

FABULA ULTIMA

T T J R P G

Aetherea Melodias

1. Fabula Ultima (*Main Theme*)
2. Per Caelum et Terram (*Overworld Travel*)
3. Ignis! (*Normal Battle*)
4. Res Obscura (*Villain Scene*)
5. Prospera Urbs (*The Great City*)
6. Imperituri (*Decisive Battle*)
7. Regis Concilium (*Tense Debate*)
8. Per Aspera (*Dungeon*)
9. Numera Stellas (*Resting Scene*)
10. Tempus Fugit (*Countdown*)
11. Lacrimae (*Tears to Remember*)
12. Dies Irae (*Final Battle*)
13. Fabula Aeterna (*Sacrifice*)

Music by



Fabula Ultima published by **Need Games**



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AETHEREA MELODIAS

Level up your **Fabula Ultima** experience with **original JRPG-style background music**. Featuring symphonic orchestra and choir, **Aetherea Melodias** offers a complete array of tracks designed to **underscore every moment of your game session**. Each of the 13 tracks (except for the *Main Theme*) is composed and produced to be **perfectly looped**: set the player in loop mode, choose the track you need, press Play and enjoy your game!

FABULA ULTIMA (MAIN THEME) / “THE LAST TALE”

In a videogame, this would be the opening menu or *Press Start* music. It works perfectly as **session opening** or just as a background to get everybody in the right mood!

PER CAELUM ET TERRAM (OVERWORLD TRAVEL) / “THROUGH SKY AND LAND”

Composed for open-world scenes, travel interplay or **discoveries**. If you roll a **danger** on your **travel roll** though, you might need the next track!

IGNIS! (NORMAL BATTLE) / “FIRE!”

Every JRPG needs an iconic *Battle Theme*, so here it is! Use it as a background of any **conflict** where you want the classic JRPG drive.

RES OBSCURA (VILLAIN SCENE) / “DARK MATTERS”

A dedicated track to emphasize the **Villain** and their dark plans during **Game Master scenes**. You can use it for their normal scene entrance or players’ **Surrender** as well!

PROSPERA URBS (THE GREAT CITY) / “PROSPEROUS CITY”

A sweet, nostalgic melody (intertwined with soft-dinamic sections) to accompany the characters while exploring a **town, city** or **village**.

IMPERITURI (DECISIVE BATTLE) / “WE WON’T DIE”

A **boss fight** is nothing without a dedicated theme to support it; this track will take your hardest conflicts to a new epic level! Feel free to switch to *Tempus Fugit* if the music becomes tiring or when the Villain changes phase!

REGIS CONCILIUM (TENSE DEBATE) / “KING’S COUNCIL”

This neutral, light-noir track is the perfect background for narratively important dialogues, such as **social scenes**; in a videogame, it would be the underscore to story-relevant dialogue cutscenes. It is very versatile, so if none of the other tracks works for a scene, this is the one you need. Use it for previous session recaps as well!

PER ASPERA (DUNGEON) / “THROUGH DANGERS”

As a dark version of *Per Caelum et Terram*, this track is designed for **dungeon exploration**, but also for those moments when there is lingering **danger or mystery** in the scene. Play it when you want to feel some tension at the table.

NUMERA STELLAS (RESTING SCENE) / “COUNT THE STARS”

Some interplay scenes need a **soft background** to slow down the rhythm and focus on feelings and memories; this track is designed exactly for that. It works as an after-session background to help decompress too!

TEMPUS FUGIT (COUNTDOWN) / “TIME’S RUNNING OUT”

When danger **Clocks** are in play, it is essential to feel the stress of the scene at the table; this heavily dynamic track is designed to lift the rhythm to the highest level! Besides, don’t hesitate to use it for particularly hard conflicts when players are short on resources or in **Crisis**!

LACRIMAE (TEARS TO REMEMBER) / “TEARS”

Dramatic scenes happen and when they do you want to have an **intense, emotional track** to support them and stimulate the players’ feelings.

DIES IRAE (FINAL BATTLE) / “GOD’S WRATH”

This choir-heavy apocalyptic track is designed to accompany the hardest conflict of your campaign and make the players feel the weight of the **final fight** for their world.

FABULA AETERNA (SACRIFICE) / “A NEVERENDING TALE”

A track to underscore narratively and dramatically intense scenes, such as **Sacrifices**, the completion of a **major Ritual** or a **major Villain’s** final defeat.