



RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Funny_Whoosh_1.wav	16	44100	2	0:01	WAVE
Funny_Whoosh_2.wav	16	44100	2	0:01	WAVE
Heavy_Whoosh_1.wav	16	44100	2	0:01	WAVE
Heavy_Whoosh_2.wav	16	44100	2	0:01	WAVE
Light_Wand_Whoosh_1.wav	16	44100	2	0:01	WAVE
Light_Wand_Whoosh_2.wav	16	44100	2	0:01	WAVE
Light_Wand_Whoosh_3.wav	16	44100	2	0:01	WAVE
Light_Wand_Whoosh_4.wav	16	44100	2	0:01	WAVE
Natural_Whoosh_1.wav	16	44100	2	0:01	WAVE
Natural_Whoosh_2.wav	16	44100	2	0:01	WAVE
Natural_Whoosh_3.wav	16	44100	2	0:01	WAVE
Subtle_Slash_1.wav	16	44100	2	0:01	WAVE
Subtle_Slash_2.wav	16	44100	2	0:01	WAVE
Subtle_Slash_3.wav	16	44100	2	0:01	WAVE
Subtle_Slash_4.wav	16	44100	2	0:01	WAVE
Subtle_Spell_Whoosh_1.wav	16	44100	2	0:01	WAVE
Weapon_Whoosh_Low_1.wav	16	44100	2	0:01	WAVE
Attack_Enemy_Impact_1.wav	16	44100	2	0:01	WAVE
Attack_Enemy_Impact_2.wav	16	44100	2	0:01	WAVE
Attack_Enemy_Impact_3.wav	16	44100	2	0:01	WAVE
Attack_Enemy_Impact_4.wav	16	44100	2	0:01	WAVE
Attack_Enemy_Impact_5_heavy.wav	16	44100	2	0:01	WAVE
Attack_Enemy_Impact_6_heavy.wav	16	44100	2	0:01	WAVE
Cute_Attack_1.wav	16	44100	2	0:01	WAVE
Cute_Attack_2.wav	16	44100	2	0:01	WAVE
Cute_Attack_3.wav	16	44100	2	0:01	WAVE
Cute_Attack_4.wav	16	44100	2	0:01	WAVE
Generic_Small_Whip_Impact_1.wav	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Impact_Finishing_Blow.wav	16	44100	2	0:01	WAVE
Light_Enemy_Impact_1.wav	16	44100	2	0:01	WAVE
Light_Enemy_Impact_2.wav	16	44100	2	0:01	WAVE
Light_Enemy_Impact_3.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_C0_Skill_Trigger.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_C1.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_C2.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_C3.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_C4.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_C5_Heavier.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_C5.wav	16	44100	2	0:01	WAVE
Mech_Attack_1_Combo_FULL_Heavy_End.wav	16	44100	2	0:06	WAVE
Mech_Attack_1_Combo_FULL.wav	16	44100	2	0:06	WAVE
Mech_Attack_2_C1.wav	16	44100	2	0:01	WAVE
Mech_Attack_2_C2.wav	16	44100	2	0:01	WAVE
Mech_Attack_2_C3.wav	16	44100	2	0:01	WAVE
Mech_Attack_2_C4_Heavier.wav	16	44100	2	0:01	WAVE
Mech_Attack_2_C4.wav	16	44100	2	0:01	WAVE
Mech_Attack_2_Combo_FULL_Heavy_End.wav	16	44100	2	0:03	WAVE
Mech_Attack_2_Combo_FULL.wav	16	44100	2	0:03	WAVE
Punch_Type_1_Heavier_v1.wav	16	44100	2	0:01	WAVE
Punch_Type_1_Heavier_v2.wav	16	44100	2	0:01	WAVE
Punch_Type_1_Heavier_v3.wav	16	44100	2	0:01	WAVE
Punch_Type_1_Heavier_v4.wav	16	44100	2	0:01	WAVE
Punch_Type_1_Light_v1.wav	16	44100	2	0:01	WAVE
Punch_Type_1_Light_v2.wav	16	44100	2	0:01	WAVE
Punch_Type_1_Light_v3.wav	16	44100	2	0:01	WAVE
Punch_Type_1_Light_v4.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Heavy_v1.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Heavy_v2.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Heavy_v3.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Heavy_v4.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Light_v1.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Light_v2.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Light_v3.wav	16	44100	2	0:01	WAVE
Punch_Type_2_Light_v4.wav	16	44100	2	0:01	WAVE
Punch_Type_3_Brighter_v1.wav	16	44100	2	0:01	WAVE
Punch_Type_3_Brighter_v2.wav	16	44100	2	0:01	WAVE
Punch_Type_3_Brighter_v3.wav	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Punch_Type_3_Natural_v1.wav	16	44100	2	0:01	WAVE
Punch_Type_3_Natural_v2.wav	16	44100	2	0:01	WAVE
Punch_Type_3_Natural_v3.wav	16	44100	2	0:01	WAVE
S4_Magic_Attack_C0_Skill_Trigger.wav	16	44100	2	0:01	WAVE
S4_Magic_Attack_C1.wav	16	44100	2	0:01	WAVE
S4_Magic_Attack_C2.wav	16	44100	2	0:01	WAVE
S4_Magic_Attack_C3.wav	16	44100	2	0:01	WAVE
S4_Magic_Attack_C4_Heavier.wav	16	44100	2	0:04	WAVE
S4_Magic_Attack_C4.wav	16	44100	2	0:04	WAVE
S4_Magic_Attack_Combio_FULL_Heavy_End.wav	16	44100	2	0:01	WAVE
S4_Magic_Attack_Combio_FULL.wav	16	44100	2	0:01	WAVE
S6_Attack_Charge_C0.wav	16	44100	2	0:01	WAVE
S6_Attack_Charge_Combio_FULL_Heavy_End.wav	16	44100	2	0:03	WAVE
S6_Attack_Charge_Combio_FULL.wav	16	44100	2	0:03	WAVE
S6_Impact_C1.wav	16	44100	2	0:01	WAVE
S6_Impact_C2.wav	16	44100	2	0:01	WAVE
S6_Impact_C3_Heavier.wav	16	44100	2	0:01	WAVE
S6_Impact_C3.wav	16	44100	2	0:01	WAVE
Small_Impact_1.wav	16	44100	2	0:01	WAVE
Small_Impact_2.wav	16	44100	2	0:01	WAVE
Small_Impact_3.wav	16	44100	2	0:01	WAVE
Small_Magic_Impact_1.wav	16	44100	2	0:01	WAVE
Small_Magic_Impact_2.wav	16	44100	2	0:01	WAVE
Small_Magic_Impact_3.wav	16	44100	2	0:01	WAVE
Small_Wind_Magic_Impact.wav	16	44100	2	0:01	WAVE
Star_Magic_Impact_1.wav	16	44100	2	0:01	WAVE
Star_Magic_Impact_2.wav	16	44100	2	0:01	WAVE
Star_Magic_Impact_3.wav	16	44100	2	0:01	WAVE
Star_Magic_Impact_4.wav	16	44100	2	0:01	WAVE
Subtle_Magic_Impact_1_v1.wav	16	44100	2	0:01	WAVE
Subtle_Magic_Impact_1_v2.wav	16	44100	2	0:01	WAVE
Subtle_Magic_Impact_2_v1.wav	16	44100	2	0:01	WAVE
Subtle_Magic_Impact_2_v2.wav	16	44100	2	0:01	WAVE
Sword_Slash_1_Finishing_Blow.wav	16	44100	2	0:02	WAVE
Sword_Slash_1_v1.wav	16	44100	2	0:01	WAVE
Sword_Slash_1_v2.wav	16	44100	2	0:01	WAVE
Sword_Slash_1_v3.wav	16	44100	2	0:01	WAVE
Sword_Slash_1_v4.wav	16	44100	2	0:01	WAVE
Wing_Impact_1.wav	16	44100	2	0:01	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Wing_Impact_2.wav	16	44100	2	0:01	WAVE
Wing_Impact_3.wav	16	44100	2	0:01	WAVE
Wing_Impact_4.wav	16	44100	2	0:01	WAVE
Wing_Impact_5.wav	16	44100	2	0:01	WAVE
Babylon_Ice_Swords_Cast_Sword.wav	16	44100	2	0:01	WAVE
Babylon_Ice_Swords_Cast.wav	16	44100	2	0:01	WAVE
Babylon_Ice_Swords_FULL.wav	16	44100	2	0:03	WAVE
Babylon_Ice_Swords_Subtle_Energy_Pulse.wav	16	44100	2	0:02	WAVE
Babylon_Ice_Swords_v2.wav	16	44100	2	0:03	WAVE
Bamboo_Spell_Attack_2_FULL.wav	16	44100	2	0:02	WAVE
Bamboo_Spell_Attack_2_Impacts.wav	16	44100	2	0:02	WAVE
Bamboo_Spell_Attack_2_Magic_Wind.wav	16	44100	2	0:02	WAVE
Bamboo_Spell_Attack_FULL.wav	16	44100	2	0:01	WAVE
Bamboo_Spell_Attack_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Bamboo_Spell_Attack_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Bamboo_Spell_Attack_One_Shot_v3.wav	16	44100	2	0:01	WAVE
Charging_Punch_Cast.wav	16	44100	2	0:01	WAVE
Charging_Punch_FULL.wav	16	44100	2	0:01	WAVE
Charging_Punch_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Charging_Punch_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Charging_Punch_One_Shot_v3.wav	16	44100	2	0:01	WAVE
Charging_Punch_Triple_Impact.wav	16	44100	2	0:01	WAVE
Devil_Stab_Cast_Sword.wav	16	44100	2	0:01	WAVE
Devil_Stab_Cast.wav	16	44100	2	0:01	WAVE
Devil_Stab_FULL.wav	16	44100	2	0:02	WAVE
Devil_Stab_Impact_v1.wav	16	44100	2	0:02	WAVE
Devil_Stab_Impact_v2.wav	16	44100	2	0:01	WAVE
Devil_Stab_Impact_v3.wav	16	44100	2	0:01	WAVE
Dragon_Heaven_2_Cast_Charging_v1.wav	16	44100	2	0:01	WAVE
Dragon_Heaven_2_Cast_Charging_v2.wav	16	44100	2	0:01	WAVE
Dragon_Heaven_2_FULL.wav	16	44100	2	0:03	WAVE
Dragon_Heaven_2_Ground_break.wav	16	44100	2	0:01	WAVE
Dragon_Heaven_2_Shoot_v1.wav	16	44100	2	0:01	WAVE
Dragon_Heaven_2_Shoot_v2.wav	16	44100	2	0:01	WAVE
Dragon_Heaven_2_Shoot_v3.wav	16	44100	2	0:01	WAVE
Dragon_Heaven_Cast.wav	16	44100	2	0:02	WAVE
Dragon_Heaven_FULL.wav	16	44100	2	0:03	WAVE
Dragon_Heaven_Shoot.wav	16	44100	2	0:01	WAVE
Fire_Ground_Blaze_FULL.wav	16	44100	2	0:04	WAVE

RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Fire_Ground_Blaze_Impact.wav	16	44100	2	0:03	WAVE
Fire_Ground_Blaze_Shoot.wav	16	44100	2	0:01	WAVE
Fire_Sword_Burst_Cast_v1.wav	16	44100	2	0:01	WAVE
Fire_Sword_Burst_Cast_v2.wav	16	44100	2	0:01	WAVE
Fire_Sword_Burst_FULL.wav	16	44100	2	0:03	WAVE
Fire_Sword_Impact_v1.wav	16	44100	2	0:02	WAVE
Fire_Sword_Impact_v2.wav	16	44100	2	0:02	WAVE
Fire_Volcano_Strike_Cast.wav	16	44100	2	0:01	WAVE
Fire_Volcano_Strike_FULL.wav	16	44100	2	0:03	WAVE
Fire_Volcano_Strike_Impact.wav	16	44100	2	0:02	WAVE
Ground_Breaking_Strike_Cast.wav	16	44100	2	0:01	WAVE
Ground_Breaking_Strike_FULL.wav	16	44100	2	0:02	WAVE
Ground_Breaking_Strike_Impact.wav	16	44100	2	0:01	WAVE
Ground_Breaking_Strike_Jump_Swoosh.wav	16	44100	2	0:01	WAVE
Ground_Breaking_Strike_Punch_v1.wav	16	44100	2	0:01	WAVE
Ground_Breaking_Strike_Punch_v2.wav	16	44100	2	0:01	WAVE
Heaven_Sword_Slash_1.wav	16	44100	2	0:01	WAVE
Heaven_Sword_Slash_2.wav	16	44100	2	0:01	WAVE
Heaven_Sword_Slash_FULL.wav	16	44100	2	0:01	WAVE
Hell_Sword_Strike_Cast_1_Sword.wav	16	44100	2	0:01	WAVE
Hell_Sword_Strike_Cast_1.wav	16	44100	2	0:01	WAVE
Hell_Sword_Strike_Cast_2.wav	16	44100	2	0:01	WAVE
Hell_Sword_Strike_Cast_3.wav	16	44100	2	0:01	WAVE
Hell_Sword_Strike_Cast_Long.wav	16	44100	2	0:03	WAVE
Hell_Sword_Strike_FULL.wav	16	44100	2	0:06	WAVE
Hell_Sword_Strike_Impact_1.wav	16	44100	2	0:02	WAVE
Hell_Sword_Strike_Impact_2.wav	16	44100	2	0:02	WAVE
Hell_Sword_Strike_Impacts.wav	16	44100	2	0:03	WAVE
Lightning_Sword_Double_Strike_FULL.wav	16	44100	2	0:01	WAVE
Lightning_Sword_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Lightning_Sword_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Magic_Combo_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Magic_Combo_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Magic_Combo_One_Shot_v3.wav	16	44100	2	0:01	WAVE
Magic_Combo_Triple_Strike_FULL.wav	16	44100	2	0:01	WAVE
Magic_Ring_Cast.wav	16	44100	2	0:01	WAVE
Magic_Ring_FULL.wav	16	44100	2	0:01	WAVE
Magic_Ring_Shoot.wav	16	44100	2	0:01	WAVE
Magic_Vine_FULL.wav	16	44100	2	0:04	WAVE

RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Magic_Vine-Magic.wav	16	44100	2	0:04	WAVE
Magic_Vine-Vines.wav	16	44100	2	0:04	WAVE
Plasma_Gravity_Strike_FULLL.wav	16	44100	2	0:02	WAVE
Plasma_Gravity_Strike_v2.wav	16	44100	2	0:02	WAVE
Plasma_Gravity_Strike_v3.wav	16	44100	2	0:02	WAVE
Plasma_Gravity_Strike-Rocks.wav	16	44100	2	0:01	WAVE
Shaolin_Punch_Cast.wav	16	44100	2	0:01	WAVE
Shaolin_Punch_FULLL.wav	16	44100	2	0:01	WAVE
Shaolin_Punch_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Shaolin_Punch_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Shaolin_Punch_One_Shot_v3.wav	16	44100	2	0:01	WAVE
Shaolin_Punch_Triple_Impact.wav	16	44100	2	0:01	WAVE
Subtle_Magic_Loop.wav	16	44100	2	0:06	WAVE
Teleport_Side_Step.wav	16	44100	2	0:02	WAVE
Tidal_Wave_Sphere_Cast.wav	16	44100	2	0:01	WAVE
Tidal_Wave_Sphere_FULLL.wav	16	44100	2	0:05	WAVE
Tidal_Wave_Sphere_Impact-Magic.wav	16	44100	2	0:04	WAVE
Tidal_Wave_Sphere_Impact-Waves.wav	16	44100	2	0:03	WAVE
Tidal_Wave_Sphere_Impact.wav	16	44100	2	0:04	WAVE
Water_Buff_Cast.wav	16	44100	2	0:01	WAVE
Water_Buff_FULLL.wav	16	44100	2	0:04	WAVE
Water_Buff_Impact.wav	16	44100	2	0:03	WAVE
Electric_Rain_Spell_FULLL.wav	16	44100	2	0:04	WAVE
Electric_Rain_Spell_Impact.wav	16	44100	2	0:02	WAVE
Electric_Rain_Spell_Zaps_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Electric_Rain_Spell_Zaps_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Electric_Rain_Spell_Zaps_One_Shot_v3.wav	16	44100	2	0:01	WAVE
Electric_Rain_Spell_Zaps_v1.wav	16	44100	2	0:01	WAVE
Electric_Rain_Spell_Zaps_v2.wav	16	44100	2	0:01	WAVE
Electric_Spell_Generic_Simple_Impact_v1.wav	16	44100	2	0:01	WAVE
Electric_Spell_Generic_Simple_Impact_v2.wav	16	44100	2	0:01	WAVE
Electric_Spell_Generic_Simple_Impact_v3.wav	16	44100	2	0:01	WAVE
Electric_Spell_Generic_Simple_Impact_v4.wav	16	44100	2	0:01	WAVE
Electric_Spell_Generic_Whoosh_v1.wav	16	44100	2	0:01	WAVE
Electric_Spell_Generic_Whoosh_v2.wav	16	44100	2	0:01	WAVE
Electric_Spell_Generic_Whoosh_v3.wav	16	44100	2	0:01	WAVE
Electric_Spell_Weapon_Attack_FULLL.wav	16	44100	2	0:03	WAVE
Electric_Spell_Weapon_Attack_Swing_One_Shot_v1.wav	16	44100	2	0:02	WAVE

RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Electric_Spell_Weapon_Attack_Swing_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Electric_Spell_Weapon_Attack_Swing_v1.wav	16	44100	2	0:01	WAVE
Electric_Spell_Weapon_Attack_Swing_v2.wav	16	44100	2	0:01	WAVE
Electric_Spell_Weapon_Charge_1.wav	16	44100	2	0:01	WAVE
Electric_Spell_Weapon_Charge_2.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Explosion_1.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Explosion_2.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Explosion_3.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Fireball_1.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Fireball_2.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Fireball_3.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Fireball_4.wav	16	44100	2	0:01	WAVE
Fire_8_Bit_Fireball_5.wav	16	44100	2	0:01	WAVE
Fireball_Basic_Impact.wav	16	44100	2	0:01	WAVE
Plant_Impact_1_v1.wav	16	44100	2	0:01	WAVE
Plant_Impact_1_v2.wav	16	44100	2	0:01	WAVE
Plant_Impact_1_v3.wav	16	44100	2	0:01	WAVE
Plant_Impact_1_v4.wav	16	44100	2	0:01	WAVE
Plant_Impact_1_v5.wav	16	44100	2	0:01	WAVE
Plant_Impact_1_v6.wav	16	44100	2	0:01	WAVE
Plant_Spell_1.wav	16	44100	2	0:01	WAVE
Plant_Spell_2.wav	16	44100	2	0:01	WAVE
Plant_Spell_Buff_1.wav	16	44100	2	0:02	WAVE
Plant_Spell_Grow_1_v1.wav	16	44100	2	0:01	WAVE
Plant_Spell_Grow_1_v2.wav	16	44100	2	0:01	WAVE
Plant_Spell_Grow_2_v1.wav	16	44100	2	0:02	WAVE
Plant_Spell_Grow_2_v2.wav	16	44100	2	0:02	WAVE
Plant_Spell_Grow_2_v3.wav	16	44100	2	0:04	WAVE
Rock_Dirt_Impact_1_v1.wav	16	44100	2	0:01	WAVE
Rock_Dirt_Impact_1_v2.wav	16	44100	2	0:01	WAVE
Rock_Dirt_Spell_Impact_2_v1.wav	16	44100	2	0:01	WAVE
Rock_Dirt_Spell_Impact_2_v2.wav	16	44100	2	0:01	WAVE
Water_Buff_1_v1.wav	16	44100	2	0:03	WAVE
Water_Buff_1_v2.wav	16	44100	2	0:03	WAVE
Water_Current_Loop.wav	16	44100	2	0:03	WAVE
Water_Droplet_1.wav	16	44100	2	0:01	WAVE
Water_Impact_Light_v1.wav	16	44100	2	0:01	WAVE
Water_Impact_Light_v2.wav	16	44100	2	0:01	WAVE

RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Water_Impact_Light_v3.wav	16	44100	2	0:01	WAVE
Water_Simple_Spell_1_v1.wav	16	44100	2	0:01	WAVE
Water_Simple_Spell_1_v2.wav	16	44100	2	0:01	WAVE
Water_Simple_Spell_1_v3.wav	16	44100	2	0:01	WAVE
Water_Sink_Hole_v1.wav	16	44100	2	0:02	WAVE
Water_Sink_Hole_v2.wav	16	44100	2	0:02	WAVE
Water_Wave_Impact_1_v1.wav	16	44100	2	0:01	WAVE
Water_Wave_Impact_1_v2.wav	16	44100	2	0:01	WAVE
Water_Wave_Impact_1_v3.wav	16	44100	2	0:01	WAVE
Water_Wave_Impact_2_v1.wav	16	44100	2	0:01	WAVE
Water_Wave_Impact_2_v2.wav	16	44100	2	0:01	WAVE
Water_Wave_Impact_2_v3.wav	16	44100	2	0:01	WAVE
Water_Wave_Impact_2_v4.wav	16	44100	2	0:01	WAVE
Wind_Small_Impact_1.wav	16	44100	2	0:01	WAVE
Wind_Small_Impact_2.wav	16	44100	2	0:01	WAVE
Wind_Small_Impact_3.wav	16	44100	2	0:01	WAVE
Wind_Small_Impact_4.wav	16	44100	2	0:01	WAVE
Wind_Whoosh_1.wav	16	44100	2	0:01	WAVE
Wind_Whoosh_2.wav	16	44100	2	0:01	WAVE
Wind_Whoosh_Long_3.wav	16	44100	2	0:04	WAVE
S2_Big_End_Impact_1.wav	16	44100	2	0:02	WAVE
S2_Big_End_Impact_2.wav	16	44100	2	0:01	WAVE
S2_Cute_P1_Charge_v1.wav	16	44100	2	0:01	WAVE
S2_Cute_P1_Charge_v2.wav	16	44100	2	0:01	WAVE
S2_Cute_P2_Swoosh_v1.wav	16	44100	2	0:01	WAVE
S2_Cute_P2_Swoosh_v2.wav	16	44100	2	0:01	WAVE
S2_Cute_P2_Swoosh_v3.wav	16	44100	2	0:01	WAVE
S2_Cute_P3_Impact.wav	16	44100	2	0:01	WAVE
S2_Cute_P4_Buff.wav	16	44100	2	0:01	WAVE
S2_Large_End_Buff_1.wav	16	44100	2	0:05	WAVE
S2_Large_End_Buff_2.wav	16	44100	2	0:03	WAVE
S2_Large_End_Debuff_v1.wav	16	44100	2	0:04	WAVE
S2_Large_End_Debuff_v2.wav	16	44100	2	0:04	WAVE
S2_Medium_Cast_v1.wav	16	44100	2	0:02	WAVE
S2_Medium_Cast_v2.wav	16	44100	2	0:01	WAVE
S2_Medium_Cast_v3.wav	16	44100	2	0:02	WAVE
S2_Medium_End_Buff_1_P1.wav	16	44100	2	0:02	WAVE
S2_Medium_End_Buff_1_P2.wav	16	44100	2	0:01	WAVE
S2_Medium_End_Buff_2_P1_v1.wav	16	44100	2	0:02	WAVE

RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
S2_Medium_End_Buff_2_P1_v2.wav	16	44100	2	0:02	WAVE
S2_Medium_End_Buff_2_P2.wav	16	44100	2	0:01	WAVE
S2_Medium_End_Debuff_1.wav	16	44100	2	0:02	WAVE
S2_Medium_End_Debuff_2.wav	16	44100	2	0:03	WAVE
S2_Medium_End_Heal_P1.wav	16	44100	2	0:02	WAVE
S2_Medium_End_Heal_P2.wav	16	44100	2	0:01	WAVE
S2_Medium_End_Impact_1_Electric.wav	16	44100	2	0:02	WAVE
S2_Medium_End_Impact_2_v1.wav	16	44100	2	0:03	WAVE
S2_Medium_End_Impact_2_v2.wav	16	44100	2	0:02	WAVE
S2_Medium_End_Revive.wav	16	44100	2	0:02	WAVE
S2_Shimmer_Loop_1.wav	16	44100	2	0:04	WAVE
S2_Shimmer_Loop_2.wav	16	44100	2	0:04	WAVE
S2_Small_End_Buff_1.wav	16	44100	2	0:02	WAVE
S2_Small_End_Buff_2.wav	16	44100	2	0:02	WAVE
S2_Small_End_Debuff_1.wav	16	44100	2	0:02	WAVE
S2_Small_End_Debuff_2.wav	16	44100	2	0:03	WAVE
S2_Small_End_Evil.wav	16	44100	2	0:03	WAVE
S5_End_Debuff_1.wav	16	44100	2	0:01	WAVE
S5_End_Debuff.wav	16	44100	2	0:01	WAVE
S5_Impact_Debuff.wav	16	44100	2	0:01	WAVE
S5_Low_Cast_1_v1.wav	16	44100	2	0:01	WAVE
S5_Low_Cast_1_v2.wav	16	44100	2	0:02	WAVE
S5_Low_Cast_1_v3.wav	16	44100	2	0:02	WAVE
S5_Low_Cast_1_v4.wav	16	44100	2	0:01	WAVE
S5_Low_Cast_1_v5.wav	16	44100	2	0:02	WAVE
S5_Low_Cast_2_v1.wav	16	44100	2	0:02	WAVE
S5_Low_Cast_2_v2.wav	16	44100	2	0:01	WAVE
S5_Low_Impact_1.wav	16	44100	2	0:02	WAVE
S5_Low_Impact_2.wav	16	44100	2	0:01	WAVE
S5_Low_Impact_3.wav	16	44100	2	0:01	WAVE
S5_Low_Impact_4.wav	16	44100	2	0:01	WAVE
S5_Low_Impact_5.wav	16	44100	2	0:03	WAVE
S5_Low_Impact_6.wav	16	44100	2	0:01	WAVE
S5_Low_Impact_7.wav	16	44100	2	0:01	WAVE
S7_Bounce_Impact_1.wav	16	44100	2	0:09	WAVE
S7_Bounce_Impact_2.wav	16	44100	2	0:01	WAVE
S7_P1_Charging.wav	16	44100	2	0:01	WAVE
S7_P2_Shoot_v1.wav	16	44100	2	0:01	WAVE
S7_P2_Shoot_v2.wav	16	44100	2	0:02	WAVE

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File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Epic_Boss_Death_P1.wav	16	44100	2	0:06	WAVE
Epic_Boss_Death_P1P2.wav	16	44100	2	0:07	WAVE
Epic_Boss_Death_P2.wav	16	44100	2	0:01	WAVE
HP_potion.wav	16	44100	2	0:01	WAVE
MP_Potion.wav	16	44100	2	0:01	WAVE
UI_Alarm_Loop.wav	16	44100	2	0:03	WAVE
UI_Alarm_Retro_Loop.wav	16	44100	2	0:04	WAVE
UI_Button_Select.wav	16	44100	2	0:07	WAVE
UI_Error.wav	16	44100	2	0:01	WAVE
UI_Get_Item.wav	16	44100	2	0:01	WAVE
UI_Menu_Select.wav	16	44100	2	0:02	WAVE
UI_Player_Turn.wav	16	44100	2	0:01	WAVE
UI_Skill_Trigger_1.wav	16	44100	2	0:01	WAVE
UI_Skill_Trigger_2.wav	16	44100	2	0:01	WAVE
Electric_Spell_Slow_1.wav	16	44100	2	0:02	WAVE
Fire_Ball.wav	16	44100	2	0:01	WAVE
Fire_Cannon_Bombs.wav	16	44100	2	0:01	WAVE
Fire_Gun_Charge.wav	16	44100	2	0:01	WAVE
Fire_Gun_Fire_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Fire_Gun_Fire_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Fire_Gun_Fire_One_Shot_v3.wav	16	44100	2	0:01	WAVE
Fire_Gun_Fire.wav	16	44100	2	0:01	WAVE
Fire_Gun_FULLL.wav	16	44100	2	0:01	WAVE
Fire_Missile_Activate.wav	16	44100	2	0:01	WAVE
Fire_Missile_Cast.wav	16	44100	2	0:01	WAVE
Fire_Missile_FULLL_Spell.wav	16	44100	2	0:02	WAVE
Fire_Missile_Impact.wav	16	44100	2	0:01	WAVE
Fire_Power_Buff_Activate.wav	16	44100	2	0:01	WAVE
Fire_Power_Buff_Cast.wav	16	44100	2	0:01	WAVE
Fire_Power_Buff_FULLL.wav	16	44100	2	0:01	WAVE
Fire_Spell_Cast.wav	16	44100	2	0:01	WAVE
Fire_Spell_FULLL.wav	16	44100	2	0:03	WAVE
Fire_Spell_Impact.wav	16	44100	2	0:01	WAVE
Fire_Tornado_Slash.wav	16	44100	2	0:01	WAVE
Fire_Tornado_v1.wav	16	44100	2	0:01	WAVE
Fire_Tornado_v2.wav	16	44100	2	0:01	WAVE
Heavenly_Light_Buff.wav	16	44100	2	0:01	WAVE
Heavenly_Positive_Buff.wav	16	44100	2	0:03	WAVE
Ice_Crystal_Buff_Activate.wav	16	44100	2	0:03	WAVE

RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
Ice_Crystal_Buff_Cast.wav	16	44100	2	0:01	WAVE
Ice_Crystal_Buff_FULLL.wav	16	44100	2	0:05	WAVE
Ice_Magic_Spell_Cast.wav	16	44100	2	0:01	WAVE
Ice_Magic_Spell_Impact_One_Shot_v1.wav	16	44100	2	0:01	WAVE
Ice_Magic_Spell_Impact_One_Shot_v2.wav	16	44100	2	0:01	WAVE
Ice_Magic_Spell_Impact.wav	16	44100	2	0:01	WAVE
Ice_Simple_Spell_Cast_FULLL.wav	16	44100	2	0:04	WAVE
Ice_Simple_Spell_Cast.wav	16	44100	2	0:01	WAVE
Ice_Simple_Spell_Impact.wav	16	44100	2	0:01	WAVE
Ice_Sword_Spell_Cast.wav	16	44100	2	0:01	WAVE
Ice_Sword_Spell_Disappear.wav	16	44100	2	0:01	WAVE
Ice_Sword_Spell_FULLL.wav	16	44100	2	0:01	WAVE
Ice_Sword_Spell_Impact.wav	16	44100	2	0:01	WAVE
Magic_Slash_1.wav	16	44100	2	0:01	WAVE
Shield_Buff_v1.wav	16	44100	2	0:01	WAVE
Shield_Buff_v2.wav	16	44100	2	0:01	WAVE
Spell_Simple_Cast.wav	16	44100	2	0:01	WAVE
Sword_Impact_On_Dirt.wav	16	44100	2	0:01	WAVE
Sword_Pierce_1.wav	16	44100	2	0:01	WAVE
Sword_Slash_1.wav	16	44100	2	0:01	WAVE
Sword_Swing_1.wav	16	44100	2	0:01	WAVE
Sword_Swing_2.wav	16	44100	2	0:01	WAVE
Sword_Swing_3.wav	16	44100	2	0:01	WAVE
Sword_Swing_4.wav	16	44100	2	0:01	WAVE
Sword_Swing_5.wav	16	44100	2	0:01	WAVE
Sword_Swing_6.wav	16	44100	2	0:01	WAVE
S1_Small_Cast_P1.wav	16	44100	2	0:01	WAVE
S1_Small_Cast_P2.wav	16	44100	2	0:01	WAVE
S1_Small_End_P3_Buff_1.wav	16	44100	2	0:01	WAVE
S1_Small_End_P3_Buff_2.wav	16	44100	2	0:01	WAVE
S1_Small_End_P3_Buff_3.wav	16	44100	2	0:03	WAVE
S1_Small_End_P3_Debuff_1.wav	16	44100	2	0:01	WAVE
S1_Small_End_P3_Debuff_2.wav	16	44100	2	0:01	WAVE
S1_Subtle_Shield_1.wav	16	44100	2	0:01	WAVE
S1_Subtle_Shield_2.wav	16	44100	2	0:01	WAVE
S3_Buff_Scifi_1_1.wav	16	44100	2	0:01	WAVE
S3_Buff_Scifi_1_2.wav	16	44100	2	0:01	WAVE
S3_Buff_Scifi_1_3.wav	16	44100	2	0:01	WAVE
S4_Cute_Buff_1.wav	16	44100	2	0:01	WAVE

RPG MAGIC SOUND EFFECTS PACK 2

File Name	Bit Depth	Sample Rate	Channels	Duration	Audio File Type
S4_Cute_Buff_2.wav	16	44100	2	0:01	WAVE
S4_Cute_Buff_3.wav	16	44100	2	0:01	WAVE
S4_Cute_Cast_1_1.wav	16	44100	2	0:01	WAVE
S4_Cute_Cast_1_2.wav	16	44100	2	0:01	WAVE
S4_Cute_Heal_1.wav	16	44100	2	0:01	WAVE
S4_Cute_Heal_2.wav	16	44100	2	0:01	WAVE
S4_Cute_Impact_Generic_1_v1.wav	16	44100	2	0:01	WAVE
S4_Cute_Impact_Generic_1_v2.wav	16	44100	2	0:01	WAVE
S4_Cute_Impact_Ice.wav	16	44100	2	0:01	WAVE
S4_Cute_Impact_Wind.wav	16	44100	2	0:01	WAVE
S4_Debuff_1.wav	16	44100	2	0:01	WAVE
S6_Buff_1.wav	16	44100	2	0:01	WAVE
S6_Buff_2.wav	16	44100	2	0:01	WAVE
S6_Buff_3.wav	16	44100	2	0:01	WAVE
S6_Charge_Aggressive_1.wav	16	44100	2	0:01	WAVE
S6_Charge_Spell_1.wav	16	44100	2	0:02	WAVE
S6_Debuff_1.wav	16	44100	2	0:01	WAVE
S6_Debuff_2.wav	16	44100	2	0:01	WAVE
S6_Debuff_3.wav	16	44100	2	0:01	WAVE
S6_Gravity_Ball_1_v1.wav	16	44100	2	0:01	WAVE
S6_Gravity_Ball_1_v2.wav	16	44100	2	0:02	WAVE
S6_Heal_1.wav	16	44100	2	0:01	WAVE
S6_Heal_2.wav	16	44100	2	0:01	WAVE
S6_Impact_1_v1.wav	16	44100	2	0:01	WAVE
S6_Impact_1_v2.wav	16	44100	2	0:01	WAVE
S6_Impact_Heal_1.wav	16	44100	2	0:01	WAVE
S6_Impact_Heal_2.wav	16	44100	2	0:01	WAVE
S6_Impact_Mutiple.wav	16	44100	2	0:01	WAVE
S6_Subtle_Buff_1.wav	16	44100	2	0:02	WAVE

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