

# Pixel Magic Sound Effects Pack

Filename	Description	SampleRate	BitDepth	Channels	Duration
PM_ELEM_Dark01_Distort_FULLL.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:03.391
PM_ELEM_Dark01_Distort_P1_Trigger.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:00.853
PM_ELEM_Dark01_Distort_P2_Engulf.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:01.722
PM_ELEM_Dark01_Distort_P3_Swallow.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend	96000	24	2	00:02.634
PM_ELEM_Dark01_Distort_P4_Portal_Close.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:00.896
PM_ELEM_Dark02_Hex_FULLL.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:01.994
PM_ELEM_Dark02_Hex_P1_Trigger.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:01.360
PM_ELEM_Dark02_Hex_P2_Impact_Double.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:01.363
PM_ELEM_Dark02_Hex_P2_Impact_Single.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:00.915
PM_ELEM_Dark03_Dispel.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:01.926
PM_ELEM_Dark04_Absorb_FULLL.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:03.430
PM_ELEM_Dark04_Absorb_P1_Cast.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:01.503
PM_ELEM_Dark04_Absorb_P2_Light_Impact.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:03.164
PM_ELEM_Dark04_Absorb_P3_Drone.wav	black magic - cast - voodoo - curse - hex - dark - sparkle	96000	24	2	00:03.445
PM_ELEM_Dark05_Ghost_Laughter.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend	96000	24	2	00:04.033
PM_ELEM_Dark06_Gravity_FULLL.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend	96000	24	2	00:04.285
PM_ELEM_Dark06_Gravity_P1_Cast.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:02.877
PM_ELEM_Dark06_Gravity_P2_Shrink.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend	96000	24	2	00:02.303
PM_ELEM_Dark06_Gravity_P3_Disappear.wav	black magic - cast - voodoo - curse - hex - dark	96000	24	2	00:01.129
PM_ELEM_Dark07_Poison.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend - bubbly	96000	24	2	00:01.909
PM_ELEM_Dark08_Evil_Spell.wav	black magic - cast - voodoo - curse - hex - dark - tonal	96000	24	2	00:03.600
PM_ELEM_Dark09_Flare_FULLL.wav	black magic - cast - voodoo - curse - hex - dark - riser - ascend - bubbly	96000	24	2	00:05.098
PM_ELEM_Dark09_Flare_P1_Cast.wav	cast - riser - ascend - bubbly	96000	24	2	00:03.060
PM_ELEM_Dark09_Flare_P2_Target_Locked.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend	96000	24	2	00:01.097
PM_ELEM_Dark09_Flare_P3_Explosion.wav	impacts - explode - multiple - detonate - blow up	96000	24	2	00:03.530
PM_ELEM_Dark10_FULLL.wav	black magic - cast - voodoo - curse - hex - dark - impact	96000	24	2	00:03.953
PM_ELEM_Dark10_P1_Cast.wav	black magic - cast - voodoo - curse - hex - dark - whoosh	96000	24	2	00:01.578
PM_ELEM_Dark10_P2_Impact.wav	black magic - cast - voodoo - curse - hex - dark - impact	96000	24	2	00:02.868
PM_ELEM_Dark10_P3_Disappear.wav	black magic - cast - voodoo - curse - hex - dark - impact	96000	24	2	00:01.785
PM_ELEM_Dark11_Doom_01_FULLL.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend - bubbly	96000	24	2	00:03.611
PM_ELEM_Dark11_Doom_01_P1.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend - bubbly	96000	24	2	00:03.029
PM_ELEM_Dark11_Doom_01_P2.wav	black magic - cast - voodoo - curse - hex - dark - whoosh	96000	24	2	00:02.431
PM_ELEM_Dark12_Doom_02.wav	black magic - cast - voodoo - curse - hex - dark - downer- descend - bubbly	96000	24	2	00:02.867

PM_ELEM_Dark13_Evil_Hex.wav	black magic - cast - voodoo - curse - hex - dark - tonal	96000	24	2	00:04.229
PM_ELEM_Earth01_Boulder_Impact_Heavy.wav	earth magic - cast - rock - impact - huge	96000	24	2	00:01.728
PM_ELEM_Earth02_Rock_Impact_Multiple.wav	earth magic - cast - stone - impact - small	96000	24	2	00:01.016
PM_ELEM_Earth02_Rock_Impact_Single01.wav	earth magic - cast - stone - impact - small	96000	24	2	00:00.397
PM_ELEM_Earth02_Rock_Impact_Single02.wav	earth magic - cast - stone - impact - small	96000	24	2	00:00.389
PM_ELEM_Earth02_Rock_Impact_Single03.wav	earth magic - cast - stone - impact - small	96000	24	2	00:00.285
PM_ELEM_Earth02_Rock_Impact_Single04.wav	earth magic - cast - stone - impact - small	96000	24	2	00:00.322
PM_ELEM_Electric01_Electric_Spark.wav	electric magic - cast - sparks - whoosh - impact	96000	24	2	00:01.277
PM_ELEM_Electric02_Lightning_Storm.wav	electric magic - cast- thunderstorm - whoosh - electrical storm	96000	24	2	00:02.666
PM_ELEM_Electric03_Strike_Impact_Mutiple.wav	electric magic - cast - sparks - impact - heavy	96000	24	2	00:02.986
PM_ELEM_Electric03_Strike_Impact_Single01.wav	electric magic - cast - sparks - impact - heavy	96000	24	2	00:02.645
PM_ELEM_Electric03_Strike_Impact_Single02.wav	electric magic - cast - sparks - impact - heavy	96000	24	2	00:02.033
PM_ELEM_Electric03_Strike_Impact_Single03.wav	electric magic - cast - sparks - impact - heavy	96000	24	2	00:01.621
PM_ELEM_Electric04_Force_Field_FULLL.wav	electric magic - cast- thunderstorm - whoosh - electrical storm	96000	24	2	00:05.034
PM_ELEM_Electric04_Force_Field_P1_Electric.wav	electric magic - cast- thunderstorm - whoosh - electrical storm	96000	24	2	00:04.085
PM_ELEM_Electric04_Force_Field_P2_Low_Pulse.wav	electric magic - cast- thunderstorm - whoosh - electrical storm	96000	24	2	00:04.352
PM_ELEM_Electric05_Impact_Multiple.wav	electric magic - cast - sparks - whoosh - impact	96000	24	2	00:02.018
PM_ELEM_Electric06_Flash_Zap.wav	electric magic - cast - sparks - whoosh - impact	96000	24	2	00:00.914
PM_ELEM_Electric07_Lightning_Small.wav	electric magic - cast - sparks - whoosh - impact	96000	24	2	00:01.332
PM_ELEM_Electric08_Lightning_Medium.wav	electric magic - cast - sparks - whoosh - impact - thunderstorm - electrical storm	96000	24	2	00:02.280
PM_ELEM_Electric09_Lightning_Big.wav	electric magic - cast - sparks - whoosh - impact - thunderstorm - electrical storm	96000	24	2	00:03.207
PM_ELEM_Electric10_Thunderstorm_FULLL.wav	electric magic - cast - sparks - whoosh - impact - thunderstorm - electrical storm	96000	24	2	00:05.305
PM_ELEM_Electric10_Thunderstorm_P1_Cast.wav	electric magic - cast - sparks - whoosh - impact - thunderstorm - electrical storm	96000	24	2	00:02.303
PM_ELEM_Electric10_Thunderstorm_P2_Storm.wav	electric magic - cast - sparks - whoosh - impact - thunderstorm - electrical storm	96000	24	2	00:04.926
PM_ELEM_Fire01_Burst_FULLL.wav	fire - cast - spell - whoosh - short - poof	96000	24	2	00:01.945
PM_ELEM_Fire01_Burst_P1_FlameOnly.wav	fire - cast - spell - whoosh - short - poof	96000	24	2	00:01.375
PM_ELEM_Fire01_Burst_P2_LowBurn.wav	fire - cast - spell - whoosh - short	96000	24	2	00:00.933
PM_ELEM_Fire02_Intense_Burn_FULLL.wav	fire - fireball - spell - projectile - whoosh - sizzle	96000	24	2	00:01.954
PM_ELEM_Fire02_Intense_Burn_L1_Flames.wav	fire - fireball - spell - projectile - whoosh - sizzle	96000	24	2	00:01.922
PM_ELEM_Fire02_Intense_Burn_L2_Impact01.wav	fire - fireball - spell - projectile - whoosh - tonal	96000	24	2	00:00.616
PM_ELEM_Fire02_Intense_Burn_L2_Impact02.wav	fire - fireball - spell - projectile - whoosh - tonal	96000	24	2	00:01.367
PM_ELEM_Fire03_Fireball_FULLL.wav	fire - fireball - spell - projectile - whoosh - impact	96000	24	2	00:03.313
PM_ELEM_Fire03_Fireball_Impact_Double.wav	fire - fireball - spell - projectile - whoosh - impact	96000	24	2	00:02.688
PM_ELEM_Fire03_Fireball_Impact_Single.wav	fire - fireball - spell - projectile - whoosh - impact	96000	24	2	00:02.408
PM_ELEM_Fire03_Fireball_Projectiles01.wav	fire - fireball - spell - projectile - whoosh - impact	96000	24	2	00:02.197
PM_ELEM_Fire03_Fireball_Projectiles02.wav	fire - fireball - spell - projectile - whoosh - impact	96000	24	2	00:02.378
PM_ELEM_Fire04_Fireball_Impact_01.wav	fire - cast - spell - whoosh - short - poof - fireball	96000	24	2	00:01.311
PM_ELEM_Fire05_Inferno_FULLL.wav	fire - fireball - spell - burst - explosion - impact - heavy	96000	24	2	00:04.180

PM_ELEM_Fire05_Inferno_P1_Spell_Cast.wav	fire - fireball - spell - burst - explosion - cast - whoosh	96000	24	2	00:01.280
PM_ELEM_Fire05_Inferno_P2_Spell_Impact.wav	fire - fireball - spell - burst - explosion - impact - heavy	96000	24	2	00:03.455
PM_ELEM_Fire06_Mega01_FULLL.wav	fire - magic - spell - cast - epic - tonal - impact	96000	24	2	00:05.232
PM_ELEM_Fire06_Mega01_P1_Cast.wav	fire - magic - spell - cast - whoosh	96000	24	2	00:01.310
PM_ELEM_Fire06_Mega01_P2_Charge.wav	fire - magic - spell - cast - epic - tonal - whoosh	96000	24	2	00:01.887
PM_ELEM_Fire06_Mega01_P3_Impact.wav	fire - magic - spell - cast - whoosh impact	96000	24	2	00:03.436
PM_ELEM_Fire07_Mega02_FULLL.wav	fire - magic - spell - cast - epic - impact	96000	24	2	00:04.079
PM_ELEM_Fire07_Mega02_P1_Cast.wav	fire - magic - spell - cast - epic - tonal - whoosh	96000	24	2	00:02.234
PM_ELEM_Fire07_Mega02_P2_Impact.wav	fire - magic - spell - cast - epic - tonal - impact	96000	24	2	00:02.327
PM_ELEM_Fire08_Flamethrower_Loop.wav	fire - magic - spell - cast - flamethrower - burst - burn	96000	24	2	00:08.917
PM_ELEM_Fire08_Flamethrower_Shoot.wav	fire - magic - spell - cast - flamethrower - burst - burn	96000	24	2	00:03.543
PM_ELEM_Fire09_Hellfire_FULLL.wav	fire - magic - spell - cast - epic - tonal - burn	96000	24	2	00:05.802
PM_ELEM_Fire09_Hellfire_P1_Cast_v1.wav	magic - spell - cast - tonal - shimmer	96000	24	2	00:03.263
PM_ELEM_Fire09_Hellfire_P1_Cast_v2.wav	magic - spell - cast - tonal - shimmer - higher pitch	96000	24	2	00:03.132
PM_ELEM_Fire09_Hellfire_P2_Burn.wav	fire - magic - spell - cast - whoosh - impact	96000	24	2	00:03.637
PM_ELEM_Ice01_Freeze_FULLL.wav	ice - cast - whoosh - spell - magic	96000	24	2	00:01.147
PM_ELEM_Ice01_Freeze_P1_Cast.wav	ice - cast - whoosh - spell - magic	96000	24	2	00:01.147
PM_ELEM_Ice01_Freeze_P2_Impact.wav	ice - impact - whoosh - spell - magic	96000	24	2	00:00.602
PM_ELEM_Ice02_Icicle_FULLL.wav	ice - cast - whoosh - spell - magic - tonal - impact	96000	24	2	00:03.765
PM_ELEM_Ice02_Icicle_P1_Cast.wav	ice - cast - whoosh - spell - magic - tonal	96000	24	2	00:01.231
PM_ELEM_Ice02_Icicle_P2_Projectile.wav	ice - cast - whoosh - spell - magic - tonal	96000	24	2	00:01.498
PM_ELEM_Ice02_Icicle_P3_Impact.wav	ice - impact - whoosh - spell - magic	96000	24	2	00:02.101
PM_ELEM_Ice03_Blizzard_Beam_FULLL.wav	ice - cast - whoosh - spell - magic - wind - cold - freeze - impact	96000	24	2	00:05.246
PM_ELEM_Ice03_Blizzard_Beam_P1_Cast.wav	ice - cast - whoosh - spell - magic	96000	24	2	00:01.982
PM_ELEM_Ice03_Blizzard_Beam_P2_Impact_Ice01.wav	ice - impact - whoosh - spell - magic - freeze	96000	24	2	00:02.250
PM_ELEM_Ice03_Blizzard_Beam_P2_Impact_Ice02.wav	ice - impact - whoosh - spell - magic - freeze	96000	24	2	00:02.602
PM_ELEM_Ice03_Blizzard_Beam_P2_Impact_Multiple.wav	ice - impact - whoosh - spell - magic - freeze	96000	24	2	00:04.789
PM_ELEM_Ice03_Blizzard_Beam_P2_Impact_Single.wav	ice - impact - whoosh - spell - magic - freeze	96000	24	2	00:03.008
PM_ELEM_Ice04_Avalanche.wav	ice - cast - whoosh - spell - magic - wind - cold - freeze	96000	24	2	00:07.247
PM_ELEM_Ice05_Crystal_Buff.wav	ice - freeze - buff - positive - bright	96000	24	2	00:01.437
PM_ELEM_Ice06_Ice_Beam.wav	ice - freeze - cast - impact	96000	24	2	00:01.680
PM_ELEM_Ice07_Windy_Chill.wav	ice - cast - whoosh - spell - magic - wind - cold - freeze	96000	24	2	00:04.416
PM_ELEM_Ice08_Hailstorm_FULLL.wav	ice - cast - whoosh - spell - magic - wind - cold - freeze - impact	96000	24	2	00:05.980
PM_ELEM_Ice08_Hailstorm_P1_Wind_Layer.wav	ice - cast - whoosh - spell - magic - wind - cold - freeze	96000	24	2	00:06.218
PM_ELEM_Ice08_Hailstorm_P2_Impact01.wav	ice - cast - spell - magic - cold - freeze - impact	96000	24	2	00:00.795
PM_ELEM_Ice08_Hailstorm_P2_Impact02.wav	ice - cast - spell - magic - cold - freeze - impact	96000	24	2	00:00.680
PM_ELEM_Ice08_Hailstorm_P2_Impact03.wav	ice - cast - spell - magic - cold - freeze - impact	96000	24	2	00:00.747
PM_ELEM_Ice08_Hailstorm_P2_Impact04.wav	ice - cast - spell - magic - cold - freeze - impact	96000	24	2	00:00.584

PM_ELEM_Light01_Heal_v1.wav	light - cast - shimmer - heal - revive - whoosh - spell	96000	24	2	00:03.031
PM_ELEM_Light01_Heal_v2.wav	light - cast - shimmer - heal - revive - whoosh - spell	96000	24	2	00:03.965
PM_ELEM_Light02_Bless.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:03.114
PM_ELEM_Light03_Sparkle.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:02.367
PM_ELEM_Light04_Angel_Buff.wav	light - cast - shimmer - heal - revive - whoosh - spell	96000	24	2	00:03.775
PM_ELEM_Light05_Regen.wav	light - cast - shimmer - heal - revive - whoosh - spell	96000	24	2	00:03.242
PM_ELEM_Light06_Healing_Wings_FULLL.wav	light - cast - shimmer - heal - revive - spell - tonal	96000	24	2	00:03.850
PM_ELEM_Light06_Healing_Wings_P1_Cast.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:02.346
PM_ELEM_Light06_Healing_Wings_P2_Impact_v1.wav	light - cast - shimmer - heal - revive - spell - tonal	96000	24	2	00:02.526
PM_ELEM_Light06_Healing_Wings_P2_Impact_v2.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:02.529
PM_ELEM_Light06_Healing_Wings_P3_Glimmer.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:01.984
PM_ELEM_Light07_Resurrect_FULLL.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:04.074
PM_ELEM_Light07_Resurrect_P1_Cast.wav	light - cast - shimmer - heal - revive - spell - riser - ascend	96000	24	2	00:02.005
PM_ELEM_Light07_Resurrect_P2_Spell_v1.wav	light - cast - shimmer - heal - revive - spell - downer - descend	96000	24	2	00:02.938
PM_ELEM_Light07_Resurrect_P2_Spell_v2.wav	light - cast - shimmer - heal - revive - spell - downer - descend	96000	24	2	00:02.922
PM_ELEM_Light07_Resurrect_P3_End.wav	light - cast - shimmer - heal - revive - spell - riser - ascend	96000	24	2	00:02.026
PM_ELEM_Light08_Epic_Heal_FULLL.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:04.836
PM_ELEM_Light08_Epic_Heal_P1_Cast.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:01.881
PM_ELEM_Light08_Epic_Heal_P2_End.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:01.867
PM_ELEM_Light09_Mystify.wav	light - cast - shimmer	96000	24	2	00:02.625
PM_ELEM_Light10_Holy_FULLL.wav	light - cast - shimmer - spell - riser - ascend - impact	96000	24	2	00:04.489
PM_ELEM_Light10_Holy_P1_Cast.wav	light - cast - shimmer - spell - riser - ascend	96000	24	2	00:03.235
PM_ELEM_Light10_Holy_P2_Impact.wav	light - cast - shimmer - spell - impact - whoosh	96000	24	2	00:03.125
PM_ELEM_Light11_Glowing_Aura.wav	light - cast - shimmer - heal - revive - spell - riser - ascend	96000	24	2	00:03.411
PM_ELEM_Light12_Healing_Sparkle.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:01.399
PM_ELEM_Light13_Healing_Light_FULLL.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:02.569
PM_ELEM_Light13_Healing_Light_P1_Cast.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:01.726
PM_ELEM_Light13_Healing_Light_P2_Heal.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:01.600
PM_ELEM_Light14_Holy_Sword_FULLL.wav	light - cast - magic - impact - beam - shimmer - whoosh - critical hit - tonal	96000	24	2	00:04.511
PM_ELEM_Light14_Holy_Sword_P1_Cast_v1.wav	light - cast - magic - beam - shimmer - whoosh - tonal	96000	24	2	00:03.530
PM_ELEM_Light14_Holy_Sword_P1_Cast_v2_Synth.wav	light - cast - magic - beam - shimmer - whoosh - tonal	96000	24	2	00:02.850
PM_ELEM_Light14_Holy_Sword_P2_Impact_v1.wav	light - cast - magic - impact - beam - shimmer - whoosh	96000	24	2	00:02.242
PM_ELEM_Light14_Holy_Sword_P2_Impact_v2_noChimes.wav	light - cast - magic - impact - beam - shimmer - whoosh	96000	24	2	00:02.082
PM_ELEM_Light15_Dazzle.wav	light - cast - shimmer - heal - revive - spell	96000	24	2	00:01.610
PM_ELEM_Time01_Accelerate.wav	time - cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:02.986
PM_ELEM_Time02_Dispel_FULLL.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:03.528
PM_ELEM_Time02_Dispel_P1_Cast.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:03.025
PM_ELEM_Time02_Dispel_P2_Impact.wav	time - cast - magic - slow - impact	96000	24	2	00:01.596

PM_ELEM_Time03_Haste_FULLL.wav	time - cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:03.632
PM_ELEM_Time03_Haste_P1_Cast_v1.wav	time - cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:03.118
PM_ELEM_Time03_Haste_P1_Cast_v2.wav	time - cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:03.118
PM_ELEM_Time03_Haste_P2_End.wav	time - cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:02.576
PM_ELEM_Time04_Time_Travel_FULLL.wav	time - cast - magic - haste - accelerate - speed - wind	96000	24	2	00:04.938
PM_ELEM_Time04_Time_Travel_L1_Cast.wav	time - cast - magic - haste - accelerate - speed	96000	24	2	00:04.704
PM_ELEM_Time04_Time_Travel_L2_Wind.wav	time - cast - magic - haste - accelerate - speed - wind	96000	24	2	00:04.949
PM_ELEM_Time04_Time_Travel_L3_Impact.wav	time - cast - magic - impact	96000	24	2	00:02.261
PM_ELEM_Time05_Slow_FULLL.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:04.091
PM_ELEM_Time05_Slow_P1_Cast.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:01.796
PM_ELEM_Time05_Slow_P2_Projectile.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:01.073
PM_ELEM_Time05_Slow_P3_End.wav	time - cast - magic - shimmer	96000	24	2	00:02.546
PM_ELEM_Time06_Bubble_FULLL.wav	time - cast - magic - slow - debuff - decelerate - bubbly	96000	24	2	00:03.520
PM_ELEM_Time06_Bubble_P1_Cast.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:02.090
PM_ELEM_Time06_Bubble_P2_End.wav	time - cast - magic - bubbly	96000	24	2	00:02.022
PM_ELEM_Time07_Slow_FULLL.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:03.594
PM_ELEM_Time07_Slow_P1_Cast.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:02.592
PM_ELEM_Time07_Slow_P2_End.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:03.575
PM_ELEM_Time08_Slow_II_FULLL.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:03.402
PM_ELEM_Time08_Slow_II_P1_Cast.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:01.962
PM_ELEM_Time08_Slow_II_P2_End.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:02.720
PM_ELEM_Time09_Slow_FULLL.wav	time - cast - magic - slow - debuff - decelerate - clock - ticking	96000	24	2	00:02.729
PM_ELEM_Time09_Slow_P1_Cast.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:02.732
PM_ELEM_Time09_Slow_P2_Clock_Ticking.wav	clock - ticking	96000	24	2	00:02.505
PM_ELEM_Time09_Slow_P3_Impact.wav	time - cast - magic - impact	96000	24	2	00:01.754
PM_ELEM_Water01_Aqua_Breath_FULLL.wav	water - whirling - whoosh - swirl - bubbles	96000	24	2	00:06.613
PM_ELEM_Water01_Aqua_Breath_L1_Wind.wav	water - whirling - whoosh - swirl - wind	96000	24	2	00:06.783
PM_ELEM_Water01_Aqua_Breath_L2_Bubbles.wav	water - whirling - whoosh - swirl - bubbles	96000	24	2	00:04.940
PM_ELEM_Water02_Waves_Rush.wav	water - swoosh - whoosh - impact - heavy	96000	24	2	00:03.105
PM_ELEM_Wind01_Gust.wav	wind - blow - gust - spell - cast - whoosh	96000	24	2	00:02.756
PM_ELEM_Wind02_Whirlwind_FULLL.wav	wind - blow - gust - spell - cast - whoosh	96000	24	2	00:04.236
PM_ELEM_Wind02_Whirlwind_P1.wav	wind - blow - gust - spell - cast - whoosh	96000	24	2	00:01.566
PM_ELEM_Wind02_Whirlwind_P2.wav	wind - blow - gust - spell - cast - whoosh	96000	24	2	00:01.993
PM_ELEM_Wind02_Whirlwind_P3.wav	wind - blow - gust - spell - cast - whoosh	96000	24	2	00:02.665
PM_ELEM_Wind03_Squall_FULLL.wav	wind - blow - gust - impact - whoosh - spell - cast	96000	24	2	00:03.130
PM_ELEM_Wind03_Squall_P1_Cast.wav	wind - blow - gust - spell - cast - whoosh	96000	24	2	00:03.274
PM_ELEM_Wind03_Squall_P2_Impact01.wav	wind - blow - gust - spell - impact	96000	24	2	00:00.659
PM_ELEM_Wind03_Squall_P2_Impact02.wav	wind - blow - gust - spell - impact	96000	24	2	00:00.678

PM_ELEM_Wind04_Cyclone.wav	wind - blow - gust - impact - whoosh - spell - cast - vortex - hurricane	96000	24	2	00:05.098
PM_ELEM_Wind05_Tempest_FULLL.wav	wind - blow - gust - spell - cast - whoosh - gale	96000	24	2	00:07.180
PM_ELEM_Wind05_Tempest_L1_Low_Drone.wav	wind - blow - gust - spell - cast - bubble	96000	24	2	00:06.320
PM_ELEM_Wind05_Tempest_L1_Synth.wav	wind - blow - gust - spell - tonal	96000	24	2	00:06.582
PM_ELEM_Wind05_Tempest_L3_Noise_Wind.wav	wind - blow - gust - spell - cast - whoosh - gale	96000	24	2	00:06.879
PM_ELEM_Wind06_Healing_Breeze_FULLL.wav	wind - blow - gust - spell - cast - whoosh - gale - heal - buff	96000	24	2	00:05.586
PM_ELEM_Wind06_Healing_Breeze_P1_Air.wav	wind - blow - gust - spell - cast - whoosh - gale - heal - buff	96000	24	2	00:05.586
PM_ELEM_Wind06_Healing_Breeze_P2_Buff.wav	spell - cast - whoosh - heal - buff - tonal	96000	24	2	00:01.643
PM_ELEM_Wind07_Supernova_FULLL.wav	wind - blow - gust - spell - cast - whoosh - gale - beep	96000	24	2	00:05.594
PM_ELEM_Wind07_Supernova_L1_Digital_Beep.wav	digital beep - tonal	96000	24	2	00:01.344
PM_ELEM_Wind07_Supernova_L2_Wind.wav	wind - blow - gust - spell - cast - whoosh	96000	24	2	00:04.628
PM_ELEM_Wind07_Supernova_L3_Synth.wav	wind - blow - gust - spell - cast - whoosh - tonal	96000	24	2	00:04.768
PM_GENERIC_Dash01.wav	whoosh - wind - dash - dodge	96000	24	2	00:00.684
PM_GENERIC_Dash02.wav	whoosh - wind - dash - dodge	96000	24	2	00:00.924
PM_GENERIC_Death_Boss01.wav	death - dissipate - respawn - synth - phasing	96000	24	2	00:04.068
PM_GENERIC_Death_Boss02.wav	death - dissipate - respawn - synth - phasing	96000	24	2	00:05.345
PM_GENERIC_Death_Monster01.wav	death - dissipate - respawn - synth - impact	96000	24	2	00:02.094
PM_GENERIC_Death_Monster02.wav	death - dissipate - respawn - synth - impact	96000	24	2	00:02.220
PM_GENERIC_Explosion_Multiple.wav	fire - explosions - short - 8 bit - impact - explode	96000	24	2	00:03.164
PM_GENERIC_Explosion_Single01.wav	fire - explosion - short - 8 bit - impact - explode	96000	24	2	00:01.912
PM_GENERIC_Explosion_Single02.wav	fire - explosion - short - 8 bit - impact - explode	96000	24	2	00:01.300
PM_GENERIC_Explosion_Single03.wav	fire - explosion - short - 8 bit - impact - explode	96000	24	2	00:01.845
PM_GENERIC_Explosion_Single04.wav	fire - explosion - short - 8 bit - impact - explode	96000	24	2	00:01.544
PM_GENERIC_Flee_FULLL.wav	whoosh - wind - dash - dodge - run - escape - tonal	96000	24	2	00:01.214
PM_GENERIC_Flee_L1_Synth.wav	whoosh - wind - dash - dodge - run - escape - tonal	96000	24	2	00:01.490
PM_GENERIC_Flee_L2_Whoosh.wav	whoosh - wind - dash - dodge - run - escape	96000	24	2	00:01.066
PM_GENERIC_Hammer_Cute_FULLL.wav	whoosh - cast - wind - spell - hammer - impact	96000	24	2	00:01.722
PM_GENERIC_Hammer_Cute_P1_Cast.wav	whoosh - cast - wind - spell	96000	24	2	00:01.215
PM_GENERIC_Hammer_Cute_P2_Impact.wav	whoosh - cast - wind - spell - hammer - impact	96000	24	2	00:00.985
PM_GENERIC_Impact01v1.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.461
PM_GENERIC_Impact01v2.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.503
PM_GENERIC_Impact01v3.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.504
PM_GENERIC_Impact02v1.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.554
PM_GENERIC_Impact02v2.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.621
PM_GENERIC_Impact02v3.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.563
PM_GENERIC_Impact03v1.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.470
PM_GENERIC_Impact03v2.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.408
PM_GENERIC_Impact03v3.wav	spell - magic - impact - 8 bit - retro - noise	96000	24	2	00:00.982

PM_GENERIC_Jump.wav	jump - 8 bit - retro - noise - dodge	96000	24	2	00:00.929
PM_GENERIC_Kick_Double.wav	spell - magic - impact - 8 bit - retro - noise - kick	96000	24	2	00:00.761
PM_GENERIC_Kick_Triple.wav	spell - magic - impact - 8 bit - retro - noise - kick	96000	24	2	00:00.654
PM_GENERIC_Miss01.wav	spell - magic - impact - 8 bit - retro - noise - miss	96000	24	2	00:00.383
PM_GENERIC_Miss02.wav	spell - magic - impact - 8 bit - retro - noise - miss	96000	24	2	00:01.329
PM_GENERIC_Missile_FULLL.wav	spell - missile - magic - cast - impact - wind	96000	24	2	00:02.984
PM_GENERIC_Missile_P1_Cast.wav	spell - missile - magic - cast - wind	96000	24	2	00:02.219
PM_GENERIC_Missile_P2_Impact.wav	spell - missile - magic - cast - impact	96000	24	2	00:01.986
PM_GENERIC_Needles_FULLL.wav	spell - cast - wind - needles - projectiles	96000	24	2	00:03.088
PM_GENERIC_Needles_P1_Cast.wav	spell - cast - wind	96000	24	2	00:02.218
PM_GENERIC_Needles_P2_Impact_Loop.wav	spell - cast - needles - projectiles	96000	24	2	00:00.800
PM_GENERIC_Needles_P2_Impact_Multiple.wav	spell - cast - needles - projectiles	96000	24	2	00:01.413
PM_GENERIC_Needles_P2_Impact_Single.wav	spell - cast - needle - projectile	96000	24	2	00:00.144
PM_GENERIC_Projectile_Cute01_Loop.wav	spell - cast - projectile - retro	96000	24	2	00:01.389
PM_GENERIC_Projectile_Cute01_Single.wav	spell - cast - projectile - retro	96000	24	2	00:00.857
PM_GENERIC_Projectile_Cute02_Loop.wav	spell - cast - projectile - retro	96000	24	2	00:01.389
PM_GENERIC_Projectile_Cute02_Single.wav	spell - cast - projectile - retro	96000	24	2	00:00.441
PM_GENERIC_Slash01.wav	sword - slash - swing - glimmer - shimmer - synth - sheath	96000	24	2	00:01.328
PM_GENERIC_Slash02.wav	sword - slash - swing - glimmer - shimmer - synth - sheath	96000	24	2	00:01.477
PM_GENERIC_Slash03_FULLL.wav	sword - magic - whoosh - cast - cut - impact	96000	24	2	00:02.919
PM_GENERIC_Slash03_P1_Cast.wav	sword - magic - whoosh - cast	96000	24	2	00:00.993
PM_GENERIC_Slash03_P2_Dash.wav	sword - magic - whoosh - cast	96000	24	2	00:02.005
PM_GENERIC_Slash03_P3_Slashes01.wav	sword - magic - whoosh - cast - cut - impact - slashes	96000	24	2	00:01.571
PM_GENERIC_Slash03_P3_Slashes02.wav	sword - magic - whoosh - cast - cut - impact - slashes	96000	24	2	00:01.373
PM_GENERIC_Slash04_FULLL.wav	sword - slash - swing - glimmer - shimmer - impact	96000	24	2	00:01.450
PM_GENERIC_Slash04_P1.wav	sword - magic - whoosh - cast	96000	24	2	00:00.623
PM_GENERIC_Slash04_P2.wav	sword - slash - swing - glimmer - shimmer - impact	96000	24	2	00:01.329
PM_GENERIC_Steal.wav	spell - cast - steal - mug - snatch	96000	24	2	00:00.740
PM_GENERIC_Swap.wav	spell - cast - whoosh - switch	96000	24	2	00:01.093
PM_SPELL_Buff01_Musical_FULLL.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.841
PM_SPELL_Buff01_Musical_P1_Cast.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.989
PM_SPELL_Buff01_Musical_P2_Shrink.wav	spell - buff - positive - tonal	96000	24	2	00:01.613
PM_SPELL_Buff02_Musical_v1.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.820
PM_SPELL_Buff02_Musical_v2.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:01.915
PM_SPELL_Buff03_Musical.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.100
PM_SPELL_Buff04_Aggressive.wav	spell - buff - positive - tonal	96000	24	2	00:02.556
PM_SPELL_Buff05_Poof.wav	spell - buff - positive - tonal - heal - shimmer - sparkle	96000	24	2	00:02.972
PM_SPELL_Buff06_Shimmer.wav	spell - buff - positive - tonal - heal - shimmer	96000	24	2	00:02.824

PM_SPELL_Buff07_Fairy_Twinkle.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:03.798
PM_SPELL_Buff08_Bright_Glow.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.815
PM_SPELL_Buff09_Transform.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.714
PM_SPELL_Buff10_Sparkle.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:03.502
PM_SPELL_Buff11_Haste.wav	cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:01.720
PM_SPELL_Buff12_Shield.wav	spell - shield - protect - guard - support	96000	24	2	00:01.100
PM_SPELL_Buff13_Guard_FULLL.wav	spell - shield - protect - guard - support	96000	24	2	00:04.112
PM_SPELL_Buff13_Guard_P1_Cast.wav	spell - shield - protect - guard - support	96000	24	2	00:01.178
PM_SPELL_Buff13_Guard_P2_Buff.wav	spell - shield - protect - guard - support	96000	24	2	00:01.138
PM_SPELL_Buff13_Guard_P3_Shield.wav	spell - shield - protect - guard - support	96000	24	2	00:02.645
PM_SPELL_Buff14_Cure.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:01.201
PM_SPELL_Buff15_Cure.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.899
PM_SPELL_Buff16_Speed.wav	cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:02.332
PM_SPELL_Buff17_Healing_Wind_v1.wav	spell - buff - positive - tonal - heal - shimmer - revive - wind	96000	24	2	00:04.177
PM_SPELL_Buff17_Healing_Wind_v2_noWind.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:03.872
PM_SPELL_Buff18_Healing_Bells.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.506
PM_SPELL_Buff19_Life_Double.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.794
PM_SPELL_Buff19_Life_Single.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:01.568
PM_SPELL_Buff20_Restore.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.494
PM_SPELL_Buff21_Shield_FULLL.wav	spell - shield - protect - guard - support	96000	24	2	00:03.597
PM_SPELL_Buff21_Shield_P1_Cast.wav	spell - shield - protect - guard - support	96000	24	2	00:03.452
PM_SPELL_Buff21_Shield_P2_Activate_Multiple.wav	spell - shield - protect - guard - support	96000	24	2	00:02.299
PM_SPELL_Buff21_Shield_P2_Activate_Single.wav	spell - shield - protect - guard - support	96000	24	2	00:01.455
PM_SPELL_Buff22_Quick.wav	cast - magic - haste - accelerate - speed - shimmer	96000	24	2	00:01.627
PM_SPELL_Buff23_Riser.wav	cast - magic - haste - accelerate - speed - shimmer - ascend	96000	24	2	00:04.400
PM_SPELL_Buff24_Protect_Descend.wav	spell - shield - protect - guard - support - downer	96000	24	2	00:03.734
PM_SPELL_Buff25_Zap_Cute.wav	buff - positive - spell - cast - tonal	96000	24	2	00:02.867
PM_SPELL_Buff26_Appear.wav	buff - positive - spell - cast - tonal - riser	96000	24	2	00:02.730
PM_SPELL_Buff27_Epic.wav	buff - positive - spell - cast - tonal - riser	96000	24	2	00:02.815
PM_SPELL_Buff28_Fortify.wav	spell - shield - protect - guard - support	96000	24	2	00:02.514
PM_SPELL_Buff29_Charge.wav	spell - shield - protect - guard - support - charge	96000	24	2	00:03.834
PM_SPELL_Buff30_Digital_Shield.wav	spell - shield - protect - guard - support	96000	24	2	00:02.848
PM_SPELL_Buff31_Recover_HP.wav	spell - buff - positive - tonal - heal - shimmer - revive	96000	24	2	00:02.773
PM_SPELL_Buff32_Mend_v1.wav	spell - buff - positive - tonal - heal	96000	24	2	00:01.376
PM_SPELL_Buff32_Mend_v2.wav	spell - buff - positive - tonal - heal	96000	24	2	00:01.425
PM_SPELL_Cast01_Low_Wind.wav	wind - whoosh - buff - positive - shimmer	96000	24	2	00:02.901
PM_SPELL_Cast02_Tense.wav	spell - buff - positive	96000	24	2	00:01.634
PM_SPELL_Cast03_Synth_Wind_FULLL.wav	wind - whoosh - buff - positive - synth - bubbly	96000	24	2	00:01.927



PM_SPELL_Cast03_Synth_Wind_L1.wav	wind - whoosh	96000	24	2	00:01.651
PM_SPELL_Cast03_Synth_Wind_L2.wav	positive - synth - bubbly	96000	24	2	00:01.916
PM_SPELL_Cast04_Digital_Riser.wav	buff - positive - spell - cast - tonal - riser	96000	24	2	00:03.957
PM_SPELL_Cast05_Bubbly.wav	buff - positive - spell - cast - tonal - riser - bubbly	96000	24	2	00:04.010
PM_SPELL_Cast06_Bubbly_Sparkles.wav	buff - positive - spell - cast - tonal - riser - bubbly	96000	24	2	00:02.732
PM_SPELL_Cast07_Bright.wav	positive - synth - buff	96000	24	2	00:00.801
PM_SPELL_Cast08_Heavy_FULLL.wav	cast - impact - whoosh - dark	96000	24	2	00:01.486
PM_SPELL_Cast08_Heavy_P1_Cast.wav	cast - whoosh	96000	24	2	00:01.060
PM_SPELL_Cast08_Heavy_P2_Impact.wav	cast - impact - dark	96000	24	2	00:01.365
PM_SPELL_Cast09_Bright_FULLL.wav	buff - positive - spell - cast - tonal	96000	24	2	00:03.498
PM_SPELL_Cast09_Bright_P1_Cast.wav	buff - positive - spell - cast - tonal	96000	24	2	00:02.570
PM_SPELL_Cast09_Bright_P2_Transform.wav	buff - positive - spell - cast - tonal	96000	24	2	00:02.111
PM_SPELL_Cast10_Bubbly_FULLL.wav	spell - cast - tonal - downer - bubbly - impact	96000	24	2	00:02.368
PM_SPELL_Cast10_Bubbly_P1_Cast.wav	spell - cast - tonal - downer - bubbly	96000	24	2	00:02.086
PM_SPELL_Cast10_Bubbly_P2_Impact.wav	spell - cast - impact - bubbly	96000	24	2	00:01.147
PM_SPELL_Cast11_Abracadabra.wav	spell - cast - tonal	96000	24	2	00:02.796
PM_SPELL_Cast12_Star_Power_FULLL.wav	spell - cast - tonal - downer - impact - sparkle	96000	24	2	00:03.190
PM_SPELL_Cast12_Star_Power_P1_Cast.wav	spell - cast - tonal - downer	96000	24	2	00:02.278
PM_SPELL_Cast12_Star_Power_P2_Downer.wav	spell - cast - tonal - downer - shimmer	96000	24	2	00:01.248
PM_SPELL_Cast12_Star_Power_P3_Impact.wav	spell - impact - shimmer	96000	24	2	00:01.071
PM_SPELL_Cast12_Summon_FULLL.wav	spell - cast - tonal - downer - wind - whoosh	96000	24	2	00:05.084
PM_SPELL_Cast12_Summon_P1_Cast.wav	spell - cast - tonal - downer - whoosh	96000	24	2	00:03.078
PM_SPELL_Cast12_Summon_P2.wav	buff - positive - spell - cast - tonal	96000	24	2	00:04.019
PM_SPELL_Cast13_Sparkle_Cute.wav	buff - positive - spell - cast - tonal	96000	24	2	00:01.440
PM_SPELL_Cast14_Gravity_Ball.wav	spell - plasma - cast - noise	96000	24	2	00:02.500
PM_SPELL_Cast15_Intense_Riser.wav	wind - whoosh - buff - positive - synth - riser - ascend	96000	24	2	00:04.139
PM_SPELL_Cast16_Scan.wav	cast - shimmer - bright - synth - inspect - focus	96000	24	2	00:02.141
PM_SPELL_Cast17_Focus_FULLL.wav	cast - shimmer - bright - synth - inspect - focus	96000	24	2	00:01.707
PM_SPELL_Cast17_Focus_P1_Scan_Loop.wav	cast - shimmer - bright - synth - inspect - focus	96000	24	2	00:00.784
PM_SPELL_Cast17_Focus_P2_Complete.wav	cast - shimmer - bright - synth - inspect - focus	96000	24	2	00:00.757
PM_SPELL_Cast17_Focus_P3_LowWhoosh.wav	cast - magic - whoosh	96000	24	2	00:01.780
PM_SPELL_Cast17_Focus_v2_noWhoosh.wav	cast - shimmer - bright - synth - inspect - focus	96000	24	2	00:01.611
PM_SPELL_Cast18_Reflect.wav	buff - positive - spell - cast	96000	24	2	00:01.642
PM_SPELL_Cast19_Shell.wav	spell - shield - protect - guard - support	96000	24	2	00:02.992
PM_SPELL_Cast20_Sleep_FULLL.wav	buff - positive - spell - cast - shimmer - sleep	96000	24	2	00:01.903
PM_SPELL_Cast20_Sleep_P1_Cast.wav	buff - positive - spell - cast - shimmer - sleep	96000	24	2	00:00.917
PM_SPELL_Cast20_Sleep_P2_Chimes.wav	buff - positive - spell - chimes - sparkle	96000	24	2	00:01.309
PM_SPELL_Cast21_Scanning.wav	cast - shimmer - bright - synth - inspect - focus	96000	24	2	00:03.279

PM_SPELL_Cast22_Vanish_FULLL.wav	buff - positive - spell - cast - tonal	96000	24	2	00:03.733
PM_SPELL_Cast22_Vanish_P1_Cast.wav	buff - positive - spell - cast - tonal	96000	24	2	00:02.271
PM_SPELL_Cast22_Vanish_P2_End.wav	buff - positive - spell - cast - tonal	96000	24	2	00:01.631
PM_SPELL_Cast23_Projectile_Loop.wav	spell - synth - tonal	96000	24	2	00:01.389
PM_SPELL_Cast23_Projectile_One_Shot.wav	spell - synth - tonal	96000	24	2	00:02.617
PM_SPELL_Cast24_Ultimate_Cast.wav	spell - cast - epic - magic - tonal - downer	96000	24	2	00:04.756
PM_SPELL_Cast25_Ultimate_Cast.wav	spell - cast - epic - magic - tonal - riser	96000	24	2	00:06.058
PM_SPELL_Cast26_Low_Growl.wav	spell - cast - low - whoosh	96000	24	2	00:04.703
PM_SPELL_Cast27_Portal_Open.wav	spell - cast - low - whoosh	96000	24	2	00:03.769
PM_SPELL_Cast28_Star_Force_FULLL.wav	spell - cast - tonal - impact - sparkle	96000	24	2	00:04.767
PM_SPELL_Cast28_Star_Force_P1_L1.wav	spell - cast - tonal - impact - sparkle	96000	24	2	00:03.294
PM_SPELL_Cast28_Star_Force_P1_L2.wav	spell - cast - tonal - impact - sparkle - riser	96000	24	2	00:04.575
PM_SPELL_Cast28_Star_Force_P2_Impact.wav	tonal - impact - sparkle	96000	24	2	00:01.874
PM_SPELL_Cast29_Blackhole.wav	spell - cast - epic - magic - tonal - downer	96000	24	2	00:02.480
PM_SPELL_Cast30_Subtle_Light_Beam.wav	spell - subtle - synth - whoosh	96000	24	2	00:02.120
PM_SPELL_Cast31_Target_Lock.wav	buff - positive - spell - cast - tonal	96000	24	2	00:02.053
PM_SPELL_Cast32_Falling_Star_FULLL.wav	spell - cast - tonal - downer - sparkle	96000	24	2	00:06.440
PM_SPELL_Cast32_Falling_Star_P1_Cast.wav	spell - cast - tonal - downer - sparkle	96000	24	2	00:02.302
PM_SPELL_Cast32_Falling_Star_P2_Synth_Shimmer.wav	spell - cast - tonal - downer - sparkle	96000	24	2	00:02.389
PM_SPELL_Cast32_Falling_Star_P3_End.wav	spell - cast - tonal - riser - sparkle	96000	24	2	00:03.767
PM_SPELL_Debuff01_Bubbly_Low.wav	spell - cast - bubbly	96000	24	2	00:03.579
PM_SPELL_Debuff02_Drain_FULLL.wav	spell - cast - absorb - drain HP	96000	24	2	00:02.430
PM_SPELL_Debuff02_Drain_P1_Cast.wav	spell - cast - shimmer	96000	24	2	00:02.221
PM_SPELL_Debuff02_Drain_P2_Absorb.wav	absorb - drain HP	96000	24	2	00:00.911
PM_SPELL_Debuff03_Descend.wav	spell - cast - tonal - downer	96000	24	2	00:04.450
PM_SPELL_Debuff04_Confuse.wav	spell - cast - tonal - downer - sparkle - shimmer - distract	96000	24	2	00:03.640
PM_SPELL_Debuff05_Ripple_v1.wav	spell - cast - tonal - downer - riser - descend - ascend	96000	24	2	00:03.726
PM_SPELL_Debuff05_Ripple_v2_SynthOnly.wav	spell - cast - tonal - downer - riser - descend - ascend	96000	24	2	00:03.726
PM_SPELL_Debuff06_Disharmony_FULLL_v1.wav	spell - cast - tonal - debuff	96000	24	2	00:03.201
PM_SPELL_Debuff06_Disharmony_FULLL_v2.wav	spell - cast - tonal - debuff	96000	24	2	00:03.533
PM_SPELL_Debuff06_Disharmony_P1_Cast.wav	spell - cast - tonal	96000	24	2	00:02.557
PM_SPELL_Debuff06_Disharmony_P2_v1_Tonal.wav	tonal - guitar - dissonance	96000	24	2	00:03.650
PM_SPELL_Debuff06_Disharmony_P2_v2_Whoosh.wav	spell - cast - whoosh	96000	24	2	00:02.831
PM_SPELL_Debuff07_Hex.wav	spell - cast - tonal	96000	24	2	00:02.544
PM_SPELL_Debuff08_Slow.wav	time - cast - magic - slow - debuff - decelerate	96000	24	2	00:03.891
PM_SPELL_Debuff09_Muddle.wav	spell - cast - tonal - downer - sparkle - shimmer - distract	96000	24	2	00:03.865
PM_SPELL_Debuff10_Noise_Debuff_v1.wav	spell - cast - tonal - noise	96000	24	2	00:01.740
PM_SPELL_Debuff10_Noise_Debuff_v2.wav	spell - cast - tonal - noise	96000	24	2	00:01.110

PM_SPELL_Debuff11_Rasp.wav	spell - cast - tonal - noise - downer - descend	96000	24	2	00:03.922
PM_SPELL_Debuff12_Petrify_FULLL.wav	cast - spell - debuff - stun - paralyse - immobilize	96000	24	2	00:01.700
PM_SPELL_Debuff12_Petrify_L1.wav	cast - spell - debuff - tonal - shimmer	96000	24	2	00:01.514
PM_SPELL_Debuff12_Petrify_L2.wav	cast - spell - debuff - stun - paralyse - immobilize	96000	24	2	00:01.199
PM_SPELL_Debuff13_Endanger.wav	spell - cast - tonal - noise - downer - descend	96000	24	2	00:01.977
PM_SPELL_Debuff14_Endanger.wav	spell - cast - tonal - noise - downer - descend	96000	24	2	00:01.848
PM_SPELL_Debuff15_Silence_FULLL.wav	cast - spell - debuff - silence - disable - deactivate - jinx	96000	24	2	00:01.726
PM_SPELL_Debuff15_Silence_P1_Cast.wav	cast - spell - debuff - silence - disable - deactivate - jinx	96000	24	2	00:01.101
PM_SPELL_Debuff15_Silence_P2_BounceImpact.wav	cast - spell - debuff - silence - disable - deactivate - jinx	96000	24	2	00:01.097
PM_SPELL_Debuff16_Drone_Bubbly.wav	cast - spell - debuff - bubbly	96000	24	2	00:04.218
PM_SPELL_Debuff17_Long_Epic_FULLL.wav	spell - cast - tonal - noise - downer - descend - epic	96000	24	2	00:08.554
PM_SPELL_Debuff17_Long_Epic_P1.wav	spell - cast - tonal - noise - downer - descend - cute - synth	96000	24	2	00:03.093
PM_SPELL_Debuff17_Long_Epic_P2.wav	spell - cast - tonal - noise - downer - descend	96000	24	2	00:03.434
PM_SPELL_Debuff17_Long_Epic_P3.wav	spell - cast - tonal - noise - downer - descend - riser - ascend	96000	24	2	00:03.901
PM_SPELL_Debuff18_Disappear.wav	spell - cast - tonal - noise - downer - descend - riser - ascend	96000	24	2	00:04.075
PM_SPELL_Debuff19_Shrink.wav	spell - cast - tonal - noise - downer - descend	96000	24	2	00:02.949
PM_SPELL_Debuff20_Curse.wav	spell - cast - noise - downer - descend	96000	24	2	00:02.755
PM_SPELL_Debuff21_Noise.wav	spell - cast - noise - downer - descend	96000	24	2	00:03.824
PM_SPELL_Debuff22_Time_Bomb.wav	spell - cast - noise - tonal - synth	96000	24	2	00:02.304
PM_SPELL_Debuff23_Silence.wav	cast - spell - debuff - silence - disable - deactivate - jinx	96000	24	2	00:01.482
PM_SPELL_Debuff24_Jinx.wav	cast - spell - debuff - silence - disable - deactivate - jinx	96000	24	2	00:03.649
PM_UI_Button_Select.wav	positive - UI - button - select - load - synth - shimmer - user interface	96000	24	2	00:00.840
PM_UI_ITEM_Heal01.wav	positive - heal - item - use - synth - restore - recover	96000	24	2	00:00.991
PM_UI_ITEM_Heal02.wav	positive - heal - item - use - synth - restore - recover - spell	96000	24	2	00:03.326
PM_UI_ITEM_Use.wav	item - use - bubbly - user interface	96000	24	2	00:01.631
PM_UI_Low_Health_Warning.wav	warning - synth - alarm	96000	24	2	00:01.159
PM_UI_Menu_Select.wav	positive - UI - button - select - load - synth - shimmer - user interface	96000	24	2	00:01.476
PM_UI_Save.wav	positive - UI - button - select - load - synth - shimmer - user interface	96000	24	2	00:01.799
PM_UI_Simple_Bubble_Button.wav	positive - UI - button - select - load - synth - bubbly - cute	96000	24	2	00:00.666