

ULTIMATE RPG AND FANTASY SOUNDS

Filename	Description	SampleRate	BitDepth	Channels	Duration
Body Hit 1.wav		44100	16	2	00:01.124
Body Hit 2.wav		44100	16	2	00:00.531
Body Hit 3.wav		44100	16	2	00:00.506
Body Hit 4.wav		44100	16	2	00:01.000
Body Hit 5.wav		44100	16	2	00:00.653
Body Hit 6.wav		44100	16	2	00:00.596
Body Hit 7.wav		44100	16	2	00:00.374
Body Hit 8.wav		44100	16	2	00:00.503
Body Hit 9.wav		44100	16	2	00:01.000
Body Hit 10.wav		44100	16	2	00:01.000
Body Hit 11.wav		44100	16	2	00:00.371
Body Hit 12.wav		44100	16	2	00:00.500
Body Hit 13.wav		44100	16	2	00:01.124
Body Hit 14.wav		44100	16	2	00:01.124
Body Hit 15.wav		44100	16	2	00:00.759
Foosteps Run Forest .wav		44100	16	2	00:02.986
Foosteps Run Pebbles .wav		44100	16	2	00:03.124
Foosteps Run Stone .wav		44100	16	2	00:01.520
Foosteps Run Water .wav		44100	16	2	00:01.348
Foosteps Walk Forest .wav		48000	16	2	00:02.625
Foosteps Walk Pebbles .wav		44100	16	2	00:02.195
Foosteps Walk stone .wav		44100	16	2	00:02.124
Gaurd Knock .wav		44100	16	2	00:00.574
Jump 1.wav		44100	16	2	00:00.874
Jump 2.wav		44100	16	2	00:01.083
Jump 3.wav		44100	16	2	00:00.848
Jump 4.wav		44100	16	2	00:00.571
Jump 5.wav		44100	16	2	00:01.333
Kick 1.wav		44100	16	2	00:00.708
Kick 2.wav		44100	16	2	00:00.874

Filename	Description	SampleRate	BitDepth	Channels	Duration
Kick 3.wav		44100	16	2	00:00.874
Kick 4.wav		44100	16	2	00:00.874
Kick 5.wav		44100	16	2	00:00.874
Kick 6.wav		44100	16	2	00:00.874
Kick 7.wav		44100	16	2	00:00.874
Kick 8.wav		44100	16	2	00:00.791
Kick 9.wav		44100	16	2	00:00.874
Kick 10.wav		44100	16	2	00:00.874
Punch 1.wav		44100	16	2	00:01.124
Punch 2.wav		44100	16	2	00:01.124
Punch 3.wav		44100	16	2	00:00.788
Punch 4.wav		44100	16	2	00:00.996
Punch 5.wav		44100	16	2	00:00.996
Punch 6.wav		44100	16	2	00:00.791
Punch 7.wav		44100	16	2	00:01.062
Punch 8.wav		44100	16	2	00:01.062
Punch 9.wav		44100	16	2	00:01.187
Punch 10.wav		44100	16	2	00:00.931
Punch 11.wav		44100	16	2	00:01.181
Punch 12.wav		44100	16	2	00:00.874
Switch Clothes 1.wav		44100	16	2	00:00.937
Switch Clothes 2.wav		44100	16	2	00:00.750
Switch Clothes 3.wav		44100	16	2	00:00.937
Switch Clothes 4.wav		44100	16	2	00:00.812
Switch Clothes 5.wav		44100	16	2	00:00.681
Weapon Thrust 1.wav		44100	16	2	00:00.801
Weapon Thrust 2.wav		44100	16	2	00:00.801
Weapon Thrust 3.wav		44100	16	2	00:00.801
Weapon Thrust 4.wav		44100	16	2	00:00.801
Weapon Thrust 5.wav		44100	16	2	00:00.801
Weapon Thrust 6.wav		44100	16	2	00:00.801
Weapon Thrust 7.wav		44100	16	2	00:00.801

Filename	Description	SampleRate	BitDepth	Channels	Duration
Weapon Thrust 8.wav		44100	16	2	00:00.801
Weapon Thrust 9.wav		44100	16	2	00:00.801
Weapon Thrust 10.wav		44100	16	2	00:00.801
Weapon Thrust 11.wav		44100	16	2	00:00.441
Weapon Thrust 12.wav		44100	16	2	00:00.500
Weapon Thrust 13.wav		44100	16	2	00:00.647
Weapon Thrust 14.wav		44100	16	2	00:00.806
Weapon Thrust 15.wav		44100	16	2	00:00.426
Beach shore .wav		44100	16	2	01:04.000
Beach Storm.wav		44100	16	2	00:55.000
Forest Ambience 1.wav		44100	16	2	01:16.000
Forest Ambience 2.wav		44100	16	2	01:07.500
Forest stream.wav		44100	16	2	01:32.000
Game Music 1.wav		44100	16	2	01:10.000
Game Music 2.wav		44100	16	2	01:12.000
Game Music 3.wav		44100	16	2	01:18.545
Game Music 4.wav		44100	16	2	01:17.500
Game Music 5.wav		44100	16	2	01:36.000
Game Music 6.wav		44100	16	2	01:46.666
Game Music 7.wav		44100	16	2	01:18.545
Game Music 8.wav		44100	16	2	02:04.799
Game Music 9.wav		44100	16	2	02:09.599
Game Music 10.wav		44100	16	2	02:28.363
Industrial city .wav		44100	16	2	01:40.000
Industrial City Factory.wav		44100	16	2	01:00.000
Village Docks.wav		44100	16	2	01:32.000
Village Rain .wav		44100	16	2	00:52.000
Village.wav		44100	16	2	01:02.500
A world in the sky 1.wav		44100	16	2	00:04.000
A world in the sky 2.wav		44100	16	2	00:04.000
A world in the sky 3.wav		44100	16	2	00:04.000
Animal 1.wav		44100	16	2	00:04.000

Filename	Description	SampleRate	BitDepth	Channels	Duration
Animal 2.wav		44100	16	2	00:04.000
Chest unlocked 1.wav		44100	16	2	00:04.000
Chest unlocked 2.wav		44100	16	2	00:04.000
Chest unlocked 3.wav		44100	16	2	00:04.000
City broke .wav		44100	16	2	00:06.000
City day .wav		44100	16	2	00:06.000
City decisions .wav		44100	16	2	00:06.000
City found .wav		44100	16	2	00:06.000
City night .wav		44100	16	2	00:06.000
Danger 1.wav		44100	16	2	00:04.000
Danger 2.wav		44100	16	2	00:04.000
Death 1.wav		44100	16	2	00:04.000
Desert morning .wav		44100	16	2	00:04.000
Desert night .wav		44100	16	2	00:04.000
Dusk.wav		44100	16	2	00:04.000
Game Over 1.wav		44100	16	2	00:04.000
Game Over 2.wav		44100	16	2	00:04.000
Game Over 3.wav		44100	16	2	00:04.000
Game Over 4.wav		44100	16	2	00:04.000
Ghosts.wav		44100	16	2	00:06.000
Health 1.wav		44100	16	2	00:06.000
Health 2.wav		44100	16	2	00:06.000
Health 3.wav		44100	16	2	00:06.000
Health 4.wav		44100	16	2	00:06.000
Help.wav		44100	16	2	00:04.000
I will make it.wav		44100	16	2	00:04.000
Item found 1.wav		44100	16	2	00:04.000
Item found 2.wav		44100	16	2	00:04.000
Item found 3.wav		44100	16	2	00:04.000
Item found 4.wav		44100	16	2	00:04.000
Item found 5.wav		44100	16	2	00:04.000
Left for dead.wav		44100	16	2	00:04.000

Filename	Description	SampleRate	BitDepth	Channels	Duration
Left home .wav		44100	16	2	00:04.000
Mutiny.wav		44100	16	2	00:04.000
Mystery unlocked 1.wav		44100	16	2	00:04.000
Mystery unlocked 2.wav		44100	16	2	00:04.000
New Character 2.wav		44100	16	2	00:04.000
New Character 3.wav		44100	16	2	00:04.000
New Character .wav		44100	16	2	00:04.000
New Level 1.wav		44100	16	2	00:04.000
New Level 2.wav		44100	16	2	00:04.000
New Level 3.wav		44100	16	2	00:04.000
New Level 4.wav		44100	16	2	00:04.000
New Level 5.wav		44100	16	2	00:04.000
New Map 1.wav		44100	16	2	00:04.000
New Map 2.wav		44100	16	2	00:04.000
New Map 3.wav		44100	16	2	00:04.000
New Map 4.wav		44100	16	2	00:04.000
Nlghtime .wav		44100	16	2	00:04.000
No more family .wav		44100	16	2	00:04.000
One up.wav		44100	16	2	00:06.000
Potion found 2.wav		44100	16	2	00:04.000
Potion found 3.wav		44100	16	2	00:04.000
Potion found 1.wav		44100	16	2	00:06.000
Power 1.wav		44100	16	2	00:04.000
Power 2.wav		44100	16	2	00:04.000
Power 3.wav		44100	16	2	00:04.000
Questions .wav		44100	16	2	00:04.000
Sunken Ship.wav		44100	16	2	00:04.000
The City under the sea.wav		44100	16	2	00:04.000
The first quest.wav		44100	16	2	00:04.000
The Machine 2.wav		44100	16	2	00:04.000
The Machine.wav		44100	16	2	00:04.000
The second quest.wav		44100	16	2	00:04.000

Filename	Description	SampleRate	BitDepth	Channels	Duration
Three up.wav		44100	16	2	00:06.000
Two up.wav		44100	16	2	00:06.000
Unwanted help.wav		44100	16	2	00:04.000
Village 1.wav		44100	16	2	00:04.000
Village 2.wav		44100	16	2	00:04.000
Village 3.wav		44100	16	2	00:04.000
Bandit 1.wav		44100	16	2	00:02.374
Bandit 2.wav		44100	16	2	00:01.812
Bandit 3.wav		44100	16	2	00:01.583
Bandit 4.wav		44100	16	2	00:01.750
Bandit 5.wav		44100	16	2	00:01.158
Blacksmith 1.wav		44100	16	2	00:01.384
Blacksmith 2.wav		44100	16	2	00:02.157
Blacksmith 3.wav		44100	16	2	00:04.052
Blacksmith 4.wav		44100	16	2	00:02.008
Blacksmith 5.wav		44100	16	2	00:01.942
Copy of Human Hurt 5.wav		44100	16	2	00:00.604
Gaurd 1.wav		44100	16	2	00:00.844
Gaurd 2.wav		44100	16	2	00:01.250
Gaurd 3.wav		44100	16	2	00:01.142
Gaurd 4.wav		44100	16	2	00:00.793
Gaurd 5.wav		44100	16	2	00:01.548
Human Fight 1.wav		44100	16	2	00:00.358
Human Fight 2.wav		44100	16	2	00:00.779
Human Fight 3.wav		44100	16	2	00:00.569
Human Fight 4.wav		44100	16	2	00:00.253
Human Fight 5.wav		44100	16	2	00:00.227
Human Fight 6.wav		44100	16	2	00:00.253
Human Fight 7.wav		44100	16	2	00:00.382
Human Gasp 1 .wav		44100	16	2	00:01.020
Human Gasp 2.wav		44100	16	2	00:00.774
Human Gasp 3.wav		44100	16	2	00:00.874

Filename	Description	SampleRate	BitDepth	Channels	Duration
Human Hurt 1 .wav		44100	16	2	00:00.933
Human Hurt 2 .wav		44100	16	2	00:00.877
Human Hurt 3.wav		44100	16	2	00:00.551
Human Hurt 4.wav		44100	16	2	00:01.166
Human laugh 1.wav		44100	16	2	00:01.083
Human laugh 2.wav		44100	16	2	00:01.708
Human laugh 3.wav		44100	16	2	00:01.479
Human Shock 1.wav		44100	16	2	00:00.520
Human Shock 2.wav		44100	16	2	00:00.344
Human Shock 3.wav		44100	16	2	00:00.875
Human Shock 4.wav		44100	16	2	00:00.437
Human Shock 5.wav		44100	16	2	00:00.583
Market stall 1.wav		44100	16	2	00:04.531
Market stall 2.wav		44100	16	2	00:02.500
Market stall 3.wav		44100	16	2	00:02.177
Market stall 4.wav		44100	16	2	00:01.181
Market stall 5.wav		44100	16	2	00:01.312
Market stall 6.wav		44100	16	2	00:01.104
Pirate 1.wav		44100	16	2	00:01.166
Pirate 2.wav		44100	16	2	00:01.625
Pirate 3.wav		44100	16	2	00:01.937
Pirate 4.wav		44100	16	2	00:01.083
Pirate 5.wav		44100	16	2	00:01.166
Pub Owner 1.wav		44100	16	2	00:01.761
Pub Owner 2.wav		44100	16	2	00:01.340
Pub Owner 3.wav		44100	16	2	00:01.945
Pub Owner 4.wav		44100	16	2	00:00.930
Pub Owner 5.wav		44100	16	2	00:01.000
Sea Captain 1.wav		44100	16	2	00:01.208
Sea Captain 2.wav		44100	16	2	00:01.076
Sea Captain 3.wav		44100	16	2	00:01.000
Sea Captain 5.wav		44100	16	2	00:01.166

Filename	Description	SampleRate	BitDepth	Channels	Duration
Tavern Girl 1.wav		44100	16	2	00:01.069
Tavern Girl 2.wav		44100	16	2	00:00.739
Tavern Girl 3.wav		44100	16	2	00:01.375
Tavern Girl 4.wav		44100	16	2	00:00.817
Tavern Girl 5.wav		44100	16	2	00:00.718
Tavern Girl 6.wav		44100	16	2	00:00.640
Tavern Girl 9.wav		44100	16	2	00:01.125
Villager 1.wav		44100	16	2	00:00.979
Villager 2.wav		44100	16	2	00:01.269
Villager 3.wav		44100	16	2	00:00.814
Villager 4.wav		44100	16	2	00:00.894
Villager 5.wav		44100	16	2	00:00.786
Book 1.wav		44100	16	2	00:00.458
Book 2.wav		44100	16	2	00:00.458
Book 3.wav		44100	16	2	00:00.833
Bow 1.wav		44100	16	2	00:00.278
Bow 2.wav		44100	16	2	00:00.419
Bow 3.wav		44100	16	2	00:00.221
Bow 4.wav		44100	16	2	00:00.203
Bow 5.wav		44100	16	2	00:00.416
Bow 6.wav		44100	16	2	00:00.348
Bow 7.wav		44100	16	2	00:00.553
Bow 8.wav		44100	16	2	00:00.394
Chest close 1.wav		44100	16	2	00:00.773
Chest close 2.wav		44100	16	2	00:00.500
Chest Opening 1.wav		44100	16	2	00:00.297
Chest Opening 2.wav		44100	16	2	00:01.500
Cupboard Open 1.wav		44100	16	2	00:01.370
Cupboard Open 2.wav		44100	16	2	00:00.616
Door 1.wav		44100	16	2	00:00.874
Door 2.wav		44100	16	2	00:00.344
Door 3.wav		44100	16	2	00:00.607

Filename	Description	SampleRate	BitDepth	Channels	Duration
Inventory Food 1.wav		44100	16	2	00:01.153
Inventory Food 2.wav		44100	16	2	00:00.916
Inventory Food 3.wav		44100	16	2	00:01.000
Inventory Potions 1.wav		44100	16	2	00:01.291
Inventory Potions 2.wav		44100	16	2	00:00.645
Inventory Potions 3.wav		44100	16	2	00:01.687
Item Drop 1.wav		44100	16	2	00:01.750
Item Drop 2.wav		44100	16	2	00:00.624
Item Drop 3.wav		44100	16	2	00:01.157
Jar Opening 1.wav		44100	16	2	00:00.239
Key 1.wav		44100	16	2	00:00.666
Key 2.wav		44100	16	2	00:00.494
Keys 1.wav		44100	16	2	00:00.949
Keys 2.wav		44100	16	2	00:00.356
Keys 3.wav		44100	16	2	00:00.604
Lock 1.wav		44100	16	2	00:00.490
Match 1.wav		44100	16	2	00:01.082
Match 2.wav		44100	16	2	00:00.166
Match 3.wav		44100	16	2	00:00.257
Money 1.wav		44100	16	2	00:00.970
Money 2.wav		44100	16	2	00:00.964
Money 3.wav		44100	16	2	00:00.562
Page 1.wav		44100	16	2	00:01.354
Page 2.wav		44100	16	2	00:01.062
Page 3.wav		44100	16	2	00:00.958
Sword 1.wav		44100	16	2	00:00.277
Sword 2.wav		44100	16	2	00:00.407
Sword 3.wav		44100	16	2	00:00.567
Sword 4.wav		44100	16	2	00:00.452
Sword 5.wav		44100	16	2	00:00.421
Sword 6.wav		44100	16	2	00:00.471
Sword 7.wav		44100	16	2	00:00.770

Filename	Description	SampleRate	BitDepth	Channels	Duration
Sword 8.wav		44100	16	2	00:00.266
Sword Scabbard 1.wav		44100	16	2	00:01.625
Sword Scabbard 2.wav		44100	16	2	00:01.124
Sword Sheath 1.wav		44100	16	2	00:00.645
Sword Sheath 2.wav		44100	16	2	00:00.823
Sword Sheath 3.wav		44100	16	2	00:00.770
Sword Sheath 4.wav		44100	16	2	00:00.874
Sword Sheath 5.wav		44100	16	2	00:00.583
Sword Sheath close 1.wav		44100	16	2	00:00.750
Sword Sheath close 2.wav		44100	16	2	00:00.466
Sword Sheath close 3.wav		44100	16	2	00:00.500
Sword Sheath close 4.wav		44100	16	2	00:00.625
Whip 1.wav		44100	16	2	00:00.505
Whip 2.wav		44100	16	2	00:00.500
Whip 3.wav		44100	16	2	00:00.678
Wooden sword 1 .wav		44100	16	2	00:00.191
Wooden sword 2.wav		44100	16	2	00:00.256
Wooden sword 3.wav		44100	16	2	00:00.229