

Bass

# Life at Garreg Mach Monastery

from Fire Emblem: Three Houses

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♩ = 112

**[A]** B/A A EΔ<sup>7</sup>

B/A A EΔ<sup>7</sup>/G<sup>#</sup>

F<sup>#</sup>-<sup>7</sup> B<sup>7</sup> <sup>1</sup>E-<sup>7</sup> A<sup>7</sup>

To Coda

DΔ<sup>7</sup> N.C.

<sup>2</sup>E-<sup>7</sup> A<sup>7</sup> G<sup>#</sup>/A<sup>#</sup> N.C.

**[B]** BΔ<sup>7</sup> F<sup>#</sup>Δ<sup>7</sup>

A G<sup>#</sup>-

G-<sup>7</sup> C<sup>7</sup> F-<sup>7</sup> B<sup>b</sup><sup>7</sup>

A/B N.C.

The image displays a bass line for the song 'Life at Garreg Mach Monastery' from the game Fire Emblem: Three Houses. The music is written in 3/4 time with a tempo of 112 beats per minute. The key signature has three sharps (F#, C#, G#). The piece is divided into two main sections, A and B. Section A consists of 12 measures, with the first 8 measures leading to a 'To Coda' instruction. Section B follows, consisting of 12 measures. The notation includes various chords such as B/A, A, EΔ<sup>7</sup>, F<sup>#</sup>-<sup>7</sup>, B<sup>7</sup>, E-<sup>7</sup>, A<sup>7</sup>, DΔ<sup>7</sup>, G<sup>#</sup>/A<sup>#</sup>, BΔ<sup>7</sup>, F<sup>#</sup>Δ<sup>7</sup>, A, G<sup>#</sup>-, G-<sup>7</sup>, C<sup>7</sup>, F-<sup>7</sup>, B<sup>b</sup><sup>7</sup>, and A/B. There are also 'N.C.' (No Chord) markings. The music features a mix of eighth and sixteenth notes, with some measures containing rests. The piece concludes with a double bar line.

**Staff 1:** C/B $\flat$  F $\Delta$ 7  
**Staff 2:** C/B $\flat$  B-7 $\flat$ 5 B $\flat$ -6  
**Staff 3:** F/A D-7 G-7 E $\flat$   
**Staff 4:** D N.C.  
**Staff 5:** E-7 A7 D $\Delta$ 7 D.S. al Coda  
**Staff 6:** D G $\Delta$ 7 D/F# E-7 D $\Delta$ 7  
**Staff 7:** C-7 F7 F#-7 B  
**Staff 8:** E F#-7 B7 G#-7 C#7  
**Staff 9:** F#-7 B7 G#-7 C#7  
**Staff 10:** A G#-7 F#-7 E $\Delta$ 7  
**Staff 11:** D $\Delta$ 7 N.C.  
**Staff 12:** Loop to [A]