

www.jshaw.co.uk

Hello and **THANK YOU** for checking out my music library, **RPG Orchestral Essentials!**

Each of the tracks loop seamlessly once in the recording, and then end abruptly with natural trailing reverberation, allowing you to either set seamless loop points (using the suggested metadata values below) or match the tracks to conclude dramatically with cutscenes.

If you like what you hear then you are a fine connoisseur, but if you would like to support my work further, do please consider buying the full library or supporting me on [Patreon](https://www.patreon.com/jshaw).

FAQ / EULA

- **Where can I use these tracks?**
 - These tracks can be used in **any project!** While they are intended for use in video games, they can be used in other mediums (if you can make them fit, kudos!)
- **Do I have to credit/attribute you if I use these in my project?**
 - **Attribution is optional** (but deeply appreciated!). If you want to attribute, here is an example of what to write in your credits list (or on [IMDb](https://www.imdb.com) if you want to!):

"[Track Title]"

Composed by Jonathan Shaw
(www.jshaw.co.uk)

For the full terms, check the EULA of the marketplace you are browsing. Otherwise, please see [HERE](#).

Can you create new Tracks or Music Effects for my project?

I most certainly can! Feel free to check out my [commissions page](#) or contact me below!

CONTACT ME

If you have any other questions or comments, or if you used the tracks in your project, I'd love to check it out (and would gladly accept a free copy of your game!) Feel free to contact me at:

- inspectorjshaw@gmail.com

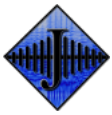
Or visit my website at:

- www.jshaw.co.uk

I wish you the best of luck with your projects!

-Jonathan Shaw / InspectorJ





SPECIAL THANKS AND ATTRIBUTIONS

Virtual Instruments

With many thanks to the **Vienna Symphonic Library**, **EastWest**, **Spitfire Audio**, and **Orchestral Tools** for their incredible virtual instruments used to create the tracks in RPG *Orchestral Essentials*. I highly recommend checking out their amazing sample libraries if you haven't already.

Logo Artwork

The fantasy landscape art used in the logo for *RPG Orchestral Essentials (Reborn)* was commissioned from the brilliant artist, **Naska** (*artwhelve*). Please do support her incredible work:

<https://www.instagram.com/artwhelve/>

SUGGESTED LOOPING METADATA

NOTE: These values are a guideline for setting loop points, given in “samples” and “seconds”. While I have tested this data embedded within .OGG files in the RPG Maker VX Ace engine, the values may not be as seamless for other engines and file types and may require some small adjustments.

The “LOOPSTART” sets the start of the loop point, the “LOOPEND” sets the end of the loop point, and the “LOOPLENGTH” is the duration between “LOOPSTART” and “LOOPEND”. You may not need all 3 values to set the loop point (some only require “LOOPSTART” and “LOOPLENGTH”).

The .OGG files have these values already embedded in their metadata (**for RPG Maker VX Ace**)

REBORN VERSIONS

REBORN – A Bitter Hope

LOOPSTART: 129,569 (2.938065s)
LOOPEND: 3,148,257 (71.389040s)
LOOPLENGTH: 3,018,688 (68.450975s)

REBORN – A Slave To No One

LOOPSTART: 847,276 (19.212610s)
LOOPEND: 8,020,966 (181.881320s)
LOOPLENGTH: 7,173,690 (162.668710s)

REBORN – A Dream of First Flight

LOOPSTART: 823,458 (18.672525s)
LOOPEND: 6,356,812 (144.145410s)
LOOPLENGTH: 5,533,354 (125.472885s)

REBORN – A Tale of Peace

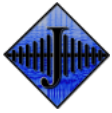
LOOPSTART: 1,093,007 (24.784840s)
LOOPEND: 5,666,185 (128.484925s)
LOOPLENGTH: 4,573,178 (103.700085s)

REBORN – A Fight in the Fields

LOOPSTART: 505,054 (11.452465s)
LOOPEND: 5,057,039 (114.672085s)
LOOPLENGTH: 4,551,985 (103.219620s)

REBORN – A Tale of Wind & Water

LOOPSTART: 977,439 (22.164150s)
LOOPEND: 5,617,228 (127.374780s)
LOOPLENGTH: 4,639,789 (105.210630s)

**REBORN – Afternoon Chat**

LOOPSTART: 465,060 (10.545580s)
LOOPEND: 4,064,191 (92.158525s)
LOOPLENGTH: 3,599,131 (81.612945s)

REBORN – Battle for Mana

LOOPSTART: 575,705 (13.054530s)
LOOPEND: 4,204,549 (95.341250s)
LOOPLENGTH: 3,628,844 (82.268720s)

REBORN – Can't Stop Winning

LOOPSTART: 337,689 (7.657350s)
LOOPEND: 1,547,839 (35.098380s)
LOOPLENGTH: 1,210,150 (27.441030s)

REBORN – Cold Sanctuary

LOOPSTART: 609,318 (13.816735s)
LOOPEND: 3,230,135 (113.245690s)
LOOPLENGTH: 2,620,817 (99.428955s)

REBORN – Encounter of Misdeeds

LOOPSTART: 321,062 (7.280320s)
LOOPEND: 2,939,458 (66.654360s)
LOOPLENGTH: 2,618,396 (59.374040s)

REBORN – Hear Our Prayer

LOOPSTART: 659,733 (14.959940s)
LOOPEND: 3,993,062 (90.545610s)
LOOPLENGTH: 3,333,329 (75.585670s)

REBORN – Heated Lands

LOOPSTART: 310,179 (7.033540s)
LOOPEND: 4,218,118 (95.648940s)
LOOPLENGTH: 3,907,939 (88.61540s)

REBORN – In Tranquil Spring

LOOPSTART: 193,087 (4.37840s)
LOOPEND: 3,527,547 (79.989720s)
LOOPLENGTH: 3,334,460 (75.611320s)

REBORN – Land of Misdeeds

LOOPSTART: 144,976 (3.287440s)
LOOPEND: 3,642,950 (82.606570s)
LOOPLENGTH: 3,497,974 (79.319130s)

REBORN – Lingering Evil

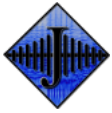
LOOPSTART: 487,720 (11.059410s)
LOOPEND: 3,781,790 (85.754880s)
LOOPLENGTH: 3,294,070 (74.695470s)

REBORN – Market on the Sea

LOOPSTART: 102,837 (2.331910s)
LOOPEND: 3,189,683 (72.328420s)
LOOPLENGTH: 3,086,846 (69.996510s)

REBORN – Memories of a Lost Autumn

LOOPSTART: 69,924 (1.585580s)
LOOPEND: 3,821,127 (86.646870s)
LOOPLENGTH: 3,751,203 (85.061290s)

**REBORN – Midnight Creeping**

LOOPSTART: 601,102 (13.630430s)
LOOPEND: 3,982,775 (90.312370s)
LOOPLENGTH: 3,381,673 (76.681940s)

REBORN – Morning Frost

LOOPSTART: 97,036 (2.200350s)
LOOPEND: 2,920,217 (66.218060s)
LOOPLENGTH: 2,823,181 (64.017710s)

REBORN – Out Of Time

LOOPSTART: 196,402 (4.453560s)
LOOPEND: 3,250,356 (73.704220s)
LOOPLENGTH: 3,053,954 (69.250660s)

REBORN – Showdown of Misdeeds

LOOPSTART: 645,020 (14.626310s)
LOOPEND: 5,231,421 (118.626330s)
LOOPLENGTH: 4,586,401 (104.000020s)

REBORN – Sinning Tavern & Spinning Tavern

LOOPSTART: 340,342 (7.717515s)
LOOPEND: 5,103,210 (115.719055s)
LOOPLENGTH: 4,762,868 (108.001540s)

REBORN – Taking Inventory

LOOPSTART: 290,798 (6.594060s)
LOOPEND: 3,466,087 (78.596080s)
LOOPLENGTH: 3,175,289 (72.002020s)

REBORN – The Fallen

LOOPSTART: 135,843 (3.080350s)
LOOPEND: 942,238 (21.365940s)
LOOPLENGTH: 806,395 (18.285590s)

REBORN – The People's Parade

LOOPSTART: 444,762 (10.085310s)
LOOPEND: 3,531,762 (80.085310s)
LOOPLENGTH: 3,087,000 (70s! **Conspiracy**)

REBORN – The Precipice of Victory

LOOPSTART: 547,352 (12.41160s)
LOOPEND: 1,724,859 (39.112450s)
LOOPLENGTH: 1,177,507 (26.70085s)

REBORN – The Tread of Day & Soldiers & War

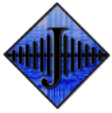
LOOPSTART: 305,275 (6.922330s)
LOOPEND: 4,891,987 (110.92940s)
LOOPLENGTH: 4,586,712 (104.007070s)

REBORN – The World At Your Door

LOOPSTART: 342,872 (7.774890s)
LOOPEND: 3,636,059 (82.450310s)
LOOPLENGTH: 3,293,187 (74.675420s)

REBORN – Thoughts

LOOPSTART: 400,623 (9.084420s)
LOOPEND: 4,378,148 (99.277740s)
LOOPLENGTH: 3,977,525 (90.193320s)

**REBORN – Tomorrow, We Die & Ride**

LOOPSTART: 355,220 (8.054870s)
LOOPEND: 2,726,568 (61.826940s)
LOOPLENGTH: 2,371,348 (53.772070s)

REBORN – Visions of Freedom

LOOPSTART: 310,414 (7.038870s)
LOOPEND: 5,466,460 (123.956010s)
LOOPLENGTH: 5,156,046 (116.917140s)

REBORN – Training Is Over

LOOPSTART: 411,211 (9.324510s)
LOOPEND: 796,077 (18.051630s)
LOOPLENGTH: 384,866 (8.727120s)

REBORN – Welcome to the Club

LOOPSTART: 414,523 (9.399615s)
LOOPEND: 3,019,897 (68.478385s)
LOOPLENGTH: 2,605,374 (59.078770s)

REBORN – Treading The Unknown

LOOPSTART: 2,039,321 (46.243110s)
LOOPEND: 6,027,831 (136.685510s)
LOOPLENGTH: 3,988,510 (90.44240s)

REBORN – Wipe Away Those Tears

LOOPSTART: 631,477 (14.319215s)
LOOPEND: 5,016,446 (113.751615s)
LOOPLENGTH: 4,384,969 (99.43240s)

LEGACY VERSIONS**LEGACY – A Bitter Hope**

LOOPSTART: 318,527 (7.222840s)
LOOPEND: 3,335,708 (75.639633s)
LOOPLENGTH: 3,017,181 (68.416793s)

LEGACY – A Slave To No One

LOOPSTART: 1,128,985 (25.600559s)
LOOPEND: 8,302,213 (188.258789s)
LOOPLENGTH: 7,173,228 (162.65823s)

LEGACY – A Dream of First Flight

LOOPSTART: 596,001 (13.51460s)
LOOPEND: 6,128,987 (138.97930s)
LOOPLENGTH: 5,532,986 (125.4647s)

LEGACY – A Tale of Peace

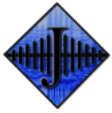
LOOPSTART: 111,490 (2.528120s)
LOOPEND: 4,682,992 (106.190292s)
LOOPLENGTH: 4,571,502 (103.662172s)

LEGACY – A Fight in the Fields

LOOPSTART: 312,954 (7.096460s)
LOOPEND: 4,863,318 (110.279320s)
LOOPLENGTH: 4,550,364 (103.18286s)

LEGACY – A Tale of Water

LOOPSTART: 338,186 (7.668600s)
LOOPEND: 4,979,787 (112.920341s)
LOOPLENGTH: 4,641,601 (105.251741s)

**LEGACY – A Tale of Wind**

LOOPSTART: 337,855 (7.661110s)
LOOPEND: 5,025,917 (113.966350s)
LOOPLENGTH: 4,688,062 (106.30524s)

LEGACY – Battle for Mana

LOOPSTART: 156,440 (3.547400s)
LOOPEND: 3,785,202 (85.832250s)
LOOPLENGTH: 3,628,762 (82.28485s)

LEGACY – Can't Stop Winning

LOOPSTART: 235,456 (5.339130s)
LOOPEND: 1,445,526 (32.778370s)
LOOPLENGTH: 1,210,070 (27.43924s)

LEGACY – Cold Sanctuary

LOOPSTART: 354,846 (8.046400s)
LOOPEND: 2,975,158 (67.453890s)
LOOPLENGTH: 2,620,312 (59.40749s)

LEGACY – Encounter of Misdeeds

LOOPSTART: 125,703 (2.850405s)
LOOPEND: 2,741,385 (62.162922s)
LOOPLENGTH: 2,615,682 (59.312517s)

LEGACY – Heated Lands

LOOPSTART: 249,355 (5.654310s)
LOOPEND: 4,156,722 (94.256730s)
LOOPLENGTH: 3,907,367 (88.60242s)

LEGACY – In Tranquil Spring

LOOPSTART: 546,250 (12.386625s)
LOOPEND: 3,879,860 (87.978695s)
LOOPLENGTH: 3,333,610 (75.59207s)

LEGACY – Land of Misdeeds

LOOPSTART: 360,123 (8.166055s)
LOOPEND: 3,857,504 (87.471740s)
LOOPLENGTH: 3,497,381 (79.305685s)

LEGACY – Market on the Sea

LOOPSTART: 98,172 (2.226120s)
LOOPEND: 3,185,018 (72.222630s)
LOOPLENGTH: 3,086,846 (69.99651s)

LEGACY – Memories of a Lost Autumn

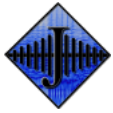
LOOPSTART: 170,838 (3.873870s)
LOOPEND: 3,869,416 (87.741850s)
LOOPLENGTH: 3,698,578 (83.86798s)

LEGACY – Midnight Creeping

LOOPSTART: 602,647 (13.665460s)
LOOPEND: 3,985,969 (90.384778s)
LOOPLENGTH: 3,383,322 (76.719318s)

LEGACY – Morning Frost

LOOPSTART: 186,535 (4.229820s)
LOOPEND: 3,009,283 (68.237710s)
LOOPLENGTH: 2,822,748 (64.00789s)

**LEGACY – Out Of Time**

LOOPSTART: 436,883 (9.906640s)
LOOPEND: 3,488,574 (79.105988s)
LOOPLENGTH: 3,051,691 (69.199348s)

LEGACY – Showdown of Misdeeds

LOOPSTART: 508,586 (11.532568s)
LOOPEND: 5,096,109 (115.558034s)
LOOPLENGTH: 4,587,523 (104.025466s)

LEGACY – Spinning Tavern

LOOPSTART: 2,478,424 (56.200100s)
LOOPEND: 7,245,588 (164.299042s)
LOOPLENGTH: 4,767,164 (108.098942s)

LEGACY – The Fallen

LOOPSTART: 226,550 (5.137180s)
LOOPEND: 1,032,587 (23.414660s)
LOOPLENGTH: 806,037 (18.27748s)

LEGACY – The Precipice of Victory

LOOPSTART: 307,847 (6.980650s)
LOOPEND: 1,482,408 (33.614690s)
LOOPLENGTH: 1,174,561 (26.63404s)

LEGACY – The Tread of War

LOOPSTART: 480,033 (10.885100s)
LOOPEND: 5,066,502 (114.886660s)
LOOPLENGTH: 4,586,469 (104.00156s)

LEGACY – The World At Your Door

LOOPSTART: 314,024 (7.120720s)
LOOPEND: 3,607,416 (81.800819s)
LOOPLENGTH: 3,293,392 (74.680099s)

LEGACY – Thoughts

LOOPSTART: 107,761 (2.443550s)
LOOPEND: 4,047,038 (91.769562s)
LOOPLENGTH: 3,939,277 (89.326012s)

LEGACY – Training Is Over

LOOPSTART: 419,073 (9.502790s)
LOOPEND: 805,053 (18.255180s)
LOOPLENGTH: 385,980 (8.75239s)

LEGACY – Treading The Unknown

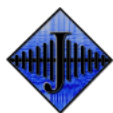
LOOPSTART: 1,194,063 (27.076220s)
LOOPEND: 5,183,531 (117.540382s)
LOOPLENGTH: 3,989,468 (90.464162s)

LEGACY – Visions of Freedom

LOOPSTART: 260,193 (5.900070s)
LOOPEND: 5,419,807 (122.898109s)
LOOPLENGTH: 5,159,614 (116.998039s)

LEGACY – Wipe Away Those Tears

LOOPSTART: 257,960 (5.849440s)
LOOPEND: 4,614,716 (100.642085s)
LOOPLENGTH: 4,356,756 (94.792645s)

**RPG ORCHESTRAL ESSENTIALS (LEGACY)**

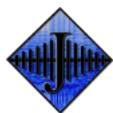
Track Name	Suggested Uses (but not limited to):	File Formats*	Sample Rate	BitDepth*	Channels	Duration	Loops?
"A Bitter Hope"	Sad, Tragedy, Betrayal, Loss, Funeral, Lonely, Tears	WAV / OGG / MP3	44100	16 / 24	2	02:21	1x
"A Dream of First Flight"	Title, Main Menu, Credits, Trailer, Important Chat	WAV / OGG / MP3	44100	16 / 24	2	04:14	1x
"A Fight in the Fields"	Battle, Training, Overworld, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	03:33	1x
"A Slave To No One"	Boss, Battle, Climax, Evil Land, Industrial, Slavery	WAV / OGG / MP3	44100	16 / 24	2	05:51	1x
"A Tale of Peace"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:34	1x
"A Tale of Water"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:39	1x
"A Tale of Wind"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:43	1x
"Battle For Mana"	Battle, Combat, Chase, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	02:54	1x
"Can't Stop Winning"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	01:57	5x
"Cold Sanctuary"	Dungeon, Town, Cold, Snow, Old, Ancient, Ruins	WAV / OGG / MP3	44100	16 / 24	2	02:04	1x
"Encounter of Misdeeds"	Villain, Dialog, Evil Plot, Sinister, Anxiety, Betrayal	WAV / OGG / MP3	44100	16 / 24	2	02:02	1x
"Heated Lands"	Dungeon, Town, Hot, Desert, Fort, Army, Battle	WAV / OGG / MP3	44100	16 / 24	2	03:09	1x
"In Tranquil Spring"	Town, Countryside, Happy, Grass, Overworld, Flying	WAV / OGG / MP3	44100	16 / 24	2	02:35	1x
"Land of Misdeeds"	Villain, Evil Land, Fortress, Dungeon, Comedic Villain	WAV / OGG / MP3	44100	16 / 24	2	02:43	1x
"Market on the Sea"	Market Town, Sea, Beach, Sailing, Airship, Overworld	WAV / OGG / MP3	44100	16 / 24	2	02:26	1x
"Memories of a Lost Autumn"	Dialog, Nostalgia, Romance, Happy, Town, Children	WAV / OGG / MP3	44100	16 / 24	2	02:50	1x
"Midnight Creeping"	Dungeon, Cave, Stealth, Darkness, Hostile Area	WAV / OGG / MP3	44100	16 / 24	2	02:45	1x
"Morning Frost"	Town, Snow, Christmas, Winter, North, Mountain	WAV / OGG / MP3	44100	16 / 24	2	02:17	1x
"Out Of Time"	Danger, Catastrophe, Intense, Threat, Scary, Fear	WAV / OGG / MP3	44100	16 / 24	2	02:23	1x
"Showdown of Misdeeds"	Boss, Battle, Combat, Villain, Evil Land, Fortress	WAV / OGG / MP3	44100	16 / 24	2	03:41	1x
"Spinning Tavern"	Funny, Inn, Tavern, Comedy, Elderly, Dialog	WAV / OGG / MP3	44100	16 / 24	2	03:45	1x
"The Fallen"	Defeat, Battle Results, Quest Fail, Death, Game Over	WAV / OGG / MP3	44100	16 / 24	2	01:18	1x
"The Precipice of Victory"	Final Victory, Determined, Motivated, Development	WAV / OGG / MP3	44100	16 / 24	2	01:58	5x
"The Tread of War"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:40	1x
"The World At Your Door"	Overworld, Airship, Sailing, Town, Battle, Training	WAV / OGG / MP3	44100	16 / 24	2	02:42	1x
"Thoughts"	Dialog, Decisions, Doubt, Realization, Development	WAV / OGG / MP3	44100	16 / 24	2	03:03	1x
"Training Is Over"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	00:49	5x
"Treading The Unknown"	Dungeon, Cave, Hostile, Unsettling, Unusual, Foggy	WAV / OGG / MP3	44100	16 / 24	2	03:23	1x
"Visions of Freedom"	Sad, Tragic, Loss, Hope, Main Menu, Credits, Trailer	WAV / OGG / MP3	44100	16 / 24	2	04:00	1x
"Wipe Away Those Tears"	Development, Reunite, Sad, Happy, Dialog, Emotion	WAV / OGG / MP3	44100	16 / 24	2	03:23	1x

***File Formats** and **Bit-Depth** will vary depending on the version you purchase and the audio format requirements of the marketplace you are browsing. Please read the description of the product page where you found the library to see which file format and bit-depth are used for that version.



RPG ORCHESTRAL ESSENTIALS (REBORN)

Track Name	Suggested Uses (but not limited to):	File Formats*	Sample Rate	BitDepth*	Channels	Duration	BPM
"A Bitter Hope"	Sad, Tragedy, Betrayal, Loss, Funeral, Lonely, Tears	WAV / OGG / MP3	44100	16 / 24	2	02:20	100
"A Dream of First Flight"	Title, Main Menu, Credits, Trailer, Important Chat	WAV / OGG / MP3	44100	16 / 24	2	04:17	90-100
"A Fight in the Fields"	Battle, Training, Overworld, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	03:33	200
"A Slave To No One"	Boss, Battle, Climax, Evil Land, Industrial, Slavery	WAV / OGG / MP3	44100	16 / 24	2	05:42	70 / 90
"A Tale of Peace"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:34	70
"A Tale of Water"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:43	70
"A Tale of Wind"	Peace, Meditative, Reflection, Flying, Dreaming, Safe	WAV / OGG / MP3	44100	16 / 24	2	03:43	70
"Afternoon Chat"	Dialog, Neutral, Comedy, Tavern, Background	WAV / OGG / MP3	44100	16 / 24	2	02:46	100
"Battle For Mana"	Battle, Combat, Chase, Race, Fast, Timed Event	WAV / OGG / MP3	44100	16 / 24	2	02:50	140
"Can't Stop Winning"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	01:02	140
"Checking Inventory"	Inventory Setup, Dialog, Neutral, Char Creation, Intro	WAV / OGG / MP3	44100	16 / 24	2	02:26	110
"Cold Sanctuary"	Dungeon, Town, Cold, Snow, Old, Ancient, Ruins	WAV / OGG / MP3	44100	16 / 24	2	02:02	105
"Encounter of Misdeeds"	Villain, Dialog, Evil Plot, Sinister, Anxiety, Betrayal	WAV / OGG / MP3	44100	16 / 24	2	02:04	85
"Hear Our Prayer"	Religious, Church, Prayer, Peace, Reflection, Safe	WAV / OGG / MP3	44100	16 / 24	2	02:37	65
"Heated Lands"	Dungeon, Town, Hot, Desert, Fort, Army, Battle	WAV / OGG / MP3	44100	16 / 24	2	03:02	130
"In Tranquil Spring"	Town, Countryside, Happy, Grass, Overworld, Flying	WAV / OGG / MP3	44100	16 / 24	2	02:34	100
"Land of Misdeeds"	Villain, Evil Land, Fortress, Dungeon, Comedic Villain	WAV / OGG / MP3	44100	16 / 24	2	02:43	115
"Lingering Evil"	Villain, Dialog, Evil Plot, Sinister, Anxiety, Betrayal	WAV / OGG / MP3	44100	16 / 24	2	02:46	45
"Market on the Sea"	Market Town, Sea, Beach, Sailing, Airship, Overworld	WAV / OGG / MP3	44100	16 / 24	2	02:23	120
"Memories of a Lost Autumn"	Dialog, Nostalgia, Romance, Happy, Town, Children	WAV / OGG / MP3	44100	16 / 24	2	02:52	~80
"Midnight Creeping"	Dungeon, Cave, Stealth, Darkness, Hostile Area	WAV / OGG / MP3	44100	16 / 24	2	02:40	75
"Morning Frost"	Town, Snow, Christmas, Winter, North, Mountain	WAV / OGG / MP3	44100	16 / 24	2	02:11	60
"Out Of Time"	Danger, Catastrophe, Intense, Threat, Scary, Fear	WAV / OGG / MP3	44100	16 / 24	2	02:21	130
"Showdown of Misdeeds"	Boss, Battle, Combat, Villain, Evil Land, Fortress	WAV / OGG / MP3	44100	16 / 24	2	03:39	150
"Sinning Tavern"	Drunk, Funny, Inn, Tavern, Comedy, Delusional	WAV / OGG / MP3	44100	16 / 24	2	03:40	60
"Spinning Tavern"	Funny, Inn, Tavern, Comedy, Elderly, Dialog	WAV / OGG / MP3	44100	16 / 24	2	03:39	60
"The Fallen"	Defeat, Battle Results, Quest Fail, Death, Game Over	WAV / OGG / MP3	44100	16 / 24	2	00:42	105
"The People's Parade"	Town, Celebration, Festival, Parade, March, Credits	WAV / OGG / MP3	44100	16 / 24	2	02:26	120
"The Precipice of Victory"	Final Victory, Determined, Motivated, Development	WAV / OGG / MP3	44100	16 / 24	2	01:02	90
"The Tread of Day"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:32	120
"The Tread of Soldiers"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:32	120



"The Tread of War"	Military, March, Combat, War, Soldiers, Overworld	WAV / OGG / MP3	44100	16 / 24	2	03:32	120
"The World At Your Door"	Overworld, Airship, Sailing, Town, Battle, Training	WAV / OGG / MP3	44100	16 / 24	2	02:35	180
"Thoughts"	Dialog, Decisions, Doubt, Realization, Development	WAV / OGG / MP3	44100	16 / 24	2	03:08	80-100
"Tomorrow, We Die"	Battle Prep, Unit Place, Plan, Strategy, Setup, Fear	WAV / OGG / MP3	44100	16 / 24	2	01:51	125
"Tomorrow, We Ride"	Battle Prep, Unit Place, Plan, Strategy, Setup, Fear	WAV / OGG / MP3	44100	16 / 24	2	01:51	125
"Training Is Over"	Victory, Battle Results, Success, Quest Complete	WAV / OGG / MP3	44100	16 / 24	2	00:29	110
"Treading the Unknown"	Dungeon, Cave, Hostile, Unsettling, Unusual, Foggy	WAV / OGG / MP3	44100	16 / 24	2	03:23	130
"Visions of Freedom"	Sad, Tragic, Loss, Hope, Main Menu, Credits, Trailer	WAV / OGG / MP3	44100	16 / 24	2	04:02	70-80
"Welcome to the Club"	Club, Casino, Tavern, Gambling, Jazz, Class, Gang	WAV / OGG / MP3	44100	16 / 24	2	02:01	130
"Wipe Away Those Tears"	Development, Reunite, Sad, Happy, Dialog, Emotion	WAV / OGG / MP3	44100	16 / 24	2	03:21	~85

***File Formats** and **Bit-Depth** will vary depending on the version you purchase and the audio format requirements of the marketplace you are browsing. Please read the description of the product page where you found the library to see which file format and bit-depth are used for that version.

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