ROCK THE SPEAKERBOX
PROFESSIONAL SOUND FX

SORCERY - DATA SHEET
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FILENAME	DESCRIPTION	SOUNDS
AIRBlow-CK_AEROSOL SPRAY Constant Long_RTSB_SRC.wav	AEROSOL SPRAY LONG; Long constant steady spraying of aerosol spray with alternating panning between left and right channels.	1
AIRBlow-CK_AEROSOL SPRAY LR Medium_RTSB_SRC.wav	AEROSOL SPRAY MEDIUM LR; Medium spraying of aerosol spray with alternating panning between left and right channels.	4
AIRBlow-CK_AEROSOL SPRAY LR Short_RTSB_SRC.wav	AEROSOL SPRAY SHORT LR; Short sprays of aerosol spray with alternating panning between left and right channels.	4
AIRBlow-CK_AEROSOL SPRAY Medium_RTSB_SRC.wav	AEROSOL SPRAY MEDIUM; Medium spraying of aerosol spray.	3
AIRBlow-CK_AEROSOL SPRAY Staccato_RTSB_SRC.wav	AEROSOL SPRAY SHORT STACCATO; Short staccato sprays of aerosol spray.	5
AIRBlow-CK_BALLOON Latex Deflate Squeak Long_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK LONG; Latex balloon squeaking as it deflates. Long duration.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 01_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and amplitude.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 02_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and amplitude.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 03_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch modulation.	3
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 04_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Short pitch modulation.	6
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 05_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Modulating pitch and amplitude.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 06_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 07_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak Performance 08_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK PERFORMANCE; Latex balloon squeaking as it deflates. Long pitch and amplitude modulation. Pitched Down 1 octave.	1
AIRBlow-CK_BALLOON Latex Deflate Squeak_RTSB_SRC.wav	BALLOON DEFLATE SQUEAK; Latex balloon single squeak as it deflates. Long pitch and amplitude modulation.	1
AIRBlow-CK_BALLOON Latex Inflate 01_RTSB_SRC.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	4
AIRBlow-CK_BALLOON Latex Inflate 02_RTSB_SRC.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	4
AIRBlow-CK_BALLOON Latex Inflate 03_RTSB_SRC.wav	BALLOON INFLATE; Latex balloon inflating. Blowing into a balloon. Long hollow and airy character.	2
AIRBrst-CK_BALLOON Latex Pop_RTSB_SRC.wav	BALLOON POP; Latex balloon popping. Loud and reverberant.	3
GLASTonl-CK_BELL Bowl Crystal Hit Mallet Soft_RTSB_SRC.wav	BOWL CRYSTAL HIT SOFT; Mallett hitting a crystal bowl. Long decay.	2
GLASTonl-CK_BELL Bowl Crystal Hit Mallet_RTSB_SRC.wav	BOWL CRYSTAL HIT; Mallett hitting a crystal bowl. Long decay.	2
GLASTonl-CK_BELL Bowl Crystal Hit Stick_RTSB_SRC.wav	BOWL CRYSTAL HIT STICK; Drumstick hitting a crystal bowl. Long decay.	4
GLASTonl-CK_BELL Bowl Crystal Hit Water Light_RTSB_SRC.wav	BOWL CRYSTAL HIT WATER LIGHT; Mallet lightly hitting a crystal bowl with small amount of water. Medium decay.	4
GLASTonl-CK_BELL Bowl Crystal Rub Edge Resonance 01_RTSB_SRC.wav	BOWL CRYSTAL RUB RESONANCE; Constant steady rubbing of crystal bowl as it resonates and sings.	1
GLASTonl-CK_BELL Bowl Crystal Rub Edge Resonance 02_RTSB_SRC.wav	BOWL CRYSTAL RUB RESONANCE; Constant steady rubbing of crystal bowl as it resonates and sings.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Multi_RTSB_SRC.wav	BOWL TIBETAN HIT MULTI; Hitting multiple metal tibetan bowls at the same time. Long decay. Bell like character.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Ambient +24_RTSB_SRC.wav	BOWL TIBETAN HIT AMBIENT; Hitting multiple metal tibetan bowls randomly. Ambient character. Pitched up 2 octaves.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Ambient_RTSB_SRC.wav	BOWL TIBETAN HIT AMBIENT; Hitting multiple metal tibetan bowls randomly. Ambient character.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Performance 110 BPM 01_RTSB_SRC.wav	BOWL TIBETAN HIT PERFORMANCE; Hitting multiple metal tibetan bowls in sequence. 100 BPM performance.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Performance 110 BPM 02_RTSB_SRC.wav	BOWL TIBETAN HIT PERFORMANCE; Hitting multiple metal tibetan bowls in sequence. 100 BPM performance.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Performance Crescendo_RTSB_SRC.wav	BOWL TIBETAN HIT PERFORMANCE CRESCENDO; Hitting multiple metal tibetan bowls in sequence in an increasing accelerated fashion. 100 BPM performance.	1
MUSCBell-CK_BELL Bowl Tibetan Hit Type A_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type A.	7
MUSCBell-CK_BELL Bowl Tibetan Hit Type B_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type B.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type C_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type C.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type D_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type D.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type E_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type E.	4
MUSCBell-CK_BELL Bowl Tibetan Hit Type F_RTSB_SRC.wav	BOWL TIBETAN HIT; Hitting metal tibetan bowl. Bell Like character. Type F.	3
GLASTonl-CK_BOWL Glass Hit Muted Ring Bb4_RTSB_SRC.wav	CLOCHE HIT MUTED; Muted hits on glass cloche. Bell like character.	5
GLASTonl-CK_BOWL Glass Hit Tap Ring Bb4_RTSB_SRC.wav	CLOCHE HIT; Muted hits on glass cloche. Bell like character.	2
FIREGas-CK_BUNSEN BURNER Flame Low_RTSB_SRC.wav	BUNSEN BURNER; Constant steady lighting and extinguising of bunsen burner flame. Low modulating character.	1
FIREIgn-CK_BUNSEN BURNER Light Up_RTSB_SRC.wav	BUNSEN BURNER; Short igniitions of bunsen burner flame.	4
VEHBy-CK_CAR Whoosh By 01_RTSB_SRC.wav	CAR WHOOSH; Single car whoosh. Driving by with hard pan and long decay.	4
VEHBy-CK_CAR Whoosh By 02_RTSB_SRC.wav	CAR WHOOSH; Single car whoosh. Driving by with hard pan and long decay.	3
MUSCChim-CK_CHIME Orchestral Fast 01_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE FAST; Short, fast orchestral chime movements with ring out. Magical sparkly character.	3
MUSCChim-CK_CHIME Orchestral Fast 02_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE FAST; Short, fast orchestral chime movements with ring out. Magical sparkly character.	4
MUSCChim-CK_CHIME Orchestral Short_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE SHORT; Short, muted orchestral chime movements.	2

MUSCChim-CK_CHIME Orchestral Slow_RTSB_SRC.wav	CHOME ORCHESTRAL SHAKE SLOW; Slow orchestral chime movements with ring out. Ascending pitch.	2
FOLYHand-CK_CLAP Hand_RTSB_SRC.wav	CLAP; Single claps with reverberant character.	3
MUSCPerc-CK_CYMBAL Crash Hit Choke Hard_RTSB_SRC.wav	CYMBAL CRASH HIT CHOKE HARD; Hard single crash cymbal hits with immediate choke. Transient hits.	2
MUSCPerc-CK_CYMBAL Crash Hit Choke Light_RTSB_SRC.wav	CYMBAL CRASH HIT CHOKE LIGHT; Light single crash cymbal hits with immediate choke. Transient hits.	3
MUSCPerc-CK_CYMBAL Crash Hit Choke Medium_RTSB_SRC.wav	CYMBAL CRASH HIT CHOKE MEDIUM; Medium single crash cymbal hits with immediate choke. Transient hits.	3
MUSCPerc-CK_CYMBAL Crash Hit_RTSB_SRC.wav	CYMBAL CRASH HIT; Cymbal hits with natural decay.	3
MUSCPerc-CK_CYMBAL Crash Swell_RTSB_SRC.wav	CYMBAL CRASH; Medium swells of crash cymbal.	1
BELLHand-CK_CYMBAL Finger Hit Ring Dual 01_RTSB_SRC.wav	CYMBAL FINGER HIT DUAL; Two small finger cymbals hitting one another and ringing out.	5
BELLHand-CK_CYMBAL Finger Hit Ring Dual 02_RTSB_SRC.wav	CYMBAL FINGER HIT DUAL; Two small finger cymbals hitting one another and ringing out.	4
BELLHand-CK_CYMBAL Finger Hit Ring Single A_RTSB_SRC.wav	CYMBAL FINGER HIT; Single small finger cymbal hit and ring out. Akin to a service bell. Type A.	3
BELLHand-CK_CYMBAL Finger Hit Ring Single B_RTSB_SRC.wav	CYMBAL FINGER HIT; Single small finger cymbal hit and ring out. Akin to a service bell. Type B.	3
METLTonl-CK_CYMBAL Hihat Broken Hit Rattle +18_RTSB_SRC.wav	CYMBAL HIHAT BROKEN HIT RATTLE; Broken top hihat cymbal hit and rattle. Pitched up 1.5 octaves. Sitar character.	5
METLMisc-CK_CYMBAL Hihat Broken Hit Rattle_RTSB_SRC.wav	CYMBAL HIHAT BROKEN HIT RATTLE; Broken top hihat cymbal hit and rattle.	5
METLImpt-CK_CYMBAL Hihat Broken Hit_RTSB_SRC.wav	CYMBAL HIHAT BROKEN HIT; Broken top hihat cymbal hit.	2
METLFric-CK_CYMBAL Hihat Broken Scrape Ring_RTSB_SRC.wav	CYMBAL HIHAT BROKEN SCRAPE; Broken top hihat scrape.	2
METLMvmt-CK_CYMBAL Hihat Broken Settle_RTSB_SRC.wav	CYMBAL HIHAT BROKEN SETTLE; Broken top hihat rotating and eventually settling on floor after being dropped.	2
METLMvmt-CK_CYMBAL Hihat Broken Twirl 01_RTSB_SRC.wav	CYMBAL HIHAT BROKEN TWIRL; Twirling a broken top hihat on floor. Modulated amplitude.	5
METLMvmt-CK_CYMBAL Hihat Broken Twirl 02_RTSB_SRC.wav	CYMBAL HIHAT BROKEN TWIRL; Twirling a broken top hihat on floor. Modulated amplitude.	4
MUSCPerc-CK_CYMBAL Ride A Hit Choke_RTSB_SRC.wav	CYMBAL RIDE HIT CHOKE; Single ride cymbal hits with immediate choke. Transient hits. Type A.	5
MUSCPerc-CK_CYMBAL Ride A Hit Hard 2 Octaves down_RTSB_SRC.wav	CYMBAL RIDE HIT HARD; Single ride cymbal hits with long decay. Gong like character. Type A. Pitched down 2 octaves.	3
MUSCPerc-CK_CYMBAL Ride A Hit Hard_RTSB_SRC.wav	CYMBAL RIDE HIT HARD; Single ride cymbal hits with long decay. Natural character. Type A.	3
MUSCPerc-CK_CYMBAL Ride A Hit Light_RTSB_SRC.wav	CYMBAL RIDE HIT LIGHT; Light single ride cymbal hits with long decay. Natural character. Type A.	2
MUSCPerc-CK_CYMBAL Ride A Hit Medium_RTSB_SRC.wav	CYMBAL RIDE HIT MEDIUM; Medium single ride cymbal hits with long decay. Natural character. Type A.	3
MUSCPerc-CK_CYMBAL Ride A Swell Long_RTSB_SRC.wav	CYMBAL RIDE SWELL LONG; Long swell of single ride cymbal. Type A.	1
MUSCPerc-CK_CYMBAL Ride A Swell Medium_RTSB_SRC.wav	CYMBAL RIDE SWELL MEDIUM; Medium swell of single ride cymbal. Type A.	3
MUSCPerc-CK_CYMBAL Ride A Swell Performance Long 2 Octaves down_RTSB_SRC.wav	CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type A. Pitched down 2 octaves. Pad like, drone character.	1
MUSCPerc-CK_CYMBAL Ride A Swell Performance Long_RTSB_SRC.wav	CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type A.	1
MUSCPerc-CK_CYMBAL Ride B Hit +24_RTSB_SRC.wav	CYMBAL RIDE HIT; Cymbal hit. Splash cymbal character. Pitched up 2 octaves.	3
MUSCPerc-CK_CYMBAL Ride B Hit Choke_RTSB_SRC.wav	CYMBAL RIDE HIT CHOKE; Single ride cymbal hits with immediate choke. Transient hits. Type B.	3
MUSCPerc-CK_CYMBAL Ride B Hit_RTSB_SRC.wav	CYMBAL RIDE HIT; Single ride cymbal hits. Natural character. Type B.	3
MUSCPerc-CK_CYMBAL Ride B Swell Performance_RTSB_SRC.wav	CYMBAL RIDE SWELL PERFORMANCE LONG; Long swell of single ride cymbal. Type B.	1
DSGNDron-CK_DRONE Low Sub_RTSB_SRC.wav	DRONE SUB LFE; Heavily processed police radio. Low frequency modulated drone.	1
METLFric-CK_DRY ICE Air Duct Metal_RTSB_SRC.wav	DRY ICE; Dry ice placed on large metal air duct. Wailing and singing.	2
METLFric-CK_DRY ICE Bottle Opener Metal_RTSB_SRC.wav	DRY ICE; Dry ice placed on metal bottle opener. Squealing and rattling.	3
WATRBubl-CK_DRY ICE Bubbling Bowl Large_RTSB_SRC.wav	DRY ICE; Dry ice placed in large glass bowl full of water. Constant steady bubbling and gurgling.	1
WATRBubl-CK_DRY ICE Bubbling Bowl Small_RTSB_SRC.wav	DRY ICE; Dry ice placed in small glass bowl full of water. Constant steady bubbling and gurgling.	1
METLFric-CK_DRY ICE Burger Press Metal_RTSB_SRC.wav	DRY ICE; Dry ice placed on metal burger press. Squealing and rattling.	5
METLFric-CK_DRY ICE Cheese Grater Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed on metal cheese grater. Long performances. Squealing and rattling.	4
METLFric-CK_DRY ICE Cheese Grater Metal Medium_RTSB_SRC.wav	DRY ICE; Dry ice placed on metal cheese grater. Medium performances. Squealing and rattling.	5
METLFric-CK_DRY ICE Cheese Grater Metal Short_RTSB_SRC.wav	DRY ICE; Dry ice placed on metal cheese grater. Short performances. Squealing and rattling.	4
ICEFric-CK_DRY ICE Coin Pressure Ascend 01_RTSB_SRC.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	6
ICEFric-CK_DRY ICE Coin Pressure Ascend 02_RTSB_SRC.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	6
ICEFric-CK_DRY ICE Coin Pressure Heavy_RTSB_SRC.wav	DRY ICE; Pushing coins on to slab of dry ice. Heavier, short takes with ascending pitch. Squealing, hissing, and rattling.	2
ICEFric-CK_DRY ICE Coin Pressure Small_RTSB_SRC.wav	DRY ICE; Pushing coins on to slab of dry ice. Small, short takes with ascending pitch. Squealing, hissing, and rattling.	2
METLFric-CK_DRY ICE Egg Beater Metal 01_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	5
METLFric-CK_DRY ICE Egg Beater Metal 02_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	4
METLFric-CK_DRY ICE Egg Beater Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal egg beater. Squeaks hisses and groans. Modulating pitch.	3

SORCERY - DATA SHEET

METLFric-CK_DRY ICE Ladel Metal Twirl_RTSB_SRC.wav	DRY ICE; Twirling a ladel upon dry ice while twirling the object. Circular panning and oscillating.	1
ICEFric-CK_DRY ICE Sledgehammer Metal Crackle Fizzle Long_RTSB_SRC.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
ICEFric-CK_DRY ICE Sledgehammer Metal Crackle Fizzle Medium_RTSB_SRC.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
ICEFric-CK_DRY ICE Sledgehammer Metal Crackle Fizzle Short_RTSB_SRC.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
ICEFric-CK_DRY ICE Sledgehammer Metal Crackle Fizzle Very Long_RTSB_SRC.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
ICEFric-CK_DRY ICE Thong Metal Ascend_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Ascending pitch.	3
ICEFric-CK_DRY ICE Thong Metal Descend_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Descending pitch.	3
ICEFric-CK_DRY ICE Thong Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Long duration.	1
ICEFric-CK_DRY ICE Thong Metal Short 01_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Short duration.	5
ICEFric-CK_DRY ICE Thong Metal Short 02_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans. Modulating pitch. Short duration.	5
ICEFric-CK_DRY ICE Thong Metal Thin Wail_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a thin metal kitchen thong. Wailing whining character.	2
ICEFric-CK_DRY ICE Thong Metal Thin_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a thin metal kitchen thong. Wailing whining character.	3
ICEFric-CK_DRY ICE Thong Metal_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal kitchen thong. Squeaks hisses and groans.	3
METLFric-CK_DRY ICE Toaster Oven Grill Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal toaster oven grill. Wronks, groans and wails.	1
METLFric-CK_DRY ICE Toaster Oven Grill Metal Short_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal toaster oven grill. Short wronks, groans, wails and squeaks.	2
METLFric-CK_DRY ICE Vent Metal Long_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal air vent. Long wronk, groan, and wail.	1
METLFric-CK_DRY ICE Vent Metal Medium_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal air vent. Medium squeaks, wronks and wails.	4
METLFric-CK_DRY ICE Vent Metal Short_RTSB_SRC.wav	DRY ICE; Dry ice placed upon a metal air vent. Short squeak and wail.	2
MAGMisc-CK_EFFECT Arrow Processed 01_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 02_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 03_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 04_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
MAGMisc-CK_EFFECT Arrow Processed 05_RTSB_SRC.wav	EFFECT ARROW; Processed arrow with metallic shimmer, subtle hit and long release.	1
DSGNSrce-CK_EFFECT Ceramic Break Processed_RTSB_SRC.wav	EFFECT CERAMIC BREAK; Processed recordings of ceramic breaking. Metallic shimmer character.	5
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 01_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 02_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 03_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 04_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 05_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 06_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Processed 07_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, reverberant metal hit with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Crowbar Metal Hit Shine Processed 01_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, mid to high frequency range, reverberant metal hit with soft attack and shimmer character.	4
DSGNSrce-CK_EFFECT Crowbar Metal Hit Shine Processed 02_RTSB_SRC.wav	EFFECT CROWBAR METAL HIT; Processed, mid to high frequency range, reverberant metal hit with soft attack and shimmer character.	3
DSGNSrce-CK_EFFECT Downlifter Dark Long 01_RTSB_SRC.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	1
DSGNSrce-CK_EFFECT Downlifter Dark Long 02_RTSB_SRC.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	1
DSGNSrce-CK_EFFECT Downlifter Dark Short_RTSB_SRC.wav	EFFECT DOWNLIFTER DARK SHORT; Processed evil vocals descending in pitch.	3
DSGNSrce-CK_EFFECT Knife Metal Shing Processed_RTSB_SRC.wav	EFFECT KNIFE SHING; Processed knife shing. Bright metallic shimmer, sparkly character.	3
METLImpt-CK_EFFECT Machete Hit Crowbar Processed_RTSB_SRC.wav	EFFECT CROWBAR HIT; Processed crowbar hit. Metallic shimmer, sparkly character.	3
DSGNDron-CK_EFFECT Machete Ring Processed Pad_RTSB_SRC.wav	EFFECT MACHETE RING PAD; Processed machete ring pad. Long metallic resonance.	1
METLTonl-CK_EFFECT Machete Shing Processed 01_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 02_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 03_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 04_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 05_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 06_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
METLTonl-CK_EFFECT Machete Shing Processed 07_RTSB_SRC.wav	EFFECT MACHETE SHING; Processed machete shing. Bright metallic shimmer, sparkly character.	1
DSGNSrce-CK_EFFECT Metal Ring Processed 01_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1

SORCERY - DATA SHEET

DSGNSrce-CK_EFFECT Metal Ring Processed 02_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
DSGNSrce-CK_EFFECT Metal Ring Processed 03_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
DSGNSrce-CK_EFFECT Metal Ring Processed 04_RTSB_SRC.wav	EFFECT METAL RING; Processed, reverberant metal ring with soft attack and shimmer character. Long decay. Pad like character.	1
DSGNDron-CK_EFFECT Pad Processed Bass 01_RTSB_SRC.wav	EFFECT PAD BASS; Modulating bassy pad or drone.	1
DSGNDron-CK_EFFECT Pad Processed Bass 02_RTSB_SRC.wav	EFFECT PAD BASS; Modulating bassy pad or drone.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 01_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 02_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 03_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 04_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNEthr-CK_EFFECT Pad Processed Celestial 05_RTSB_SRC.wav	EFFECT PAD CELESTIAL; Processed metal pad. Modulating and dreamy.	1
DSGNSrce-CK_EFFECT Pad Processed Cymbal 01_RTSB_SRC.wav	EFFECT PAD CYMBAL; Processed cymbal pad.	3
DSGNSrce-CK_EFFECT Pad Processed Cymbal 02_RTSB_SRC.wav	EFFECT PAD CYMBAL; Processed cymbal pad.	3
DSGNDron-CK_EFFECT Pad Processed Metal Processed_RTSB_SRC.wav	EFFECT PAD METAL; Processed metal pad \ drone.	1
DSGNErie-CK_EFFECT Pad Processed Mystery 01_RTSB_SRC.wav	EFFECT PAD MYSTERY; Processed metal pad \ drone.	1
DSGNErie-CK_EFFECT Pad Processed Mystery 02_RTSB_SRC.wav	EFFECT PAD MYSTERY; Processed metal pad \ drone.	1
MAGShim-CK_EFFECT Pad Processed Suspense 01_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
MAGShim-CK_EFFECT Pad Processed Suspense 02_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
MAGShim-CK_EFFECT Pad Processed Suspense 03_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
MAGShim-CK_EFFECT Pad Processed Suspense 04_RTSB_SRC.wav	EFFECT PAD SUSPENSE; Processed metal pad \ drone. Suspensful tension. String like character.	1
METLImpt-CK_EFFECT Pickaxe Metal Hit Processed_RTSB_SRC.wav	EFFECT PICKAXE METAL HIT; Short processed, reverberant pickaxe hits with soft attack and shimmer character.	6
DSGNSrce-CK_EFFECT Pipe Metal Processed 01_RTSB_SRC.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Pipe Metal Processed 02_RTSB_SRC.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Pipe Metal Processed 03_RTSB_SRC.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
DSGNSrce-CK_EFFECT Pipe Metal Processed 04_RTSB_SRC.wav	EFFECT PIPE METAL HIT; Short processed, reverberant metal pipe hits with soft attack and shimmer character.	1
METLFric-CK_EFFECT Processed Metal Bassy_RTSB_SRC.wav	EFFECT METAL BASSY; Processed metal low frequency drone element.	1
EXPLMisc-CK_EFFECT Reverse Explosion 01_RTSB_SRC.wav	EFFECT EXPLOSION REVERSE; Processed reversed explosion element. Long rise leading to heavy whoosh with reverberant tail.	4
EXPLMisc-CK_EFFECT Reverse Explosion 02_RTSB_SRC.wav	EFFECT EXPLOSION REVERSE; Processed reversed explosion element. Long rise leading to heavy whoosh with reverberant tail.	5
METLMisc-CK_EFFECT Reverse Metal_RTSB_SRC.wav	EFFECT METAL REVERSE; Processed reversed reverberant metal.	3
METLMisc-CK_EFFECT Reversed Metal Tonal 01_RTSB_SRC.wav	EFFECT TONAL REVERSE; Short fast reversed tonal metal element with reverberant tail.	5
METLMisc-CK_EFFECT Reversed Metal Tonal 02_RTSB_SRC.wav	EFFECT TONAL REVERSE; Short fast reversed tonal metal element with reverberant tail.	5
MAGShim-CK_EFFECT Shimmer Processed Divine 01_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 02_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 03_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 04_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 05_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 06_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Divine 07_RTSB_SRC.wav	EFFECT METAL SHIMMER DIVINE; Processed, thin metal ringing and shimmer element. Sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly 01_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly 02_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly 03_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 01_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 02_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 03_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Heavenly Long 04_RTSB_SRC.wav	EFFECT METAL SHIMMER HEAVENLY LONG; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 01_RTSB_SRC.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 02_RTSB_SRC.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 03_RTSB_SRC.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1

SORCERY - DATA SHEET

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MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 04_RTSB_SRC.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
MAGShim-CK_EFFECT Shimmer Processed Pearly Gates 05_RTSB_SRC.wav	EFFECT METAL SHIMMER PEARLY GATES; Processed, metal ringing and shimmer element. Pad like, sparkly character.	1
ALRMSirn-CK_EFFECT Siren Ramp Processed_RTSB_SRC.wav	EFFECT SIREN; Processed police siren ramping up with long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed 01_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed 02_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed 03_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed 04_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed 05_RTSB_SRC.wav	EFFECT SWORD METAL RING; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 01_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 02_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 03_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 04_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
METLTonl-CK_EFFECT Sword Metal Ring Processed Low 05_RTSB_SRC.wav	EFFECT SWORD METAL RING LOW; Processed, reverberant metal sword ring with soft attack and shimmer character. Long decay, low character.	1
THUN-CK_EFFECT Thunder Crack_RTSB_SRC.wav	EFFECT THUNDER CRACK; Processed explosion akin to rolling thunder in the distance.	5
FIREMisc-CK_EFFECT Torch Fire Processed 01_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMisc-CK_EFFECT Torch Fire Processed 02_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMisc-CK_EFFECT Torch Fire Processed 03_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMisc-CK_EFFECT Torch Fire Processed 04_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
FIREMisc-CK_EFFECT Torch Fire Processed 05_RTSB_SRC.wav	EFFECT FIRE TORCH; Processed burning of torch in wind.	1
VOXMisc-CK_EFFECT Voice Female Processed 01_RTSB_SRC.wav	EFFECT VOICE FEMALE; Processed police radio chatter. Female dispatcher. Reverberant spooky element.	1
VOXMisc-CK_EFFECT Voice Female Processed 02_RTSB_SRC.wav	EFFECT VOICE FEMALE; Processed police radio chatter. Female dispatcher. Evil resonant pad like character.	1
VOXMisc-CK_EFFECT Voice Male Processed 01_RTSB_SRC.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
VOXMisc-CK_EFFECT Voice Male Processed 02_RTSB_SRC.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
VOXMisc-CK_EFFECT Voice Male Processed 03_RTSB_SRC.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
VOXMisc-CK_EFFECT Voice Male Processed 04_RTSB_SRC.wav	EFFECT VOICE MALE; Processed male voice. Dark, deep and evil airy vocal texture.	1
DSGNSrce-CK_EFFECT Water Processed 01_RTSB_SRC.wav	EFFECT WATER; Processed water splashes. Spooky vocal texture.	1
DSGNSrce-CK_EFFECT Water Processed 02_RTSB_SRC.wav	EFFECT WATER; Processed water splashes. Spooky vocal texture. Whispery character.	1
WHSH-CK_EFFECT Whoosh Processed 01_RTSB_SRC.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	6
WHSH-CK_EFFECT Whoosh Processed 02_RTSB_SRC.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	4
WHSH-CK_EFFECT Whoosh Processed 03_RTSB_SRC.wav	EFFECT WHOOSH; Fast processed cloth snaps with reverberant tail.	5
DSGNWhsh-CK_EFFECT Whoosh Processed Sub Medium_RTSB_SRC.wav	EFFECT WHOOSH SUB MEDIUM; Reversed processed whoosh with low end character and long tail.	4
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Long_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Long performance.	3
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Medium_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Medium performance.	3
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Short 01_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Short performance.	4
DSGNSrce-CK_EFFECT Wrap Pastic Processed Processed Short 02_RTSB_SRC.wav	EFFECT WRAP PLASTIC; Plastic wrap being stretched and pulled. Heavily processed to emulate electricity or energy. Short performance.	4
ELECArc-CK_ELECTRICITY Arcing_RTSB_SRC.wav	ELECTRICITY ARCING; Electrical arcing with occasional snap and pop. Reverberant.	1
ELECBuzz-CK_ELECTRICITY Hum Processed 01_RTSB_SRC.wav	ELECTRICITY HUM PROCESSED; Processed electric hum with modulating voltage cycles.	1
ELECBuzz-CK_ELECTRICITY Hum Processed 02_RTSB_SRC.wav	ELECTRICITY HUM PROCESSED; Processed electric hum with modulating voltage cycles.	1
ELECArc-CK_ELECTRICITY Jacobs Ladder Arcing No Tube_RTSB_SRC.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Tube enclosure removed.	1
ELECArc-CK_ELECTRICITY Jacobs Ladder Arcing Tube Closed_RTSB_SRC.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Slightly resonant within closed tube.	1
ELECArc-CK_ELECTRICITY Jacobs Ladder Arcing Tube Open_RTSB_SRC.wav	ELECTRICITY JACOBS LADDER NO TUBE; Electrical arcing and humming. Slightly resonant within opened tube.	1
ELECMisc-CK_ELECTRICITY Sizzle_RTSB_SRC.wav	ELECTRICITY SIZZLE; Processed electrical element with high frequenzy sizzle character.	1
ELECSprk-CK_ELECTRICITY Spark Processed 01_RTSB_SRC.wav	ELECTRICITY SPARK; Processed electrical sparks and zaps.	2
ELECSprk-CK_ELECTRICITY Spark Processed 02_RTSB_SRC.wav	ELECTRICITY SPARK; Processed electrical sparks and zaps.	1
ELECSprk-CK_ELECTRICITY Spark Processed Abrasive 01_RTSB_SRC.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
ELECSprk-CK_ELECTRICITY Spark Processed Abrasive 02_RTSB_SRC.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
ELECSprk-CK_ELECTRICITY Spark Processed Abrasive 03_RTSB_SRC.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	4

SORCERY - DATA SHEET

ELECSprk-CK_ELECTRICITY Spark Processed Abrasive 04_RTSB_SRC.wav	ELECTRICITY SPARK ABRASIVE; Processed abrasive electrical sparks and zaps.	3
ELECSprk-CK_ELECTRICITY Spark Processed Constant_RTSB_SRC.wav	ELECTRICITY SPARK CONSTANT; Constant steady processed electrical sparks and zaps and humming.	5
ELECSprk-CK_ELECTRICITY Spark Processed Type A Constant_RTSB_SRC.wav	ELECTRICITY SPARK CONSTANT; Constant steady processed electric sparks, zaps and arcing.	2
ELECSprk-CK_ELECTRICITY Spark Processed Type A_RTSB_SRC.wav	ELECTRICITY SPARK; Processed electric sparks, zaps and arcing. Type A.	6
ELECSprk-CK_ELECTRICITY Spark Processed Type B Long 01_RTSB_SRC.wav	ELECTRICITY SPARK LONG; Long processed electrical sparks and zaps. Type B.	3
ELECSprk-CK_ELECTRICITY Spark Processed Type B Long 02_RTSB_SRC.wav	ELECTRICITY SPARK LONG; Long processed electrical sparks and zaps. Type B.	3
ELECSprk-CK_ELECTRICITY Spark Processed Type B Medium_RTSB_SRC.wav	ELECTRICITY SPARK MEDIUM; Medium processed electrical sparks and zaps. Type B.	5
ELECSprk-CK_ELECTRICITY Spark Processed Type B Short_RTSB_SRC.wav	ELECTRICITY SPARK SHORT; Short processed electrical sparks and zaps. Type B.	4
ELECSprk-CK_ELECTRICITY Spark Static_RTSB_SRC.wav	ELECTRICITY SPARK STATIC; Short burst of electrical static.	1
FIREBurn-CK_FIRE Campfire Small_RTSB_SRC.wav	FIRE CAMPFIRE SMALL; Small sized wood campfire burning. Mid range perspective.	1
FIREBrst-CK_FIRE Flame Whoosh Flour_RTSB_SRC.wav	FIRE FLAME WHOOSH FLOUR; Flour thrown on fire. Large fiery whoosh.	3
FIREBrst-CK_FIRE Flame Whoosh Kerosene 01_RTSB_SRC.wav	FIRE FLAME WHOOSH KEROSENE; Flour thrown on fire. Large fiery whoosh.	5
FIREBrst-CK_FIRE Flame Whoosh Kerosene 02_RTSB_SRC.wav	FIRE FLAME WHOOSH KEROSENE; Flour thrown on fire. Large fiery whoosh.	5
FIREBrst-CK_FIRE Flame Whoosh STP_RTSB_SRC.wav	FIRE FLAME WHOOSH STP; Flour thrown on fire. Large fiery whoosh.	4
FIREBurn-CK_FIRE Flare Burn Constant_RTSB_SRC.wav	FIRE FLARE BURN CONSTANT; Emergency road flare burning. Long, steady, constant snapping and popping.	1
FIREWhsh-CK_FIRE Flare Whoosh By Fast 01_RTSB_SRC.wav	FIRE FLARE WHOOSH FAST; Fast emergency road flare whoosh.	5
FIREWhsh-CK_FIRE Flare Whoosh By Fast 02_RTSB_SRC.wav	FIRE FLARE WHOOSH FAST; Fast emergency road flare whoosh.	5
FIREWhsh-CK_FIRE Flare Whoosh By Medium 01_RTSB_SRC.wav	FIRE FLARE WHOOSH MEDIUM; Medium emergency road flare whoosh.	4
FIREWhsh-CK_FIRE Flare Whoosh By Medium 02_RTSB_SRC.wav	FIRE FLARE WHOOSH MEDIUM; Medium emergency road flare whoosh.	3
FIREWhsh-CK_FIRE Flare Whoosh By Slow_RTSB_SRC.wav	FIRE FLARE WHOOSH SLOW; Slow emergency road flare whoosh.	3
FIRETrch-CK_FIRE Torch Burn Constant_RTSB_SRC.wav	FIRE TORCH BURN CONSTANT; Steady constant burning of torch in wind. Flanging character.	1
FIRETrch-CK_FIRE Torch Whoosh Bys Long_RTSB_SRC.wav	FIRE TORCH WHOOSH LONG; Burning torch whooshes panning side to side. Long performances.	6
FIRETrch-CK_FIRE Torch Whoosh End_RTSB_SRC.wav	FIRE TORCH WHOOSH END; Burning torch whooshes ending abruptly. Useful for end of fire spell.	5
FIRETrch-CK_FIRE Torch Whoosh Fast 01_RTSB_SRC.wav	FIRE TORCH WHOOSH FAST; Fast burning torch whoosh.	4
FIRETrch-CK_FIRE Torch Whoosh Fast 02_RTSB_SRC.wav	FIRE TORCH WHOOSH FAST; Fast burning torch whoosh.	4
FIRETrch-CK_FIRE Torch Whoosh Medium 01_RTSB_SRC.wav	FIRE TORCH WHOOSH MEDIUM; Medium burning torch whoosh.	5
FIRETrch-CK_FIRE Torch Whoosh Medium 02_RTSB_SRC.wav	FIRE TORCH WHOOSH MEDIUM; Medium burning torch whoosh.	4
FIRETrch-CK_FIRE Torch Whoosh Slow 01_RTSB_SRC.wav	FIRE TORCH WHOOSH SLOW; SLOW; Slow burning torch whoosh.	5
FIRETrch-CK_FIRE Torch Whoosh Slow 02_RTSB_SRC.wav	FIRE TORCH WHOOSH SLOW; SLOW; Slow burning torch whoosh.	5
FIRETrch-CK_FIRE Torch Whoosh Wave Fast_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE FAST; Quickly waving a burning torch back and forth.	1
FIRETrch-CK_FIRE Torch Whoosh Wave Medium_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE MEDIUM; Medium waving of burning torch back and forth.	1
FIRETrch-CK_FIRE Torch Whoosh Wave Slow_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE SLOW; Slow waving of burning torch back and forth.	1
FIRETrch-CK_FIRE Torch Whoosh Wave Very Slow_RTSB_SRC.wav	FIRE TORCH WHOOSH WAVE VERY SLOW; Very slow waving of burning torch back and forth.	1
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01 2 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to a hand clap. Pitched down 2 octaves.	5
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01 4 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant midrange explosion or reflections. Pitched down 4 octaves.	5
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01 8 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant mortar or midrange explosion or reflections. Pitched down 8 octaves.	5
FRWKRec-CK_FIRECRACKER Bangsnap Pop 01_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Quick small pops.	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02 2 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to a hand clap. Pitched down 2 octaves.	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02 4 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant midrange explosion or reflections. Pitched down 4 octaves.	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02 8 Octaves down_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Reverberant character akin to distant mortar or midrange explosion or reflections. Pitched down 8 octaves.	4
FRWKRec-CK_FIRECRACKER Bangsnap Pop 02_RTSB_SRC.wav	FIRECRACKER BANGSNAP; Bangsnap popping on floor. Quick small pops.	4
FRWKRec-CK_FIREWORKS Explode Snap Sparkle_RTSB_SRC.wav	FIREWORKS EXPLODE SNAP SPARKLE; Sparkly explosions, pops and crackles of a firecracker or firework.	1
FRWKRec-CK_FIREWORKS Pop Snap Sparkle_RTSB_SRC.wav	FIREWORKS POP SNAP SPARKLE; Sparkly explosions, pops and crackles of a firecracker or firework.	6
FRWKMisc-CK_FIREWORKS Whoosh Launch Comp 01_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH COMP; Short heavy launch transient or shot of fireworks being launched into the air. Full frequency.	3
FRWKMisc-CK_FIREWORKS Whoosh Launch Comp 02_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH COMP; Short heavy launch transient or shot of fireworks being launched into the air. Full frequency.	4
FRWKMisc-CK_FIREWORKS Whoosh Launch Heavy 01_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH HEAVY; Short heavy launch transient or shot of fireworks being launched into the air.	4
FRWKMisc-CK_FIREWORKS Whoosh Launch Heavy 02_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH HEAVY; Short heavy launch transient or shot of fireworks being launched into the air.	4

SORCERY - DATA SHEET

File	Description	
FRWKMisc-CK_FIREWORKS Whoosh Launch Light 01_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH LIGHT; Short heavy launch transient or shot of fireworks being launched into the air. High, airy midrange element.	3
FRWKMisc-CK_FIREWORKS Whoosh Launch Light 02_RTSB_SRC.wav	FIREWORKS WHOOSH LAUNCH LIGHT; Short heavy launch transient or shot of fireworks being launched into the air. High, airy midrange element.	4
MUSCTnprc-CK_GLOCKENSPIEL Ascending_RTSB_SRC.wav	GLOCKENSPIEL ASCENDING; Sliding mallet on glockenspiel. Ascending pitch with ring out.	3
MUSCTnprc-CK_GLOCKENSPIEL Descending LR_RTSB_SRC.wav	GLOCKENSPIEL DESCENDING LR; Sliding mallet on glockenspiel. Descending pitch with ring out. Left to right capture.	4
MUSCTnprc-CK_GLOCKENSPIEL Descending_RTSB_SRC.wav	GLOCKENSPIEL DESCENDING; Sliding mallet on glockenspiel. Descending pitch with ring out.	4
METLTonl-CK_HARD DISK SPINDLE Hit Ring_RTSB_SRC.wav	HARD DISK SPINDLE HIT; Hitting a hard drive spindle with ring out. Small bell like character.	3
DSGNImpt-CK_HIT Slam Huge_RTSB_SRC.wav	HIT SLAM HUGE; Large cavernous reverberant hit.	2
DSGNBoom-CK_LFE HIT Deep Reverberant 01_RTSB_SRC.wav	HIT LFE; Deep reverberant LFE hit.	3
DSGNBoom-CK_LFE HIT Deep Reverberant 02_RTSB_SRC.wav	HIT LFE; Deep reverberant LFE hit.	4
DSGNBoom-CK_LFE HIT Deep Reverberant Hollow_RTSB_SRC.wav	HIT LFE HOLLOW; Deep, hollow reverberant LFE hit.	5
DSGNBoom-CK_LFE HIT Deep Reverberant_RTSB_SRC.wav	HIT LFE HOLLOW; Deep, hollow reverberant LFE hit.	5
FIREIgn-CK_MATCH LIGHT Close_RTSB_SRC.wav	FIRE MATCH LIGHT CLOSE; Lighting a wood match with close proximity effect.	4
FIREIgn-CK_MATCH LIGHT Fail_RTSB_SRC.wav	FIRE MATCH LIGHT FAIL; Lighting a wood match with close proximity effect.	3
FIREIgn-CK_MATCH LIGHT Mid 01_RTSB_SRC.wav	FIRE MATCH LIGHT MID; Lighting a wood match as it ignites. Midrange spectrum.	4
FIREIgn-CK_MATCH LIGHT Mid 02_RTSB_SRC.wav	FIRE MATCH LIGHT MID; Lighting a wood match as it ignites. Midrange spectrum.	5
FIREMisc-CK_PLASTIC Burning Whoosh By_RTSB_SRC.wav	PLASTIC BURNING WHOOSH; Burning plastic melting and dripping from one channel to the other. Weird singing short whoosh element.	1
METLFric-CK_PLEXIGLASS VS WIREHANGER Friction Screech_RTSB_SRC.wav	PLEXIGLASS VS WIREHANGER FRICTION SCREECH ; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and wailing. Useful for metal stress or wronks.	3
METLFric-CK_PLEXIGLASS VS WIREHANGER Friction Sing 01_RTSB_SRC.wav	PLEXIGLASS VS WIREHANGER FRICTION SING; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and wailing. Useful for metal stress or wronks.	4
METLFric-CK_PLEXIGLASS VS WIREHANGER Friction Sing 02_RTSB_SRC.wav	PLEXIGLASS VS WIREHANGER FRICTION SING; Rubbing a metal wirehanger onto plexiglass tube. Strange singing and wailing. Useful for metal stress or wronks.	4
FOODCook-CK_SIZZLE Butter On Pan 01_RTSB_SRC.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
FOODCook-CK_SIZZLE Butter On Pan 02_RTSB_SRC.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
FOODCook-CK_SIZZLE Butter On Pan 03_RTSB_SRC.wav	SIZZLE BUTTER; Butter poured on hot sauce pan. Short sizzles.	4
FOODCook-CK_SIZZLE Vinegar And Baking Soda Long_RTSB_SRC.wav	SIZZLE VINEGAR BAKING SODA; Vinegar and baking soda combined. Long sizzle.	1
FOODCook-CK_SIZZLE Vinegar And Baking Soda Medium_RTSB_SRC.wav	SIZZLE VINEGAR BAKING SODA; Vinegar and baking soda combined. Medium sizzle.	3
WATRFizz-CK_SIZZLE Water On Pan Heavy_RTSB_SRC.wav	SIZZLE WATER; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Long 01_RTSB_SRC.wav	SIZZLE WATER LONG; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Long 02_RTSB_SRC.wav	SIZZLE WATER LONG; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Medium 01_RTSB_SRC.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Medium 02_RTSB_SRC.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Medium 03_RTSB_SRC.wav	SIZZLE WATER MEDIUM; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Short 01_RTSB_SRC.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Short 02_RTSB_SRC.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
WATRFizz-CK_SIZZLE Water On Pan Short 03_RTSB_SRC.wav	SIZZLE WATER SHORT; Water poured on hot sauce pan. Hissing, bubbling and sizzling.	1
TOYMisc-CK_SLINKY Hit Low Short_RTSB_SRC.wav	SLINKY HIT LOW SHORT; Short low and heavy hits of a metal slinky. Useful as sub, LFE or explosion sweetener.	4
TOYMisc-CK_SLINKY Hit Low_RTSB_SRC.wav	SLINKY HIT LOW; Low and heavy hits of a metal slinky. Mild distortion. Useful as sub, LFE or explosion sweetener.	2
TOYMisc-CK_SLINKY Hit Zap Mid_RTSB_SRC.wav	SLINKY HIT MID; Midrange zaps resulting from hitting a metal slinky. Useful for laser elements.	5
TOYMisc-CK_SLINKY Hit Zap Rumble_RTSB_SRC.wav	SLINKY HIT ZAP RUMBLE; Low frequency zaps resulting from hitting a metal slinky. Mild distortion. Useful for laser elements or explosions.	4
FIRECrkl-CK_SPARKLER CANDLE Fizz And Pop 01_RTSB_SRC.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	4
FIRECrkl-CK_SPARKLER CANDLE Fizz And Pop 02_RTSB_SRC.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	4
FIRECrkl-CK_SPARKLER CANDLE Fizz And Pop 03_RTSB_SRC.wav	SPARKLER CANDLE; Sparkler candle fizzing and popping.	3
CHEMAcid-BB_SPELL Acid Hit 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	5
CHEMAcid-BB_SPELL Acid Hit 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	4
CHEMAcid-BB_SPELL Acid Hit 03_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	4
CHEMAcid-BB_SPELL Acid Hit 04_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID HIT; Short mid range hits of sizzling and crackling acid. Short sizzle tail.	5
CHEMAcid-BB_SPELL Acid Ramp Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID RAMP LONG; Long acid rise with sizzling and crackling leading to a mild whoosh with sizzling corrosive tail.	4
CHEMAcid-BB_SPELL Acid Ramp Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ACID RAMP LONG; Long acid rise with sizzling and crackling leading to a mild whoosh with sizzling corrosive tail.	3
CHEMAcid-BB_SPELL Acid Ramp Short 01_RTSB_SRC.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 - DATA SHEET

File	Description	
CHEMAcid-BB_SPELL Acid Ramp Short 02_RTSB_SRC.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
CHEMAcid-BB_SPELL Acid Ramp Thin Short 01_RTSB_SRC.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
CHEMAcid-BB_SPELL Acid Ramp Thin Short 02_RTSB_SRC.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
CHEMAcid-BB_SPELL Acid Spray Long 01_RTSB_SRC.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
DSGNSrce-BB_SPELL Cymbal Hit Light_RTSB_SRC.wav	SPELL BUILDING BLOCK CYMBAL HIT LIGHT; Light, short modulated cymbal hit with short reverberant tail.	5
DSGNSrce-BB_SPELL Cymbal Hit Metal Dull 01_RTSB_SRC.wav	SPELL BUILDING BLOCK CYMBAL HIT DULL; Light, dull and short modulated cymbal hit with hollow character and short reverberant tail.	4
DSGNSrce-BB_SPELL Cymbal Hit Metal Dull 02_RTSB_SRC.wav	SPELL BUILDING BLOCK CYMBAL HIT DULL; Light, dull and short modulated cymbal hit with hollow character and short reverberant tail.	4
DSGNSrce-BB_SPELL Cymbal Hit Metal Hollow_RTSB_SRC.wav	SPELL BUILDING BLOCK CYMBAL HIT HOLLOW; Light, short modulated cymbal hit with hollow character and short reverberant tail.	4
DSGNSrce-BB_SPELL Demon Deflect Ring Mod 01_RTSB_SRC.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
DSGNSrce-BB_SPELL Demon Deflect Ring Mod 02_RTSB_SRC.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
DSGNSrce-BB_SPELL Demon Deflect Ring Mod 03_RTSB_SRC.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
MAGEvil-BB_SPELL Demon Hit Heavy_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
MAGEvil-BB_SPELL Demon Hit Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	5
MAGEvil-BB_SPELL Demon Hit Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
MAGEvil-BB_SPELL Demon Hit Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT HEAVY; Fast, hard demonic vocal hits with long modulated vocal texture tail.	4
MAGEvil-BB_SPELL Demon Hit Short_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON HIT SHORT; Short demonic vocal hits with long modulated vocal texture tail.	3
MAGEvil-BB_SPELL Demon Whoosh Flyby Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY FAST; Short demonic vocal texture whoosh by with medium modulated tail.	6
MAGEvil-BB_SPELL Demon Whoosh Flyby Gutteral_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY GUTTERAL; Medium demonic gutteral snarly vocal texture whoosh by with long modulated tail.	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Long 04_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY LONG; Long demonic vocal texture ramp leading to a large whoosh by with long modulated tail.	5
MAGEvil-BB_SPELL Demon Whoosh Flyby Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH FLYBY MEDIUM; Medium demonic vocal texture ramp leading to a medium whoosh by with medium modulated tail.	4
MAGEvil-BB_SPELL Demon Whoosh Ramp 01_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH RAMP; Fast demonic vocal texture ramp or rise with short modulated tail.	6
MAGEvil-BB_SPELL Demon Whoosh Ramp 02_RTSB_SRC.wav	SPELL BUILDING BLOCK DEMON WHOOSH RAMP; Fast demonic vocal texture ramp with short modulated tail.	5
MAGElem-BB_SPELL Earth Hit Long_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH HIT LONG; Fast, earth and stone element hit with long modulated tail.	3
MAGElem-BB_SPELL Earth Hit Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH HIT MEDIUM; Fast rise leading to heavy earth and stone element hit with short modulated tail.	4
MAGElem-BB_SPELL Earth Hit Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH HIT MEDIUM; Fast rise leading to heavy earth and stone element hit with short modulated tail.	4
MAGElem-BB_SPELL Earth Hit Stop Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH HIT STOP FAST; Very fast rise leading to earth and stone element hit with short modulated tail.	6
MAGElem-BB_SPELL Earth Hit Stop Very Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH HIT STOP FAST; Super fast rise leading to earth and stone element hit with short modulated tail.	5
MAGElem-BB_SPELL Earth Whoosh Blast_RTSB_SRC.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
MAGElem-BB_SPELL Earth Whoosh Flyby Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH FLYBY FAST; Fast rise and whoosh leading to small earth hit.	5
MAGElem-BB_SPELL Earth Whoosh Flyby Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	4
MAGElem-BB_SPELL Earth Whoosh Flyby Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	3
MAGElem-BB_SPELL Earth Whoosh Flyby Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH FLYBY MEDIUM; Medium rise and whoosh with short tail. Earth and debris elements.	5
MAGElem-BB_SPELL Earth Whoosh Ramp Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH RAMP FAST; Fast rise or ramp with abrupt stop. Earth and debris elements.	4
MAGElem-BB_SPELL Earth Whoosh Ramp Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH RAMP FAST; Fast rise or ramp with abrupt stop. Earth and debris elements.	4
MAGElem-BB_SPELL Earth Whoosh Ramp Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH WHOOSH RAMP MEDIUM; Medium rise or ramp with abrupt stop. Earth and debris elements.	5
MAGElem-BB_SPELL Earth Whoosh Spawn Long_RTSB_SRC.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
MAGElem-BB_SPELL Earth Whoosh Vanish Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK EARTH VANISH MEDIUM; Fast, medium intesity whoosh with earth and debris elements.	3
MAGElem-BB_SPELL Electricity Deflect 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY DEFLECT; Fast, hard hits with electrical elements. Modulated hits useful for spell deflects or blocks.	4
MAGElem-BB_SPELL Electricity Deflect 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY DEFLECT; Fast, hard hits with electrical elements. Modulated hits useful for spell deflects or blocks.	3
MAGElem-BB_SPELL Electricity Downlifter Deep 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY DOWNLIFTER DEEP; Medium downlifter of electrical elements. Deep, modulated descending character.	4
MAGElem-BB_SPELL Electricity Downlifter Deep 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY DOWNLIFTER DEEP; Short downlifter of electrical elements. Deep, modulated descending character.	4
MAGElem-BB_SPELL Electricity Hit Beam Large 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM LARGE; Electrical element hit with sustained constant electrical zap, spark or arcing. Useful for electrical beams.	4
MAGElem-BB_SPELL Electricity Hit Beam Large 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM LARGE; Electrical element hit with sustained constant electrical zap, spark or arcing. Useful for electrical beams.	4
MAGElem-BB_SPELL Electricity Hit Beam Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY BEAM MEDIUM; Electrical element hit with sustained constant electrical zap, spark or arcing. Useful for electrical beams.	3

SORCERY - DATA SHEET

MAGElem-BB_SPELL Electricity Hit Dark 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT DARK; Medium evil electrical element hit with modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Dark 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT DARK; Medium evil electrical element hit with modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Hard 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT HARD; Hard, heavy, explosive evil electrical element hit with modulated tail.	4
MAGElem-BB_SPELL Electricity Hit Hard 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT HARD; Hard, heavy, explosive evil electrical element hit with modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Light_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LIGHT; Light evil electrical element hit with modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LONG; Light evil electrical element hit with long modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT MEDIUM; Medium evil electrical element hit with medium modulated tail.	5
MAGElem-BB_SPELL Electricity Hit Very Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT LONG; Medium evil electrical element hit with long modulated tail.	1
MAGElem-BB_SPELL Electricity Hit_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY HIT; Electrical element hit with short modulated tail.	6
MAGElem-BB_SPELL Electricity Ramp Amp Mod_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP AMP MOD; Medium electrical element rise or ramp with amplitude modulation over time.	5
MAGElem-BB_SPELL Electricity Ramp Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP LONG; Long electrical element rise or ramp.	4
MAGElem-BB_SPELL Electricity Ramp Up Short Suck Out_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP SHORT SUCTION; Short electrical element rise or ramp ending in a fast suction character.	6
MAGElem-BB_SPELL Electricity Ramp_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP SHORT; Short electrical element rise or ramp.	6
MAGElem-BB_SPELL Electricity Static Long_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP STATIC LONG; Long mid range electrical static and hum element.	5
MAGElem-BB_SPELL Electricity Whoosh Transition Hard_RTSB_SRC.wav	SPELL BUILDING BLOCK ELECTRICITY RAMP WHOOSH TRANSITION HARD; Hard electrical whoosh transition.	2
FIREBrst-BB_SPELL Fire Burst Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE BURST MEDIUM; Medium fireball burst or hit.	5
FIREBrst-BB_SPELL Fire Burst Short_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE BURST SHORT; Short fireball burst or hit.	5
FIREWhsh-BB_SPELL Fire By_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE BY; Short fireball whoosh by with short tail.	5
FIREIgn-BB_SPELL Fire Ignite Large_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE IGNITE LARGE; Short, large fireball ignition.	4
FIREIgn-BB_SPELL Fire Ignite Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE IGNITE MEDIUM; Short, medium fireball ignition.	4
FRWKMisc-BB_SPELL Fire Ramp Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE IGNITE MEDIUM; Short, medium fireball ignition.	5
FIREWhsh-BB_SPELL Fire Ramp Short_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE RAMP SHORT; Short fireball ramp with abrupt end.	5
FIREWhsh-BB_SPELL Fire Vanish Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE VANISH FAST; Short fireball ramp with abrupt end. Useful for vanishing or ending of fire spell.	5
FIREWhsh-BB_SPELL Fire Vanish_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE VANISH; Short fireball ramp with abrupt end. Useful for vanishing or ending of fire spell.	5
FIREWhsh-BB_SPELL Fire Whoosh By Large_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH BY LARGE; Short, large fireball whoosh by with short tail.	4
FIREWhsh-BB_SPELL Fire Whoosh Large_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH LARGE; Short, large fireball whoosh with short tail.	4
FIREWhsh-BB_SPELL Fire Whoosh Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH MEDIUM; Short, medium fireball whoosh with short tail.	4
FIREWhsh-BB_SPELL Fire Whoosh Small_RTSB_SRC.wav	SPELL BUILDING BLOCK FIRE WHOOSH MEDIUM; Short, medium fireball whoosh with short tail.	3
MAGEvil-BB_SPELL Ghost Whoosh Bell Doppler Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER LONG; Long dopplered ghostly bell elements. Spooky reverberant feel.	4
MAGEvil-BB_SPELL Ghost Whoosh Bell Doppler Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER LONG; Long dopplered ghostly bell elements. Spooky reverberant feel.	3
MAGEvil-BB_SPELL Ghost Whoosh Doppler Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH BELL DOPPLER FAST; Fast dopplered ghostly elements. Reverberant tail.	5
MAGEvil-BB_SPELL Ghost Whoosh Doppler Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with white noise element. Descending pitch with bassy tail.	4
MAGEvil-BB_SPELL Ghost Whoosh Doppler Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with white noise element. Descending pitch with bassy tail.	4
MAGEvil-BB_SPELL Ghost Whoosh Doppler Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH DOPPLER LONG; Long, low dopplered ghostly metallic elements with white noise element. Descending pitch with bassy tail.	5
MAGEvil-BB_SPELL Ghost Whoosh Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	4
MAGEvil-BB_SPELL Ghost Whoosh Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	4
MAGEvil-BB_SPELL Ghost Whoosh Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK GHOST WHOOSH LONG; Long, low ghostly metallic bell elements.	5
MAGEvil-BB_SPELL Hellspawn Hit Reaction_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT REACTION; Demonic monster vocal hit or pain reaction. Short emote.	5
MAGEvil-BB_SPELL Hellspawn Whoosh Death_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT REACTION DEATH; Demonic monster vocal death reaction. Long tail.	5
MAGEvil-BB_SPELL Hellspawn Whoosh Dissapear Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH DISSAPEAR; Medium rise or ramp of demonic vocal texture ending abruptly.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Fast Travel_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FAST TRAVEL; Medium rise or ramp of demonic vocal texture ending abruptly.	5
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY FAST; Fast rise or ramp of demonic vocal with short tail.	4
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY FAST; Fast rise or ramp of demonic vocal with short tail.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Medium_RTSB_SRC.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
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Slow_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY SLOW; Slow rise or ramp of demonic vocal with long tail.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Flyby Very Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH FLYBY VERY FAST; Very fast rise or ramp of demonic vocal with short abruptly ending tail.	5
MAGEvil-BB_SPELL Hellspawn Whoosh React_RTSB_SRC.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

File	Description	
MAGEvil-BB_SPELL Hellspawn Whoosh Release Short 01_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH RELEASE SHORT; Short modulated zap whooshes useful for end of spell events.	4
MAGEvil-BB_SPELL Hellspawn Whoosh Release Short 02_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH RELEASE SHORT; Short modulated zap whooshes useful for end of spell events.	4
MAGEvil-BB_SPELL Hellspawn Whoosh Vanish_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN WHOOSH VANISH; Long demonic vocal texture rise or ramp leading to a large heavy vocal whoosh.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Whoosh Long_RTSB_SRC.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
MAGEvil-BB_SPELL Hellspawn Whoosh Zap Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT LONG; Heavy demonic vocal texture hit with long reverberant tail.	3
MAGEvil-BB_SPELL Hellspawn Whoosh Zap Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK HELLSPAWN HIT LONG; Heavy demonic vocal texture hit with long reverberant tail.	3
MAGElem-BB_SPELL Ice Hit Light 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE HIT LIGHT; Short, light ice element hit. Short squeal and stress tail, occasional wail.	6
MAGElem-BB_SPELL Ice Hit Light 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE HIT LIGHT; Short, light ice element hit. Short squeal and stress tail, occasional wail.	5
MAGElem-BB_SPELL Ice Metal Ramp Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE METAL RAMP FAST; Fast ramp or rise of freezing metal and ice elements leading to an abrupt stop.	6
MAGElem-BB_SPELL Ice Metal Ramp Fast 02_RTSB_SRC.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
MAGElem-BB_SPELL Ice Metal Ramp Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE METAL RAMP MEDIUM; Medium ramp or rise of freezing metal and ice elements with wailing tail.	3
MAGElem-BB_SPELL Ice Metal Ramp Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE METAL RAMP MEDIUM; Medium ramp or rise of freezing metal and ice elements with wailing tail.	3
MAGElem-BB_SPELL Ice Metal Ramp Very Fast 01_RTSB_SRC.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
MAGElem-BB_SPELL Ice Metal Ramp Very Fast 02_RTSB_SRC.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
MAGElem-BB_SPELL Ice Whoosh Doppler Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER MEDIUM; Medium dopplered whoosh consisting of freezing metal and ice elements.	3
MAGElem-BB_SPELL Ice Whoosh Doppler Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER MEDIUM; Medium dopplered whoosh consisting of freezing metal and ice elements.	3
MAGElem-BB_SPELL Ice Whoosh Doppler Short_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH DOPPLER SHORT; Short dopplered whoosh consisting of freezing metal and ice elements.	3
MAGElem-BB_SPELL Ice Whoosh Flyby Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY FAST; Fast fly by whoosh consisting of freezing metal and ice elements.	4
MAGElem-BB_SPELL Ice Whoosh Flyby Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	4
MAGElem-BB_SPELL Ice Whoosh Flyby Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	4
MAGElem-BB_SPELL Ice Whoosh Flyby Medium 03_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	5
MAGElem-BB_SPELL Ice Whoosh Flyby Medium 04_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH FLYBY MEDIUM; Fast fly by whoosh consisting of freezing metal and ice elements.	5
MAGElem-BB_SPELL Ice Whoosh Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH MEDIUM; Medium whoosh consisting of freezing metal and ice elements.	5
MAGElem-BB_SPELL Ice Whoosh Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK ICE WHOOSH MEDIUM; Medium whoosh consisting of freezing metal and ice elements.	4
MAGMisc-BB_SPELL Mystery Downlifter Amp Mod Long_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD LONG; Long downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
MAGMisc-BB_SPELL Mystery Downlifter Amp Mod Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD MEDIUM; Medium downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
MAGMisc-BB_SPELL Mystery Downlifter Amp Mod Medium 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY DOWNLIFTER AMP MOD MEDIUM; Medium downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
MAGMisc-BB_SPELL Mystery Hit 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY HIT; Short light hits akin to chord stabs. Musical chord like character.	5
MAGMisc-BB_SPELL Mystery Hit 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY HIT; Short light hits akin to chord stabs. Musical chord like character.	5
MAGMisc-BB_SPELL Mystery Riser Amp Mod Short 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY RISER AMP MOD SHORT; Short riser. Ascending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Riser Amp Mod Short 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY RISER AMP MOD SHORT; Short riser. Ascending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	3
MAGMisc-BB_SPELL Mystery Riser Short_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY RISER SHORT; Short riser. Ascending pitch. Futuristic synthetic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Swell Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY SWELL MEDIUM; Medium metallic chord like swell. Descending pitch. Subtle whoosh character with futuristic sci-fi synthetic feel.	6
MAGMisc-BB_SPELL Mystery Swell Short 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY SWELL SHORT; Short metallic chord like swell. Descending pitch. Subtle whoosh character with futuristic sci-fi synthetic feel.	5
MAGMisc-BB_SPELL Mystery Swell Short 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY SWELL SHORT; Short metallic chord like swell. Descending pitch. Subtle whoosh character with futuristic sci-fi synthetic feel.	5
MAGMisc-BB_SPELL Mystery Whoosh Doppler Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
MAGMisc-BB_SPELL Mystery Whoosh Doppler Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
MAGMisc-BB_SPELL Mystery Whoosh Doppler Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
MAGMisc-BB_SPELL Mystery Whoosh Doppler Long 04_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY WHOOSH DOPPLER LONG; Long dopplered whoosh with chord like, musical character. Descending pitch followed by ascending pitch.	5
MAGMisc-BB_SPELL Mystery Zap 01_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Zap 02_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	4
MAGMisc-BB_SPELL Mystery Zap 03_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP; Short zap. Descending pitch. Futuristic sci-fi feel.	3
MAGMisc-BB_SPELL Mystery Zap Long_RTSB_SRC.wav	SPELL BUILDING BLOCK MYSTERY ZAP LONG; Long zap with long tail. Descending pitch. Futuristic sci-fi feel.	4
MAGMisc-BB_SPELL Tonal Whoosh Flyby Doppler Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY DOPPLER MEDIUM; Medium dopplered metallic tonal flyby whoosh.	3
MAGMisc-BB_SPELL Tonal Whoosh Flyby Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY FAST; Fast metallic tonal flyby whoosh ending with a tight subtle tonal tail.	4
MAGMisc-BB_SPELL Tonal Whoosh Flyby Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY FAST; Fast metallic tonal flyby whoosh ending with a tight subtle tonal tail.	4
MAGMisc-BB_SPELL Tonal Whoosh Flyby Long_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL FLYBY LONG; Long vocal texture rise leading to flyby whoosh.	3

SORCERY - DATA SHEET

MAGMisc-BB_SPELL Tonal Whoosh Flyby Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL WHOOSH FLYBY MEDIUM; Medium metallic tonal flyby whoosh ending with a medium tonal tail.	5
MAGMisc-BB_SPELL Tonal Whoosh Flyby Very Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	3
MAGMisc-BB_SPELL Tonal Whoosh Flyby Very Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	4
MAGMisc-BB_SPELL Tonal Whoosh Flyby Very Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK TONAL FLYBY VERY LONG; Long vocal texture rise leading to flyby whoosh.	3
MAGMisc-BB_SPELL Tubular Downlifter Amp Mod Fast_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER AMP MOD FAST; Fast downlifter. Descending pitch with amplitude modulation. Futuristic synthetic sci-fi feel.	5
MAGMisc-BB_SPELL Tubular Downlifter Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER FAST; Fast tubular downlifter. Futuristic synthetic sci-fi feel.	5
MAGMisc-BB_SPELL Tubular Downlifter Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR DOWNLIFTER FAST; Fast tubular downlifter. Futuristic synthetic sci-fi feel.	6
MAGMisc-BB_SPELL Tubular Hit Amp Mod Short_RTSB_SRC.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
MAGMisc-BB_SPELL Tubular Whoosh Doppler Descending Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH DOPPLER DESCENDING MEDIUM; Short dopplered whoosh. Descending pitch. Futuristic synthetic sci-fi feel.	5
MAGMisc-BB_SPELL Tubular Whoosh Doppler Sparkle Descending Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH DOPPLER SPARKLE DESCENDING MEDIUM; Short sparkly dopplered whoosh. Descending pitch. Futuristic synthetic sci-fi feel.	4
MAGMisc-BB_SPELL Tubular Whoosh Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Fast hollow metallic whoosh.	6
MAGMisc-BB_SPELL Tubular Whoosh Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Fast hollow metallic whoosh.	5
MAGMisc-BB_SPELL Tubular Whoosh Long 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	4
MAGMisc-BB_SPELL Tubular Whoosh Long 02_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	4
MAGMisc-BB_SPELL Tubular Whoosh Long 03_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH FAST; Long hollow metallic whoosh.	3
MAGMisc-BB_SPELL Tubular Whoosh Medium 01_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH MEDIUM; Medium hollow metallic whoosh.	4
MAGMisc-BB_SPELL Tubular Whoosh Metal Long_RTSB_SRC.wav	SPELL BUILDING BLOCK TUBULAR WHOOSH LONG; Long hollow metallic whoosh.	3
MAGElem-BB_SPELL Water Whoosh Fly By Fast 01_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY FAST; Light, short watery whoosh with a bubbly, liquidy tail.	4
MAGElem-BB_SPELL Water Whoosh Fly By Fast 02_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY FAST; Light, short watery whoosh with a bubbly, liquidy tail.	4
MAGElem-BB_SPELL Water Whoosh Fly By Medium_RTSB_SRC.wav	SPELL BUILDING BLOCK WATER WHOOSH FLY BY MEDIUM; Light, medium watery whoosh with a bubbly, liquidy tail.	4
MAGElem-BB_SPELL Water Whoosh Fly By Slow_RTSB_SRC.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
MAGElem-BB_SPELL Water Whoosh Fly By Very Slow_RTSB_SRC.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
DSGNSynth-CK_SYNTH Noise Pink Sweep Long Various_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP VARIOUS LONG; Long filtered white noise sweep. Whoosh character.	4
DSGNSynth-CK_SYNTH Noise Sweep Down Fast 01_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN FAST; Short filtered white noise sweep. Zap like character.	5
DSGNSynth-CK_SYNTH Noise Sweep Down Fast 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN FAST; Short filtered white noise sweep. Zap like character.	5
DSGNSynth-CK_SYNTH Noise Sweep Down Fast Record Stop_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN FAST STOP; Short filtered white noise sweep. Zap like character. Abrupt stop.	4
DSGNSynth-CK_SYNTH Noise Sweep Down Long_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN LONG; Long filtered white noise sweep. Useful as a downlifter.	1
DSGNSynth-CK_SYNTH Noise Sweep Down Medium 01_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN MEDIUM; Medium filtered white noise sweep. Useful as a downlifter.	5
DSGNSynth-CK_SYNTH Noise Sweep Down Medium 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN MEDIUM; Medium filtered white noise sweep. Useful as a downlifter.	5
DSGNSynth-CK_SYNTH Noise Sweep Down Various_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP DOWN VARIOUS; Various filtered white noise sweeps. Zap like character.	4
DSGNSynth-CK_SYNTH Noise Sweep Up Fast Short 01_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP SHORT; Short filtered white noise sweep.	5
DSGNSynth-CK_SYNTH Noise Sweep Up Fast Short 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP SHORT; Short filtered white noise sweep.	4
DSGNSynth-CK_SYNTH Noise Sweep Up Long_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP LONG; Long filtered white noise sweep.	1
DSGNSynth-CK_SYNTH Noise Sweep Up Various 01_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP VARIOUS; Various filtered white noise sweeps.	4
DSGNSynth-CK_SYNTH Noise Sweep Up Various 02_RTSB_SRC.wav	SYNTH NOISE WHITE SWEEP UP VARIOUS; Various filtered white noise sweeps.	5
MAGAngl-CK_SYNTH Pad Ethereal_RTSB_SRC.wav	SYNTH PAD ETHEREAL; Ethereal pad.	5
MAGMisc-CK_TAPE MEASURE Metal Tail Release 01_RTSB_SRC.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 02_RTSB_SRC.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 03_RTSB_SRC.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 04_RTSB_SRC.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	6
MAGMisc-CK_TAPE MEASURE Metal Tail Release 05_RTSB_SRC.wav	TAPE MEASURE RELEASE; Metal tape measure emulating electric zap or blast. Release element useful for end of spell or sequence.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Mayhem_RTSB_SRC.wav	TAPE MEASURE ZAP MAYHEM; Compiled sequence of metal tape measure emulating electric zap or blast.	1
MAGMisc-CK_TAPE MEASURE Metal Zap Type A 01_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Type A 02_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Type A 03_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type A.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Type B 01_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type B.	5
MAGMisc-CK_TAPE MEASURE Metal Zap Type B 02_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type B.	4

SORCERY - DATA SHEET

MAGMisc-CK_TAPE MEASURE Metal Zap Type C 01_RTSB_SRC.wav	TAPE MEASURE ZAP; Metal tape measure emulating electric zap or blast. Tape measure type C.	6
TRNDiesl-CK_TRAIN Diesel By 01_RTSB_SRC.wav	TRAIN DIESEL BY LONG; Diesel train approaching and going by. Long attack with resonant rail ring.	1
TRNDiesl-CK_TRAIN Diesel By 02_RTSB_SRC.wav	TRAIN DIESEL BY LONG; Diesel train approaching and going by. Long attack with resonant rail ring.	1
TRNDiesl-CK_TRAIN Diesel Whoosh 01_RTSB_SRC.wav	TRAIN DIESEL WHOOSH; Fast diesel train whooshes. Whistly, airy character with reverberant tail.	5
TRNDiesl-CK_TRAIN Diesel Whoosh 02_RTSB_SRC.wav	TRAIN DIESEL WHOOSH; Fast diesel train whooshes. Whistly, airy character with reverberant tail.	5
CREAMnstr-CK_VOICE Demon Breath Long_RTSB_SRC.wav	VOICE DEMON BREATH LONG; Large demon, creature or monster breath vocalization.	2
CREAMnstr-CK_VOICE Demon Breath Low_RTSB_SRC.wav	VOICE DEMON BREATH LOW; Large demon, creature or monster low register breath vocalization.	4
CREAMnstr-CK_VOICE Demon Breath_RTSB_SRC.wav	VOICE DEMON BREATH; Large demon, creature or monster breath vocalization.	2
CREAMnstr-CK_VOICE Demon Growl Long_RTSB_SRC.wav	VOICE DEMON GROWL LONG; Large demon, creature or monster. Long growl vocalization.	1
CREAMnstr-CK_VOICE Demon Growl Medium_RTSB_SRC.wav	VOICE DEMON GROWL MEDIUM; Large demon, creature or monster. Medium growl vocalization.	5
CREAMnstr-CK_VOICE Demon Growl Short 01_RTSB_SRC.wav	VOICE DEMON GROWL SHORT; Large demon, creature or monster. Short growl vocalization.	5
CREAMnstr-CK_VOICE Demon Growl Short 02_RTSB_SRC.wav	VOICE DEMON GROWL SHORT; Large demon, creature or monster. Short growl vocalization.	5
CREAMnstr-CK_VOICE Demon Growl Very Long_RTSB_SRC.wav	VOICE DEMON GROWL VERY LONG; Large demon, creature or monster. Very long growl vocalization.	1
CREAMnstr-CK_VOICE Demon Gutteral Rambling_RTSB_SRC.wav	VOICE DEMON RAMBLE GUTTERAL; Large demon, creature or monster. Gutterasl rambling vocalization.	2
CREAMnstr-CK_VOICE Demon Rambling 01_RTSB_SRC.wav	VOICE DEMON RAMBLE; Large demon, creature or monster. Rambling vocalization.	5
CREAMnstr-CK_VOICE Demon Rambling 02_RTSB_SRC.wav	VOICE DEMON RAMBLE; Large demon, creature or monster. Rambling vocalization.	5
CREAMnstr-CK_VOICE Demon Reaction Medium_RTSB_SRC.wav	VOICE DEMON REACTION MEDIUM; Large demon, creature or monster. Medium reaction vocalization.	4
CREAMnstr-CK_VOICE Demon Reaction Short_RTSB_SRC.wav	VOICE DEMON REACTION SHORT; Large demon, creature or monster. Short reaction vocalization.	5
CREAMnstr-CK_VOICE Demon Reaction Wheeze_RTSB_SRC.wav	VOICE DEMON REACTION WHEEZE; Large demon, creature or monster. Wheezy overtone reaction vocalization.	4
CREAMnstr-CK_VOICE Demon Snarl_RTSB_SRC.wav	VOICE DEMON SNARL; Large demon, creature or monster. Snarl vocalization.	6
MAGMisc-CK_VOICE Male Whisper Group Wind_RTSB_SRC.wav	VOICE MALE WHISPER GROUP WIND; Evil reverberant whispers with wind element.	4
MAGMisc-CK_VOICE Male Whisper Group_RTSB_SRC.wav	VOICE MALE WHISPER GROUP WIND; Evil reverberant whispers.	4
WATRBubl-CK_WATER Bubble Burst Short 01_RTSB_SRC.wav	WATER BUBBLE BURST SHORT; Short burst of air bubbles rising to the surface.	4
WATRBubl-CK_WATER Bubble Burst Short 02_RTSB_SRC.wav	WATER BUBBLE BURST SHORT; Short burst of air bubbles rising to the surface.	3
WATRBubl-CK_WATER Bubble Constant Heavy 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Heavy 02_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Heavy 03_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Heavy 04_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT HEAVY; Constant steady heavy bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Light 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT LIGHT; Constant steady light bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Light 02_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT LIGHT; Constant steady light bubbling as air bubbles rise to the surface.	1
WATRBubl-CK_WATER Bubble Constant Medium 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Medium 02_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Medium 03_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Medium 04_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT MEDIUM; Constant steady bubbling as air bubbles rise to the surface. Medium intensity.	1
WATRBubl-CK_WATER Bubble Constant Shallow 01_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface. Shallow depth.	1
WATRBubl-CK_WATER Bubble Constant Shallow 02_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface. Shallow depth.	1
WATRBubl-CK_WATER Bubble Constant Shallow 03_RTSB_SRC.wav	WATER BUBBLE BURST CONSTANT SHALLOW; Constant steady light bubbling as air bubbles rise to the surface. Shallow depth.	1
WATRBubl-CK_WATER Bubble Single Hard_RTSB_SRC.wav	WATER BUBBLE SINGLE HARD; Single gust of air bubbling to the surface. Hard, heavy intensity.	5
WATRBubl-CK_WATER Bubble Single Light_RTSB_SRC.wav	WATER BUBBLE SINGLE LIGHT; Single gust of air bubbling to the surface.	6
WATRBubl-CK_WATER Bubble Single Medium 01_RTSB_SRC.wav	WATER BUBBLE SINGLE MEDIUM; Single gust of air bubbling to the surface. Medium intensity.	5
WATRBubl-CK_WATER Bubble Single Medium 02_RTSB_SRC.wav	WATER BUBBLE SINGLE MEDIUM; Single gust of air bubbling to the surface. Medium intensity.	4
WATRBubl-CK_WATER Bubble Single Mid Depth Light 01_RTSB_SRC.wav	WATER BUBBLE SINGLE MID DEPTH LIGHT; Single gust of air bubbling to the surface. Mid depth.	5
WATRBubl-CK_WATER Bubble Single Mid Depth Light 02_RTSB_SRC.wav	WATER BUBBLE SINGLE MID DEPTH LIGHT; Single gust of air bubbling to the surface. Mid depth.	3
WATRBubl-CK_WATER Bubble Single Shallow Light 01_RTSB_SRC.wav	WATER BUBBLE SINGLE SHALLOW LIGHT; Single gust of air bubbling to the surface. Shallow bubbles with light character.	6
WATRBubl-CK_WATER Bubble Single Shallow Light 02_RTSB_SRC.wav	WATER BUBBLE SINGLE SHALLOW LIGHT; Single gust of air bubbling to the surface. Shallow bubbles with light character.	4
WATRFlow-CK_WATER Creek Babbling_RTSB_SRC.wav	WATER CREEK BABBLING; Medium babbling brook or creek. Medium perspective, occasional bubbling.	1
WATRSplsh-CK_WATER Splash Dive 01_RTSB_SRC.wav	WATER SPLASH DIVE; Diving into a pool. Occasional bubbling and splashing.	5

SORCERY - DATA SHEET

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WATRSplsh-CK_WATER Splash Dive 02_RTSB_SRC.wav	WATER SPLASH DIVE; Diving into a pool. Occasional bubbling and splashing.	4
WATRSplsh-CK_WATER Splash Emerge_RTSB_SRC.wav	WATER SPLASH DIVE; Emerging from underwater. Occasional bubbling and splashing.	4
WATRLap-CK_WATER Splash Lap Heavy 01_RTSB_SRC.wav	WATER SPLASH LAP HEAVY; Short water lap in lake. Splashing still water by hand. Heavy splash or lap.	5
WATRLap-CK_WATER Splash Lap Heavy 02_RTSB_SRC.wav	WATER SPLASH LAP HEAVY; Short water lap in lake. Splashing still water by hand. Heavy splash or lap.	5
WATRLap-CK_WATER Splash Lap Light 01_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	5
WATRLap-CK_WATER Splash Lap Light 02_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	4
WATRLap-CK_WATER Splash Lap Light 03_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	5
WATRLap-CK_WATER Splash Lap Light 04_RTSB_SRC.wav	WATER SPLASH LAP LIGHT; Short water lap in lake. Splashing still water by hand. Light splash or lap.	1
WATRLap-CK_WATER Splash Lap Medium 01_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
WATRLap-CK_WATER Splash Lap Medium 02_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	5
WATRLap-CK_WATER Splash Lap Medium 03_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
WATRLap-CK_WATER Splash Lap Medium 04_RTSB_SRC.wav	WATER SPLASH LAP MEDIUM; Short water lap in lake. Splashing still water by hand. Medium splash or lap.	4
MUSCInst-CK_WATERPHONE Articulation 01_RTSB_SRC.wav	WATERPHONE; Bowed waterphone articulation. Creepy spooky character.	4
MUSCInst-CK_WATERPHONE Articulation 02_RTSB_SRC.wav	WATERPHONE; Bowed waterphone articulation. Creepy spooky character.	4
DSGNDron-CK_WATERPHONE Pad 01_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
DSGNDron-CK_WATERPHONE Pad 02_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
DSGNDron-CK_WATERPHONE Pad 03_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
DSGNDron-CK_WATERPHONE Pad 04_RTSB_SRC.wav	WATERPHONE; Processed waterphone pad. Long, spooky and hollow character.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 01_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 02_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 03_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 04_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 05_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 06_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 07_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random 08_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random Long 01_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Long performance.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random Long 02_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Long performance.	1
MUSCChim-CK_WINDCHIME Aluminum Movement Random Short_RTSB_SRC.wav	WINDCHIME ALUMINUM; Random light movement. Light ringing of aluminum windchime as it moves. Short performance.	2
MUSCChim-CK_WINDCHIME Aluminum Single Note A#4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. A#4 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note C4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. C4 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note C5_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. C5 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note C#_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. C# Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note D5_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. D5 Key.	3
MUSCChim-CK_WINDCHIME Aluminum Single Note D#4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. D#4 Key.	1
MUSCChim-CK_WINDCHIME Aluminum Single Note E4_RTSB_SRC.wav	WINDCHIME ALUMINUM; Single note. E4 Key.	3
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 01_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 02_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 03_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	5
MUSCChim-CK_WINDCHIME Rods And Bells Movement Random 04_RTSB_SRC.wav	WINDCHIME RODS AND BELLS; Random light movement. Bells and metal rods ringing as they move.	3
MUSCChim-CK_WINDCHIME Rods No Bells Movement Random 01_RTSB_SRC.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods No Bells Movement Random 02_RTSB_SRC.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Rods No Bells Movement Random 03_RTSB_SRC.wav	WINDCHIME RODS; Random light movement. Metal rods ringing as they move.	1
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Busy 01_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Busy, long performance.	1
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Busy 02_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Busy, long performance.	1
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Busy +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Steady constant pad like ethereal ringing of windchime. Pitched up 2 octaves.	2
MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Mild +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Steady, constant mild pad like ethereal ringing of windchime. Pitched up 2 octaves.	1

SORCERY - DATA SHEET

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MUSCChim-CK_WINDCHIME Wood And Metal Movement Constant Mild_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Constant steady random movement and ringing. Light, mild, and long performance.	1
MUSCChim-CK_WINDCHIME Wood And Metal Shake A +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. A key. Pitched up 2 octaves.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake A_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. A key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake C +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. C key. Pitched up 2 octaves.	6
MUSCChim-CK_WINDCHIME Wood And Metal Shake C_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. C key.	6
MUSCChim-CK_WINDCHIME Wood And Metal Shake F +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. F key. Pitched up 2 octaves.	6
MUSCChim-CK_WINDCHIME Wood And Metal Shake F_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. F key.	6
MUSCChim-CK_WINDCHIME Wood And Metal Shake G +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. G key. Pitched up 2 octaves.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake G_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. G key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Random +24_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. Random key. Pitched up 2 octaves.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Random_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Long ring out. Random key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Short A 01_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short performance with ring out. A key.	5
MUSCChim-CK_WINDCHIME Wood And Metal Shake Short A 02_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short performance with ring out. A key.	4
MUSCChim-CK_WINDCHIME Wood And Metal Shake Short Muted A_RTSB_SRC.wav	WINDCHIME WOOD AND METAL; Single shakes of windchime. Short muted performance. A key.	2
PLASImpt-CK_WRAP PLASTIC Bend Hit Low_RTSB_SRC.wav	PLASTIC WRAP HIT LOW; Low frequency plastic wrap hits. Low hollow bouncy character.	3
PLASImpt-CK_WRAP PLASTIC Bend Hit Mid_RTSB_SRC.wav	PLASTIC WRAP HIT MID; Midrange plastic wrap hits. Hollow bouncy character.	3
DSGNSrce-CK_WRAP PLASTIC Stretch Fast 01_RTSB_SRC.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	5
DSGNSrce-CK_WRAP PLASTIC Stretch Fast 02_RTSB_SRC.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	4
DSGNSrce-CK_WRAP PLASTIC Stretch Fast 03_RTSB_SRC.wav	PLASTIC WRAP STRETCH FAST; Deep fast pulls of packing plastic wrap with descending pitch.	5
PLASFric-CK_WRAP PLASTIC Stretch Long_RTSB_SRC.wav	PLASTIC WRAP STRETCH LONG; Deep long pulls of packing plastic wrap with descending pitch.	1
PLASFric-CK_WRAP PLASTIC Stretch Medium 01_RTSB_SRC.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	5
PLASFric-CK_WRAP PLASTIC Stretch Medium 02_RTSB_SRC.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	4
PLASFric-CK_WRAP PLASTIC Stretch Medium 03_RTSB_SRC.wav	PLASTIC WRAP STRETCH MEDIUM; Deep medium pulls of packing plastic wrap with descending pitch.	4
MAGSpel-DS_MAGIC ACID Cast Large 01_RTSB_SRC.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
MAGSpel-DS_MAGIC ACID Cast Large 02_RTSB_SRC.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
MAGSpel-DS_MAGIC ACID Cast Medium 01_RTSB_SRC.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
MAGSpel-DS_MAGIC ACID Cast Small_RTSB_SRC.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
MAGSpel-DS_MAGIC ACID Hit_RTSB_SRC.wav	MAGIC ACID HIT; Acid projectile impact. Whoosh followed by subtle hit with sizzle and crackle.	4
MAGSpel-DS_MAGIC ACID Massive Beam_RTSB_SRC.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	1
MAGEvil-DS_MAGIC BLACK Cast Large Hex Spell_RTSB_SRC.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
MAGEvil-DS_MAGIC BLACK Cast Large_RTSB_SRC.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
MAGEvil-DS_MAGIC BLACK Cast Medium_RTSB_SRC.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
MAGEvil-DS_MAGIC BLACK Cast Small_RTSB_SRC.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
MAGEvil-DS_MAGIC BLACK Deflect Spell_RTSB_SRC.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
MAGEvil-DS_MAGIC BLACK Summon Large 01_RTSB_SRC.wav	MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.	1
MAGEvil-DS_MAGIC BLACK Summon Large 02_RTSB_SRC.wav	MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.	1
MAGEvil-DS_MAGIC BLACK Summon Large 03_RTSB_SRC.wav	MAGIC BLACK SUMMON LARGE DEMON; Large, long panned evil demonic vocal whooshes.	1
MAGEvil-DS_MAGIC BLACK Summon Long_RTSB_SRC.wav	MAGIC BLACK SUMMON LONG; Medium metallic texture rising to heavy whoosh followed by complex texture with high end sizzle, ending with with heavy whoosh with reverberant tail.	3
MAGEvil-DS_MAGIC BLACK Summon Medium 01_RTSB_SRC.wav	MAGIC BLACK SUMMON MEDIUM DEMON; Medium panned evil demonic vocal whooshes.	1
MAGEvil-DS_MAGIC BLACK Summon Medium 02_RTSB_SRC.wav	MAGIC BLACK SUMMON MEDIUM DEMON; Medium panned evil demonic vocal whooshes.	1
MAGEvil-DS_MAGIC BLACK Summon Necromancer_RTSB_SRC.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
MAGEvil-DS_MAGIC BLACK Tension Pad_RTSB_SRC.wav	MAGIC BLACK PAD TENSION; Fast zap like whoosh leading to throbbing bass and metallic suspense pad with modulating dopplered whooshes, ending with a a vocal textured whoosh and bass drop.	1
MAGEvil-DS_MAGIC BLACK Whoosh Large_RTSB_SRC.wav	MAGIC BLACK WHOOSH LARGE; Large, dopplered whoosh with amp modulated element and long reverberant tail. Useful for large spaceship bys.	3
MAGEvil-DS_MAGIC BLACK Whoosh Small_RTSB_SRC.wav	MAGIC BLACK WHOOSH SMALL; Short small whoosh with fast metallic rise leading to short reverberant metallic tail.	4
MAGElem-DS_MAGIC ELECTRIC Beam_RTSB_SRC.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	1
MAGElem-DS_MAGIC ELECTRIC Cast Large Fury_RTSB_SRC.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	3
MAGElem-DS_MAGIC ELECTRIC Cast Large_RTSB_SRC.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 - DATA SHEET

MAGElem-DS_MAGIC ELECTRIC Cast Medium Bolt_RTSB_SRC.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	1
MAGElem-DS_MAGIC ELECTRIC Cast Medium_RTSB_SRC.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
MAGElem-DS_MAGIC ELECTRIC Cast Small_RTSB_SRC.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
MAGElem-DS_MAGIC ELECTRIC Deflect Spell_RTSB_SRC.wav	MAGIC ELECTRIC DEFLECT; Deflecting or blocking an electric magic spell. Tight quick whoosh followed by a heavy electrical zap hit.	4
MAGElem-DS_MAGIC FIRE Beam_RTSB_SRC.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
MAGElem-DS_MAGIC FIRE Cast Large Frenzy_RTSB_SRC.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
MAGElem-DS_MAGIC FIRE Cast Large Whiplash_RTSB_SRC.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
MAGElem-DS_MAGIC FIRE Cast Large_RTSB_SRC.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
MAGElem-DS_MAGIC FIRE Cast Medium_RTSB_SRC.wav	MAGIC FIRE CAST MEDIUM; Casting and shooting off a medium fire spell. Large fireball whoosh with modulated tail.	4
MAGElem-DS_MAGIC FIRE Cast Small_RTSB_SRC.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
MAGElem-DS_MAGIC FIRE Deflect Spell_RTSB_SRC.wav	MAGIC FIRE DEFLECT; Deflecting or blocking a fire spell. Tight quick whoosh followed by an heavy fire hit and quick flame tail.	4
MAGElem-DS_MAGIC FIRE Summon 01_RTSB_SRC.wav	MAGIC FIRE SUMMON; Large fireball whoosh leading to a steady constant large burning flame inferno with volcal texture elements ending in a large fireball whoosh with bassy reverberant tail.	1
MAGElem-DS_MAGIC FIRE Summon 02_RTSB_SRC.wav	MAGIC FIRE SUMMON; Large fireball whoosh leading to a steady constant large burning flame inferno with volcal texture elements ending in a large fireball whoosh with bassy reverberant tail.	1
MAGElem-DS_MAGIC ICE Beam_RTSB_SRC.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 elemnts and glass or bell like texture ending in reverberant	1
MAGElem-DS_MAGIC ICE Break Out Of Spell_RTSB_SRC.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
MAGElem-DS_MAGIC ICE Cast Large Frost_RTSB_SRC.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
MAGElem-DS_MAGIC ICE Deflect Spell_RTSB_SRC.wav	MAGIC ICE DEFLECT; Deflecting or blocking an ice spell. Tight quick whoosh followed by a heavy hit and cold icy tail.	4
MAGElem-DS_MAGIC ICE Freeze Cast Large_RTSB_SRC.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
MAGElem-DS_MAGIC ICE Freeze Cast Medium_RTSB_SRC.wav	MAGIC ICE CAST MEDIUM; Casting and shooting off a medium ice spell. Medium ice crackling rise leading to reverberant metallic tail.	4
MAGElem-DS_MAGIC ICE Freeze Cast Small_RTSB_SRC.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
MAGElem-DS_MAGIC WATER Cast Large_RTSB_SRC.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
MAGElem-DS_MAGIC WATER Cast Medium_RTSB_SRC.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
MAGElem-DS_MAGIC WATER Deflect Spell_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Large 01_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Large 02_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Medium 01_RTSB_SRC.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	3
MAGAngl-DS_MAGIC WHITE Cast Medium 02_RTSB_SRC.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	3
MAGAngl-DS_MAGIC WHITE Cast Medium 03_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Medium 04_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Medium 05_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Medium Energy_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Small 01_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Cast Small 02_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Deflect Spell 01_RTSB_SRC.wav	MAGIC WHITE DEFLECT; Deflecting or blocking a white magic spell. Tight hit followed by long textured vocal and metallic reveberant tail.	3
MAGAngl-DS_MAGIC WHITE Deflect Spell 02_RTSB_SRC.wav	MAGIC WHITE DEFLECT; Deflecting or blocking a white magic spell. Tight hit followed by long textured vocal and metallic reveberant tail.	4
MAGAngl-DS_MAGIC WHITE Pad Angelic_RTSB_SRC.wav	MAGIC WHITE PAD; Angelic sparkly ethereal pad with subtle reverse metallic ramps.	1
MAGAngl-DS_MAGIC WHITE Summon Meditative_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Summon_RTSB_SRC.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
MAGAngl-DS_MAGIC WHITE Whoosh Mystical 01_RTSB_SRC.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	4
MAGAngl-DS_MAGIC WHITE Whoosh Mystical 02_RTSB_SRC.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	5
MAGAngl-DS_MAGIC WHITE Whoosh Mystical 03_RTSB_SRC.wav	MAGIC WHITE WHOOSH MYSTICAL; Medium dopplered pad like whooshes with long reverberant tail.	5