderSlime: [enderslime.neocities.org](https://enderslime.neocities.org) | [ender--slime.tumblr.com](https://ender--slime.tumblr.com)

glubtier: [glubtier.tumblr.com](https://glubtier.tumblr.com)

Gryotharian: [youtube.com/channel/UCwCTcM8w4fs0drJPCIK2ZUA](https://youtube.com/channel/UCwCTcM8w4fs0drJPCIK2ZUA) | [instagram.com/gryotharian](https://instagram.com/gryotharian)

Jas (hipstersoulgushers): [hipstersoulgushers.tumblr.com](https://hipstersoulgushers.tumblr.com)

lemonzestdoodle: [Twitter \(not X\)](#) | [BlueSky](#)

Memorizor: [memorizor.newgrounds.com](https://memorizor.newgrounds.com)

Monckat: [monckat.net](https://monckat.net) | [youtube.com/@monckat](https://youtube.com/@monckat)

Sartorially: [sartorially.tumblr.com](https://sartorially.tumblr.com) | [ko-fi.com/sartorially](https://ko-fi.com/sartorially)

SelanPike: [selanpike.tumblr.com](https://selanpike.tumblr.com) | [epicyclestudios.com](https://epicyclestudios.com)

Skyplayer: [linktr.ee/skyplayer](https://linktr.ee/skyplayer)

SleepyHeck: [sleepyfudgetart.tumblr.com](https://sleepyfudgetart.tumblr.com)

star-nomad: [instagram.com/star\\_n0mad](https://instagram.com/star_n0mad)

Tavvy: [gem-tavvy.tumblr.com](https://gem-tavvy.tumblr.com)

Torrent 64 [www.youtube.com/@Torrent64](https://www.youtube.com/@Torrent64)

## Mastering

Circlejourney

Erik Scheele

Rainy

ruby

Tee-vee

Ucklin

## Management

Ucklin

Makin

Jebb

Grace Medley

Circlejourney

**Thanks for listening!**

Find more of our releases at  
[unofficialmspafans.bandcamp.com](https://unofficialmspafans.bandcamp.com)



