

- Music
 - Tier 1 (Background Music)
 - Home
 - Cave
 - Boss
 - Tier 2 (Sound FX)
 - Home
 - Bird Chirping
 - Water Running
 - Cave
 - Water Dripping
 - “Fog” / Hum
 - Enemy
 - Groan / Growl
 - Death
 - Player
 - Footsteps
 - Basic Attack
 - Ranged Attack
 - Dash Attack
 - Temp Shield
 - Tier 3 (Boss Fight)
 - Boss Attacks
 - Dash
 - Stomp
 - Jump
 - Death