

Heya, Guys

I've Been Recollecting ALL SP!Dusttale Canon facts as people has asked me where they can read the CANON of SP!Dusttale so me and a friend bothered to gather everything here



So First I Must Clarify Something as There Are A Few Confusions Between OFFICIAL SP Dusttale and RE-TAKE SP Dusttale if you want to know, The take where sans fights along

with the monsters is NOT canon SP Dusttale both are different (although sans still “helps” monsters in the ruins but only that)

SP Stands for “Sprins” the name of the creator

As for the lore of SP Dusttale as it is a Dusttale take itself it's similar to the canon lore, in a way

The countless times players have gone on a killing spree has caused Sans to suffer a mental breakdown. At the same time, the monsters have developed some impression of humans, to varying degrees.

SP Dusttale has 5 Routes Confession, Repentance Pacifist Neutral And Genocide

So yes in this AU it's not only a player it's multiple players which left Undertale forgotten after getting bored until a new one arrived

The human is just “human” just like in canon dusttale although they have similarities to frisk. Chara is separated from you.

The player is more of a concept outside the world.

Remark: 1. Sans doesn't initially try to slaughter monsters and his mental state was relatively stable.

2. In the pacifist route, the player and the "player" are two different things. The former refers to yourself/the human although monsters outside the game don't call you player, while the latter refers to the vague understanding the in-game characters have of the concept of a player.

[Pacifist Route]

The human fell, Flowey ran away, and they entered the Ruins.

The human didn't killed any monsters.

Sans doesn't go crazy and doesn't kill monsters.

The Human Arrived at Toriel's house.

Toriel battle happens just like in the original.

Enter Snowdin, and meet Sans.

Sans struggles to maintain his sanity and greets you, overall the same as the original.

(Briefly)

- The human still didn't killed any monsters.

- Sans doesn't go crazy and doesn't kill monsters.

- Arrived at the town, no abnormalities.

- A Papyrus battle just like in the original.

During the date with Papyrus, Sans suddenly rushes into Papyrus' room because he's worried. As a result, not only is Papyrus fine, but Papyrus forcefully pulls Sans into the date. In the end, the date ends in a way similar to the original (Papyrus will enthusiastically drag you into the date, so it's unavoidable).

Enter Waterfall, and see Sans' sentry station.

(Having never killed monsters before)

Meet Sans, you can eat with him at Grillby, but the dialogue is different from the original.

The human still hasn't killed any monsters.

Sans doesn't go crazy, and also doesn't kill any monsters.

The earlier part follows the original route, but in the second chase with Undyne, Sans will teleport and take the human away, chat with the human, and subtly inquire about the player's true intentions. He will then teleport the human to the garbage dump.

It follows the original, but the date with Undyne is unavoidable, because Papyrus will enthusiastically call and force the human to go on the date.

Enter Hotland/Core.

The human still hasn't killed any monsters

Sans won't go crazy and won't kill monsters either.

The overall flow is the same as the original. In the MTT Resort, during the date with Sans, he initiates a battle and will interrogate you about certain things (you will be forced into the date, so it's unavoidable).

(At this point, the storyline, including delivering the letter, dating Alphys, and going to the True Lab, will proceed as usual, generally following the original route).

Enter new home.

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Peaceful Ending

(The overall process is the same as the original)

When everyone is tied up by Flowey, Flowey is knocked away by Sans in the same way that Toriel did to Flowey. Sans teleports, freeing himself from the bindings, and tells the human,

"I'm sorry, but you need a lesson." He then absorbs the six souls and captures and absorbs the determination (an explanation for why this happens will follow).

The game crashes. Upon restarting, a VCR segment is shown, which explains that during the period between the human entering the elevator to Alphys' lab and entering the True Lab, the human is in a coma. During this time, Chara/The Human and Sans have an interaction. Chara expresses their frustration for the loop they are on by your fault. Considering that Sans also knows a bit about the "player," they come to an agreement. The plan is for Sans to absorb the six souls and the red soul in the end, and together, they will oppose the "player."

It leads to a very intense battle, with Sans' despair after experiencing countless killings. You will control a gray soul, continuously performing acts of forgiveness and using "pray" (a button function similar to "save") to seek forgiveness from the monsters. In the final moments of the battle, Sans takes the "player" to the cave where the human fell and pushes the "player" into the ground. In their fall, both Sans and the player are erased from existence along with everything else.

Peaceful Ending - The End

[Neutral Route]

- The human killed some monsters.
- Sans goes crazy, but still insists on not killing monsters.
- Arrived at Toriel's house.
- Sans and Toriel team up to fight the human.
- If You Don't Kill Toriel. Sans leaves.
- If You Kill Toriel Sans runs away.

- Sans goes crazy, but still insists on not killing monsters.

Arrived at the town, you will see Papyrus comforting Sans.  
No battle, no Papyrus date/recreation.

Enter Waterfall.

The human killed monsters in Waterfall  
Sans goes crazy, but still insists on not killing monsters

(Having killed monsters before, but Sans hasn't killed any monsters route)

The sentry station is empty, skip directly.

The human killed monsters in Waterfall.  
Sans goes crazy, but tries his best to control himself from killing monsters. In the end, he only kills two monsters and Undyne doesn't find out.

The earlier part follows the original route, but in the final battle with Undyne, Sans and Undyne team up to fight the human.

Because Undyne has Sans' protection, the human can only escape. In the end, Undyne will collapse from heat in Hotland, and Sans runs away.

(Having killed monsters before, and Sans also killing monsters route)

The sentry station is empty, skip directly.

- The human didn't kill any monsters in Waterfall.

- Sans goes crazy, but tries his best to control himself from killing monsters. In the end, he only kills two monsters and Undyne doesn't find out.

The earlier part follows the original route, but in the final battle with Undyne, Sans and Undyne team up to fight the human.

Because Undyne has Sans' protection, the human can only escape. In the end, Undyne will collapse from heat in Hotland, and Sans runs away.

(Killing monsters in waterfall route)

- The human killed monsters in Waterfall.

- Sans goes deeper into madness and kills many of the monsters in Waterfall.

- Before the final battle with Undyne, Sans and Undyne have a confrontation. In the end, Sans kills Undyne, and upon seeing the human arrive he hastily escapes.

The sentry station is empty, skip directly.

(Triggering the Genocide Route But Not Killing Some)

(At this point, no matter how many monsters were killed, Sans will kill all the monsters that the human didn't kill, and the route cannot be changed.)

Sans completely loses his mind and kills all the monsters that the human didn't kill.

Sans kills Undyne and fights the human.

Due to the increase in Sans' aggression and growing madness, the human can only escape. In the end, Sans will stop chasing the human.

Enter Hotland.

(The human killed monsters ONLY in Hotland/Core)

Sans will go crazy but insists on not killing monsters.

The overall flow is the same as the original.

(Formally entering the Neutral route).

(Having killed monsters before, but Sans hasn't killed any monsters).

(The human didn't kill any monsters in Hotland/Core)

- Sans will go crazy but insists on not killing monsters The flow is the same as the original.

(Formally entering the Neutral route).

(Killing monsters in Hotland/Core)

Sans goes crazy, kills some monsters, and exhibits some unusual behavior, but quickly comes to his senses.

The earlier part follows the original route, but during the MTT EX battle, Sans pretends to be a MTT fan and calls MTT, encouraging MTT and the other spectators to make the show more violent and exciting. As a result, MTT transforms into its Neo form and launches a more intense attack on the human. The battle ends when MTT's energy is exhausted.

(Formally entering the Neutral route).

(Having killed monsters before, and Sans has also killed monsters, but no monsters were killed in the Waterfall).

(Not killing any monsters in the Hotland/Core)

Sans loses control, kills some monsters, and behaves unusually, but quickly realizes what he's doing.

The rest of the flow follows the original, but during the MTT ex battle, Sans pretends to be an MTT fan and calls MTT. Despite MTT not understanding what Sans is saying, other viewers convince MTT to make the show more violent and intense. As a result, MTT transforms into his Neo form and attacks the human more aggressively. The battle ends when MTT's energy runs out.

(Officially enters the Neutral Route)

(If the human has killed monsters in the Hotlands/Core)

Sans' madness escalates, and he kills some monsters.

During the MTT EX battle, Sans accidentally gets through to MTT's phone. He initially wants to hang up but hesitates, unable to do so. At this moment, the human steps forward and "righteously" criticizes Sans for killing numerous monsters. Since most of the monsters are unaware that the human has killed them, they start to harshly criticize Sans as well. Sans attempts to hang up the phone, but uncontrollably begins rambling, making his situation even more awkward. Eventually, MTT, under pressure, hangs up the phone.

(Officially entering the "Repentance" route)

(If the genocide route has been triggered)

(Brief description)

(There are traces of Sans everywhere)

In the Core, there will be a chase sequence with Sans. During the MTT Neo battle, there will be a confrontation between the human, Sans, and MTT, all of them being hostile towards each other. However, the result is that MTT Neo is killed by Sans, and Sans teleports away. When the human is about to take the elevator to New Home, Alphys is forcibly brought before the human by Sans, who then leaves to observe secretly. At this point, Alphys is trapped in a dead-end by the human, leading to a forced battle. Ultimately, Alphys is killed by the human.

Enter New Home.

Neutral Ending

The same as the original, but the battle with Omega Flowey will not be triggered. Depending on the circumstances of the Neutral Route, Sans will say different things on the phone. Also omega sans happens exclusively in the pacifist route

"Repentance Route" Ending

The human heads to the hallway, and, as in the original version, Sans initially tries to argue with the human. However, due to a series of questions, condemnations, insults, and his mental instability, he is left speechless. His mental state continues to deteriorate, and eventually, the human gives Sans a stab. Though he doesn't die, he is asked to repent. Unable to endure anymore, Sans teleports away from the hallway.

Afterward, the events proceed similarly to the regular neutral route, but Sans will not call.

(If the player returns to Snowdin before fighting Asgore and enters Sans' house, they will find a dead Sans and Papyrus trapped in his room.)

"Repentance" Ending

[Confession Route]

There is a conflict between Sans and Undyne: Sans and Undyne get into a conflict where Sans tries to argue with reason, but most monsters cannot understand his logic. Undyne then says, "That's not a reason to kill your fellow monsters! Unless... you're siding with the human!" This statement completely enrages Sans, leading him to kill Undyne. Papyrus was not turned into a "human stick"; he only suffered serious injuries and is currently recovering. He can still call the human, so keep that in mind. Sans has a

breakdown during MTT's live broadcast: During the broadcast, the monsters say some harsh things to Sans, such as "He killed my whole family!" "He's nothing but a human accomplice!" and "How is he any different from the humans who once trapped us?" These words lead to Sans's emotional breakdown. After MTT's broadcast, the monsters unite to forcibly expel Sans and Papyrus. While recovering, Papyrus calls the human and says:  
"Don't worry about me, human. I'm receiving Sans's therapy! It hurts a little, though. Also, there's a group of people helping me clean up the house; they're constantly moving furniture out. I don't know what's happening, but I guess they're just helping us move! I'm sure they'll take us to a better place! Anyway, goodbye, human! Once I settle into the new home, I'll call you again! Nyeh heh heh."

Revised Ending For Sans: During the battle, after being continuously humiliated by the human, Sans finally breaks down completely. Laughing and crying at the same time, he grabs the human's knife and says:

"Is this what you wanted? Did you just want to see me suffer? Fine, I'll give you what you want."

He then stabs himself several times before finally collapsing and dying.

"Confession" Ending.

[Genocide Route]

- The human killed all the monsters.
- Sans goes insane and starts fighting the human to kill monsters.
- Arriving at Toriel's house.
- Sans goes crazy, kills Toriel, and fights the human.
- Sans runs away.

Enter Snowdin.

The Town Will Be Completely Deserted You See Papyrus Turned Into A "Human Stick" Sans Would Have Teared His Arms And Legs Apart Along With His Jaw On His Room With Sans Beside Him Sans Will Fight You Until Eventually Running Away

Enter Waterfall.

The Sentry Station Is Empty. Skip Directly.

Sans completely loses his mind and starts fighting you to kill monsters

Sans kills Undyne and fights you until either of you run away.

Enter Hotland.

Most Of Hotland Is The Same But Being More Deserted And Without Any Monsters



In the Core, there will be a chase sequence with Sans. During the MTT Neo battle, there will be a confrontation between the human, Sans, and MTT, all of them being hostile towards each other. However, the result is that MTT Neo is killed by Sans, and Sans teleports away. When the human is about to take the elevator to New Home, Alphys is forcibly brought before the human by Sans, who then leaves to observe secretly. At this point, Alphys is trapped in a dead-end by the human, leading to a forced battle. Ultimately, Alphys is killed by the human.

Enter New Home.

Genocide Ending.

The human heads to the hallway, but due to Sans' overwhelming mental power, he will continuously impose hallucinations on the human, causing the already deceased and controlled corpses of Flowey and Asgore to attack the human. This forces the human to become exhausted all the healing items they carry before even facing Sans in battle.

When reaching the final hallway, the battle with Sans begins. However, due to Sans having accumulated too much LOVE and the severe impact on the human's mind, Sans gradually becomes aware of the true meaning of it all through the human's taunts. In the end, after a final moment of madness, he is killed by the human.

The subsequent events are consistent with the original Genocide Route.

Genocide · End

Additional Stuff:

1. Sans in this story leans more toward his Original Undertale personality. At first, he does not take any measures against the player's actions, but as the genocide routes continue, his mental state gradually deteriorates. Eventually, unable to tolerate the endless cycle of genocide, Sans takes action to stop the player in ways that do not involve killing.

2. Additionally, aside from Sans, other characters also retain some memory of the countless repetitions of the genocide route.

3. SP! DustTale is essentially a project based on the fanon version of DustTale. It reimagines the characters with altered personalities.

4. Since Toby Fox is represented as a white dog, in this project's gameplay, all dog-related characters (aside from Sans) have the deepest memories of the genocide route. These memories have driven them to develop rabies-like personalities and reactions.

5. Sans' mental state is normal when nothing significant occurs. However, when the player/human kills a monster in his presence, his mental state worsens, and his desire to attack increases. At times, he may lose control and even attack other monsters.

6. When Sans' mental breakdown reaches a certain point, he gives up on stopping at you and begins hunting both monsters and the human to gain EXP.

7. In his normal state, Sans does not possess any additional special abilities. However, once he enters a mentally deranged state, he gains the ability to create hallucinations (e.g., summoning illusions of dead monsters to fight alongside him and causing fragmented perceptions, as seen in Necroptosis, to frighten and confuse opponents).

8. In NECROPTOSIS , Asgore and Flowey are illusions but can also be considered "corpses" because Sans can use illusions to make humans perceive the monster dust as zombie-like corpses. These "corpses" can appear to talk and attack, but in reality, it's like speaking to attacking air completely useless. While these "corpses" seem to attack, it's actually just Sans attacking (since, after all, this is partly a secondary creation involving dust). So yes. Asgore and Flowey are not exactly corpses Asgore has NOT lost his brain the blood and stuff are hallucinations made by sans. This also applying to toriel etc.

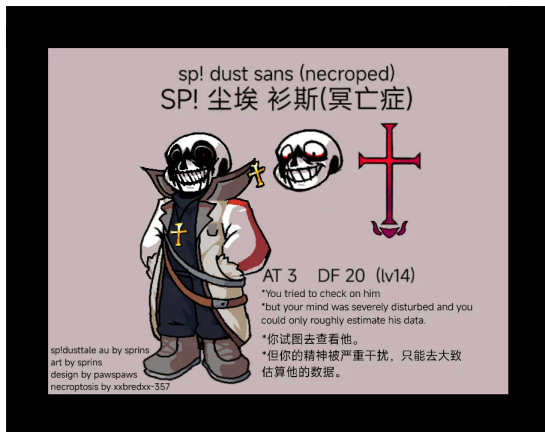
9. Sans is inherently afraid of losing his sanity, but midway through the genocide route, due to the constant killings by humans and his inability to control himself, combined with certain "nihilistic beliefs" Sans ultimately "lies flat" (gives up completely). He fully surrenders to his inner desire for mass slaughter and then enjoys the thrill of the fight. (This also explains why later in Necroptosis, Sans says things he wouldn't have said normally during his madness, as he exists in a state where insanity and consciousness coexist.)

10. Take a good moment to recall Papyrus Noodles. After all, he was originally one of Crispy Egg Tart's signature features (big joke). In some routes, Papyrus turns into bone sticks, but by the late genocide route, Sans will attempt to eliminate all monsters. Therefore, even Papyrus Noodles cannot escape Sans' slaughter. (At this point, Sans has completely succumbed to himself and thus doesn't care about anyone's life or death, including Papyrus.)

11. Sans Is Completely Traumatized By Humans And Becomes Very Wary Even If They Treat Him Kindly If One Tries To Be Intimidating Or Aggressive He'll Get So Scared That He Will Be Unable To Move Or He Will Go Insane And Pounce Like A Mad Dog

12. Yep sans crazy eyes are prunsel

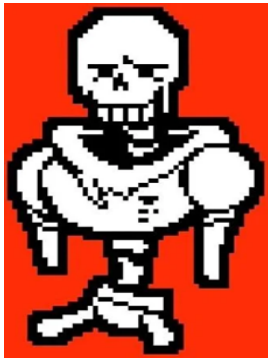
13. Sans Has Two Final Designs For The Both Routes Pacifist And Genocide "Necroped Sans" Being In Genocide And Sans 7 Souls Being In Pacifist



#### 14. Papyrus isn't actually dead

Since Sans loves Papyrus too much he would never kill him so he tore off his arms and legs, and also ripped out his jaw so that he couldn't call for help

So Sans just drags him around now



15. Despite his "name" SP Dusttale Sans has nothing in common with Dusttale Sans. I will say more - he is a completely different character.

17. There is no particular logic in SP Dusttale Sans actions - rather, he does everything spontaneously, whatever comes to mind. His distinctive feature is his mastery on manipulation. He actively communicates with monsters convincing them all to help fighting the human and if it doesn't work he'll resort to threats

18. Nothing holds SP Dusttale Sans back to the "role" of Sans, not even Dust Sans. He is more of an independent character.

in any other universe he won't feel left out. He probably won't care. Some spontaneous idea will come and he'll implement it.

You could say he's close to Insanity Sans, but Insanity has lost his mind, SP!Sans hasn't. He's like a crazy, aggressive genius. There's no one to compare him to

19. This is not everything SP!Dusttale Has To Offer Yet! It'll be divided in 3 chapters chapter 2 being less about sans and will have an unique plot from the others and chapter 3 being more of a tribute to chapter 1 (which is the story I've told here)

20. In chapter 2 “To The Fallen Of Tale” after countless resets and massacres sans decided to give up and not participate anymore retiring changing his clothes and now he will only spawn in the glyde room



21: sans clothes in necroptosis actually have an explanation and it is that he got these clothes from papyrus wardrobe this can be seen in papyrus date in the pacifist route, this is how papyrus would look with those same clothes

