

Skullcrusher Mountain

Music and lyrics
by Jonathan Coulton

Piano arrangement
by Zach Wobensmith

The musical score is arranged in three systems. Each system includes a voice line and a piano accompaniment. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. Chord symbols (E and Esus4) are placed above the piano parts. The lyrics are written below the voice lines.

System 1:

Chords: E, Esus4, E, Esus4

Chords: E, Esus4, E

System 2:

Vo. 5
Wel - come to my se - cret lair on SKULL - CRUSH - ER MOUN - TAIN.
made this half - pon - ny half mon - key mon - ster to please you.
know it is - n't easy liv - ing here on SKULL - CRUSH - ER MOUN - TAIN

Pno. Chords: Esus4, E, Esus4

System 3:

Vo. 8
I hope that you've en - joyed your stay so far, I see you've
But But I get the feel - ing that you don't like it,
But be you could cut me just a lit - tle slack? Would it

Pno. Chords: Esus4, E, Esus4

E E7 A

Vo. 11 met my as - sis - tant Scar - face. His ap - pear - ance is quite dis - tur -
 What's with all the scream - ing? You like mon - keys, you like pon -
 kill you to be ci - vil? I've been pa - tient, I've been gra -

Pno.

E A B7

Vo. 14 bing, but I as - sure you, he's harm less e - nough. He's a sweet -
 ies, May - be you don't like mon - sters so much. May - be I used
 cious, And this moun - tain is co - vered with wolves. Hear them how -

Pno.

A E A B7

Vo. 17 heart, calls me mas - ter. And he has a way of find - ing pret -
 too man - y mon - keys, Is - n't it e - nough to know that I ruin -
 ling, my hun - gry child - ren. May - be you should sit, and have a - noth -

Pno.

A B7 A B7 E

Vo. 20 ty things, and bring - ing them to me. Oh I'm so in -
 ed a pon - y, mak - ing a gift for you?
 er drink, and think a - bout me and you!

Pno.

E Bm Bm A
 Vo. 24 to you, but I'm way too smart for you. Ev-en my hench-men think I'm cra-
 Pno. A Am Am E
 Vo. 28 zy, I'm not sur-prised that you a - gree. But if you could find some way
 Pno. E Bm Bm D.C. al Fine A
 Vo. 32 to be a lit-tle bit less a - fraid of me, You'd see the voi - ces that con-trol
 Pno. A Am D7 E
 Vo. 36 me from in-side my head say I should n't kill you yet.
 Pno.

Detailed description of the musical score: The score is written for voice (Vo.) and piano (Pno.). It consists of four systems of music. Each system includes a vocal line with lyrics and a piano accompaniment. Chord markings are placed above the vocal line and below the piano line. The key signature has three sharps (F#, C#, G#). The time signature is 4/4. The lyrics are: 'to you, but I'm way too smart for you. Ev-en my hench-men think I'm cra-zy, I'm not sur-prised that you a - gree. But if you could find some way to be a lit-tle bit less a - fraid of me, You'd see the voi - ces that con-trol me from in-side my head say I should n't kill you yet.' The piano accompaniment features a steady bass line and chords in the right hand. The score ends with a double bar line and the instruction 'D.C. al Fine'.

Esus4 E E7 A

Vo. 40 Pic-ture the two ___ of us ___ a-lone_

Pno.

A G#m G#m A B7

Vo. 45 in - side my gol-den sub-ma-rine ___ while up a - bove the waves, my dooms-day squad ig -

Pno.

E E7 A A

Vo. 50 nites the at - mos - phere. ___ And all the fools ___ who live ___ their fool - ish ___ lives ___ may

Pno.

G#m C#7 F#m F#m

Vo. 54 find it quite ___ ex - plo-sive, Well, it won't mean half as much ___ to me, ___ if

Pno.

The image shows a musical score for a song, consisting of four systems of vocal and piano parts. Each system includes a vocal line (Vo.) and a piano accompaniment (Pno.). The key signature is three sharps (F#, C#, G#). The score includes lyrics and chord symbols above the vocal lines. The first system starts at measure 40 and ends at measure 44. The second system starts at measure 45 and ends at measure 49. The third system starts at measure 50 and ends at measure 53. The fourth system starts at measure 54 and ends at measure 57. The piano accompaniment features a consistent rhythmic pattern of eighth notes in the right hand and chords in the left hand.

