Link do produktu: https://shop.fallentemple.pl/wreche-all-my-dreams-came-true-digipak-cd-p-19681.html



WRECHE All My Dreams Came True DIGIPAK [CD]

Cena	56,90 zł
Dostępność	Dostępny
Czas wysyłki	3 dni
Producent	l Voidhanger Records

Opis produktu

DIGIPACK CD

(incl. Bandcamp Digital Download and Streaming)

proposed on CD by I, Voidhanger Records, the band's new home place.

- Limited to 200 copies
- 4-Panel Digipack, 12-page booklet

"To sing you must first open your mouth. You must have a pair of lungs, and a little knowledge of music. It is not necessary to have an accordion, or a guitar. The essential thing is to want to sing. This then is a song. I am singing." - Henry Miller

Hailing from Oakland, California, WRECHE is the solo project of John Steven Morgan (piano, synth, drums, vocals), a classical musician and composer in love with extreme metal, and with black metal in particular.

"All My Dreams Came True" is the band's sophomore album, independently released in May 2021 through Bandcamp and now

WRECHE's music is an emotional rollercoaster. Entirely written for a magical piano and furious drums, its melodies are often moving, completely imbued with the same grandeur of Arcturus, Ulver and Emperor caught in their most romantic, mesmerizing and thoughtful moments. Sometimes, however, John Steven Morgan's piano likes to draw mysterious and apocalyptic scenarios, dropping the dramatic power of classical and symphonic music in a black metal context.

"All My Dreams Came True" is the sincere confession of an artist ravished by sentiments, and the perfect soundtrack for your night ruminations.

credits

released October 8, 2021

CD edition: I, Voidhanger Records

Tape edition: Acephale Winter Productions

Vinyl edition: Handsmade

Composed and performed by John Steven Morgan [Piano | Synth | Drums | Lyrics]

- * "Severed"
- Drums by Skynet & Barret Baumgart
- Chorale by Leandrul

Recorded in OAKLAND at Studio 459 & Soundwave by John Steven Morgan Leandrul

Mixed and Mastered by John Steven Morgan

