

SORCERY – DATA SHEET

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FILENAME	DESCRIPTION	SOUNDS
SORCERY - CK - AEROSOL SPRAY Constant Long.wav	AEROSOL SPRAY LONG; Long constant steady spraying of aerosol spray with alternating panning between left and right channels.	1
SORCERY - CK - AEROSOL SPRAY LR Medium.wav	AEROSOL SPRAY MEDIUM LR; Medium spraying of aerosol spray with alternating panning between left and right channels.	4
SORCERY - CK - AEROSOL SPRAY LR Short.wav	AEROSOL SPRAY SHORT LR; Short sprays of aerosol spray with alternating panning between left and right channels.	4
SORCERY - CK - AEROSOL SPRAY Medium.wav	AEROSOL SPRAY MEDIUM; Medium spraying of aerosol spray.	3
SORCERY - CK - AEROSOL SPRAY Staccato.wav	AEROSOL SPRAY SHORT STACCATO; Short staccato sprays of aerosol spray.	5
SORCERY - CK - BALLOON Latex Deflate Squeak Long.wav	BALLOON DEFLATE SQUEAK LONG; Latex balloon squeaking as it deflates. Long duration.	1
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 01.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and amplitude.	1
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 02.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and amplitude.	1
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 03.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch modulation.	3
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 04.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Short pitch modulation.	6
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 05.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and amplitude.	1
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 06.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation.	1
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 07.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation.	1
SORCERY - CK - BALLOON Latex Deflate Squeak Performance 08.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation. Pitched Down 1 octave.	1
SORCERY - CK - BALLOON Latex Deflate Squeak.wav	BALLOON DEFLATE SQUEAK; Latex balloon single squeak as it deflates. Long pitch and amplitude modulation.	1
SORCERY - CK - BALLOON Latex Inflate 01.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	4
SORCERY - CK - BALLOON Latex Inflate 02.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	4
SORCERY - CK - BALLOON Latex Inflate 03.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	2
SORCERY - CK - BALLOON Latex Pop.wav	BALLOON POP; Latex balloon popping. Loud and reverberant.	3
SORCERY - CK - BELL Bowl Crystal Hit Mallet Soft.wav	BOWL CRYSTAL HIT SOFT; Mallet hitting a crystal bowl. Long decay.	2
SORCERY - CK - BELL Bowl Crystal Hit Mallet.wav	BOWL CRYSTAL HIT; Mallet hitting a crystal bowl. Long decay.	2
SORCERY - CK - BELL Bowl Crystal Hit Stick.wav	BOWL CRYSTAL HIT STICK; Drumstick hitting a crystal bowl. Long decay.	4
SORCERY - CK - BELL Bowl Crystal Hit Water Light.wav	BOWL CRYSTAL HIT WATER LIGHT; Mallet lightly hitting a crystal bowl with small amount of water. Medium decay.	4
SORCERY - CK - BELL Bowl Crystal Rub Edge Resonance 01.wav	BOWL CRYSTAL RUB RESONANCE; Constant steady rubbing of crystal bowl as it resonates and sings.	1
SORCERY - CK - BELL Bowl Crystal Rub Edge Resonance 02.wav	BOWL CRYSTAL RUB RESONANCE; Constant steady rubbing of crystal bowl as it resonates and sings.	1
SORCERY - CK - BELL Bowl Tibetan Hit Multi.wav	BOWL TIBETAN HIT MULTI; Hitting multiple metal tibetan bowls at the same time. Long decay. Bell like character.	4
SORCERY - CK - BELL Bowl Tibetan Hit Ambient +24.wav	BOWL TIBETAN HIT AMBIENT; Hitting multiple metal tibetan bowls randomly. Ambient character. Pitched up 2 octaves.	1
SORCERY - CK - BELL Bowl Tibetan Hit Ambient.wav	BOWL TIBETAN HIT AMBIENT; Hitting multiple metal tibetan bowls randomly. Ambient character.	1
SORCERY - CK - BELL Bowl Tibetan Hit Performance 110 BPM 01.wav	BOWL TIBETAN HIT PERFORMANCE; Hitting multiple metal tibetan bowls in sequence. 100 BPM performance.	1
SORCERY - CK - BELL Bowl Tibetan Hit Performance 110 BPM 02.wav	BOWL TIBETAN HIT PERFORMANCE; Hitting multiple metal tibetan bowls in sequence. 100 BPM performance.	1
SORCERY - CK - BELL Bowl Tibetan Hit Performance Crescendo.wav	BOWL TIBETAN HIT PERFORMANCE CRESCENDO; Hitting multiple metal tibetan bowls in sequence in an increasing accelerated fashion. 100 BPM performance.	1
SORCERY - CK - BELL Bowl Tibetan Hit Type A.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type A.	7
SORCERY - CK - BELL Bowl Tibetan Hit Type B.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type B.	4
SORCERY - CK - BELL Bowl Tibetan Hit Type C.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type C.	4
SORCERY - CK - BELL Bowl Tibetan Hit Type D.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type D.	4
SORCERY - CK - BELL Bowl Tibetan Hit Type E.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type E.	4
SORCERY - CK - BELL Bowl Tibetan Hit Type F.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type F.	3



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SORCERY - CK - BOWL Glass Hit Muted Ring Bb4.wav	CLOCHE HIT MUTED; Muted hits on glass cloche. Bell like character.	5
SORCERY - CK - BOWL Glass Hit Tap Ring Bb4.wav	CLOCHE HIT; Muted hits on glass cloche. Bell like character.	2
SORCERY - CK - BUNSEN BURNER Flame Low.wav	BUNSEN BURNER; Constant steady lighting and extinguishing of bunsen burner flame. Low modulating character.	1
SORCERY - CK - BUNSEN BURNER Light Up.wav	BUNSEN BURNER; Short ignitions of bunsen burner flame.	4
SORCERY - CK - CAR Whoosh By 01.wav	CAR WHOOSH; Single car whoosh. Driving by with hard pan and long decay.	4
SORCERY - CK - CAR Whoosh By 02.wav	CAR WHOOSH; Single car whoosh. Driving by with hard pan and long decay.	3
SORCERY - CK - CHIME Orchestral Fast 01.wav	CHOME ORCHESTRAL SHAKE FAST; Short, fast orchestral chime movements with ring out. Magical sparkly character.	3
SORCERY - CK - CHIME Orchestral Fast 02.wav	CHOME ORCHESTRAL SHAKE FAST; Short, fast orchestral chime movements with ring out. Magical sparkly character.	4
SORCERY - CK - CHIME Orchestral Short.wav	CHOME ORCHESTRAL SHAKE SHORT; Short, muted orchestral chime movements.	2
SORCERY - CK - CHIME Orchestral Slow.wav	CHOME ORCHESTRAL SHAKE SLOW; Slow orchestral chime movements with ring out. Ascending pitch.	2
SORCERY - CK - CLAP Hand.wav	CLAP; Single claps with reverberant character.	3
SORCERY - CK - CYMBAL Crash Hit Choke Hard.wav	CYMBAL CRASH HIT CHOKE HARD; Hard single crash cymbal hits with immediate choke. Transient hits.	2
SORCERY - CK - CYMBAL Crash Hit Choke Light.wav	CYMBAL CRASH HIT CHOKE LIGHT; Light single crash cymbal hits with immediate choke. Transient hits.	3
SORCERY - CK - CYMBAL Crash Hit Choke Medium.wav	CYMBAL CRASH HIT CHOKE MEDIUM; Medium single crash cymbal hits with immediate choke. Transient hits.	3
SORCERY - CK - CYMBAL Crash Hit.wav	CYMBAL CRASH HIT; Cymbal hits with natural decay.	3
SORCERY - CK - CYMBAL Crash Swell.wav	CYMBAL CRASH; Medium swells of crash cymbal.	1
SORCERY - CK - CYMBAL Finger Hit Ring Dual 01.wav	CYMBAL FINGER HIT DUAL; Two small finger cymbals hitting one another and ringing out.	5
SORCERY - CK - CYMBAL Finger Hit Ring Dual 02.wav	CYMBAL FINGER HIT DUAL; Two small finger cymbals hitting one another and ringing out.	4
SORCERY - CK - CYMBAL Finger Hit Ring Single A.wav	CYMBAL FINGER HIT; Single small finger cymbal hit and ring out. Akin to a service bell. Type A.	3
SORCERY - CK - CYMBAL Finger Hit Ring Single B.wav	CYMBAL FINGER HIT; Single small finger cymbal hit and ring out. Akin to a service bell. Type B.	3
SORCERY - CK - CYMBAL Hihat Broken Hit Rattle +18.wav	CYMBAL HIHAT BROKEN HIT RATTLE; Broken top hihat cymbal hit and rattle. Pitched up 1.5 octaves. Sitar character.	5
SORCERY - CK - CYMBAL Hihat Broken Hit Rattle.wav	CYMBAL HIHAT BROKEN HIT RATTLE; Broken top hihat cymbal hit and rattle.	5
SORCERY - CK - CYMBAL Hihat Broken Hit.wav	CYMBAL HIHAT BROKEN HIT; Broken top hihat cymbal hit.	2
SORCERY - CK - CYMBAL Hihat Broken Scrape Ring.wav	CYMBAL HIHAT BROKEN SCRAPE; Broken top hihat scrape.	2
SORCERY - CK - CYMBAL Hihat Broken Settle.wav	CYMBAL HIHAT BROKEN SETTLE; Broken top hihat rotating and eventually settling on floor after being dropped.	2
SORCERY - CK - CYMBAL Hihat Broken Twirl 01.wav	CYMBAL HIHAT BROKEN TWIRL; Twirling a broken top hihat on floor. Modulated amplitude.	5
SORCERY - CK - CYMBAL Hihat Broken Twirl 02.wav	CYMBAL HIHAT BROKEN TWIRL; Twirling a broken top hihat on floor. Modulated amplitude.	4
SORCERY - CK - CYMBAL Ride A Hit Choke.wav	CYMBAL RIDE HIT CHOKE; Single ride cymbal hits with immediate choke. Transient hits. Type A.	5
SORCERY - CK - CYMBAL Ride A Hit Hard -24.wav	CYMBAL RIDE HIT HARD; Single ride cymbal hits with long decay. Gong like character. Type A. Pitched down 2 octaves.	3
SORCERY - CK - CYMBAL Ride A Hit Hard.wav	CYMBAL RIDE HIT HARD; Single ride cymbal hits with long decay. Natural character. Type A.	3
SORCERY - CK - CYMBAL Ride A Hit Light.wav	CYMBAL RIDE HIT LIGHT; Light single ride cymbal hits with long decay. Natural character. Type A.	2
SORCERY - CK - CYMBAL Ride A Hit Medium.wav	CYMBAL RIDE HIT MEDIUM; Medium single ride cymbal hits with long decay. Natural character. Type A.	3
SORCERY - CK - CYMBAL Ride A Swell Long.wav	CYMBAL RIDE SWELL LONG; Long swell of single ride cymbal. Type A.	1
SORCERY - CK - CYMBAL Ride A Swell Medium.wav	CYMBAL RIDE SWELL MEDIUM; Medium swell of single ride cymbal. Type A.	3
SORCERY - CK - CYMBAL Ride A Swell Performance Long -24.wav	CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type A. Pitched down 2 octaves. Pad like, drone character.	1
SORCERY - CK - CYMBAL Ride A Swell Performance Long.wav	CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type A.	1
SORCERY - CK - CYMBAL Ride B Hit +24.wav	CYMBAL RIDE HIT; Cymbal hit. Splash cymbal character. Pitched up 2 octaves.	3
SORCERY - CK - CYMBAL Ride B Hit Choke.wav	CYMBAL RIDE HIT CHOKE; Single ride cymbal hits with immediate choke. Transient hits. Type B.	3



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SORCERY - CK - CYMBAL Ride B Hit.wav	CYMBAL RIDE HIT; Single ride cymbal hits. Natural character. Type B.	3
SORCERY - CK - CYMBAL Ride B Swell Performance.wav	CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type B.	1
SORCERY - CK - DRONE Low Sub.wav	DRONE SUB LFE; Heavily processed police radio. Low frequency modulated drone.	1
SORCERY - CK - DRY ICE Air Duct Metal.wav	DRY ICE; Dry ice placed on large metal air duct. Wailing and singing.	2
SORCERY - CK - DRY ICE Bottle Opener Metal.wav	DRY ICE; Dry ice placed on metal bottle opener. Squealing and rattling.	3
SORCERY - CK - DRY ICE Bubbling Bowl Large.wav	DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.	1
SORCERY - CK - DRY ICE Bubbling Bowl Small.wav	DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.	1
SORCERY - CK - DRY ICE Burger Press Metal.wav	DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.	5
SORCERY - CK - DRY ICE Cheese Grater Metal Long.wav	DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.	4
SORCERY - CK - DRY ICE Cheese Grater Metal Medium.wav	DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.	5
SORCERY - CK - DRY ICE Cheese Grater Metal Short.wav	DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.	4
SORCERY - CK - DRY ICE Coin Pressure Ascend 01.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	6
SORCERY - CK - DRY ICE Coin Pressure Ascend 02.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	6
SORCERY - CK - DRY ICE Coin Pressure Heavy.wav	DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.	2
SORCERY - CK - DRY ICE Coin Pressure Small.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	2
SORCERY - CK - DRY ICE Egg Beater Metal 01.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	5
SORCERY - CK - DRY ICE Egg Beater Metal 02.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	4
SORCERY - CK - DRY ICE Egg Beater Metal Long.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	3
SORCERY - CK - DRY ICE Ladel Metal Twirl.wav	DRY ICE; Twirling a ladel upon dry ice while twirling the object. Circular panning and oscillating.	1
SORCERY - CK - DRY ICE Sledgehammer Metal Crackle Fizzle Long.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking. Useful for ice melting element. Long duration.	4
SORCERY - CK - DRY ICE Sledgehammer Metal Crackle Fizzle Medium.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking. Useful for ice melting element. Medium duration.	4
SORCERY - CK - DRY ICE Sledgehammer Metal Crackle Fizzle Short.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking. Useful for ice melting element. Short duration.	3
SORCERY - CK - DRY ICE Sledgehammer Metal Crackle Fizzle Very Long.wav	DRY ICE; Forcefully pressing a metal sledgehammer on to slab of dry ice. Popping, hissing, fizzing and squeaking. Useful for ice melting element. Very long duration.	1
SORCERY - CK - DRY ICE Thong Metal Ascend.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Ascending pitch.	3
SORCERY - CK - DRY ICE Thong Metal Descend.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Descending pitch.	3
SORCERY - CK - DRY ICE Thong Metal Long.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Long duration.	1
SORCERY - CK - DRY ICE Thong Metal Short 01.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Short duration.	5
SORCERY - CK - DRY ICE Thong Metal Short 02.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Short duration.	5
SORCERY - CK - DRY ICE Thong Metal Thin Wail.wav	DRY ICE; Dry ice placed upon a thin metal kitchen thong. Wailing whining character.	2
SORCERY - CK - DRY ICE Thong Metal Thin.wav	DRY ICE; Dry ice placed upon a thin metal kitchen thong. Wailing whining character.	3
SORCERY - CK - DRY ICE Thong Metal.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans.	3
SORCERY - CK - DRY ICE Toaster Oven Grill Metal Long.wav	DRY ICE; Dry ice placed upon a metal toaster oven grill. Wronks, groans and wails.	1
SORCERY - CK - DRY ICE Toaster Oven Grill Metal Short.wav	DRY ICE; Dry ice placed upon a metal toaster oven grill. Short wronks, groans, wails and squeaks.	2
SORCERY - CK - DRY ICE Vent Metal Long.wav	DRY ICE; Dry ice placed upon a metal air vent. Long wronk, groan, and wail.	1
SORCERY - CK - DRY ICE Vent Metal Medium.wav	DRY ICE; Dry ice placed upon a metal air vent. Medium squeaks, wronks and wails.	4
SORCERY - CK - DRY ICE Vent Metal Short.wav	DRY ICE; Dry ice placed upon a metal air vent. Short squeak and wail.	2
SORCERY - CK - EFFECT Arrow Processed 01.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
SORCERY - CK - EFFECT Arrow Processed 02.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1



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SORCERY - CK - EFFECT Arrow Processed 03.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
SORCERY - CK - EFFECT Arrow Processed 04.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
SORCERY - CK - EFFECT Arrow Processed 05.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
SORCERY - CK - EFFECT Ceramic Break Processed.wav	EFFECT CERAMIC BREAK; Processed recordings of ceramic breaking. Metallic shimmer character.	5
SORCERY - CK - EFFECT Crowbar Metal Hit Processed 01.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Crowbar Metal Hit Processed 02.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Crowbar Metal Hit Processed 03.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Crowbar Metal Hit Processed 04.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Crowbar Metal Hit Processed 05.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Crowbar Metal Hit Processed 06.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Crowbar Metal Hit Processed 07.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Crowbar Metal Hit Shine Processed 01.wav	EFFECT CROWBAR METAL HIT; Processed, mid to high frequency range, reverberant metal hit with soft attack and shimmer character.	4
SORCERY - CK - EFFECT Crowbar Metal Hit Shine Processed 02.wav	EFFECT CROWBAR METAL HIT; Processed, mid to high frequency range, reverberant metal hit with soft attack and shimmer character.	3
SORCERY - CK - EFFECT Downlifter Dark Long 01.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	1
SORCERY - CK - EFFECT Downlifter Dark Long 02.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	1
SORCERY - CK - EFFECT Downlifter Dark Short.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	3
SORCERY - CK - EFFECT Knife Metal Shing Processed.wav	EFFECT KNIFE SHING; Processed knife shing. Bright metallic shimmer, sparkly character.	3
SORCERY - CK - EFFECT Machete Hit Crowbar Processed.wav	EFFECT CROWBAR HIT; Processed crowbar hit. Metallic shimmer, sparkly character.	3
SORCERY - CK - EFFECT Machete Ring Processed Pad.wav	EFFECT MACHETE RING PAD; Processed machete ring pad. Long metallic resonance.	1
SORCERY - CK - EFFECT Machete Shing Processed 01.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
SORCERY - CK - EFFECT Machete Shing Processed 02.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
SORCERY - CK - EFFECT Machete Shing Processed 03.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
SORCERY - CK - EFFECT Machete Shing Processed 04.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
SORCERY - CK - EFFECT Machete Shing Processed 05.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
SORCERY - CK - EFFECT Machete Shing Processed 06.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
SORCERY - CK - EFFECT Machete Shing Processed 07.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
SORCERY - CK - EFFECT Metal Ring Processed 01.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
SORCERY - CK - EFFECT Metal Ring Processed 02.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
SORCERY - CK - EFFECT Metal Ring Processed 03.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
SORCERY - CK - EFFECT Metal Ring Processed 04.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
SORCERY - CK - EFFECT Pad Processed Bass 01.wav	EFFECT PAD BASS; Modulating bassy pad or drone.	1
SORCERY - CK - EFFECT Pad Processed Bass 02.wav	EFFECT PAD BASS; Modulating bassy pad or drone.	1
SORCERY - CK - EFFECT Pad Processed Celestial 01.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
SORCERY - CK - EFFECT Pad Processed Celestial 02.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
SORCERY - CK - EFFECT Pad Processed Celestial 03.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
SORCERY - CK - EFFECT Pad Processed Celestial 04.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
SORCERY - CK - EFFECT Pad Processed Celestial 05.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
SORCERY - CK - EFFECT Pad Processed Cymbal 01.wav	EFFECT PAD CYMBAL; Processed cymbal pad.	3



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SORCERY - CK - EFFECT Pad Processed Cymbal 02.wav	EFFECT PAD CYMBAL; Processed cymbal pad.	3
SORCERY - CK - EFFECT Pad Processed Metal Processed.wav	EFFECT PAD METAL; Processed metal pad \ drone.	1
SORCERY - CK - EFFECT Pad Processed Mystery 01.wav	EFFECT PAD MYSTERY; Processed metal pad \ drone.	1
SORCERY - CK - EFFECT Pad Processed Mystery 02.wav	EFFECT PAD MYSTERY; Processed metal pad \ drone.	1
SORCERY - CK - EFFECT Pad Processed Suspense 01.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
SORCERY - CK - EFFECT Pad Processed Suspense 02.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
SORCERY - CK - EFFECT Pad Processed Suspense 03.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
SORCERY - CK - EFFECT Pad Processed Suspense 04.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
SORCERY - CK - EFFECT Pickaxe Metal Hit Processed.wav	EFFECT PICKAXE METAL HIT; Short processed, reverberant pickaxe hits with soft attack and shimmer character.	6
SORCERY - CK - EFFECT Pipe Metal Processed 01.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Pipe Metal Processed 02.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Pipe Metal Processed 03.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Pipe Metal Processed 04.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
SORCERY - CK - EFFECT Processed Metal Bassy.wav	EFFECT METAL BASSY; Processed metal low frequency drone element.	1
SORCERY - CK - EFFECT Reverse Explosion 01.wav	EFFECT EXPLOSION REVERSE; Processed reversed explosion element. Long rise leading to heavy whoosh with reverberant tail.	4
SORCERY - CK - EFFECT Reverse Explosion 02.wav	EFFECT EXPLOSION REVERSE; Processed reversed explosion element. Long rise leading to heavy whoosh with reverberant tail.	5
SORCERY - CK - EFFECT Reverse Metal.wav	EFFECT METAL REVERSE; Processed reversed reverberant metal.	3
SORCERY - CK - EFFECT Reversed Metal Tonal 01.wav	EFFECT TONAL REVERSE; Short fast reversed tonal metal element with reverberant tail.	5
SORCERY - CK - EFFECT Reversed Metal Tonal 02.wav	EFFECT TONAL REVERSE; Short fast reversed tonal metal element with reverberant tail.	5
SORCERY - CK - EFFECT Shimmer Processed Divine 01.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Divine 02.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Divine 03.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Divine 04.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Divine 05.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Divine 06.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Divine 07.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Heavenly 01.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Heavenly 02.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Heavenly 03.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Heavenly Long 01.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Heavenly Long 02.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Heavenly Long 03.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Heavenly Long 04.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Pearly Gates 01.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Pearly Gates 02.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Pearly Gates 03.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Pearly Gates 04.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
SORCERY - CK - EFFECT Shimmer Processed Pearly Gates 05.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1



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SORCERY - CK - EFFECT Siren Ramp Processed.wav	EFFECT SIREN; Processed police siren ramping up with long decay.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed 01.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed 02.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed 03.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed 04.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed 05.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed Low 01.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed Low 02.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed Low 03.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed Low 04.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
SORCERY - CK - EFFECT Sword Metal Ring Processed Low 05.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
SORCERY - CK - EFFECT Thunder Crack.wav	EFFECT THUNDER CRACK; Processed explosion akin to rolling thunder in the distance.	5
SORCERY - CK - EFFECT Torch Fire Processed 01.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
SORCERY - CK - EFFECT Torch Fire Processed 02.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
SORCERY - CK - EFFECT Torch Fire Processed 03.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
SORCERY - CK - EFFECT Torch Fire Processed 04.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
SORCERY - CK - EFFECT Torch Fire Processed 05.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
SORCERY - CK - EFFECT Voice Female Processed 01.wav	EFFECT VOICE FEMALE; Processed police radio chatter. Female dispatcher. Reverberant spooky element.	1
SORCERY - CK - EFFECT Voice Female Processed 02.wav	EFFECT VOICE FEMALE; Processed police radio chatter. Female dispatcher. Evil resonant pad like character.	1
SORCERY - CK - EFFECT Voice Male Processed 01.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
SORCERY - CK - EFFECT Voice Male Processed 02.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
SORCERY - CK - EFFECT Voice Male Processed 03.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
SORCERY - CK - EFFECT Voice Male Processed 04.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
SORCERY - CK - EFFECT Water Processed 01.wav	EFFECT WATER; Processed water splashes. Spooky vocal texture.	1
SORCERY - CK - EFFECT Water Processed 02.wav	EFFECT WATER; Processed water splashes. Spooky vocal texture. Whispery character.	1
SORCERY - CK - EFFECT Whoosh Processed 01.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	6
SORCERY - CK - EFFECT Whoosh Processed 02.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	4
SORCERY - CK - EFFECT Whoosh Processed 03.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	5
SORCERY - CK - EFFECT Whoosh Processed Sub Medium.wav	EFFECT WHOOSH SUB MEDIUM; Reversed processed whoosh with low end character and long tail.	4
SORCERY - CK - EFFECT Wrap Pastic Processed Processed Long.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Long performance.	3
SORCERY - CK - EFFECT Wrap Pastic Processed Processed Medium.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Medium performance.	3
SORCERY - CK - EFFECT Wrap Pastic Processed Processed Short 01.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Short performance.	4
SORCERY - CK - EFFECT Wrap Pastic Processed Processed Short 02.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Short performance.	4
SORCERY - CK - ELECTRICITY Arcing.wav	ELECTRICITY ARCING; Electrical arcing with occasional snap and pop. Reverberant.	1
SORCERY - CK - ELECTRICITY Hum Processed 01.wav	ELECTRICITY HUM PROCESSED; Processed electric hum with modulating voltage cycles.	1
SORCERY - CK - ELECTRICITY Hum Processed 02.wav	ELECTRICITY HUM PROCESSED; Processed electric hum with modulating voltage cycles.	1
SORCERY - CK - ELECTRICITY Jacobs Ladder Arcing No Tube.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Tube enclosure removed.	1
SORCERY - CK - ELECTRICITY Jacobs Ladder Arcing Tube Closed.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Slightly resonant within closed tube.	1



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SORCERY - CK - ELECTRICITY Jacobs Ladder Arcing Tube Open.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Slightly resonant within opened tube.	1
SORCERY - CK - ELECTRICITY Sizzle.wav	ELECTRICITY SIZZLE; Processed electrical element with high frequency sizzle character.	1
SORCERY - CK - ELECTRICITY Spark Processed 01.wav	ELECTRICITY SPARK; Processed electrical sparks and zaps.	2
SORCERY - CK - ELECTRICITY Spark Processed 02.wav	ELECTRICITY SPARK; Processed electrical sparks and zaps.	1
SORCERY - CK - ELECTRICITY Spark Processed Abrasive 01.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
SORCERY - CK - ELECTRICITY Spark Processed Abrasive 02.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
SORCERY - CK - ELECTRICITY Spark Processed Abrasive 03.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	4
SORCERY - CK - ELECTRICITY Spark Processed Abrasive 04.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
SORCERY - CK - ELECTRICITY Spark Processed Constant.wav	ELECTRICITY SPARK CONSTANT; Constant steady processed electrical sparks and zaps and humming.	5
SORCERY - CK - ELECTRICITY Spark Processed Type A Constant.wav	ELECTRICITY SPARK CONSTANT; Constant steady processed electric sparks, zaps and arcing.	2
SORCERY - CK - ELECTRICITY Spark Processed Type A.wav	ELECTRICITY SPARK; Processed electric sparks, zaps and arcing. Type A.	6
SORCERY - CK - ELECTRICITY Spark Processed Type B Long 01.wav	ELECTRICITY SPARK LONG; Long processed electrical sparks and zaps. Type B.	3
SORCERY - CK - ELECTRICITY Spark Processed Type B Long 02.wav	ELECTRICITY SPARK LONG; Long processed electrical sparks and zaps. Type B.	3
SORCERY - CK - ELECTRICITY Spark Processed Type B Medium.wav	ELECTRICITY SPARK MEDIUM; Medium processed electrical sparks and zaps. Type B.	5
SORCERY - CK - ELECTRICITY Spark Processed Type B Short.wav	ELECTRICITY SPARK SHORT; Short processed electrical sparks and zaps. Type B.	4
SORCERY - CK - ELECTRICITY Spark Static.wav	ELECTRICITY SPARK STATIC; Short burst of electrical static.	1
SORCERY - CK - FIRE Campfire Small.wav	FIRE CAMPFIRE SMALL; Small sized wood campfire burning. Mid range perspective.	1
SORCERY - CK - FIRE Flame Whoosh Flour.wav	FIRE FLAME WHOOSH FLOUR; Flour thrown on fire. Large fiery whoosh.	3
SORCERY - CK - FIRE Flame Whoosh Kerosene 01.wav	FIRE FLAME WHOOSH KEROSENE; Flour thrown on fire. Large fiery whoosh.	5
SORCERY - CK - FIRE Flame Whoosh Kerosene 02.wav	FIRE FLAME WHOOSH KEROSENE; Flour thrown on fire. Large fiery whoosh.	5
SORCERY - CK - FIRE Flame Whoosh STP.wav	FIRE FLAME WHOOSH STP; Flour thrown on fire. Large fiery whoosh.	4
SORCERY - CK - FIRE Flare Burn Constant.wav	FIRE FLARE BURN CONSTANT; Emergency road flare burning. Long, steady, constant snapping and popping.	1
SORCERY - CK - FIRE Flare Whoosh By Fast 01.wav	FIRE FLARE WHOOSH FAST; Fast emergency road flare whoosh.	5
SORCERY - CK - FIRE Flare Whoosh By Fast 02.wav	FIRE FLARE WHOOSH FAST; Fast emergency road flare whoosh.	5
SORCERY - CK - FIRE Flare Whoosh By Medium 01.wav	FIRE FLARE WHOOSH MEDIUM; Medium emergency road flare whoosh.	4
SORCERY - CK - FIRE Flare Whoosh By Medium 02.wav	FIRE FLARE WHOOSH MEDIUM; Medium emergency road flare whoosh.	3
SORCERY - CK - FIRE Flare Whoosh By Slow.wav	FIRE FLARE WHOOSH SLOW; Slow emergency road flare whoosh.	3
SORCERY - CK - FIRE Torch Burn Constant.wav	FIRE TORCH BURN CONSTANT; Steady constant burning of torch in wind. Flanging character.	1
SORCERY - CK - FIRE Torch Whoosh Bys Long.wav	FIRE TORCH WHOOSH LONG; Burning torch whooshes panning side to side. Long performances.	6
SORCERY - CK - FIRE Torch Whoosh End.wav	FIRE TORCH WHOOSH END; Burning torch whooshes ending abruptly. Useful for end of fire spell.	5
SORCERY - CK - FIRE Torch Whoosh Fast 01.wav	FIRE TORCH WHOOSH FAST; Fast burning torch whoosh.	4
SORCERY - CK - FIRE Torch Whoosh Fast 02.wav	FIRE TORCH WHOOSH FAST; Fast burning torch whoosh.	4
SORCERY - CK - FIRE Torch Whoosh Medium 01.wav	FIRE TORCH WHOOSH MEDIUM; Medium burning torch whoosh.	5
SORCERY - CK - FIRE Torch Whoosh Medium 02.wav	FIRE TORCH WHOOSH MEDIUM; Medium burning torch whoosh.	4
SORCERY - CK - FIRE Torch Whoosh Slow 01.wav	FIRE TORCH WHOOSH SLOW; SLOW; Slow burning torch whoosh.	5
SORCERY - CK - FIRE Torch Whoosh Slow 02.wav	FIRE TORCH WHOOSH SLOW; SLOW; Slow burning torch whoosh.	5
SORCERY - CK - FIRE Torch Whoosh Wave Fast.wav	FIRE TORCH WHOOSH WAVE FAST; Quickly waving a burning torch back and forth.	1
SORCERY - CK - FIRE Torch Whoosh Wave Medium.wav	FIRE TORCH WHOOSH WAVE MEDIUM; Medium waving of burning torch back and forth.	1

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SORCERY - CK - FIRE Torch Whoosh Wave Slow.wav	FIRE TORCH WHOOSH WAVE SLOW; Slow waving of burning torch back and forth.	1
SORCERY - CK - FIRE Torch Whoosh Wave Very Slow.wav	FIRE TORCH WHOOSH WAVE VERY SLOW; Very slow waving of burning torch back and forth.	1
SORCERY - CK - FIRECRACKER Bangsnap Pop 01 -24.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to a hand clap. Pitched down 2 octaves.	5
SORCERY - CK - FIRECRACKER Bangsnap Pop 01 -48.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant midrange explosion or reflections. Pitched down 4 octaves.	5
SORCERY - CK - FIRECRACKER Bangsnap Pop 01 -96.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant mortar or midrange explosion or reflections. Pitched down 8 octaves.	5
SORCERY - CK - FIRECRACKER Bangsnap Pop 01.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Quick small pops.	4
SORCERY - CK - FIRECRACKER Bangsnap Pop 02 -24.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to a hand clap. Pitched down 2 octaves.	4
SORCERY - CK - FIRECRACKER Bangsnap Pop 02 -48.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant midrange explosion or reflections. Pitched down 4 octaves.	4
SORCERY - CK - FIRECRACKER Bangsnap Pop 02 -96.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant mortar or midrange explosion or reflections. Pitched down 8 octaves.	4
SORCERY - CK - FIRECRACKER Bangsnap Pop 02.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Quick small pops.	4
SORCERY - CK - FIREWORKS Explode Snap Sparkle.wav	FIREWORKS EXPLODE SNAP SPARKLE; Sparkly explosions, pops and crackles of a firecracker or firework.	1
SORCERY - CK - FIREWORKS Pop Snap Sparkle.wav	FIREWORKS POP SNAP SPARKLE; Sparkly explosions, pops and crackles of a firecracker or firework.	6
SORCERY - CK - FIREWORKS Whoosh Launch Comp 01.wav	FIREWORKS WHOOSH LAUNCH COMP; Short heavy launch transient or shot of fireworks being launched into the air. Full frequency.	3
SORCERY - CK - FIREWORKS Whoosh Launch Comp 02.wav	FIREWORKS WHOOSH LAUNCH COMP; Short heavy launch transient or shot of fireworks being launched into the air. Full frequency.	4
SORCERY - CK - FIREWORKS Whoosh Launch Heavy 01.wav	FIREWORKS WHOOSH LAUNCH HEAVY; Short heavy launch transient or shot of fireworks being launched into the air.	4
SORCERY - CK - FIREWORKS Whoosh Launch Heavy 02.wav	FIREWORKS WHOOSH LAUNCH HEAVY; Short heavy launch transient or shot of fireworks being launched into the air.	4
SORCERY - CK - FIREWORKS Whoosh Launch Light 01.wav	FIREWORKS WHOOSH LAUNCH LIGHT; Short heavy launch transient or shot of fireworks being launched into the air. High, airy midrange element.	3
SORCERY - CK - FIREWORKS Whoosh Launch Light 02.wav	FIREWORKS WHOOSH LAUNCH LIGHT; Short heavy launch transient or shot of fireworks being launched into the air. High, airy midrange element.	4
SORCERY - CK - GLOCKENSPIEL Ascending.wav	GLOCKENSPIEL ASCENDING; Sliding mallet on glockenspiel. Ascending pitch with ring out.	3
SORCERY - CK - GLOCKENSPIEL Descending LR.wav	GLOCKENSPIEL DESCENDING LR; Sliding mallet on glockenspiel. Descending pitch with ring out. Left to right capture.	4
SORCERY - CK - GLOCKENSPIEL Descending.wav	GLOCKENSPIEL DESCENDING; Sliding mallet on glockenspiel. Descending pitch with ring out.	4
SORCERY - CK - HARD DISK SPINDLE Hit Ring.wav	HARD DISK SPINDLE HIT; Hitting a hard drive spindle with ring out. Small bell like character.	3
SORCERY - CK - HIT Slam Huge.wav	HIT SLAM HUGE; Large cavernous reverberant hit.	2
SORCERY - CK - LFE HIT Deep Reverberant 01.wav	HIT LFE; Deep reverberant LFE hit.	3
SORCERY - CK - LFE HIT Deep Reverberant 02.wav	HIT LFE; Deep reverberant LFE hit.	4
SORCERY - CK - LFE HIT Deep Reverberant Hollow.wav	HIT LFE HOLLOW; Deep, hollow reverberant LFE hit.	5
SORCERY - CK - LFE HIT Deep Reverberant.wav	HIT LFE HOLLOW; Deep, hollow reverberant LFE hit.	5
SORCERY - CK - MATCH LIGHT Close.wav	FIRE MATCH LIGHT CLOSE; Lighting a wood match with close proximity effect.	4
SORCERY - CK - MATCH LIGHT Fail.wav	FIRE MATCH LIGHT FAIL; Lighting a wood match with close proximity effect.	3
SORCERY - CK - MATCH LIGHT Mid 01.wav	FIRE MATCH LIGHT MID; Lighting a wood match as it ignites. Midrange spectrum.	4
SORCERY - CK - MATCH LIGHT Mid 02.wav	FIRE MATCH LIGHT MID; Lighting a wood match as it ignites. Midrange spectrum.	5
SORCERY - CK - PLASTIC Burning Whoosh By.wav	PLASTIC BURNING WHOOSH; Burning plastic melting and dripping from one channel to the other. Weird singing short whoosh element.	1
SORCERY - CK - PLEXIGLASS VS WIREHANGER Friction Screech.wav	PLEXIGLASS VS WIREHANGER FRICTION SCREECH; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and wailing. Useful for metal stress or wrons.	3
SORCERY - CK - PLEXIGLASS VS WIREHANGER Friction Sing 01.wav	PLEXIGLASS VS WIREHANGER FRICTION SING; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and wailing. Useful for metal stress or wrons.	4
SORCERY - CK - PLEXIGLASS VS WIREHANGER Friction Sing 02.wav	PLEXIGLASS VS WIREHANGER FRICTION SING; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and wailing. Useful for metal stress or wrons.	4
SORCERY - CK - SIZZLE Butter On Pan 01.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
SORCERY - CK - SIZZLE Butter On Pan 02.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
SORCERY - CK - SIZZLE Butter On Pan 03.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4



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SORCERY - CK - SIZZLE Vinegar And Baking Soda Long.wav	SIZZLE VINEGAR BAKING SODA; Vinegar and baking soda combined. Long sizzle.	1
SORCERY - CK - SIZZLE Vinegar And Baking Soda Medium.wav	SIZZLE VINEGAR BAKING SODA; Vinegar and baking soda combined. Medium sizzle.	3
SORCERY - CK - SIZZLE Water On Pan Heavy.wav	SIZZLE WATER; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Long 01.wav	SIZZLE WATER LONG; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Long 02.wav	SIZZLE WATER LONG; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Medium 01.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Medium 02.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Medium 03.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Short 01.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Short 02.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SIZZLE Water On Pan Short 03.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
SORCERY - CK - SLINKY Hit Low Short.wav	SLINKY HIT LOW SHORT; Short low and heavy hits of a metal slinky. Useful as sub, LFE or explosion sweetener.	4
SORCERY - CK - SLINKY Hit Low.wav	SLINKY HIT LOW; Low and heavy hits of a metal slinky. Mild distortion. Useful as sub, LFE or explosion sweetener.	2
SORCERY - CK - SLINKY Hit Zap Mid.wav	SLINKY HIT MID; Midrange zaps resulting from hitting a metal slinky. Useful for laser elements.	5
SORCERY - CK - SLINKY Hit Zap Rumble.wav	SLINKY HIT ZAP RUMBLE; Low frequency zaps resulting from hitting a metal slinky. Mild distortion. Useful for laser elements or explosions.	4
SORCERY - CK - SPARKLER CANDLE Fizz And Pop 01.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	4
SORCERY - CK - SPARKLER CANDLE Fizz And Pop 02.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	4
SORCERY - CK - SPARKLER CANDLE Fizz And Pop 03.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	3
SORCERY - CK - SPELL BUILDING BLOCK Acid Hit 01.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Acid Hit 02.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Acid Hit 03.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Acid Hit 04.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Acid Ramp Long 01.wav	SPELL BUILDING BLOCK ACID RAMP LONG; Long acid rise with sizzling and crackling leading to a mild whoosh with sizzling corrosive tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Acid Ramp Long 02.wav	SPELL BUILDING BLOCK ACID RAMP LONG; Long acid rise with sizzling and crackling leading to a mild whoosh with sizzling corrosive tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Acid Ramp Short 01.wav	SPELL BUILDING BLOCK ACID RAMP SHORT; Short acid rise with sizzling and crackling leading to a quick short suction whoosh and abrupt end.	4
SORCERY - CK - SPELL BUILDING BLOCK Acid Ramp Short 02.wav	SPELL BUILDING BLOCK ACID RAMP SHORT; Short acid rise with sizzling and crackling leading to a quick short suction whoosh and abrupt end.	3
SORCERY - CK - SPELL BUILDING BLOCK Acid Ramp Thin Short 01.wav	SPELL BUILDING BLOCK ACID RAMP THIN SHORT; Short thin rise with sizzling and crackling leading to a quick short suction whoosh and abrupt end.	4
SORCERY - CK - SPELL BUILDING BLOCK Acid Ramp Thin Short 02.wav	SPELL BUILDING BLOCK ACID RAMP THIN SHORT; Short thin rise with sizzling and crackling leading to a quick short suction whoosh and abrupt end.	4
SORCERY - CK - SPELL BUILDING BLOCK Acid Spray Long 01.wav	SPELL BUILDING BLOCK ACID SPRAY LONG; Long acid spray with constant steady sizzling and crackling akin to a fire extinguisher. Long crackly, phasey and sizzly tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Cymbal Hit Light.wav	SPELL BUILDING BLOCK CYMBAL HIT LIGHT; Light, short modulated cymbal hit with short reverberant tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Cymbal Hit Metal Dull 01.wav	SPELL BUILDING BLOCK CYMBAL HIT DULL; Light, dull and short modulated cymbal hit with hollow character and short reverberant tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Cymbal Hit Metal Dull 02.wav	SPELL BUILDING BLOCK CYMBAL HIT DULL; Light, dull and short modulated cymbal hit with hollow character and short reverberant tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Cymbal Hit Metal Hollow.wav	SPELL BUILDING BLOCK CYMBAL HIT HOLLOW; Light, short modulated cymbal hit with hollow character and short reverberant tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Deflect Ring Mod 01.wav	SPELL BUILDING BLOCK DEMON DEFLECT RING MOD; Short ring modulated whoosh with vocal texture and short tail. Useful for spell blocks or deflects.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Deflect Ring Mod 02.wav	SPELL BUILDING BLOCK DEMON DEFLECT RING MOD; Short ring modulated whoosh with vocal texture and short tail. Useful for spell blocks or deflects.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Deflect Ring Mod 03.wav	SPELL BUILDING BLOCK DEMON DEFLECT RING MOD; Short ring modulated whoosh with vocal texture and short tail. Useful for spell blocks or deflects.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Hit Heavy.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Hit Long 01.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	5



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SORCERY - CK - SPELL BUILDING BLOCK Demon Hit Long 02.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Hit Long 03.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Hit Short.wav	SPELL BUILDING BLOCK DEMON HIT SHORT; Short demonic vocal hits with long modulated vocal texture tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Flyby Fast.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY FAST; Short demonic vocal texture whoosh by with medium modulated tail.	6
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Flyby Gutteral.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY GUTTERAL; Medium demonic guttural snarly vocal texture whoosh by with long modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Flyby Long 01.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Flyby Long 02.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Flyby Long 03.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Flyby Long 04.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Flyby Medium.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY MEDIUM; Medium demonic vocal texture ramp leading to a medium whoosh by with medium modulated tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Ramp 01.wav	SPELL BUILDING BLOCK DEMON WHOOSH RAMP; Fast demonic vocal texture ramp or rise with short modulated tail.	6
SORCERY - CK - SPELL BUILDING BLOCK Demon Whoosh Ramp 02.wav	SPELL BUILDING BLOCK DEMON WHOOSH RAMP; Fast demonic vocal texture ramp with short modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Earth Hit Long.wav	SPELL BUILDING BLOCK EARTH HIT LONG; Fast, earth and stone element hit with long modulated tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Earth Hit Medium 01.wav	SPELL BUILDING BLOCK EARTH HIT MEDIUM; Fast rise leading to heavy earth and stone element hit with short modulated tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Earth Hit Medium 02.wav	SPELL BUILDING BLOCK EARTH HIT MEDIUM; Fast rise leading to heavy earth and stone element hit with short modulated tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Earth Hit Stop Fast.wav	SPELL BUILDING BLOCK EARTH HIT STOP FAST; Very fast rise leading to earth and stone element hit with short modulated tail.	6
SORCERY - CK - SPELL BUILDING BLOCK Earth Hit Stop Very Fast.wav	SPELL BUILDING BLOCK EARTH HIT STOP FAST; Super fast rise leading to earth and stone element hit with short modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Blast.wav	SPELL BUILDING BLOCK EARTH WHOOSH BLAST; Short earthy rise with rock and stone elements leading to large explosive hit with medium earth tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Flyby Fast.wav	SPELL BUILDING BLOCK EARTH FLYBY FAST; Fast rise and whoosh leading to small earth hit.	5
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Flyby Medium 01.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Flyby Medium 02.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	3
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Flyby Medium.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	5
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Ramp Fast 01.wav	SPELL BUILDING BLOCK EARTH WHOOSH RAMP FAST; Fast rise or ramp with abrupt stop. Earth and debris elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Ramp Fast 02.wav	SPELL BUILDING BLOCK EARTH WHOOSH RAMP FAST; Fast rise or ramp with abrupt stop. Earth and debris elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Ramp Medium .wav	SPELL BUILDING BLOCK EARTH WHOOSH RAMP MEDIUM; Medium rise or ramp with abrupt stop. Earth and debris elements.	5
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Spawn Long.wav	SPELL BUILDING BLOCK EARTH WHOOSH SPAWN LONG; Quick apparition whoosh followed by medium rise or ramp ending in medium tail. Earth and debris elements.	6
SORCERY - CK - SPELL BUILDING BLOCK Earth Whoosh Vanish Medium.wav	SPELL BUILDING BLOCK EARTH VANISH MEDIUM; Fast, medium intensity whoosh with earth and debris elements.	3
SORCERY - CK - SPELL BUILDING BLOCK Electricity Deflect 01.wav	SPELL BUILDING BLOCK ELECTRICITY DEFLECT; Fast, hard hits with electrical elements. Modulated hits useful for spell deflects or blocks.	4
SORCERY - CK - SPELL BUILDING BLOCK Electricity Deflect 02.wav	SPELL BUILDING BLOCK ELECTRICITY DEFLECT; Fast, hard hits with electrical elements. Modulated hits useful for spell deflects or blocks.	3
SORCERY - CK - SPELL BUILDING BLOCK Electricity Downlifter Deep 01.wav	SPELL BUILDING BLOCK ELECTRICITY DOWNLIFTER DEEP; Medium downlifter of electrical elements. Deep, modulated descending character.	4
SORCERY - CK - SPELL BUILDING BLOCK Electricity Downlifter Deep 02.wav	SPELL BUILDING BLOCK ELECTRICITY DOWNLIFTER DEEP; Short downlifter of electrical elements. Deep, modulated descending character.	4
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Beam Large 01.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM LARGE; Electrical element hit with sustained constant electrical zap, spark or arcing. Useful for electrical beams.	4
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Beam Large 02.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM LARGE; Electrical element hit with sustained constant electrical zap, spark or arcing. Useful for electrical beams.	4
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Beam Medium.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM MEDIUM; Electrical element hit with sustained constant electrical zap, spark or arcing. Useful for electrical beams.	3
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Dark 01.wav	SPELL BUILDING BLOCK ELECTRICITY HIT DARK; Medium evil electrical element hit with modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Dark 02.wav	SPELL BUILDING BLOCK ELECTRICITY HIT DARK; Medium evil electrical element hit with modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Hard 01.wav	SPELL BUILDING BLOCK ELECTRICITY HIT HARD; Hard, heavy, explosive evil electrical element hit with modulated tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Hard 02.wav	SPELL BUILDING BLOCK ELECTRICITY HIT HARD; Hard, heavy, explosive evil electrical element hit with modulated tail.	5



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SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Light.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LIGHT; Light evil electrical element hit with modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Long.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LONG; Light evil electrical element hit with long modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Medium.wav	SPELL BUILDING BLOCK ELECTRICITY HIT MEDIUM; Medium evil electrical element hit with medium modulated tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit Very Long.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LONG; Medium evil electrical element hit with long modulated tail.	1
SORCERY - CK - SPELL BUILDING BLOCK Electricity Hit.wav	SPELL BUILDING BLOCK ELECTRICITY HIT; Electrical element hit with short modulated tail.	6
SORCERY - CK - SPELL BUILDING BLOCK Electricity Ramp Amp Mod.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP AMP MOD; Medium electrical element rise or ramp with amplitude modulation over time.	5
SORCERY - CK - SPELL BUILDING BLOCK Electricity Ramp Long.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP LONG; Long electrical element rise or ramp.	4
SORCERY - CK - SPELL BUILDING BLOCK Electricity Ramp Up Short Suck Out.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP SHORT SUCTION; Short electrical element rise or ramp ending in a fast suction character.	6
SORCERY - CK - SPELL BUILDING BLOCK Electricity Ramp.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP SHORT; Short electrical element rise or ramp.	6
SORCERY - CK - SPELL BUILDING BLOCK Electricity Static Long.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP STATIC LONG; Long mid range electrical static and hum element.	5
SORCERY - CK - SPELL BUILDING BLOCK Electricity Whoosh Transition Hard.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP WHOOSH TRANSITION HARD; Hard electrical whoosh transition.	2
SORCERY - CK - SPELL BUILDING BLOCK Fire Burst Medium.wav	SPELL BUILDING BLOCK FIRE BURST MEDIUM; Medium fireball burst or hit.	5
SORCERY - CK - SPELL BUILDING BLOCK Fire Burst Short.wav	SPELL BUILDING BLOCK FIRE BURST SHORT; Short fireball burst or hit.	5
SORCERY - CK - SPELL BUILDING BLOCK Fire By.wav	SPELL BUILDING BLOCK FIRE BY; Short fireball whoosh by with short tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Fire Ignite Large.wav	SPELL BUILDING BLOCK FIRE IGNITE LARGE; Short, large fireball ignition.	4
SORCERY - CK - SPELL BUILDING BLOCK Fire Ignite Medium.wav	SPELL BUILDING BLOCK FIRE IGNITE MEDIUM; Short, medium fireball ignition.	4
SORCERY - CK - SPELL BUILDING BLOCK Fire Ramp Medium.wav	SPELL BUILDING BLOCK FIRE IGNITE MEDIUM; Short, medium fireball ignition.	5
SORCERY - CK - SPELL BUILDING BLOCK Fire Ramp Short.wav	SPELL BUILDING BLOCK FIRE RAMP SHORT; Short fireball ramp with abrupt end.	5
SORCERY - CK - SPELL BUILDING BLOCK Fire Vanish Fast.wav	SPELL BUILDING BLOCK FIRE VANISH FAST; Short fireball ramp with abrupt end. Useful for vanishing or ending of fire spell.	5
SORCERY - CK - SPELL BUILDING BLOCK Fire Vanish.wav	SPELL BUILDING BLOCK FIRE VANISH; Short fireball ramp with abrupt end. Useful for vanishing or ending of fire spell.	5
SORCERY - CK - SPELL BUILDING BLOCK Fire Whoosh By Large.wav	SPELL BUILDING BLOCK FIRE WHOOSH BY LARGE; Short, large fireball whoosh by with short tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Fire Whoosh Large.wav	SPELL BUILDING BLOCK FIRE WHOOSH LARGE; Short, large fireball whoosh with short tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Fire Whoosh Medium.wav	SPELL BUILDING BLOCK FIRE WHOOSH MEDIUM; Short, medium fireball whoosh with short tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Fire Whoosh Small.wav	SPELL BUILDING BLOCK FIRE WHOOSH MEDIUM; Short, medium fireball whoosh with short tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Bell Doppler Long 01.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER LONG; Long dopplered ghostly bell elements. Spooky reverberant feel.	4
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Bell Doppler Long 02.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER LONG; Long dopplered ghostly bell elements. Spooky reverberant feel.	3
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Doppler Fast.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER FAST; Fast dopplered ghostly elements. Reverberant tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Doppler Long 01.wav	SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with white noise element. Descending pitch with bassy tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Doppler Long 02.wav	SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with white noise element. Descending pitch with bassy tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Doppler Long 03.wav	SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with white noise element. Descending pitch with bassy tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Long 01.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Long 02.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Ghost Whoosh Long 03.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	5
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Hit Reaction.wav	SPELL BUILDING BLOCK HELLSPAWN HIT REACTION; Demonic monster vocal hit or pain reaction. Short emote.	5
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Death.wav	SPELL BUILDING BLOCK HELLSPAWN HIT REACTION DEATH; Demonic monster vocal death reaction. Long tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Dissappear Fast.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH DISSAPPEAR; Medium rise or ramp of demonic vocal texture ending abruptly.	3
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Fast Travel.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FAST TRAVEL; Medium rise or ramp of demonic vocal texture ending abruptly.	5
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Flyby Fast 01.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY FAST; Fast rise or ramp of demonic vocal with short tail.	4



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SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Flyby Fast 02.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY FAST; Fast rise or ramp of demonic vocal with short tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Flyby Medium.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY MEDIUM; Medium rise or ramp of demonic vocal with heavy dopplered whoosh ending in a medium vocal tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Flyby Slow.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY SLOW; Slow rise or ramp of demonic vocal with long tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Flyby Very Fast.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY VERY FAST; Very fast rise or ramp of demonic vocal with short abruptly ending tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh React.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH REACTION; Demonic monster vocal texture whoosh leading to a demonic vocal hit or pain reaction. Long emote with long tail.	2
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Release Short 01.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH RELEASE SHORT; Short modulated zap whooshes useful for end of spell events.	4
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Release Short 02.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH RELEASE SHORT; Short modulated zap whooshes useful for end of spell events.	4
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Vanish.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH VANISH; Long demonic vocal texture rise or ramp leading to a large heavy vocal whoosh.	3
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Whoosh Long.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH VANISH; Long demonic vocal texture rise or ramp leading to a large heavy vocal whoosh and long tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Zap Long 01.wav	SPELL BUILDING BLOCK HELLSPAWN HIT LONG; Heavy demonic vocal texture hit with long reverberant tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Hellspawn Whoosh Zap Long 02.wav	SPELL BUILDING BLOCK HELLSPAWN HIT LONG; Heavy demonic vocal texture hit with long reverberant tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Ice Hit Light 01.wav	SPELL BUILDING BLOCK ICE HIT LIGHT; Short, light ice element hit. Short squeal and stress tail, occasional wail.	6
SORCERY - CK - SPELL BUILDING BLOCK Ice Hit Light 02.wav	SPELL BUILDING BLOCK ICE HIT LIGHT; Short, light ice element hit. Short squeal and stress tail, occasional wail.	5
SORCERY - CK - SPELL BUILDING BLOCK Ice Metal Ramp Fast 01.wav	SPELL BUILDING BLOCK ICE METAL RAMP FAST; Fast ramp or rise of freezing metal and ice elements leading to an abrupt stop.	6
SORCERY - CK - SPELL BUILDING BLOCK Ice Metal Ramp Fast 02.wav	SPELL BUILDING BLOCK ICE METAL RAMP FAST; Fast ramp or rise of freezing metal and ice elements leading to wailing metal stress tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Ice Metal Ramp Medium 01.wav	SPELL BUILDING BLOCK ICE METAL RAMP MEDIUM; Medium ramp or rise of freezing metal and ice elements with wailing tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Ice Metal Ramp Medium 02.wav	SPELL BUILDING BLOCK ICE METAL RAMP MEDIUM; Medium ramp or rise of freezing metal and ice elements with wailing tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Ice Metal Ramp Very Fast 01.wav	SPELL BUILDING BLOCK ICE METAL RAMP VERY FAST; Very Fast ramp or rise of freezing metal and ice elements leading to an abrupt stop.	3
SORCERY - CK - SPELL BUILDING BLOCK Ice Metal Ramp Very Fast 02.wav	SPELL BUILDING BLOCK ICE METAL RAMP VERY FAST; Very Fast ramp or rise of freezing metal and ice elements leading to an abrupt stop.	4
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Doppler Medium 02.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER MEDIUM; Medium dopplered whoosh consisting of freezing metal and ice elements.	3
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Doppler Medium.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER MEDIUM; Medium dopplered whoosh consisting of freezing metal and ice elements.	3
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Doppler Short.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER SHORT; Short dopplered whoosh consisting of freezing metal and ice elements.	3
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Flyby Fast.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY FAST; Fast fly by whoosh consisting of freezing metal and ice elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Flyby Medium 01.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Flyby Medium 02.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Flyby Medium 03.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	5
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Flyby Medium 04.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	5
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Medium 01.wav	SPELL BUILDING BLOCK ICE WHOOSH MEDIUM; Medium whoosh consisting of freezing metal and ice elements.	5
SORCERY - CK - SPELL BUILDING BLOCK Ice Whoosh Medium 02.wav	SPELL BUILDING BLOCK ICE WHOOSH MEDIUM; Medium whoosh consisting of freezing metal and ice elements.	4
SORCERY - CK - SPELL BUILDING BLOCK Mystery Downlifter Amp Mod Long.wav	SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD LONG; Long downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
SORCERY - CK - SPELL BUILDING BLOCK Mystery Downlifter Amp Mod Medium 01.wav	SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD MEDIUM; Medium downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
SORCERY - CK - SPELL BUILDING BLOCK Mystery Downlifter Amp Mod Medium 02.wav	SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD MEDIUM; Medium downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
SORCERY - CK - SPELL BUILDING BLOCK Mystery Hit 01.wav	SPELL BUILDING BLOCK MYSTERY HIT; Short light hits akin to chord stabs. Musical chord like character.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Hit 02.wav	SPELL BUILDING BLOCK MYSTERY HIT; Short light hits akin to chord stabs. Musical chord like character.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Riser Amp Mod Short 01.wav	SPELL BUILDING BLOCK MYSTERY RISER AMP MOD SHORT; Short riser. Ascending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	4
SORCERY - CK - SPELL BUILDING BLOCK Mystery Riser Amp Mod Short 02.wav	SPELL BUILDING BLOCK MYSTERY RISER AMP MOD SHORT; Short riser. Ascending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
SORCERY - CK - SPELL BUILDING BLOCK Mystery Riser Short .wav	SPELL BUILDING BLOCK MYSTERY RISER SHORT; Short riser. Ascending pitch. Futuristic synthetic sci-fi feel.	4
SORCERY - CK - SPELL BUILDING BLOCK Mystery Swell Medium.wav	SPELL BUILDING BLOCK MYSTERY SWELL MEDIUM; Medium metallic chord like swell. Descending pitch. Subtle whoosh character with futuristic sci-fi synthetic feel.	6



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SORCERY - CK - SPELL BUILDING BLOCK Mystery Swell Short 01.wav	SPELL BUILDING BLOCK MYSTERY SWELL SHORT; Short metallic chord like swell. Descending pitch. Subtle whoosh character with futuristic sci-fi synthetic feel.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Swell Short 02.wav	SPELL BUILDING BLOCK MYSTERY SWELL SHORT; Short metallic chord like swell. Descending pitch. Subtle whoosh character with futuristic sci-fi synthetic feel.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Whoosh Doppler Long 01.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Whoosh Doppler Long 02.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Whoosh Doppler Long 03.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Whoosh Doppler Long 04.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
SORCERY - CK - SPELL BUILDING BLOCK Mystery Zap 01.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	4
SORCERY - CK - SPELL BUILDING BLOCK Mystery Zap 02.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	4
SORCERY - CK - SPELL BUILDING BLOCK Mystery Zap 03.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	3
SORCERY - CK - SPELL BUILDING BLOCK Mystery Zap Long.wav	SPELL BUILDING BLOCK MYSTERY ZAP LONG; Long zap with long tail. Descending pitch. Futuristic sci-fi feel.	4
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Doppler Medium.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY DOPPLER MEDIUM; Medium dopplered metallic tonal flyby whoosh.	3
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Fast 01.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY FAST; Fast metallic tonal flyby whoosh ending with a tight subtle tonal tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Fast 02.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY FAST; Fast metallic tonal flyby whoosh ending with a tight subtle tonal tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Long.wav	SPELL BUILDING BLOCK TONAL FLYBY LONG; Long vocal texture rise leading to flyby whoosh.	3
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Medium.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY MEDIUM; Medium metallic tonal flyby whoosh ending with a medium tonal tail.	5
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Very Long 01.wav	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	3
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Very Long 02.wav	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	4
SORCERY - CK - SPELL BUILDING BLOCK Tonal Whoosh Flyby Very Long 03.wav	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	3
SORCERY - CK - SPELL BUILDING BLOCK Tubular Downlifter Amp Mod Fast.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER AMP MOD FAST; Fast downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	5
SORCERY - CK - SPELL BUILDING BLOCK Tubular Downlifter Fast 01.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER FAST; Fast tubular downlifter. Futuristic synthetic sci-fi feel.	5
SORCERY - CK - SPELL BUILDING BLOCK Tubular Downlifter Fast 02.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER FAST; Fast tubular downlifter. Futuristic synthetic sci-fi feel.	6
SORCERY - CK - SPELL BUILDING BLOCK Tubular Hit Amp Mod Short.wav	SPELL BUILDING BLOCK TUBULAR HIT AMP MOD SHORT; Short light amplitude modulated hit. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Doppler Descending Medium.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH DOPPLER DESCENDING MEDIUM; Short dopplered whoosh. Descending pitch. Futuristic synthetic sci-fi feel.	5
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Doppler Sparkle Descending Medium.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH DOPPLER SPARKLE DESCENDING MEDIUM; Short sparkly dopplered whoosh. Descending pitch. Futuristic synthetic sci-fi feel.	4
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Fast 01.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Fast hollow metallic whoosh.	6
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Fast 02.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Fast hollow metallic whoosh.	5
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Long 01.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	4
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Long 02.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	4
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Long 03.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	3
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Medium 01.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH MEDIUM; Medium hollow metallic whoosh.	4
SORCERY - CK - SPELL BUILDING BLOCK Tubular Whoosh Metal Long.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH LONG; Long hollow metallic whoosh.	3
SORCERY - CK - SPELL BUILDING BLOCK Water Whoosh Fly By Fast 01.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY FAST; Light, short watery whoosh with a bubbly, liquidy tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Water Whoosh Fly By Fast 02.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY FAST; Light, short watery whoosh with a bubbly, liquidy tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Water Whoosh Fly By Medium.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY MEDIUM; Light, medium watery whoosh with a bubbly, liquidy tail.	4
SORCERY - CK - SPELL BUILDING BLOCK Water Whoosh Fly By Slow.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY SLOW; Light, long watery ramp or rise leading to an airy whoosh with a bubbly, liquidy tail.	3
SORCERY - CK - SPELL BUILDING BLOCK Water Whoosh Fly By Very Slow.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY VERY SLOW; Light, long watery ramp or rise leading to an airy whoosh with a bubbly, liquidy tail.	4
SORCERY - CK - SYNTH Noise Pink Sweep Long Various.wav	SYNTH NOISE WHITE SWEEP VARIOUS LONG; Long filtered white noise sweep. Whoosh character.	4
SORCERY - CK - SYNTH Noise Sweep Down Fast 01.wav	SYNTH NOISE WHITE SWEEP DOWN FAST; Short filtered white noise sweep. Zap like character.	5



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SORCERY - CK - SYNTH Noise Sweep Down Fast 02.wav	SYNTH NOISE WHITE SWEEP DOWN FAST; Short filtered white noise sweep. Zap like character.	5
SORCERY - CK - SYNTH Noise Sweep Down Fast Record Stop.wav	SYNTH NOISE WHITE SWEEP DOWN FAST STOP; Short filtered white noise sweep. Zap like character. Abrupt stop.	4
SORCERY - CK - SYNTH Noise Sweep Down Long.wav	SYNTH NOISE WHITE SWEEP DOWN LONG; Long filtered white noise sweep. Useful as a downlifter.	1
SORCERY - CK - SYNTH Noise Sweep Down Medium 01.wav	SYNTH NOISE WHITE SWEEP DOWN MEDIUM; Medium filtered white noise sweep. Useful as a downlifter.	5
SORCERY - CK - SYNTH Noise Sweep Down Medium 02.wav	SYNTH NOISE WHITE SWEEP DOWN MEDIUM; Medium filtered white noise sweep. Useful as a downlifter.	5
SORCERY - CK - SYNTH Noise Sweep Down Various.wav	SYNTH NOISE WHITE SWEEP DOWN VARIOUS; Various filtered white noise sweeps. Zap like character.	4
SORCERY - CK - SYNTH Noise Sweep Up Fast Short 01.wav	SYNTH NOISE WHITE SWEEP UP SHORT; Short filtered white noise sweep.	5
SORCERY - CK - SYNTH Noise Sweep Up Fast Short 02.wav	SYNTH NOISE WHITE SWEEP UP SHORT; Short filtered white noise sweep.	4
SORCERY - CK - SYNTH Noise Sweep Up Long.wav	SYNTH NOISE WHITE SWEEP UP LONG; Long filtered white noise sweep.	1
SORCERY - CK - SYNTH Noise Sweep Up Various 01.wav	SYNTH NOISE WHITE SWEEP UP VARIOUS; Various filtered white noise sweeps.	4
SORCERY - CK - SYNTH Noise Sweep Up Various 02.wav	SYNTH NOISE WHITE SWEEP UP VARIOUS; Various filtered white noise sweeps.	5
SORCERY - CK - SYNTH Pad Ethereal.wav	SYNTH PAD ETHEREAL; Ethereal pad.	5
SORCERY - CK - TAPE MEASURE Metal Tail Release 01.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
SORCERY - CK - TAPE MEASURE Metal Tail Release 02.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
SORCERY - CK - TAPE MEASURE Metal Tail Release 03.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
SORCERY - CK - TAPE MEASURE Metal Tail Release 04.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
SORCERY - CK - TAPE MEASURE Metal Tail Release 05.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	5
SORCERY - CK - TAPE MEASURE Metal Zap Mayhem.wav	TAPE MEASURE ZAP MAYHEM; Compiled sequence of metal tape measure emulating electric zap or blast.	1
SORCERY - CK - TAPE MEASURE Metal Zap Type A 01.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
SORCERY - CK - TAPE MEASURE Metal Zap Type A 02.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
SORCERY - CK - TAPE MEASURE Metal Zap Type A 03.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
SORCERY - CK - TAPE MEASURE Metal Zap Type B 01.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type B.	5
SORCERY - CK - TAPE MEASURE Metal Zap Type B 02.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type B.	4
SORCERY - CK - TAPE MEASURE Metal Zap Type C 01.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type C.	6
SORCERY - CK - TRAIN Diesel By 01.wav	TRAIN DIESEL BY LONG; Diesel train approaching and going by. Long attack with resonant rail ring.	1
SORCERY - CK - TRAIN Diesel By 02.wav	TRAIN DIESEL BY LONG; Diesel train approaching and going by. Long attack with resonant rail ring.	1
SORCERY - CK - TRAIN Diesel Whoosh 01.wav	TRAIN DIESEL WHOOSH; Fast diesel train whooshes. Whistly, airy character with reverberant tail.	5
SORCERY - CK - TRAIN Diesel Whoosh 02.wav	TRAIN DIESEL WHOOSH; Fast diesel train whooshes. Whistly, airy character with reverberant tail.	5
SORCERY - CK - VOICE Demon Breath Long.wav	VOICE DEMON BREATH LONG; Large demon, creature or monster breath vocalization.	2
SORCERY - CK - VOICE Demon Breath Low.wav	VOICE DEMON BREATH LOW; Large demon, creature or monster low register breath vocalization.	4
SORCERY - CK - VOICE Demon Breath.wav	VOICE DEMON BREATH; Large demon, creature or monster breath vocalization.	2
SORCERY - CK - VOICE Demon Growl Long.wav	VOICE DEMON GROWL LONG; Large demon, creature or monster. Long growl vocalization.	1
SORCERY - CK - VOICE Demon Growl Medium.wav	VOICE DEMON GROWL MEDIUM; Large demon, creature or monster. Medium growl vocalization.	5
SORCERY - CK - VOICE Demon Growl Short 01.wav	VOICE DEMON GROWL SHORT; Large demon, creature or monster. Short growl vocalization.	5
SORCERY - CK - VOICE Demon Growl Short 02.wav	VOICE DEMON GROWL SHORT; Large demon, creature or monster. Short growl vocalization.	5
SORCERY - CK - VOICE Demon Growl Very Long.wav	VOICE DEMON GROWL VERY LONG; Large demon, creature or monster. Very long growl vocalization.	1
SORCERY - CK - VOICE Demon Gutteral Rambling.wav	VOICE DEMON RAMBLE GUTTERAL; Large demon, creature or monster. Gutteral rambling vocalization.	2
SORCERY - CK - VOICE Demon Rambling 01.wav	VOICE DEMON RAMBLE; Large demon, creature or monster. Rambling vocalization.	5



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SORCERY - CK - VOICE Demon Rambling 02.wav	VOICE DEMON RAMBLE; Large demon, creature or monster. Rambling vocalization.	5
SORCERY - CK - VOICE Demon Reaction Medium.wav	VOICE DEMON REACTION MEDIUM; Large demon, creature or monster. Medium reaction vocalization.	4
SORCERY - CK - VOICE Demon Reaction Short.wav	VOICE DEMON REACTION SHORT; Large demon, creature or monster. Short reaction vocalization.	5
SORCERY - CK - VOICE Demon Reaction Wheeze.wav	VOICE DEMON REACTION WHEEZE; Large demon, creature or monster. Wheezy overtone reaction vocalization.	4
SORCERY - CK - VOICE Demon Snarl.wav	VOICE DEMON SNARL; Large demon, creature or monster. Snarl vocalization.	6
SORCERY - CK - VOICE Male Whisper Group Wind.wav	VOICE MALE WHISPER GROUP WIND; Evil reverberant whispers with wind element.	4
SORCERY - CK - VOICE Male Whisper Group.wav	VOICE MALE WHISPER GROUP WIND; Evil reverberant whispers.	4
SORCERY - CK - WATER Bubble Burst Short 01.wav	WATER BUBBLE BURST SHORT; Short burst of air bubbles rising to the surface.	4
SORCERY - CK - WATER Bubble Burst Short 02.wav	WATER BUBBLE BURST SHORT; Short burst of air bubbles rising to the surface.	3
SORCERY - CK - WATER Bubble Constant Heavy 01.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
SORCERY - CK - WATER Bubble Constant Heavy 02.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
SORCERY - CK - WATER Bubble Constant Heavy 03.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
SORCERY - CK - WATER Bubble Constant Heavy 04.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
SORCERY - CK - WATER Bubble Constant Light 01.wav	WATER BUBBLE BURST CONSTANT LIGHT; Constant steady light bubbling as air bubbles rise to the surface.	1
SORCERY - CK - WATER Bubble Constant Light 02.wav	WATER BUBBLE BURST CONSTANT LIGHT; Constant steady light bubbling as air bubbles rise to the surface.	1
SORCERY - CK - WATER Bubble Constant Medium 01.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
SORCERY - CK - WATER Bubble Constant Medium 02.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
SORCERY - CK - WATER Bubble Constant Medium 03.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
SORCERY - CK - WATER Bubble Constant Medium 04.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
SORCERY - CK - WATER Bubble Constant Shallow 01.wav	WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface. Shallow depth.	1
SORCERY - CK - WATER Bubble Constant Shallow 02.wav	WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface. Shallow depth.	1
SORCERY - CK - WATER Bubble Constant Shallow 03.wav	WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface. Shallow depth.	1
SORCERY - CK - WATER Bubble Single Hard.wav	WATER BUBBLE SINGLE HARD; Single gust of air bubbling to the surface. Hard, heavy intensity.	5
SORCERY - CK - WATER Bubble Single Light.wav	WATER BUBBLE SINGLE LIGHT; Single gust of air bubbling to the surface.	6
SORCERY - CK - WATER Bubble Single Medium 01.wav	WATER BUBBLE SINGLE MEDIUM; Single gust of air bubbling to the surface. Medium intensity.	5
SORCERY - CK - WATER Bubble Single Medium 02.wav	WATER BUBBLE SINGLE MEDIUM; Single gust of air bubbling to the surface. Medium intensity.	4
SORCERY - CK - WATER Bubble Single Mid Depth Light 01.wav	WATER BUBBLE SINGLE MID DEPTH LIGHT; Single gust of air bubbling to the surface. Mid depth.	5
SORCERY - CK - WATER Bubble Single Mid Depth Light 02.wav	WATER BUBBLE SINGLE MID DEPTH LIGHT; Single gust of air bubbling to the surface. Mid depth.	3
SORCERY - CK - WATER Bubble Single Shallow Light 01.wav	WATER BUBBLE SINGLE SHALLOW LIGHT; Single gust of air bubbling to the surface. Shallow bubbles with light character.	6
SORCERY - CK - WATER Bubble Single Shallow Light 02.wav	WATER BUBBLE SINGLE SHALLOW LIGHT; Single gust of air bubbling to the surface. Shallow bubbles with light character.	4
SORCERY - CK - WATER Creek Babbling.wav	WATER CREEK BABBLING; Medium babbling brook or creek. Medium perspective, occasional bubbling.	1
SORCERY - CK - WATER Splash Dive 01.wav	WATER SPLASH DIVE; Diving into a pool. Occasional bubbling and splashing.	5
SORCERY - CK - WATER Splash Dive 02.wav	WATER SPLASH DIVE; Diving into a pool. Occasional bubbling and splashing.	4
SORCERY - CK - WATER Splash Emerge.wav	WATER SPLASH DIVE; Emerging from underwater. Occasional bubbling and splashing.	4
SORCERY - CK - WATER Splash Lap Heavy 01.wav	WATER SPLASH LAP HEAVY; Short water lap in lake. Splashing still water by hand. Heavy splash or lap.	5
SORCERY - CK - WATER Splash Lap Heavy 02.wav	WATER SPLASH LAP HEAVY; Short water lap in lake. Splashing still water by hand. Heavy splash or lap.	5
SORCERY - CK - WATER Splash Lap Light 01.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	5
SORCERY - CK - WATER Splash Lap Light 02.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	4





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SORCERY - CK - WATER Splash Lap Light 03.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	5
SORCERY - CK - WATER Splash Lap Light 04.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	1
SORCERY - CK - WATER Splash Lap Medium 01.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
SORCERY - CK - WATER Splash Lap Medium 02.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	5
SORCERY - CK - WATER Splash Lap Medium 03.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
SORCERY - CK - WATER Splash Lap Medium 04.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
SORCERY - CK - WATERPHONE Articulation 01.wav	WATERPHONE; Bowed waterphone articulation. Creepy spooky character.	4
SORCERY - CK - WATERPHONE Articulation 02.wav	WATERPHONE; Bowed waterphone articulation. Creepy spooky character.	4
SORCERY - CK - WATERPHONE Pad 01.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
SORCERY - CK - WATERPHONE Pad 02.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
SORCERY - CK - WATERPHONE Pad 03.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
SORCERY - CK - WATERPHONE Pad 04.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 01.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 02.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 03.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 04.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 05.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 06.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 07.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random 08.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random Long 01.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Long performance.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random Long 02.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Long performance.	1
SORCERY - CK - WINDCHIME Aluminum Movement Random Short.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Short performance.	2
SORCERY - CK - WINDCHIME Aluminum Single Note A#4.wav	WINDCHIME ALUMINUM; Single note. A#4 Key.	3
SORCERY - CK - WINDCHIME Aluminum Single Note C#4.wav	WINDCHIME ALUMINUM; Single note. C# Key.	3
SORCERY - CK - WINDCHIME Aluminum Single Note C4.wav	WINDCHIME ALUMINUM; Single note. C4 Key.	3
SORCERY - CK - WINDCHIME Aluminum Single Note C5.wav	WINDCHIME ALUMINUM; Single note. C5 Key.	3
SORCERY - CK - WINDCHIME Aluminum Single Note D#4.wav	WINDCHIME ALUMINUM; Single note. D#4 Key.	1
SORCERY - CK - WINDCHIME Aluminum Single Note D5.wav	WINDCHIME ALUMINUM; Single note. D5 Key.	3
SORCERY - CK - WINDCHIME Aluminum Single Note E4.wav	WINDCHIME ALUMINUM; Single note. E4 Key.	3
SORCERY - CK - WINDCHIME Rods And Bells Movement Random 01.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	1
SORCERY - CK - WINDCHIME Rods And Bells Movement Random 02.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	1
SORCERY - CK - WINDCHIME Rods And Bells Movement Random 03.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	5
SORCERY - CK - WINDCHIME Rods And Bells Movement Random 04.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	3
SORCERY - CK - WINDCHIME Rods No Bells Movement Random 01.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
SORCERY - CK - WINDCHIME Rods No Bells Movement Random 02.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
SORCERY - CK - WINDCHIME Rods No Bells Movement Random 03.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
SORCERY - CK - WINDCHIME Wood And Metal Movement Constant Busy +24.wav	WINDCHIME WOOD AND METAL; Steady constant pad like ethereal ringing of windchime. Pitched up 2 octaves.	2

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SORCERY - CK - WINDCHIME Wood And Metal Movement Constant Busy 01.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Busy, long performance.	1
SORCERY - CK - WINDCHIME Wood And Metal Movement Constant Busy 02.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Busy, long performance.	1
SORCERY - CK - WINDCHIME Wood And Metal Movement Constant Mild +24.wav	WINDCHIME WOOD AND METAL; Steady, constant mild pad like ethereal ringing of windchime. Pitched up 2 octaves.	1
SORCERY - CK - WINDCHIME Wood And Metal Movement Constant Mild.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Light, mild, and long performance.	1
SORCERY - CK - WINDCHIME Wood And Metal Shake A +24.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. A key. Pitched up 2 octaves.	5
SORCERY - CK - WINDCHIME Wood And Metal Shake A.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. A key.	5
SORCERY - CK - WINDCHIME Wood And Metal Shake C +24.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. C key. Pitched up 2 octaves.	6
SORCERY - CK - WINDCHIME Wood And Metal Shake C.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. C key.	6
SORCERY - CK - WINDCHIME Wood And Metal Shake F +24.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. F key. Pitched up 2 octaves.	6
SORCERY - CK - WINDCHIME Wood And Metal Shake F.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. F key.	6
SORCERY - CK - WINDCHIME Wood And Metal Shake G +24.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. G key. Pitched up 2 octaves.	5
SORCERY - CK - WINDCHIME Wood And Metal Shake G.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. G key.	5
SORCERY - CK - WINDCHIME Wood And Metal Shake Random +24.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. Random key. Pitched up 2 octaves.	5
SORCERY - CK - WINDCHIME Wood And Metal Shake Random.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. Random key.	5
SORCERY - CK - WINDCHIME Wood And Metal Shake Short A 01.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short performance with ring out. A key.	5
SORCERY - CK - WINDCHIME Wood And Metal Shake Short A 02.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short performance with ring out. A key.	4
SORCERY - CK - WINDCHIME Wood And Metal Shake Short Muted A.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short muted performance. A key.	2
SORCERY - CK - WRAP PLASTIC Bend Hit Low.wav	PLASTIC WRAP HIT LOW; Low frequency plastic wrap hits. Low hollow bouncy character.	3
SORCERY - CK - WRAP PLASTIC Bend Hit Mid.wav	PLASTIC WRAP HIT MID; Midrange plastic wrap hits. Hollow bouncy character.	3
SORCERY - CK - WRAP PLASTIC Stretch Fast 01.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	5
SORCERY - CK - WRAP PLASTIC Stretch Fast 02.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	4
SORCERY - CK - WRAP PLASTIC Stretch Fast 03.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	5
SORCERY - CK - WRAP PLASTIC Stretch Long.wav	PLASTIC WRAP STRETCH LONG; Deep long pulls of packing plastic wrap with descending pitch.	1
SORCERY - CK - WRAP PLASTIC Stretch Medium 01.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	5
SORCERY - CK - WRAP PLASTIC Stretch Medium 02.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	4
SORCERY - CK - WRAP PLASTIC Stretch Medium 03.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	4
SORCERY - DESIGNED - MAGIC ACID Cast Large 01.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Short thin rise leading to a heavy hit with heavy sizzle and crackle.	4
SORCERY - DESIGNED - MAGIC ACID Cast Large 02.wav	MAGIC ACID CAST LARGE; Casting and shooting off a large acid spell. Sizzling rise followed by a heavy hit with heavy sizzle and crackle.	4
SORCERY - DESIGNED - MAGIC ACID Cast Medium 01.wav	MAGIC ACID CAST MEDIUM; Casting and shooting off a medium acid spell. Sizzling rise with granular and zap element followed by a heavy hit with liquidy sizzle tail.	4
SORCERY - DESIGNED - MAGIC ACID Cast Small.wav	MAGIC ACID CAST SMALL; Casting and shooting off a small acid spell. Short thin rise leading to a bubbly liquid pre hit, followed by a short heavy hit with sizzle and crackle.	4
SORCERY - DESIGNED - MAGIC ACID Hit.wav	MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.	4
SORCERY - DESIGNED - MAGIC ACID Massive Beam.wav	MAGIC ACID BEAM; Casting and shooting off an acid beam. Large black magic beam. Ripping midrange texture leading to a large heavy hit. Deep complex beam with sizzle and crackle elements ending with an evil textured, watery tail.	1
SORCERY - DESIGNED - MAGIC BLACK Cast Large Hex Spell.wav	MAGIC BLACK CAST LARGE HEX SPELL; Casting and shooting off a large black magic spell. Long Hex spell. Long complex texture rise followed by heavy demonic whoosh, subtle modulated tail and reverberant whisper.	3
SORCERY - DESIGNED - MAGIC BLACK Cast Large.wav	MAGIC BLACK CAST LARGE; Casting and shooting off a large black magic spell. Medium whisper rise, wind and vocal textures followed by a heavy whoosh and reverberant whisper tail.	4
SORCERY - DESIGNED - MAGIC BLACK Cast Medium.wav	MAGIC BLACK CAST MEDIUM; Casting and shooting off a medium black magic spell. Medium evil whoosh. Low bassy element with metallic texture leading to a fast demonic whoosh.	4
SORCERY - DESIGNED - MAGIC BLACK Cast Small.wav	MAGIC BLACK CAST SMALL; Casting and shooting off a small black magic spell. Medium evil whoosh with dopplered texture and demonic voice element.	4
SORCERY - DESIGNED - MAGIC BLACK Deflect Spell.wav	MAGIC BLACK DEFLECT; Deflecting or blocking a black magic spell. Tight quick whoosh followed by an evil, heavy ring modulated hit, ending in a low modulated tail.	4
SORCERY - DESIGNED - MAGIC BLACK Summon Large 01.wav	MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.	1

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SORCERY - DESIGNED - MAGIC BLACK Summon Large 02.wav	MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.	1
SORCERY - DESIGNED - MAGIC BLACK Summon Large 03.wav	MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.	1
SORCERY - DESIGNED - MAGIC BLACK Summon Long.wav	MAGIC BLACK SUMMON LONG; Medium metallic texture rising to heavy whoosh followed by complex texture with high end sizzle, ending with heavy whoosh with reverberant tail.	3
SORCERY - DESIGNED - MAGIC BLACK Summon Medium 01.wav	MAGIC BLACK SUMMON MEDIUM DEMON; Medium panned evil demonic vocal whooshes.	1
SORCERY - DESIGNED - MAGIC BLACK Summon Medium 02.wav	MAGIC BLACK SUMMON MEDIUM DEMON; Medium panned evil demonic vocal whooshes.	1
SORCERY - DESIGNED - MAGIC BLACK Summon Necromancer.wav	MAGIC BLACK SUMMON NECROMANCER; Necromancer summoning evil. Zap and textured metallic hollow element leading to an evil pad with vocal textures ending with a fast sudden reversed whoosh.	1
SORCERY - DESIGNED - MAGIC BLACK Tension Pad.wav	MAGIC BLACK PAD TENSION; Fast zap like whoosh leading to throbbing bass and metallic suspense pad with modulating dopplered whooshes, ending with a vocal textured whoosh and bass drop.	1
SORCERY - DESIGNED - MAGIC BLACK Whoosh Large.wav	MAGIC BLACK WHOOSH LARGE; Large, dopplered whoosh with amp modulated element and long reverberant tail. Useful for large spaceship bays.	3
SORCERY - DESIGNED - MAGIC BLACK Whoosh Small.wav	MAGIC BLACK WHOOSH SMALL; Short small whoosh with fast metallic rise leading to short reverberant metallic tail.	4
SORCERY - DESIGNED - MAGIC ELECTRIC Beam.wav	MAGIC ELECTRIC BEAM; Casting and shooting off an electric beam. Granular whoosh with a sharp electric spark element leading to a large heavy hit followed by a beam of electric discharge. Descending pitch, electric static and arcing leading to a heavy whoosh and heavy electric zap hit tail.	1
SORCERY - DESIGNED - MAGIC ELECTRIC Cast Large Fury.wav	MAGIC ELECTRIC CAST LARGE FURY; Casting and shooting off a large electrical spell. Fast whoosh leading to steady voltage hum with static electrical arcing elements, ending with a heavy electrical zap hit with a reverberant tail with early reflections.	3
SORCERY - DESIGNED - MAGIC ELECTRIC Cast Large.wav	MAGIC ELECTRIC CAST LARGE; Casting and shooting off a large electrical spell. Fast whoosh leading to steady voltage hum with static electrical arcing elements, followed by an amplitude modulated rise and hit discharge tail.	4
SORCERY - DESIGNED - MAGIC ELECTRIC Cast Medium Bolt .wav	MAGIC ELECTRIC CAST MEDIUM BOLT; Casting and shooting off a medium electrical spell. Fast whoosh and hit leading to steady voltage hum with static electrical arcing elements, followed by an amplitude modulated rise and a heavy electrical whoosh and hit discharge ending with an amp modulated downfilter element.	1
SORCERY - DESIGNED - MAGIC ELECTRIC Cast Medium.wav	MAGIC ELECTRIC CAST MEDIUM; Casting and shooting off a medium electrical spell. Medium electrical sparking rise ascending in pitch leading to a heavy zap hit.	4
SORCERY - DESIGNED - MAGIC ELECTRIC Cast Small.wav	MAGIC ELECTRIC CAST SMALL; Casting and shooting off a small electrical spell. Small abrasive electrical arcing zap element followed by a heavy zap hit.	4
SORCERY - DESIGNED - MAGIC ELECTRIC Deflect Spell.wav	MAGIC ELECTRIC DEFLECT; Deflecting or blocking an electric magic spell. Tight quick whoosh followed by a heavy electrical zap hit.	4
SORCERY - DESIGNED - MAGIC FIRE Beam.wav	MAGIC FIRE BEAM; Casting and shooting off a fire beam. Large flame whoosh followed by a heavy, busy beam of flame. Panned fire whooshes and movement leading to a rise and modulated flame tail.	1
SORCERY - DESIGNED - MAGIC FIRE Cast Large Frenzy.wav	MAGIC FIRE CAST LARGE FRENZY; Casting and shooting off a large fire spell. Large fiery whoosh leading to large fireball hit with modulated tail.	3
SORCERY - DESIGNED - MAGIC FIRE Cast Large Whiplash.wav	MAGIC FIRE CAST LARGE WHIPLASH; Casting and shooting off a large fire spell. Fast large whoosh leading to a whiplashed large fireball hit, ending in a small subtle whoosh with mild flame tail.	4
SORCERY - DESIGNED - MAGIC FIRE Cast Large.wav	MAGIC FIRE CAST LARGE; Casting and shooting off a large fire spell. Medium fire whoosh with flame burning in the wind leading to large fireball whoosh with subtle reverberant tail.	4
SORCERY - DESIGNED - MAGIC FIRE Cast Medium.wav	MAGIC FIRE CAST MEDIUM; Casting and shooting off a medium fire spell. Large fireball whoosh with modulated tail.	4
SORCERY - DESIGNED - MAGIC FIRE Cast Small.wav	MAGIC FIRE CAST SMALL; Casting and shooting off a small fire spell. Quick small whoosh followed by a metallic texture leading to a large fireball whoosh and burning tail.	4
SORCERY - DESIGNED - MAGIC FIRE Deflect Spell.wav	MAGIC FIRE DEFLECT; Deflecting or blocking a fire spell. Tight quick whoosh followed by an heavy fire hit and quick flame tail.	4
SORCERY - DESIGNED - MAGIC FIRE Summon 01.wav	MAGIC FIRE SUMMON; Large fireball whoosh leading to a steady constant large burning flame inferno with vocal texture elements ending in a large fireball whoosh with bassy reverberant tail.	1
SORCERY - DESIGNED - MAGIC FIRE Summon 02.wav	MAGIC FIRE SUMMON; Large fireball whoosh leading to a steady constant large burning flame inferno with vocal texture elements ending in a large fireball whoosh with bassy reverberant tail.	1
SORCERY - DESIGNED - MAGIC ICE Beam.wav	MAGIC ICE BEAM; Casting and shooting off an ice beam. Long modulated ascending rise with sparkly elements leading to a heavy hit and sustained beam with modulated elements and glass or bell like texture ending in reverberant tail.	1
SORCERY - DESIGNED - MAGIC ICE Break Out Of Spell.wav	MAGIC ICE BREAK SPELL; Breaking out of an icy spell. Ice crackling and stress leading to a cold metallic textured and reverberant tail.	4
SORCERY - DESIGNED - MAGIC ICE Cast Large Frost.wav	MAGIC ICE CAST LARGE FROST; Casting and shooting off a large ice spell. Cold icy whoosh leading to ice crackling and ending in a cold metallic reverberant tail.	4
SORCERY - DESIGNED - MAGIC ICE Deflect Spell.wav	MAGIC ICE DEFLECT; Deflecting or blocking an ice spell. Tight quick whoosh followed by a heavy hit and cold icy tail.	4
SORCERY - DESIGNED - MAGIC ICE Freeze Cast Large.wav	MAGIC ICE CAST LARGE; Casting and shooting off a large ice spell. Long cold wind and sparkly rise with ice crackling leading to a large ice whoosh.	4
SORCERY - DESIGNED - MAGIC ICE Freeze Cast Medium.wav	MAGIC ICE CAST MEDIUM; Casting and shooting off a medium ice spell. Medium ice crackling rise leading to reverberant metallic tail.	4
SORCERY - DESIGNED - MAGIC ICE Freeze Cast Small.wav	MAGIC ICE CAST SMALL; Casting and shooting off a small ice spell. Small ice crackling with sparkly element rise leading to reverberant metallic tail.	3
SORCERY - DESIGNED - MAGIC WATER Cast Large.wav	MAGIC WATER CAST LARGE; Casting and shooting off a large water spell. Bubbling water and metallic shimmer rise leading to a large sparkly whoosh with water elements.	4
SORCERY - DESIGNED - MAGIC WATER Cast Medium.wav	MAGIC WATER CAST MEDIUM; Casting and shooting off a medium water spell. Bubbling water rise leading to a heavy whoosh ending with a bassy watery tail.	4
SORCERY - DESIGNED - MAGIC WATER Deflect Spell.wav	MAGIC WATER DEFLECT; Deflecting or blocking a water spell. Tight quick whoosh followed by an heavy watery hit ending with a water liquid tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Large 01.wav	MAGIC WHITE CAST LARGE; Casting and shooting off a large white magic spell. Long metallic rise leading to a textured vocal hit with long tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Large 02.wav	MAGIC WHITE CAST LARGE; Casting and shooting off a large white magic spell. Long bassy and sparkly rise leading to a heavy whoosh with sparkly tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Medium 01.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to amplitude modulated riser element, hollow pad and high frequency sizzle, ending in a whoosh followed by a long bassy reverberant tail.	3



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SORCERY - DESIGNED - MAGIC WHITE Cast Medium 02.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to amplitude modulated riser element, hollow pad and high frequency sizzle, ending in a whoosh followed by a long bassy reverberant tail.	3
SORCERY - DESIGNED - MAGIC WHITE Cast Medium 03.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to an airy whoosh with reverberant sparkly tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Medium 04.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Medium tonal rise leading to an airy whoosh with reverberant hollow sparkly tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Medium 05.wav	MAGIC WHITE CAST MEDIUM; Casting and shooting off a medium white magic spell. Fast amplitude modulated rise with quick dopplered whoosh and reverberant tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Medium Energy.wav	MAGIC WHITE CAST MEDIUM ENERGY; Casting and shooting off a medium white magic spell. Medium metallic rise leading to an medium whoosh with reverberant sparkly pad tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Small 01.wav	MAGIC WHITE CAST SMALL; Casting and shooting off a small white magic spell. Quick airy whoosh leading to a tonal reverberant sparkly pad tail.	4
SORCERY - DESIGNED - MAGIC WHITE Cast Small 02.wav	MAGIC WHITE CAST SMALL; Casting and shooting off a small white magic spell. Quick airy whoosh leading to a tonal reverberant sparkly pad tail.	4
SORCERY - DESIGNED - MAGIC WHITE Deflect Spell 01.wav	MAGIC WHITE DEFLECT; Deflecting or blocking a white magic spell. Tight hit followed by long textured vocal and metallic reverberant tail.	3
SORCERY - DESIGNED - MAGIC WHITE Deflect Spell 02.wav	MAGIC WHITE DEFLECT; Deflecting or blocking a white magic spell. Tight hit followed by long textured vocal and metallic reverberant tail.	4
SORCERY - DESIGNED - MAGIC WHITE Pad Angelic.wav	MAGIC WHITE PAD; Angelic sparkly ethereal pad with subtle reverse metallic ramps.	1
SORCERY - DESIGNED - MAGIC WHITE Summon Meditative.wav	MAGIC WHITE SUMMON MEDITATIVE; Fast, heavy whoosh leading to subtle tonal pad with sparkly elements rising to a heavy vocal whoosh and reverberant tail.	1
SORCERY - DESIGNED - MAGIC WHITE Summon.wav	MAGIC WHITE SUMMON; Fast, heavy whoosh leading to a hollow bassy tonal pad with sizzly elements rising to a metallic whoosh and reverberant tail.	3
SORCERY - DESIGNED - MAGIC WHITE Whoosh Mystical 01.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	4
SORCERY - DESIGNED - MAGIC WHITE Whoosh Mystical 02.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	5
SORCERY - DESIGNED - MAGIC WHITE Whoosh Mystical 03.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	5