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

In this pack, you will find 700 diverse musical effects covering every essential purpose. Each of the 30 themes have 11 different variations using different orchestral instruments, all provided with a DRY version (with minimal reverb) and a WET version (with optimized reverb) for the utmost utility.

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**.

FAQ / EULA

- **Where can I use these tracks?**
  - These MFX 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 if you want to!):

"RPG Orchestral Essentials – Music Effects"
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 music effects 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:
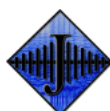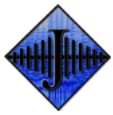
- inspectorjshaw@gmail.com

Or visit my website at:

- www.jshaw.co.uk

I wish you the best of luck with your projects!

-Jonathan Shaw / InspectorJ

Terminology

"01-02:" – A categorization method I use to group similarly sounding music effects. The first number indicates a certain musical theme, while the second number indicates a variation on that theme using different instruments, always in this order:

01 = Piano A (Regular)
02 = Piano B (Soft)
03 = Organ A (Heavy)
04 = Organ B (Light)
05 = Harpsichord
06 = Celesta
07 = Music Box
08 = Harp
09 = Guitar (Acoustic)
10 = Small Ensemble
11 = Large Ensemble

"DRY":   – The sound has as little reverb as possible, allowing you to tailor the sound as you see fit with your own specific reverb to fit your scene with precision.

"WET":   – The sound has been enhanced with optimal reverb to help blend quickly and seamlessly into your soundtrack with minimal work.

"WET-FX":   – The "WET" version of the sound, but with additional effects added for a bonus variation. (*Only on the "Mystery" effects to enhance their creepiness.*)

SPECIAL THANKS AND ATTRIBUTIONS

Virtual Instruments

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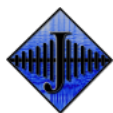
Logo Artwork

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

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

Check out the rest of RPG Orchestral Essentials!

RPG ORCHESTRAL ESSENTIALS (MFX)

MFX THEME	Suggested Uses (but not limited to):	File Formats*	Sample Rate	BitDepth*	Channels
"Discovery_01"	Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Discovery_02"	Discover New Area, Save Game, Rest at Inn, Quest Complete, Grand Item Found	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Discovery_03"	Discover New Area, Village First-Entry, Rest at Inn, Quest Accept	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_01"	Item Break, Low Power/HP, Craft Fail, Quest Fail, Negative Status, Mild Shock	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_02"	Quest Fail, Item Break, Crafting Fail, Negative Status, Leaves Party, Rest at Inn	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_03"	Item Break, Low Power/HP, Craft Fail, Quest Fail, Negative Status, Surprise	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_04"	Negative Status, Shock, Danger, Quest Fail, Item Break, Craft Fail, Low Power/HP	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_05"	Negative Status, Shock, Danger, Surprise, Low Power/HP, Item Damaged	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_06"	Negative Status, Danger, Surprise, Hidden Area, Low Power/HP, Item Damaged	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_07"	Game Over, Defeated, Evil Area, Villain, Quest Fail, Leaves Party, Chapter Title	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_08"	Game Over, Defeated, Quest Fail, Leaves Party, Chapter Title, Save Game, Fade	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Failure_09"	Game Over, Defeated, Quest Fail, Character Death, Save Game, Rest at Inn	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Mystery_01"	Mysterious, Plot Twist, Realize, Hidden Secret, New Story Chapter, Discover Area	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Mystery_02"	Mysterious, Hidden Secret, New Story Chapter, Discover New Area, Mild Shock	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Mystery_03"	Hidden Secret, Realize, New Story Chapter, Discover Area, Confusion, Trouble	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Save_01"	Save Game, Rest at Inn, New Story Chapter, Healing, Recover, Discover New Area	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Save_02"	Save Game, Rest at Inn, Game Over, Defeated, New Story Chapter, Discover Area	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Save_03"	Save Game, Rest at Inn, Healing, Recover, Quest Complete, New Story Chapter	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Shock_01"	Sting, Jumpscare, Shock, Failure, Damage, Item Break, Craft Fail, Quest Fail	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Shock_02"	Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Shock_03"	Sting, Jumpscare, Shock, Failure, Villain Drama, Item Break, Craft Fail, Quest Fail	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_01"	Item Found, Stat Boost, Craft Success, Skill / Recipe Learnt, Save Game, Positive	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_02"	Item Found, Stat Boost, Craft Success, Skill / Recipe Learnt, Save Game, Positive	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_03"	Item Found, Stat Boost, Craft Success, Skill / Recipe Learnt, Save Game, Positive	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_04"	Healing, Poison Cure, Curse Lift, Save Game, Skill / Recipe Learnt, Joins Party	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_05"	Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Story Chapter, Discover	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_06"	Healing, Poison Cure, Curse Lift, Save Game, Rest at Inn, Skill / Recipe Learnt, Joins	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_07"	Level Up, Quest Complete, Joins Party, Grand Item Found, Skill / Recipe Learnt	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_08"	Level Up, Quest Complete, Joins Party, Grand Item Found, Skill / Recipe Learnt	WAV / OGG / MP3 / M4A	44100	16 / 24	2
"Success_09"	Grand Level Up, Grand Quest Complete, Grand Item Found, Grand Skill Learnt	WAV / OGG / MP3 / M4A	44100	16 / 24	2

*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.