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RS_ME_Armour_Drop_Hard_2.wav
RS_ME_Armour_Drop_Hard_3.wav
RS_ME_Armour_Drop_Soft_1.wav
RS_ME_Armour_Drop_Soft_2.wav
RS_ME_Armour_Full_Plate_Impact_1.wav
RS_ME_Armour_Full_Plate_Impact_2.wav
RS_ME_Armour_Full_Plate_Impact_3.wav
RS_ME_Armour_Full_Plate_Impact_4.wav
RS_ME_Armour_Full_Plate_Impact_5.wav
RS_ME_Armour_Full_Plate_Impact_6.wav
RS_ME_Armour_Leather_Impact_1.wav
RS_ME_Armour_Leather_Impact_2.wav
RS_ME_Armour_Leather_Impact_3.wav
RS_ME_Armour_Leather_Impact_4.wav
RS_ME_Armour_Leather_Impact_5.wav
RS_ME_Armour_Leather_Impact_6.wav
RS_ME_Armour_Movement_1.wav
RS_ME_Armour_Movement_2.wav
RS_ME_Armour_Movement_3.wav
RS_ME_Armour_Movement_4.wav
RS_ME_Bow_Arrow_Flyby_1.wav
RS_ME_Bow_Arrow_Flyby_2.wav
RS_ME_Bow_Arrow_Flyby_3.wav
RS_ME_Bow_Arrow_Flyby_4.wav
RS_ME_Bow_Arrow_Hit_Metal_1.wav
RS_ME_Bow_Arrow_Hit_Metal_2.wav
RS_ME_Bow_Arrow_Hit_Metal_3.wav
RS_ME_Bow_Arrow_Hit_Metal_4.wav
RS_ME_Bow_Arrow_Hit_Metal_5.wav
RS_ME_Bow_Arrow_Hit_Metal_6.wav
RS_ME_Bow_Arrow_Hit_Wood_1.wav
RS_ME_Bow_Arrow_Hit_Wood_2.wav
RS_ME_Bow_Arrow_Hit_Wood_3.wav
RS_ME_Bow_Crossbow_Shot_1.wav
RS_ME_Bow_Crossbow_Shot_2.wav
RS_ME_Bow_Crossbow_Shot_3.wav
RS_ME_Bow_Crossbow_Shot_4.wav
RS_ME_Bow_Loading_1.wav
RS_ME_Bow_Loading_2.wav
RS_ME_Bow_Loading_3.wav
RS_ME_Bow_Loading_4.wav
RS_ME_Bow_Loading_5.wav
RS_ME_Bow_Loading_6.wav
RS_ME_Bow_Recurve_Hit.wav
RS_ME_Broadsword_Draw_1.wav
RS_ME_Broadsword_Draw_2.wav
RS_ME_Broadsword_Draw_3.wav
RS_ME_Broadsword_Draw_4.wav
RS_ME_Broadsword_Draw_5.wav
RS_ME_Broadsword_Draw_6.wav
RS_ME_Broadsword_Draw_7.wav
RS_ME_Broadsword_Draw_8.wav
RS_ME_Broadsword_Draw_9.wav
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RS_ME_Broadsword_Draw_11.wav

RS_ME_Broadsword_Draw_12.wav
RS_ME_Broadsword_Drop_Concrete_1.wav
RS_ME_Broadsword_Drop_Concrete_2.wav
RS_ME_Broadsword_Drop_Concrete_3.wav
RS_ME_Broadsword_Drop_Concrete_4.wav
RS_ME_Broadsword_Drop_Grass.wav
RS_ME_Broadsword_Drop_Sand_1.wav
RS_ME_Broadsword_Drop_Sand_2.wav
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RS_ME_Broadsword_Drop_Sand_6.wav
RS_ME_Broadsword_Drop_Sand_7.wav
RS_ME_Broadsword_Drop_Wood_1.wav
RS_ME_Broadsword_Drop_Wood_2.wav
RS_ME_Broadsword_Drop_Wood_3.wav
RS_ME_Broadsword_Drop_Wood_4.wav
RS_ME_Broadsword_Drop_Wood_5.wav
RS_ME_Broadsword_Hit_1.wav
RS_ME_Broadsword_Hit_2.wav
RS_ME_Broadsword_Hit_3.wav
RS_ME_Broadsword_Hit_4.wav
RS_ME_Broadsword_Hit_5.wav
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RS_ME_Broadsword_Hit_7.wav
RS_ME_Broadsword_Hit_8.wav
RS_ME_Broadsword_Hit_9.wav
RS_ME_Broadsword_Hit_10.wav
RS_ME_Broadsword_Hit_11.wav
RS_ME_Broadsword_Hit_12.wav
RS_ME_Broadsword_Scrape_1.wav
RS_ME_Broadsword_Scrape_2.wav
RS_ME_Broadsword_Scrape_3.wav
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RS_ME_Broadsword_Scrape_8.wav
RS_ME_Dagger_Hit_1.wav
RS_ME_Dagger_Hit_2.wav
RS_ME_Dagger_Hit_3.wav
RS_ME_Dagger_Hit_4.wav
RS_ME_Dagger_Hit_5.wav
RS_ME_Dagger_Hit_6.wav
RS_ME_Dagger_Scrape_1.wav
RS_ME_Dagger_Scrape_2.wav
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RS_ME_Knife_Drop_on_Concrete_1.wav
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RS_ME_Knife_Drop_on_Grass.wav
RS_ME_Knife_Drop_on_Sand_1.wav
RS_ME_Knife_Drop_on_Sand_2.wav
RS_ME_Knife_Drop_on_Wood_1.wav
RS_ME_Knife_Drop_on_Wood_2.wav

RS_ME_Knife_Drop_on_Wood_3.wav
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RS_ME_Knife_Hit_4.wav
RS_ME_Knife_Hit_5.wav
RS_ME_Knife_Hit_6.wav
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RS_ME_Knife_Hit_9.wav
RS_ME_Knife_Scrape_1.wav
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RS_ME_Knife_Scrape_16.wav
RS_ME_Metal_Impact_Hard_1.wav
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RS_ME_Metal_Impact_Hard_4.wav
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RS_ME_Metal_Impact_Hard_6.wav
RS_ME_Metal_Impact_Soft_1.wav
RS_ME_Metal_Impact_Soft_2.wav
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RS_ME_Shield_Metal_Impact_Hard.wav
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RS_ME_Shield_Metal_Impact_Soft_4.wav
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RS_ME_Shield_Wood_Drop_on_Concrete_1.wav
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RS_ME_Shield_Wood_Drop_on_Wood_1.wav

RS_ME_Shield_Wood_Drop_on_Wood_2.wav
RS_ME_Shield_Wood_Drop_on_Wood_3.wav
RS_ME_Shield_Wood_Drop_on_Wood_4.wav
RS_ME_Shield_Wood_Drop_on_Wood_5.wav
RS_ME_Shield_Wood_Drop_on_Wood_6.wav
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RS_ME_Shield_Wood_Impact_2.wav
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RS_ME_Sword_Draw_2.wav
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RS_ME_Sword_Draw_4.wav
RS_ME_Sword_Draw_5.wav
RS_ME_Sword_Draw_6.wav
RS_ME_Sword_Draw_7.wav
RS_ME_Sword_Drop_on_Concrete.wav
RS_ME_Sword_Drop_on_Grass_1.wav
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RS_ME_Sword_Drop_on_Wood_4.wav
RS_ME_Sword_Drop_Sand_1.wav
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RS_ME_Sword_Hit_3.wav
RS_ME_Sword_Hit_4.wav
RS_ME_Sword_Hit_5.wav
RS_ME_Sword_Scrape_Long_1.wav
RS_ME_Sword_Scrape_Long_2.wav
RS_ME_Sword_Scrape_Long_3.wav
RS_ME_Sword_Scrape_Long_4.wav
RS_ME_Sword_Scrape_Long_5.wav
RS_ME_Sword_Scrape_Short_1.wav
RS_ME_Sword_Scrape_Short_2.wav
RS_ME_Sword_Scrape_Short_3.wav
RS_ME_Sword_Scrape_Short_4.wav
RS_ME_Sword_Scrape_Short_5.wav
RS_ME_Sword_Scrape_Short_6.wav
RS_ME_Sword_Scrape_Short_7.wav
RS_ME_Sword_Scrape_Short_8.wav
RS_ME_Sword_Scrape_Short_9.wav
RS_ME_Sword_Scrape_Short_10.wav
RS_ME_Sword_Scrape_Short_11.wav
RS_ME_Sword_Scrape_Short_12.wav
RS_ME_Whoosh_High_1.wav

RS_ME_Whoosh_High_2.wav
RS_ME_Whoosh_High_3.wav
RS_ME_Whoosh_High_4.wav
RS_ME_Whoosh_High_5.wav
RS_ME_Whoosh_High_6.wav
RS_ME_Whoosh_Low_1.wav
RS_ME_Whoosh_Low_2.wav
RS_ME_Whoosh_Low_3.wav
RS_ME_Whoosh_Low_4.wav
RS_ME_Whoosh_Low_5.wav
RS_ME_Whoosh_Low_6.wav
RS_ME_Whoosh_Low_7.wav
RS_ME_Whoosh_Low_8.wav
RS_ME_Whoosh_Low_9.wav
RS_ME_Whoosh_Low_10.wav
RS_ME_Whoosh_Low_11.wav
RS_ME_Whoosh_Low_12.wav
RS_ME_Whoosh_Low_13.wav
RS_ME_Wood_Impact_Hard_1.wav
RS_ME_Wood_Impact_Hard_2.wav
RS_ME_Wood_Impact_Hard_3.wav
RS_ME_Wood_Impact_Hard_4.wav
RS_ME_Wood_Impact_Hard_5.wav
RS_ME_Wood_Impact_Soft_1.wav
RS_ME_Wood_Impact_Soft_2.wav
RS_ME_Wood_Impact_Soft_3.wav
RS_ME_Wood_Impact_Soft_4.wav
RS_ME_Wood_Impact_Soft_5.wav
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