

Title	Description	FileName	Keywords	Media Code	Time	CD	Track	Index
AIR, MISC	High and wide, resonant, watery hit with medium slow attack and short delay.	AIRMisc_BURST-Swell Short_B00M_MAWCK.wav	Swell Short	Magic-Wisp by Boom		B00M_MAWCK	2	0
AIR, MISC	Resonant, medium long, screeching, watery roar with low frequency variation.	AIRMisc_MOVEMENT-Airy Light Long_B00M_MAWCK.wav	Airy Light Long	Magic-Wisp by Boom		B00M_MAWCK	3	0
AIR, MISC	Resonant, short, screeching, watery roar with high pass filter.	AIRMisc_MOVEMENT-Airy Light Zap_B00M_MAWCK.wav	Airy Light Zap	Magic-Wisp by Boom		B00M_MAWCK	4	0
AIR, MISC	Resonant long screeching watery roar with low end.	AIRMisc_MOVEMENT-Airy Long_B00M_MAWCK.wav	Airy Long	Magic-Wisp by Boom		B00M_MAWCK	5	0
AIR, MISC	Resonant short screeching watery roar with low end.	AIRMisc_MOVEMENT-Airy Short_B00M_MAWCK.wav	Airy Short	Magic-Wisp by Boom		B00M_MAWCK	6	0
AIR, MISC	Loud, high and wide, resonant watery hit with medium fast attack and short delay.	AIRMisc_ZAP-Screechy Tonal_B00M_MAWCK.wav	Screechy Tonal	Magic-Wisp by Boom		B00M_MAWCK	7	0
BELLS, GONG	Resonant bow hits with slow attack and long tail.	BELLGong_PERCUSSION-Gong Bow Bright_B00M_MAWCK.wav	Gong Bow Bright	Magic-Wisp by Boom		B00M_MAWCK	8	0
BELLS, GONG	Loud resonant bow hits with slow attack and long tail with low end.	BELLGong_PERCUSSION-Gong Bow_B00M_MAWCK.wav	Gong Bow	Magic-Wisp by Boom		B00M_MAWCK	9	0
BELLS, GONG	Impact followed by rubber movements through Gong ring with modulated pan effect and low frequencies resonances.	BELLGong_PERCUSSION-Gong Impact Rubber Ring Out Turning_B00M_MAWCK.wav	Gong Impact Rubber Ring Out Turning	Magic-Wisp by Boom		B00M_MAWCK	10	0
BELLS, GONG	Slow transient hits with intermittent fast rods movement.	BELLGong_PERCUSSION-Gong Magnet Movement Rods_B00M_MAWCK.wav	Gong Magnet Movement Rods	Magic-Wisp by Boom		B00M_MAWCK	11	0
BELLS, GONG	Gentle quiet drumroll alike followed by big low impact and long low resonant frequency with bright crash on top.	BELLGong_PERCUSSION-Gong Magnet Movement_B00M_MAWCK.wav	Gong Magnet Movement	Magic-Wisp by Boom		B00M_MAWCK	12	0
BELLS, GONG	Rubber movements with slow attack and long resonant low frequency tail.	BELLGong_PERCUSSION-Gong Rubber Resonant_B00M_MAWCK.wav	Gong Rubber Resonant	Magic-Wisp by Boom		B00M_MAWCK	13	0
BELLS, GONG	Hand scraped hits with long resonant low frequency tail.	BELLGong_PERCUSSION-Gong Scrape Hand_B00M_MAWCK.wav	Gong Scrape Hand	Magic-Wisp by Boom		B00M_MAWCK	14	0
BELLS, HANDBELL	Subtle scraping shake at high frequencies.	BELLHand_PERCUSSION-Bell Tiny Rattle Constant_B00M_MAWCK.wav	Bell Tiny Rattle Constant	Magic-Wisp by Boom		B00M_MAWCK	15	0
BULLETS, SHELL	Loud metallic with low end and squeaky and wide in the high end.	BLTShel_TEXTURE-Metal Cartridge Case Trickle Down_B00M_MAWCK.wav	Metal Cartridge Case Trickle Down	Magic-Wisp by Boom		B00M_MAWCK	16	0
CLOTH, FLAP	Low thump, crunchy burst with medium decay and wide noisy texture in the highs.	CLOTHFlp_MATERIAL-Big Painters Dust Sheet Snap Alt_B00M_MAWCK.wav	Big Painters Dust Sheet Snap Alt	Magic-Wisp by Boom		B00M_MAWCK	17	0
CLOTH, FLAP	Low thump, crunchy burst with medium decay and wide noisy texture in the highs.	CLOTHFlp_MATERIAL-Big Painters Dust Sheet Snap_B00M_MAWCK.wav	Big Painters Dust Sheet Snap	Magic-Wisp by Boom		B00M_MAWCK	18	0
CLOTH, FLAP	Sweep from high to low with medium decay hit with resonant punch in the high mids.	CLOTHFlp_MATERIAL-Big Painters Dust Sheet_B00M_MAWCK.wav	Big Painters Dust Sheet	Magic-Wisp by Boom		B00M_MAWCK	19	0
CLOTH, FLAP	Mid slow attack stomp with noisy fabric texture on treble.	CLOTHFlp_MATERIAL-Cloth Nylon Swipe Aggressive_B00M_MAWCK.wav	Cloth Nylon Swipe Aggressive	Magic-Wisp by Boom		B00M_MAWCK	20	0
CLOTH, FLAP	Swooshy with body, mid attack and decay.	CLOTHFlp_MATERIAL-Cloth Nylon Swipe_B00M_MAWCK.wav	Cloth Nylon Swipe	Magic-Wisp by Boom		B00M_MAWCK	21	0
CLOTH, FLAP	Big crumbling stomps with sub and wide ripping highs. Mid attack and decay.	CLOTHFlp_MATERIAL-Cloth Short Slash Hard_B00M_MAWCK.wav	Cloth Short Slash Hard	Magic-Wisp by Boom		B00M_MAWCK	22	0
CLOTH, FLAP	Crumbling stomps with sub and wide highs. Mid attack and decay.	CLOTHFlp_MATERIAL-Cloth Short Slash Soft_B00M_MAWCK.wav	Cloth Short Slash Soft	Magic-Wisp by Boom		B00M_MAWCK	23	0

CLOTH, FLAP	Crumbling stomps with sub and subtle wide noise with short release.	CLOTHFlp_MATERIAL-Cotton Hard_B00M_MAWCK.wav	Cotton Hard	Magic-Wisp by Boom	B00M_MAWCK	24	0
CLOTH, FLAP	Crumbling stomps with sub and subtle wide noise with short release. Mid attack and long decay.	CLOTHFlp_MATERIAL-Cotton Soft_B00M_MAWCK.wav	Cotton Soft	Magic-Wisp by Boom	B00M_MAWCK	25	0
CLOTH, FLAP	Crunchy, turbulent, texture with swirling, flanging resonance.	CLOTHFlp_MATERIAL-Fabric Large Flanger_B00M_MAWCK.wav	Fabric Large Flanger	Magic-Wisp by Boom	B00M_MAWCK	26	0
CLOTH, FLAP	Low volume gentle whip. Middle attack and decay.	CLOTHFlp_MATERIAL-Fabric Straps Whip_B00M_MAWCK.wav	Fabric Straps Whip	Magic-Wisp by Boom	B00M_MAWCK	27	0
CLOTH, FLAP	Low volume gentle impact with low end. Short attack and decay.	CLOTHFlp_MATERIAL-Fabric Strip Impact_B00M_MAWCK.wav	Fabric Strip Impact	Magic-Wisp by Boom	B00M_MAWCK	28	0
CLOTH, FLAP	Steady movement, low crackles and intermittent rumbles.	CLOTHFlp_MATERIAL-Flag Small Waving Constant_B00M_MAWCK.wav	Flag Small Waving Constant	Magic-Wisp by Boom	B00M_MAWCK	29	0
CLOTH, FLAP	Low mid impacts with high click on top. Fast attack and decay.	CLOTHFlp_MATERIAL-Flag Small Fast_B00M_MAWCK.wav	Flag Small Fast	Magic-Wisp by Boom	B00M_MAWCK	30	0
CLOTH, FLAP	Low mid impacts with high click on top. Mid attack and fast decay.	CLOTHFlp_MATERIAL-Flag Small Snaps_B00M_MAWCK.wav	Flag Small Snaps	Magic-Wisp by Boom	B00M_MAWCK	31	0
CLOTH, FLAP	Swirling low stomp with subtle wide noise. Noise with mid release. Long decay.	CLOTHFlp_MATERIAL-Leather Soft_B00M_MAWCK.wav	Leather Soft	Magic-Wisp by Boom	B00M_MAWCK	32	0
CLOTH, FLAP	Almost distorted highs. Low impact rumble. Fast to mid attack and sustained.	CLOTHFlp_MATERIAL-Nylon Hard_B00M_MAWCK.wav	Nylon Hard	Magic-Wisp by Boom	B00M_MAWCK	33	0
CLOTH, FLAP	Big low impact rumble. Fast to mid attack and sustained.	CLOTHFlp_MATERIAL-Nylon Soft_B00M_MAWCK.wav	Nylon Soft	Magic-Wisp by Boom	B00M_MAWCK	34	0
CLOTH, IMPACT	Big and low with wide noisy high end. Mid decay.	CLOTHImpt_IMPACT-Large Thick Cloth Ignite_B00M_MAWCK.wav	Large Thick Cloth Ignite	Magic-Wisp by Boom	B00M_MAWCK	35	0
CLOTH, IMPACT	Big and low with wide noisy high end. Fast attack and decay.	CLOTHImpt_IMPACT-Large Thick Cloth_B00M_MAWCK.wav	Large Thick Cloth	Magic-Wisp by Boom	B00M_MAWCK	36	0
CLOTH, IMPACT	Crumbling low impact with mid high wide noise tail.	CLOTHImpt_IMPACT-Leather Hard_B00M_MAWCK.wav	Leather Hard	Magic-Wisp by Boom	B00M_MAWCK	37	0
CLOTH, IMPACT	Crumbling mid low impact with crunchy squeezed and tail.	CLOTHImpt_IMPACT-Leather Jacket_B00M_MAWCK.wav	Leather Jacket	Magic-Wisp by Boom	B00M_MAWCK	38	0
CLOTH, IMPACT	Snappy low kick with fast attack and mid short decay and clacky top.	CLOTHImpt_IMPACT-Snappy Transient_B00M_MAWCK.wav	Snappy Transient	Magic-Wisp by Boom	B00M_MAWCK	39	0
CLOTH, IMPACT	Papery texture mid slow attack followed by snap with low end.	CLOTHImpt_MATERIAL-Burst Sheet Snap_B00M_MAWCK.wav	Burst Sheet Snap	Magic-Wisp by Boom	B00M_MAWCK	40	0
CLOTH, IMPACT	Rumbling low impact hit with dusty modulated tail.	CLOTHImpt_MATERIAL-Poof Texture Cloth Flap Tail_B00M_MAWCK.wav	Poof Texture Cloth Flap Tail	Magic-Wisp by Boom	B00M_MAWCK	41	0
CLOTH, IMPACT	Scattered rumbling low impact hit with gentle highs on top.	CLOTHImpt_MATERIAL-Poof Texture Cloth Flap_B00M_MAWCK.wav	Poof Texture Cloth Flap	Magic-Wisp by Boom	B00M_MAWCK	42	0
CLOTH, MISC	Mid slow attack impact noise with subtle wide tail. Sustained.	CLOTHMisc_MATERIAL-Cloth Poof Burst_B00M_MAWCK.wav	Cloth Poof Burst	Magic-Wisp by Boom	B00M_MAWCK	43	0
CLOTH, MOVEMENT	Raspy and stereo wide high frequency rumble with low end passages.	CLOTHMvmt_MATERIAL-Big Painters Dust Sheet Constant_B00M_MAWCK.wav	Big Painters Dust Sheet Constant	Magic-Wisp by Boom	B00M_MAWCK	44	0
CLOTH, MOVEMENT	Wide stereo whirling with low rumbles.	CLOTHMvmt_MATERIAL-Fabric Flaps Constant_B00M_MAWCK.wav	Fabric Flaps Constant	Magic-Wisp by Boom	B00M_MAWCK	45	0
CLOTH, MOVEMENT	Crisp and crunchy with low crackles and high noisy textures.	CLOTHMvmt_MATERIAL-Fabric Nylon Constant_B00M_MAWCK.wav	Fabric Nylon Constant	Magic-Wisp by Boom	B00M_MAWCK	46	0

CLOTH, MOVEMENT	Steady movement, high crackles and intermittent clicks.	CLOTHMvmt_MATERIAL-Fabric Strips Rustling Constant_B00M_MAWCK.wav	Fabric Strips Rustling Constant	Magic-Wisp by Boom	B00M_MAWCK	47	0
DIRT & SAND, DUST	Crispy stereo panning screeching noise.	DIRTDust_TEXTURE-Salt Moving On Gong Constant_B00M_MAWCK.wav	Salt Moving On Gong Constant	Magic-Wisp by Boom	B00M_MAWCK	48	0
DIRT & SAND, DUST	Transient metallic ringing impacts. Medium attack with long release.	DIRTDust_TEXTURE-Salt Trickle Gong_B00M_MAWCK.wav	Salt Trickle Gong	Magic-Wisp by Boom	B00M_MAWCK	49	0
DIRT & SAND, DUST	Crispy noisy drops with subtle resonance on mid highs.	DIRTDust_TEXTURE-Salt Trickle On Gong Constant_B00M_MAWCK.wav	Salt Trickle On Gong Constant	Magic-Wisp by Boom	B00M_MAWCK	50	0
DIRT & SAND, DUST	Sharp metallic noise texture with resonant high frequencies.	DIRTDust_TEXTURE-Salt Trickle On Plate Constant_B00M_MAWCK.wav	Salt Trickle On Plate Constant	Magic-Wisp by Boom	B00M_MAWCK	51	0
DIRT & SAND, IMPACT	Low mid Guttural stomp with organic texture. Layered transient attack.	DIRTImpt_TEXTURE-Sand Impact Poof_B00M_MAWCK.wav	Sand Impact Poof	Magic-Wisp by Boom	B00M_MAWCK	52	0
DIRT & SAND, MISC	Airy noise texture with earthy resonant crackles.	DIRTMisc_MATERIAL-Rock Drag Sand High_B00M_MAWCK.wav	Rock Drag Sand High	Magic-Wisp by Boom	B00M_MAWCK	53	0
DIRT & SAND, MISC	Low mid organic dirt swells with sporadic scraping sounds.	DIRTMisc_TEXTURE-Rock in Sand Drag Movement_B00M_MAWCK.wav	Rock in Sand Drag Movement	Magic-Wisp by Boom	B00M_MAWCK	54	0
DIRT & SAND, MISC	Falling, earthy impact texture concentrated in the low mids.	DIRTMisc_TEXTURE-Sand Debris Drop Bucket Hard_B00M_MAWCK.wav	Sand Debris Drop Bucket Hard	Magic-Wisp by Boom	B00M_MAWCK	55	0
DIRT & SAND, MISC	Crumbling and tearing low mid texture with high attacks and low frequency noise.	DIRTMisc_TEXTURE-Sand Debris Drop Bucket Soft_B00M_MAWCK.wav	Sand Debris Drop Bucket Soft	Magic-Wisp by Boom	B00M_MAWCK	56	0
DIRT & SAND, MISC	Tearing, swelling noise with inharmonic morphing highs.	DIRTMisc_TEXTURE-Sand Scrape Swell_B00M_MAWCK.wav	Sand Scrape Swell	Magic-Wisp by Boom	B00M_MAWCK	57	0
DIRT & SAND, MISC	Waves of dry, organic noise. Rising and falling.	DIRTMisc_WHOOSH-Sand Constant Hard_B00M_MAWCK.wav	Sand Constant Hard	Magic-Wisp by Boom	B00M_MAWCK	58	0
DIRT & SAND, MISC	Textural, inharmonic movement with swelling. Very little decay and resonance..	DIRTMisc_WHOOSH-Sand Constant Soft_B00M_MAWCK.wav	Sand Constant Soft	Magic-Wisp by Boom	B00M_MAWCK	59	0
DIRT & SAND, MISC	Tearing texture with airy high end. Constant and morphing.	DIRTMisc_WHOOSH-Sand Constant Very Soft_B00M_MAWCK.wav	Sand Constant Very Soft	Magic-Wisp by Boom	B00M_MAWCK	60	0
DIRT & SAND, MISC	Big organic high frequency impacts with slight tremolo and movement..	DIRTMisc_WHOOSH-Sand Fast_B00M_MAWCK.wav	Sand Fast	Magic-Wisp by Boom	B00M_MAWCK	61	0
DIRT & SAND, MISC	Gentle and rounded noise frequency with wide stereo spread.	DIRTMisc_WHOOSH-Sand Slow_B00M_MAWCK.wav	Sand Slow	Magic-Wisp by Boom	B00M_MAWCK	62	0
DIRT & SAND, MISC	Rising soil type texture with slow attack and fast decay.	DIRTMisc_WHOOSH-Sand Subtle_B00M_MAWCK.wav	Sand Subtle	Magic-Wisp by Boom	B00M_MAWCK	63	0
DIRT & SAND, MISC	Falling noise sound with fast panning and rounded highs.	DIRTMisc_WHOOSH-Spinning Rocks Sand_B00M_MAWCK.wav	Spinning Rocks Sand	Magic-Wisp by Boom	B00M_MAWCK	64	0
DIRT & SAND, MISC	Fast natural impact sounds concentrated in low mids.	DIRTMisc_WHOOSH-Stone In Bucket Fast_B00M_MAWCK.wav	Stone In Bucket Fast	Magic-Wisp by Boom	B00M_MAWCK	65	0
DESIGNED, IMPACT	Low, distorted kick type impact with fast decay.	DSGNImpt_IMPACT-Sweetener Rock Rubber Flexi Bin_B00M_MAWCK.wav	Sweetener Rock Rubber Flexi Bin	Magic-Wisp by Boom	B00M_MAWCK	66	0
DESIGNED, IMPACT	Liquid, phasey morphing attack with short tail.	DSGNImpt_IMPACT-Tonal Pitch Modulation_B00M_MAWCK.wav	Tonal Pitch Modulation	Magic-Wisp by Boom	B00M_MAWCK	67	0
DESIGNED, IMPACT	Watery hit with quick rise and medium length release.	DSGNImpt_ZAP-Tonal Blob Long_B00M_MAWCK.wav	Tonal Blob Long	Magic-Wisp by Boom	B00M_MAWCK	68	0
DESIGNED, IMPACT	Digital goeey impacts with short morphing tail.	DSGNImpt_ZAP-Tonal Blob_B00M_MAWCK.wav	Tonal Blob	Magic-Wisp by Boom	B00M_MAWCK	69	0

DESIGNED, MISC	Layered hit with organic transient and digital resonance.	DSGNMisc_BURST-Poof Tail Texture Cloth Deep_B00M_MAWCK.wav	Poof Tail Texture Cloth Deep	Magic-Wisp by Boom	B00M_MAWCK	70	0
DESIGNED, MISC	High frequency shot impact with long, airy reverb tail..	DSGNMisc_BURST-Poof Tail Texture Cloth Light_B00M_MAWCK.wav	Poof Tail Texture Cloth Light	Magic-Wisp by Boom	B00M_MAWCK	71	0
DESIGNED, MISC	Intense projectile type hit with long compressed reverb tail and wide stereo field..	DSGNMisc_BURST-Poof Tail Texture Cloth Long_B00M_MAWCK.wav	Poof Tail Texture Cloth Long	Magic-Wisp by Boom	B00M_MAWCK	72	0
DESIGNED, MISC	Complex shot with long release and organic rumbles in the mid range.	DSGNMisc_BURST-Poof Tail Texture Cloth_B00M_MAWCK.wav	Poof Tail Texture Cloth	Magic-Wisp by Boom	B00M_MAWCK	73	0
DESIGNED, MISC	Textural swelling of noise with slow release. Sparkly high end..	DSGNMisc_BURST-Poof Tail Texture Sand Drizzle_B00M_MAWCK.wav	Poof Tail Texture Sand Drizzle	Magic-Wisp by Boom	B00M_MAWCK	74	0
DESIGNED, MISC	Falling physical collision with slow attack time. Low mid to high frequencies.	DSGNMisc_BURST-Poof Tail Texture Sand Fire_B00M_MAWCK.wav	Poof Tail Texture Sand Fire	Magic-Wisp by Boom	B00M_MAWCK	75	0
DESIGNED, MISC	Delicate, granulated texture concentrated in the high frequencies.	DSGNMisc_BURST-Poof Tail Texture Sand Swirl Constant_B00M_MAWCK.wav	Poof Tail Texture Sand Swirl Constant	Magic-Wisp by Boom	B00M_MAWCK	76	0
DESIGNED, MISC	Flanging, particle texture with digital modulations.	DSGNMisc_BURST-Poof Tail Texture Sand Swirl Descending_B00M_MAWCK.wav	Poof Tail Texture Sand Swirl Descending	Magic-Wisp by Boom	B00M_MAWCK	77	0
DESIGNED, MISC	Resonant high frequency foley noise with organic variation.	DSGNMisc_BURST-Poof Tail Texture Sand Swirl Light_B00M_MAWCK.wav	Poof Tail Texture Sand Swirl Light	Magic-Wisp by Boom	B00M_MAWCK	78	0
DESIGNED, MISC	Organic tearing texture with granulation and digital resonance.	DSGNMisc_BURST-Poof Tail Texture Sand Swirl_B00M_MAWCK.wav	Poof Tail Texture Sand Swirl	Magic-Wisp by Boom	B00M_MAWCK	79	0
DESIGNED, MISC	Inharmonic, noisy, drill texture. Very dry and concentrated in the high mid range.	DSGNMisc_METAL PROCESSED-Brick Trowel Plastic Board Scrape Fast_B00M_MAWCK.wav	Brick Trowel Plastic Board Scrape Fast	Magic-Wisp by Boom	B00M_MAWCK	80	0
DESIGNED, MISC	Sustained, metal friction sound with panning and stereo spread.	DSGNMisc_METAL PROCESSED-Brick Trowel Wooden Board Scrape Constant_B00M_MAWCK.wav	Brick Trowel Wooden Board Scrape Constant	Magic-Wisp by Boom	B00M_MAWCK	81	0
DESIGNED, MISC	Slow attack, fast decay wave of metallic scraping with pitch and tonal modulation.	DSGNMisc_METAL PROCESSED-Brick Trowel Wooden Board Scrape Fast_B00M_MAWCK.wav	Brick Trowel Wooden Board Scrape Fast	Magic-Wisp by Boom	B00M_MAWCK	82	0
DESIGNED, MISC	High frequency metallic synthesis with time stretching and resonance.	DSGNMisc_METAL PROCESSED-Movement Tonal Modulated Constant_B00M_MAWCK.wav	Movement Tonal Modulated Constant	Magic-Wisp by Boom	B00M_MAWCK	83	0
DESIGNED, MISC	Shiny digital synth sound with sharp panning and resonant high frequencies.	DSGNMisc_MOVEMENT-Crystal Shard Sharp Dense_B00M_MAWCK.wav	Crystal Shard Sharp Dense	Magic-Wisp by Boom	B00M_MAWCK	84	0
DESIGNED, MISC	Sustained, falling electronic sound with wide stereo field and panning.	DSGNMisc_MOVEMENT-Crystal Shard Sharp High_B00M_MAWCK.wav	Crystal Shard Sharp High	Magic-Wisp by Boom	B00M_MAWCK	85	0
DESIGNED, MISC	Haunting inharmonic noise with rounded high end and panning.	DSGNMisc_MOVEMENT-Dark Ghost Voice Wind Constant_B00M_MAWCK.wav	Dark Ghost Voice Wind Constant	Magic-Wisp by Boom	B00M_MAWCK	86	0
DESIGNED, MISC	Guttural texture in the low mid range with modulating stereo field.	DSGNMisc_MOVEMENT-Dark Organic Rasp_B00M_MAWCK.wav	Dark Organic Rasp	Magic-Wisp by Boom	B00M_MAWCK	87	0
DESIGNED, MISC	Swells and waves of distorted organic material with artifacts.	DSGNMisc_MOVEMENT-Fire Crunch Hard Long_B00M_MAWCK.wav	Fire Crunch Hard Long	Magic-Wisp by Boom	B00M_MAWCK	88	0
DESIGNED, MISC	Laser type rises with reverb, resonance and wide panning.	DSGNMisc_MOVEMENT-Generic Energy Gusts Mid Range Flow_B00M_MAWCK.wav	Generic Energy Gusts Mid Range Flow	Magic-Wisp by Boom	B00M_MAWCK	89	0
DESIGNED, MISC	Waves of electronic swells with slow attacks and long release.	DSGNMisc_MOVEMENT-Generic Energy Gusts Mid Range_B00M_MAWCK.wav	Generic Energy Gusts Mid Range	Magic-Wisp by Boom	B00M_MAWCK	90	0
DESIGNED, MISC	Organic, glitch texture with metallic attacks.	DSGNMisc_MOVEMENT-Generic Energy Organic Mid Range High_B00M_MAWCK.wav	Generic Energy Organic Mid Range High	Magic-Wisp by Boom	B00M_MAWCK	91	0
DESIGNED, MISC	Physical friction sound with chorus and flanging effect.	DSGNMisc_MOVEMENT-Scrape Movement Tonal_B00M_MAWCK.wav	Scrape Movement Tonal	Magic-Wisp by Boom	B00M_MAWCK	92	0

DESIGNED, MISC	Growing, falling, granular sparkles with waves of reverb and stereo panning.	DSGNMisc_MOVEMENT-Shimmer Glitter High Dense_B00M_MAWCK.wav	Shimmer Glitter High Dense	Magic-Wisp by Boom	B00M_MAWCK	93	0
DESIGNED, MISC	Phasey, swelling, noise modulating in pitch with slow release time.	DSGNMisc_MOVEMENT-Swell Light Tonal_B00M_MAWCK.wav	Swell Light Tonal	Magic-Wisp by Boom	B00M_MAWCK	94	0
DESIGNED, MISC	High frequency noise with vibrato and flanging resonance.	DSGNMisc_TEXTURE-Filter Movement Shimmer Bubble_B00M_MAWCK.wav	Filter Movement Shimmer Bubble	Magic-Wisp by Boom	B00M_MAWCK	95	0
DESIGNED, MISC	Sustained electronic glitch with sparkling resonant noise in the high end.	DSGNMisc_TEXTURE-Filter Movement Shimmer Constant_B00M_MAWCK.wav	Filter Movement Shimmer Constant	Magic-Wisp by Boom	B00M_MAWCK	96	0
DESIGNED, MISC	Slow modulating high frequency synth sound with intense phase modulation.	DSGNMisc_TEXTURE-Filter Movement Shimmer Long_B00M_MAWCK.wav	Filter Movement Shimmer Long	Magic-Wisp by Boom	B00M_MAWCK	97	0
DESIGNED, MISC	Morphing, crystal synth texture with medium decay and modulating tail.	DSGNMisc_TEXTURE-Filter Movement Shimmer Modulated_B00M_MAWCK.wav	Filter Movement Shimmer Modulated	Magic-Wisp by Boom	B00M_MAWCK	98	0
DESIGNED, MISC	High pitch glitches with medium decay and release.	DSGNMisc_TEXTURE-Filter Movement Shimmer Short_B00M_MAWCK.wav	Filter Movement Shimmer Short	Magic-Wisp by Boom	B00M_MAWCK	99	0
DESIGNED, MISC	Low electronic glitch synth with filtered delay tail.	DSGNMisc_TEXTURE-Particles Filter Modulation_B00M_MAWCK.wav	Particles Filter Modulation	Magic-Wisp by Boom	B00M_MAWCK	100	0
DESIGNED, MISC	High pitched, glitchy noise with long release and fast pitch modulation.	DSGNMisc_TEXTURE-Particles Movement High Short_B00M_MAWCK.wav	Particles Movement High Short	Magic-Wisp by Boom	B00M_MAWCK	101	0
DESIGNED, MISC	Digital sustained swells of phasey glitches.	DSGNMisc_TEXTURE-Particles Movement Screechy_B00M_MAWCK.wav	Particles Movement Screechy	Magic-Wisp by Boom	B00M_MAWCK	102	0
DESIGNED, MISC	Low, crunchy, distorted sounds with short tail.	DSGNMisc_TEXTURE-Tonal Scrape Single Rough_B00M_MAWCK.wav	Tonal Scrape Single Rough	Magic-Wisp by Boom	B00M_MAWCK	103	0
DESIGNED, MISC	Resonant digital impact with reverse sound and long tail.	DSGNMisc_WHOOSH-Phasey Noise Short_B00M_MAWCK.wav	Phasey Noise Short	Magic-Wisp by Boom	B00M_MAWCK	104	0
DESIGNED, MISC	Electronic glitch hit with long phasey tail.	DSGNMisc_WHOOSH-Phasey Noise_B00M_MAWCK.wav	Phasey Noise	Magic-Wisp by Boom	B00M_MAWCK	105	0
DESIGNED, MISC	High frequency, phasey, rise and fall with inharmonic resonant tail.	DSGNMisc_WHOOSH-Phasey Zap Long_B00M_MAWCK.wav	Phasey Zap Long	Magic-Wisp by Boom	B00M_MAWCK	106	0
DESIGNED, MISC	Short, high pitched glitch with medium attack and slow release.	DSGNMisc_WHOOSH-Phasey Zap Short_B00M_MAWCK.wav	Phasey Zap Short	Magic-Wisp by Boom	B00M_MAWCK	107	0
DESIGNED, MISC	Layered organic impact with crunch rock textures.	DSGNMisc_WHOOSH-Rock in Sand Drag Fast Alt_B00M_MAWCK.wav	Rock in Sand Drag Fast Alt	Magic-Wisp by Boom	B00M_MAWCK	108	0
DESIGNED, MISC	Complex, crunchy stomp in the low mid frequency range with short tail.	DSGNMisc_WHOOSH-Rock in Sand Drag Fast_B00M_MAWCK.wav	Rock in Sand Drag Fast	Magic-Wisp by Boom	B00M_MAWCK	109	0
DESIGNED, MISC	Sustained waves of flangey, distorted noise with slow attack.	DSGNMisc_WIND-Base Movement Fire Air Distortion_B00M_MAWCK.wav	Base Movement Fire Air Distortion	Magic-Wisp by Boom	B00M_MAWCK	110	0
DESIGNED, MISC	Atmospheric noise texture with stereo panning and modulation.	DSGNMisc_WIND-Base Movement Summon Layer_B00M_MAWCK.wav	Base Movement Summon Layer	Magic-Wisp by Boom	B00M_MAWCK	111	0
DESIGNED, MISC	Organic, airy, white noise texture with modulating stereo field.	DSGNMisc_WIND-Base Moving Constant_B00M_MAWCK.wav	Base Moving Constant	Magic-Wisp by Boom	B00M_MAWCK	112	0
DESIGNED, MISC	Airy granulated white noise with rolled off high frequencies and oscillations.	DSGNMisc_WIND-Cold Constant_B00M_MAWCK.wav	Cold Constant	Magic-Wisp by Boom	B00M_MAWCK	113	0
DESIGNED, MISC	Reverberated, dense noise with swells and waves of inharmonics.	DSGNMisc_WIND-Cold Crystal Cold Constant_B00M_MAWCK.wav	Cold Crystal Cold Constant	Magic-Wisp by Boom	B00M_MAWCK	114	0
DESIGNED, MISC	Low, subdued noise with stereo panning and swells of sounds.	DSGNMisc_WIND-Flow Soft Constant_B00M_MAWCK.wav	Flow Soft Constant	Magic-Wisp by Boom	B00M_MAWCK	115	0

DESIGNED, MISC	Rumbling, inharmonic noise in the low frequency range.	DSGNMisc_WIND-Generic Base Rumble_B00M_MAWCK.wav	Generic Base Rumble	Magic-Wisp by Boom	B00M_MAWCK	116	0
DESIGNED, MISC	Low, morphing atmospheric noise texture.	DSGNMisc_WIND-Generic Movement Low Cast_B00M_MAWCK.wav	Generic Movement Low Cast	Magic-Wisp by Boom	B00M_MAWCK	117	0
DESIGNED, MISC	Waves of inharmonic ambience in the low frequency register.	DSGNMisc_WIND-Low Modulated Constant_B00M_MAWCK.wav	Low Modulated Constant	Magic-Wisp by Boom	B00M_MAWCK	118	0
DESIGNED, MISC	Sustained, intense, growing noise texture with a full frequency spectrum and stereo panning.	DSGNMisc_WIND-Mid Modulated Constant_B00M_MAWCK.wav	Mid Modulated Constant	Magic-Wisp by Boom	B00M_MAWCK	119	0
DESIGNED, MISC	Electronic, sustained texture with noise and additive synthesis.	DSGNMisc_WIND-Shimmer Sand_B00M_MAWCK.wav	Shimmer Sand	Magic-Wisp by Boom	B00M_MAWCK	120	0
DESIGNED, MISC	Zappy, phasey noise hit with short tail.	DSGNMisc_ZAP-Particles Fizz Long_B00M_MAWCK.wav	Particles Fizz Long	Magic-Wisp by Boom	B00M_MAWCK	121	0
DESIGNED, MISC	Short, flangey electronic glitches with delay.	DSGNMisc_ZAP-Particles Fizz_B00M_MAWCK.wav	Particles Fizz	Magic-Wisp by Boom	B00M_MAWCK	122	0
DESIGNED, MISC	Harsh, noisy glitches with slow attack and short decay.	DSGNMisc_ZAP-Poof Tonal Zap Complex_B00M_MAWCK.wav	Poof Tonal Zap Complex	Magic-Wisp by Boom	B00M_MAWCK	123	0
DESIGNED, MISC	Crunchy digital sounds with slow attack and short decay.	DSGNMisc_ZAP-Poof Tonal Zap Long_B00M_MAWCK.wav	Poof Tonal Zap Long	Magic-Wisp by Boom	B00M_MAWCK	124	0
DESIGNED, MISC	High Frequency, layered, metallic zap with phasey tail.	DSGNMisc_ZAP-Poof Tonal Zap Modulated_B00M_MAWCK.wav	Poof Tonal Zap Modulated	Magic-Wisp by Boom	B00M_MAWCK	125	0
DESIGNED, MISC	Short, aggressive rises of inharmonic, distorted, digital noise.	DSGNMisc_ZAP-Poof Tonal Zap_B00M_MAWCK.wav	Poof Tonal Zap	Magic-Wisp by Boom	B00M_MAWCK	126	0
DESIGNED, MISC	Percussive hits of layered, electronic, phasey glitches with metallic resonance.	DSGNMisc_ZAP-Tonal Modulated Drips_B00M_MAWCK.wav	Tonal Modulated Drips	Magic-Wisp by Boom	B00M_MAWCK	127	0
DESIGNED, RISER	Digital reverse impacts with synthesized resonance and fast release.	DSGNRise_PROCESSED-Swell Reverse Glass Modulated Fast_B00M_MAWCK.wav	Swell Reverse Glass Modulated Fast	Magic-Wisp by Boom	B00M_MAWCK	128	0
DESIGNED, RISER	Electronic, phasey, granular risers with sharp cutoff.	DSGNRise_PROCESSED-Swell Reverse Glass Modulated_B00M_MAWCK.wav	Swell Reverse Glass Modulated	Magic-Wisp by Boom	B00M_MAWCK	129	0
DESIGNED, RISER	Inharmonic, resonant glitches with slow attack and quick decay.	DSGNRise_PROCESSED-Swell Reverse Glass_B00M_MAWCK.wav	Swell Reverse Glass	Magic-Wisp by Boom	B00M_MAWCK	130	0
DESIGNED, TONAL	Physical, metallic percussion with long decay.	DSGNTonl_IMPACT-Ping Glass Flam Low_B00M_MAWCK.wav	Ping Glass Flam Low	Magic-Wisp by Boom	B00M_MAWCK	131	0
DESIGNED, TONAL	Digital bell sound with atonal, metallic qualities.	DSGNTonl_IMPACT-Ping Glass High_B00M_MAWCK.wav	Ping Glass High	Magic-Wisp by Boom	B00M_MAWCK	132	0
DESIGNED, TONAL	One shot, crystal bell percussion with long tail and shiny release.	DSGNTonl_IMPACT-Ping Glass_B00M_MAWCK.wav	Ping Glass	Magic-Wisp by Boom	B00M_MAWCK	133	0
DESIGNED, TONAL	Reverse, swells of bell sounds with phasey manipulation and stereo spread.	DSGNTonl_PROCESSED-Swell Tonal Glass Complex_B00M_MAWCK.wav	Swell Tonal Glass Complex	Magic-Wisp by Boom	B00M_MAWCK	134	0
DESIGNED, TONAL	Soft sparkly rises with short decay and angelic resonance.	DSGNTonl_PROCESSED-Swell Tonal Glass High_B00M_MAWCK.wav	Swell Tonal Glass High	Magic-Wisp by Boom	B00M_MAWCK	135	0
DESIGNED, TONAL	Spectral, tonal, metal sounds with slow attack and fast decay.	DSGNTonl_PROCESSED-Swell Tonal Glass Long_B00M_MAWCK.wav	Swell Tonal Glass Long	Magic-Wisp by Boom	B00M_MAWCK	136	0
DESIGNED, TONAL	High pitch, swelling glass sound with with vibrato and phasing.	DSGNTonl_PROCESSED-Swell Tonal Glass Modulated High_B00M_MAWCK.wav	Swell Tonal Glass Modulated High	Magic-Wisp by Boom	B00M_MAWCK	137	0
DESIGNED, TONAL	High Frequency, reverse bell sound with crystal type resonance.	DSGNTonl_PROCESSED-Swell Tonal Glass Modulated_B00M_MAWCK.wav	Swell Tonal Glass Modulated	Magic-Wisp by Boom	B00M_MAWCK	138	0

DESIGNED, TONAL	High pitch, slow attack singing bell with medium decay.	DSGNTonI_PROCESSED-Swell Tonal Glass Simple_B00M_MAWCK.wav	Swell Tonal Glass Simple	Magic-Wisp by Boom	B00M_MAWCK	139	0
DESIGNED, WHOOSH	Hard, fast swells of tactile, noise with panning.	DSGNWhsh_FIRE-Burning Texture Movement Constant_B00M_MAWCK.wav	Burning Texture Movement Constant	Magic-Wisp by Boom	B00M_MAWCK	140	0
DESIGNED, WHOOSH	Sustained, explosive texture of distorted organic sounds with flanging.	DSGNWhsh_FIRE-Burst Ignite Large_B00M_MAWCK.wav	Burst Ignite Large	Magic-Wisp by Boom	B00M_MAWCK	141	0
DESIGNED, WHOOSH	Hard, overdriven impact with rock like texture and short tail.	DSGNWhsh_FIRE-Burst Impact Texture_B00M_MAWCK.wav	Burst Impact Texture	Magic-Wisp by Boom	B00M_MAWCK	142	0
DESIGNED, WHOOSH	Complex, layered impacts with distortion and short tails.	DSGNWhsh_FIRE-Burst Impact_B00M_MAWCK.wav	Burst Impact	Magic-Wisp by Boom	B00M_MAWCK	143	0
DESIGNED, WHOOSH	Warped, reverberated, turbulent noise with reverberated tail.	DSGNWhsh_FIRE-Burst Soft_B00M_MAWCK.wav	Burst Soft	Magic-Wisp by Boom	B00M_MAWCK	144	0
DESIGNED, WHOOSH	Low mid range, noise texture with slow attack and release and modulating frequencies.	DSGNWhsh_FIRE-Crumbling Flames Constant_B00M_MAWCK.wav	Crumbling Flames Constant	Magic-Wisp by Boom	B00M_MAWCK	145	0
DESIGNED, WHOOSH	Inharmonic, guttural waves of swelling, low mid range organic distortion.	DSGNWhsh_FIRE-Crumbling Flames Fast_B00M_MAWCK.wav	Crumbling Flames Fast	Magic-Wisp by Boom	B00M_MAWCK	146	0
DESIGNED, WHOOSH	Cinematic, growling distorted swells with high frequency cracks.	DSGNWhsh_FIRE-Crumbling Flames Hard_B00M_MAWCK.wav	Crumbling Flames Hard	Magic-Wisp by Boom	B00M_MAWCK	147	0
DESIGNED, WHOOSH	Distorted, swelling waves, with slow attack and low end impact.	DSGNWhsh_FIRE-Crumbling Flames Long_B00M_MAWCK.wav	Crumbling Flames Long	Magic-Wisp by Boom	B00M_MAWCK	148	0
DESIGNED, WHOOSH	Short, distorted, organic, crunches with subtle tail.	DSGNWhsh_FIRE-Crumbling Flames_B00M_MAWCK.wav	Crumbling Flames	Magic-Wisp by Boom	B00M_MAWCK	149	0
DESIGNED, WHOOSH	Convolved, burst impacts with organic textures and noisy release.	DSGNWhsh_FIRE-Distorted Cloth Fire Cast_B00M_MAWCK.wav	Distorted Cloth Fire Cast	Magic-Wisp by Boom	B00M_MAWCK	150	0
DESIGNED, WHOOSH	Turbulent, noise texture with deep, low end fluctuations.	DSGNWhsh_FIRE-Distorted Slash Fast_B00M_MAWCK.wav	Distorted Slash Fast	Magic-Wisp by Boom	B00M_MAWCK	151	0
DESIGNED, WHOOSH	Cracking, convolved impact with short, flanging tail.	DSGNWhsh_FIRE-Ignite Burn Snap_B00M_MAWCK.wav	Ignite Burn Snap	Magic-Wisp by Boom	B00M_MAWCK	152	0
DESIGNED, WHOOSH	Fast, hard, organic hit with short reverberated release.	DSGNWhsh_FIRE-Soft Burn Crunch_B00M_MAWCK.wav	Soft Burn Crunch	Magic-Wisp by Boom	B00M_MAWCK	153	0
DESIGNED, WHOOSH	Deep, geological crunch with distortion and rolled off highs.	DSGNWhsh_FIRE-Soft Burn_B00M_MAWCK.wav	Soft Burn	Magic-Wisp by Boom	B00M_MAWCK	154	0
DESIGNED, WHOOSH	Sustained swells of crunchy, organic noise in the mid to low range.	DSGNWhsh_MOVEMENT-Crunchy Fire Cast Constant_B00M_MAWCK.wav	Crunchy Fire Cast Constant	Magic-Wisp by Boom	B00M_MAWCK	155	0
DESIGNED, WHOOSH	Modulating, phasey noise texture. Sustained high frequencies.	DSGNWhsh_MOVEMENT-Dark Airy Tonal Light Constant_B00M_MAWCK.wav	Dark Airy Tonal Light Constant	Magic-Wisp by Boom	B00M_MAWCK	156	0
DESIGNED, WHOOSH	Muddled, physical texture with modulations in sample speed and filtering.	DSGNWhsh_MOVEMENT-Dark Crunch Texture Long_B00M_MAWCK.wav	Dark Crunch Texture Long	Magic-Wisp by Boom	B00M_MAWCK	157	0
DESIGNED, WHOOSH	Guttural, filtered organic collision with slow decay and pitch modulation.	DSGNWhsh_MOVEMENT-Dark Crunch Texture_B00M_MAWCK.wav	Dark Crunch Texture	Magic-Wisp by Boom	B00M_MAWCK	158	0
DESIGNED, WHOOSH	Swelling, physical noise textures with softened high end.	DSGNWhsh_MOVEMENT-Fire Cast Rock Scrape Long_B00M_MAWCK.wav	Fire Cast Rock Scrape Long	Magic-Wisp by Boom	B00M_MAWCK	159	0
DESIGNED, WHOOSH	Organic, crunchy swelling and growing with pitch modulation.	DSGNWhsh_MOVEMENT-Fire Cast Rock Scrape_B00M_MAWCK.wav	Fire Cast Rock Scrape	Magic-Wisp by Boom	B00M_MAWCK	160	0
DESIGNED, WHOOSH	Tangible, tearing, breaking sound with very dry resonance.	DSGNWhsh_MOVEMENT-Fire Rock Sizzle Texture Soft_B00M_MAWCK.wav	Fire Rock Sizzle Texture Soft	Magic-Wisp by Boom	B00M_MAWCK	161	0

DESIGNED, WHOOSH	Falling, natural collision with electronic modulation.	DSGNWhsh_MOVEMENT-Fire Rock Sizzle Texture_B00M_MAWCK.wav	Fire Rock Sizzle Texture	Magic-Wisp by Boom	B00M_MAWCK	162	0
DESIGNED, WHOOSH	Airy, organic smash with mid range stomp.	DSGNWhsh_MOVEMENT-Sparks Gritty Fire Short_B00M_MAWCK.wav	Sparks Gritty Fire Short	Magic-Wisp by Boom	B00M_MAWCK	163	0
DESIGNED, WHOOSH	Complex flam of natural sounds colliding. Fast attack with a medium decay.	DSGNWhsh_MOVEMENT-Sparks Gritty Fire Fast_B00M_MAWCK.wav	Sparks Gritty Fire Fast	Magic-Wisp by Boom	B00M_MAWCK	164	0
DESIGNED, WHOOSH	Physical smash of organic material with stereo spread.	DSGNWhsh_MOVEMENT-Sparks Gritty Fire Slow_B00M_MAWCK.wav	Sparks Gritty Fire Slow	Magic-Wisp by Boom	B00M_MAWCK	165	0
DESIGNED, WHOOSH	Sustained layered, breaking sound of natural objects with modulations in stereo field.	DSGNWhsh_MOVEMENT-Sparks Gritty Fire_B00M_MAWCK.wav	Sparks Gritty Fire	Magic-Wisp by Boom	B00M_MAWCK	166	0
DESIGNED, WHOOSH	Synthesized, inharmonic woosh sound. High mids with fast decay.	DSGNWhsh_WHOOSH-Airy Light Movement Casting_B00M_MAWCK.wav	Airy Light Movement Casting	Magic-Wisp by Boom	B00M_MAWCK	167	0
DESIGNED, WHOOSH	Phasey, noise texture with atonal qualities and downward pitch modulation.	DSGNWhsh_WHOOSH-Airy Light Movement Descend_B00M_MAWCK.wav	Airy Light Movement Descend	Magic-Wisp by Boom	B00M_MAWCK	168	0
DESIGNED, WHOOSH	Airy synth hits with inharmonic intonation. Fast attack and release.	DSGNWhsh_WHOOSH-Airy Light Movement Fast_B00M_MAWCK.wav	Airy Light Movement Fast	Magic-Wisp by Boom	B00M_MAWCK	169	0
DESIGNED, WHOOSH	Glitchy, phasey noise texture with medium attack and slow decay.	DSGNWhsh_WHOOSH-Airy Light Movement Long_B00M_MAWCK.wav	Airy Light Movement Long	Magic-Wisp by Boom	B00M_MAWCK	170	0
DESIGNED, WHOOSH	Sci-fi woosh sound with distorted highs and pitch modulation.	DSGNWhsh_WHOOSH-Airy Light Movement Modulated Long_B00M_MAWCK.wav	Airy Light Movement Modulated Long	Magic-Wisp by Boom	B00M_MAWCK	171	0
DESIGNED, WHOOSH	Low mid, fx hit with fast decay and intense phasing.	DSGNWhsh_WHOOSH-Airy Light Movement Short_B00M_MAWCK.wav	Airy Light Movement Short	Magic-Wisp by Boom	B00M_MAWCK	172	0
DESIGNED, WHOOSH	Electronic tearing sound with wide stereo field and distorted highs.	DSGNWhsh_WHOOSH-Airy Light Movement_B00M_MAWCK.wav	Airy Light Movement	Magic-Wisp by Boom	B00M_MAWCK	173	0
DESIGNED, WHOOSH	Layered, crunchy organic noise texture with modulating pitch.	DSGNWhsh_WHOOSH-Airy Tonal Fire Movement_B00M_MAWCK.wav	Airy Tonal Fire Movement	Magic-Wisp by Boom	B00M_MAWCK	174	0
DESIGNED, WHOOSH	Tangible, crumbling impact with short decay.	DSGNWhsh_WHOOSH-Crunch Rock Scrape Gritty_B00M_MAWCK.wav	Crunch Rock Scrape Gritty	Magic-Wisp by Boom	B00M_MAWCK	175	0
DESIGNED, WHOOSH	Organic, complex hits with distorted low mids.	DSGNWhsh_WHOOSH-Crunch Rock Scrape Very Short_B00M_MAWCK.wav	Crunch Rock Scrape Very Short	Magic-Wisp by Boom	B00M_MAWCK	176	0
DESIGNED, WHOOSH	Layered smash with natural materials with slow attack.	DSGNWhsh_WHOOSH-Crunch Rock Scrape_B00M_MAWCK.wav	Crunch Rock Scrape	Magic-Wisp by Boom	B00M_MAWCK	177	0
DESIGNED, WHOOSH	Hard, organic, crunch impact with medium attack and harsh low mids.	DSGNWhsh_WHOOSH-Crunch Rock Sparky_B00M_MAWCK.wav	Crunch Rock Sparky	Magic-Wisp by Boom	B00M_MAWCK	178	0
DESIGNED, WHOOSH	Crumbling, natural noise texture with compression and distortion.	DSGNWhsh_WHOOSH-Crunchy Fire Cast_B00M_MAWCK.wav	Crunchy Fire Cast	Magic-Wisp by Boom	B00M_MAWCK	179	0
DESIGNED, WHOOSH	Layered, foley hit with distorted organic texture.	DSGNWhsh_WHOOSH-Crunchy Fire Fast_B00M_MAWCK.wav	Crunchy Fire Fast	Magic-Wisp by Boom	B00M_MAWCK	180	0
DESIGNED, WHOOSH	Hard sustained, breaking impact with natural randomness.	DSGNWhsh_WHOOSH-Crunchy Fire Tail_B00M_MAWCK.wav	Crunchy Fire Tail	Magic-Wisp by Boom	B00M_MAWCK	181	0
DESIGNED, WHOOSH	Distorted, deteriorated rock impact with phasing.	DSGNWhsh_WHOOSH-Crunchy Fire_B00M_MAWCK.wav	Crunchy Fire	Magic-Wisp by Boom	B00M_MAWCK	182	0
DESIGNED, WHOOSH	Sonic glitch with morphing timbre and delay.	DSGNWhsh_WHOOSH-Dark Airy Short Long_B00M_MAWCK.wav	Dark Airy Short Long	Magic-Wisp by Boom	B00M_MAWCK	183	0
DESIGNED, WHOOSH	Futuristic impact foley with digital artifacts and fierce low end.	DSGNWhsh_WHOOSH-Dark Crunch Sizzle Bass Large_B00M_MAWCK.wav	Dark Crunch Sizzle Bass Large	Magic-Wisp by Boom	B00M_MAWCK	184	0

DESIGNED, WHOOSH	Muddled Gravity impact sound of natural materials and collisions.	DSGNWhsh_WHOOSH-Dark Crunch Texture_B00M_MAWCK.wav	Dark Crunch Texture	Magic-Wisp by Boom	B00M_MAWCK	185	0
DESIGNED, WHOOSH	Subdued, dry foley with sharp crunch and compression.	DSGNWhsh_WHOOSH-Fire Crunch Short_B00M_MAWCK.wav	Fire Crunch Short	Magic-Wisp by Boom	B00M_MAWCK	186	0
DESIGNED, WHOOSH	Cracking impact in the mid range of breaking debris.	DSGNWhsh_WHOOSH-Fire Crunch Soft_B00M_MAWCK.wav	Fire Crunch Soft	Magic-Wisp by Boom	B00M_MAWCK	187	0
DESIGNED, WHOOSH	Transient organic impact of distorted natural material.	DSGNWhsh_WHOOSH-Fire Crunch_B00M_MAWCK.wav	Fire Crunch	Magic-Wisp by Boom	B00M_MAWCK	188	0
ELECTRICITY, MISC	Sustained, overtone-rich, noise with slow attack and modulating excitation.	ELECMisc_BURST-Spark Crumble Long_B00M_MAWCK.wav	Spark Crumble Long	Magic-Wisp by Boom	B00M_MAWCK	189	0
ELECTRICITY, MISC	Crunchy, reverberated one shot impacts with crumbling, type tail.	ELECMisc_BURST-Spark Crumble Short_B00M_MAWCK.wav	Spark Crumble Short	Magic-Wisp by Boom	B00M_MAWCK	190	0
ELECTRICITY, MISC	Transient, of exploding noise with distortion and delayed tail.	ELECMisc_BURST-Spark Crumble_B00M_MAWCK.wav	Spark Crumble	Magic-Wisp by Boom	B00M_MAWCK	191	0
EXPLOSIONS, DESIGNED	Crash of organic noise with subdued high frequency.	EXPLDsgn_BURST-Crunchy Burst_B00M_MAWCK.wav	Crunchy Burst	Magic-Wisp by Boom	B00M_MAWCK	192	0
EXPLOSIONS, DESIGNED	Complex, layered flam or harsh, distorted impact sounds.	EXPLDsgn_BURST-Crunchy Ignite_B00M_MAWCK.wav	Crunchy Ignite	Magic-Wisp by Boom	B00M_MAWCK	193	0
EXPLOSIONS, DESIGNED	Distorted collision with slow attack and sustained tearing.	EXPLDsgn_BURST-Crunchy_B00M_MAWCK.wav	Crunchy	Magic-Wisp by Boom	B00M_MAWCK	194	0
EXPLOSIONS, DESIGNED	Overdriven, compressed geological impacts in the low frequency range.	EXPLDsgn_BURST-Fire Crunch Sweetener Movement_B00M_MAWCK.wav	Fire Crunch Sweetener Movement	Magic-Wisp by Boom	B00M_MAWCK	195	0
EXPLOSIONS, DESIGNED	One shot, harshly distorted, layered foley hit with low frequencies.	EXPLDsgn_BURST-Fire Crunch Sweetener Punchy_B00M_MAWCK.wav	Fire Crunch Sweetener Punchy	Magic-Wisp by Boom	B00M_MAWCK	196	0
EXPLOSIONS, DESIGNED	Punch with fragmented tail of distorted natural material.	EXPLDsgn_BURST-Fire Crunch Sweetener_B00M_MAWCK.wav	Fire Crunch Sweetener	Magic-Wisp by Boom	B00M_MAWCK	197	0
EXPLOSIONS, DESIGNED	Collision of natural material with synthesized kick like attack.	EXPLDsgn_BURST-Zapping Snap_B00M_MAWCK.wav	Zapping Snap	Magic-Wisp by Boom	B00M_MAWCK	198	0
EXPLOSIONS, DESIGNED	Physical noise texture with natural artifacts. Slow attack and release.	EXPLDsgn_BURST-Organic Snap_B00M_MAWCK.wav	Organic Snap	Magic-Wisp by Boom	B00M_MAWCK	199	0
EXPLOSIONS, DESIGNED	Squishy crumbling and softly sizzling sweetener for detonations and explosives.	EXPLDsgn_BURST-Ignite Tail Fire_B00M_MAWCK.wav	Ignite Tail Fire	Magic-Wisp by Boom	B00M_MAWCK	200	0
EXPLOSIONS, DESIGNED	Crunchy collision with short tail in the low mid frequency range.	EXPLDsgn_BURST-Organic Large Crunch_B00M_MAWCK.wav	Organic Large Crunch	Magic-Wisp by Boom	B00M_MAWCK	201	0
EXPLOSIONS, DESIGNED	Heavy low end collision with tearing mid range frequencies.	EXPLDsgn_IMPACT-Organic Rip Off_B00M_MAWCK.wav	Organic Rip Off	Magic-Wisp by Boom	B00M_MAWCK	202	0
EXPLOSIONS, DESIGNED	Punch of distorted deteriorating natural sound.	EXPLDsgn_IMPACT-Organic Thick Lead In_B00M_MAWCK.wav	Organic Thick Lead In	Magic-Wisp by Boom	B00M_MAWCK	203	0
EXPLOSIONS, DESIGNED	Harsh mid-range impact with ramping attack and stomping crunch.	EXPLDsgn_IMPACT-Organic Thick Short_B00M_MAWCK.wav	Organic Thick Short	Magic-Wisp by Boom	B00M_MAWCK	204	0
EXPLOSIONS, DESIGNED	Flamming, layered punch of distorted, compressed collision sounds.	EXPLDsgn_IMPACT-Tail Fire_B00M_MAWCK.wav	Tail Fire	Magic-Wisp by Boom	B00M_MAWCK	205	0
EXPLOSIONS, DESIGNED	Transient one shot gun fx with slight flam and complex layering.	EXPLDsgn_IMPACT-Zap Hard_B00M_MAWCK.wav	Zap Hard	Magic-Wisp by Boom	B00M_MAWCK	206	0
EXPLOSIONS, DESIGNED	Gun shot type sound with subtle reverbation and artifacts.	EXPLDsgn_IMPACT-Zap Soft_B00M_MAWCK.wav	Zap Soft	Magic-Wisp by Boom	B00M_MAWCK	207	0

EXPLOSIONS, DESIGNED	Complex, layered crashes with slow release and fragmented tail.	EXPLDsgn_IMPACT-Organic Large Crunch Head Soft_B00M_MAWCK.wav	Organic Large Crunch Head Soft	Magic-Wisp by Boom	B00M_MAWCK	208	0
EXPLOSIONS, DESIGNED	Tangible, dry, knock sound with distortion and compression.	EXPLDsgn_IMPACT-Organic Large Crunch Head Tight_B00M_MAWCK.wav	Organic Large Crunch Head Tight	Magic-Wisp by Boom	B00M_MAWCK	209	0
EXPLOSIONS, DESIGNED	Dry, hard knocks with layered flams in the low mid range.	EXPLDsgn_IMPACT-Organic Large Crunch Tail Burst Soft_B00M_MAWCK.wav	Organic Large Crunch Tail Burst Soft	Magic-Wisp by Boom	B00M_MAWCK	210	0
EXPLOSIONS, DESIGNED	Muddled, low frequency organic noise impacts with short tail and artifacts.	EXPLDsgn_IMPACT-Organic Large Crunch Tail_B00M_MAWCK.wav	Organic Large Crunch Tail	Magic-Wisp by Boom	B00M_MAWCK	211	0
EXPLOSIONS, DESIGNED	Punch of exploding impact sound with fragmented tail and decay.	EXPLDsgn_IMPACT-Organic Large Crunch Hard_B00M_MAWCK.wav	Organic Large Crunch Hard	Magic-Wisp by Boom	B00M_MAWCK	212	0
FIRE, IGNITE	Layered, slam with distortion artifacts and slight reverberation.	FIREIgn_FIRE-Match Strike ignite Large Multiple_B00M_MAWCK.wav	Match Strike ignite Large Multiple	Magic-Wisp by Boom	B00M_MAWCK	213	0
FIRE, IGNITE	Aggressive noise texture the with timbrel mophing.	FIREIgn_FIRE-Match Strike ignite Large Single_B00M_MAWCK.wav	Match Strike ignite Large Single	Magic-Wisp by Boom	B00M_MAWCK	214	0
FIRE, IGNITE	Gritty, amplified noise with overdriven crunch.	FIREIgn_FIRE-Match Strike ignite Small Multiple_B00M_MAWCK.wav	Match Strike ignite Small Multiple	Magic-Wisp by Boom	B00M_MAWCK	215	0
FIRE, IGNITE	Distorted mechanical spray sound with medium release.	FIREIgn_FIRE-Match Strike ignite Small Single_B00M_MAWCK.wav	Match Strike ignite Small Single	Magic-Wisp by Boom	B00M_MAWCK	216	0
FIRE, MISC	Earth-shaking collision with a distorted, fragmented tail.	FIREMisc_BURST-Tail Crunchy Fire Burst_B00M_MAWCK.wav	Tail Crunchy Fire Burst	Magic-Wisp by Boom	B00M_MAWCK	217	0
FIRE, MISC	Electric sparks morphing into a granulated tail.	FIREMisc_BURST-Tail Crunchy Fire Long_B00M_MAWCK.wav	Tail Crunchy Fire Long	Magic-Wisp by Boom	B00M_MAWCK	218	0
FIRE, MISC	Gravity distortion impact with organic artifacts.	FIREMisc_BURST-Tail Crunchy Fire Movement_B00M_MAWCK.wav	Tail Crunchy Fire Movement	Magic-Wisp by Boom	B00M_MAWCK	219	0
FIRE, MISC	Modified noise with pitch alteration and watery phasing.	FIREMisc_MOVEMENT-Tail Airy Dark Deep Fire Long_B00M_MAWCK.wav	Tail Airy Dark Deep Fire Long	Magic-Wisp by Boom	B00M_MAWCK	220	0
FIRE, MISC	Filtered, phasey low end noise with vocoder type artifacts.	FIREMisc_MOVEMENT-Tail Airy Dark Deep Fire_B00M_MAWCK.wav	Tail Airy Dark Deep Fire	Magic-Wisp by Boom	B00M_MAWCK	221	0
FIRE, MISC	Scraping, overdriven noise texture with short decay.	FIREMisc_MOVEMENT-Tail Airy Fire Light Long_B00M_MAWCK.wav	Tail Airy Fire Light Long	Magic-Wisp by Boom	B00M_MAWCK	222	0
FIRE, MISC	Electronically processed scrape with delay and pitch manipulation.	FIREMisc_MOVEMENT-Tail Airy Fire Light_B00M_MAWCK.wav	Tail Airy Fire Light	Magic-Wisp by Boom	B00M_MAWCK	223	0
FIRE, MISC	Short, manipulated friction texture with chorus and phasing.	FIREMisc_MOVEMENT-Tail Airy Tonal Fire Movement Light_B00M_MAWCK.wav	Tail Airy Tonal Fire Movement Light	Magic-Wisp by Boom	B00M_MAWCK	224	0
FIRE, MISC	Low end, phase manipulated noise texture with slow release.	FIREMisc_MOVEMENT-Tail Tonal Particles Trickle Rise_B00M_MAWCK.wav	Tail Tonal Particles Trickle Rise	Magic-Wisp by Boom	B00M_MAWCK	225	0
FIRE, MISC	Glitched-out glass shatter with digital artifacts and shattered fragments.	FIREMisc_MOVEMENT-Tail Tonal Particles Trickle_B00M_MAWCK.wav	Tail Tonal Particles Trickle	Magic-Wisp by Boom	B00M_MAWCK	226	0
FIRE, SIZZLE	A brittle, fracturing sound with subtle reverberation.	FIREsizz_BURST-Poof Phasey Tail High Long_B00M_MAWCK.wav	Poof Phasey Tail High Long	Magic-Wisp by Boom	B00M_MAWCK	227	0
FIRE, SIZZLE	Laser-like, sci-fi synth beam with a piercing, high-frequency sweep.	FIREsizz_BURST-Poof Phasey Tail High_B00M_MAWCK.wav	Poof Phasey Tail High	Magic-Wisp by Boom	B00M_MAWCK	228	0
FIRE, SIZZLE	Holographic, future-tech sound with slow, phasey release.	FIREsizz_BURST-Poof Tail Crispy Fire Aggressive_B00M_MAWCK.wav	Poof Tail Crispy Fire Aggressive	Magic-Wisp by Boom	B00M_MAWCK	229	0
FIRE, SIZZLE	Organic fragment colliding with compression and subtle resonance.	FIREsizz_BURST-Poof Tail Crispy Fire Long_B00M_MAWCK.wav	Poof Tail Crispy Fire Long	Magic-Wisp by Boom	B00M_MAWCK	230	0

FIRE, SIZZLE	A densely layered crack with fragmented tail.	FIREsizz_BURST-Poof Tail Crispy Fire Short_B00M_MAWCK.wav	Poof Tail Crispy Fire Short	Magic-Wisp by Boom	B00M_MAWCK	231	0
FOOD & DRINK, COOKING	Artifact heavy, organic breaking with slight distortion and compression.	FOODCook_FIRE-Hot Pan Bacon Fry Wet Constant_B00M_MAWCK.wav	Hot Pan Bacon Fry Wet Constant	Magic-Wisp by Boom	B00M_MAWCK	232	0
FOOD & DRINK, COOKING	Distorted, corrosive hissing texture with static and high frequencies.	FOODCook_FIRE-Hot Pan Mist Spray Burst_B00M_MAWCK.wav	Hot Pan Mist Spray Burst	Magic-Wisp by Boom	B00M_MAWCK	233	0
FOOD & DRINK, COOKING	Airy noise texture with sharp impact and long release.	FOODCook_FIRE-Hot Pan Mist Spray Sequence_B00M_MAWCK.wav	Hot Pan Mist Spray Sequence	Magic-Wisp by Boom	B00M_MAWCK	234	0
FOOD & DRINK, COOKING	Short, fragmented, harsh white noise with subtle resonance.	FOODCook_FIRE-Hot Pan Mist Spray_B00M_MAWCK.wav	Hot Pan Mist Spray	Magic-Wisp by Boom	B00M_MAWCK	235	0
FOOD & DRINK, COOKING	Sustained noise hits with radio interference type qualities.	FOODCook_FIRE-Hot Pan Oil Grease Sizzle Short_B00M_MAWCK.wav	Hot Pan Oil Grease Sizzle Short	Magic-Wisp by Boom	B00M_MAWCK	236	0
FOOD & DRINK, COOKING	Noise texture, sustained with long release and corroded signal.	FOODCook_FIRE-Hot Pan Oil Grease Sizzle_B00M_MAWCK.wav	Hot Pan Oil Grease Sizzle	Magic-Wisp by Boom	B00M_MAWCK	237	0
FOOD & DRINK, COOKING	Distorted windy noise with a long tail and fragmented random pops.	FOODCook_FIRE-Hot Pan Oil Grease Tomato Sparks_B00M_MAWCK.wav	Hot Pan Oil Grease Tomato Sparks	Magic-Wisp by Boom	B00M_MAWCK	238	0
FOOD & DRINK, COOKING	Distorted Swells of static with sonic shards and blips.	FOODCook_FIRE-Hot Pan Oil Grease Tomato Texture_B00M_MAWCK.wav	Hot Pan Oil Grease Tomato Texture	Magic-Wisp by Boom	B00M_MAWCK	239	0
FOOD & DRINK, COOKING	Sustained interference type sound with static and slow release.	FOODCook_FIRE-Hot Pan Sponge Sizzle_B00M_MAWCK.wav	Hot Pan Sponge Sizzle	Magic-Wisp by Boom	B00M_MAWCK	240	0
FOOD & DRINK, COOKING	Periodic bursts of filtered white noise with frequency morphing.	FOODCook_FIRE-Hot Pan Sponge Squeeze Fast_B00M_MAWCK.wav	Hot Pan Sponge Squeeze Fast	Magic-Wisp by Boom	B00M_MAWCK	241	0
FOOD & DRINK, COOKING	Short hits of white noise and static with short tails.	FOODCook_FIRE-Hot Pan Sponge Squeeze Long_B00M_MAWCK.wav	Hot Pan Sponge Squeeze Long	Magic-Wisp by Boom	B00M_MAWCK	242	0
FOOD & DRINK, COOKING	High frequency, medium length, noise in the high-mid range.	FOODCook_FIRE-Hot Pan Sponge Squeeze_B00M_MAWCK.wav	Hot Pan Sponge Squeeze	Magic-Wisp by Boom	B00M_MAWCK	243	0
FOOD & DRINK, COOKING	Short bursts of abrasive, high frequency noise with subtle release.	FOODCook_FIRE-Hot Pan Tomato Squeeze Long_B00M_MAWCK.wav	Hot Pan Tomato Squeeze Long	Magic-Wisp by Boom	B00M_MAWCK	244	0
FOOD & DRINK, COOKING	Sustained scraping sound with harsh high frequencies.	FOODCook_FIRE-Hot Pan Tomato Squeeze Short_B00M_MAWCK.wav	Hot Pan Tomato Squeeze Short	Magic-Wisp by Boom	B00M_MAWCK	245	0
FOOD & DRINK, COOKING	Tearing and crunching type sound with subtle resonance and slow release.	FOODCook_FIRE-Hot Pan Water Pump Burst_B00M_MAWCK.wav	Hot Pan Water Pump Burst	Magic-Wisp by Boom	B00M_MAWCK	246	0
FOOD & DRINK, COOKING	Harsh, abrasive noise texture filled with cutting, high-frequency spikes..	FOODCook_FIRE-Hot Pan Water Pump Long Sizzle_B00M_MAWCK.wav	Hot Pan Water Pump Long Sizzle	Magic-Wisp by Boom	B00M_MAWCK	247	0
FOOD & DRINK, COOKING	Hissing, digital noise texture with razor-sharp, transient attack.	FOODCook_FIRE-Hot Pan Water Pump Long_B00M_MAWCK.wav	Hot Pan Water Pump Long	Magic-Wisp by Boom	B00M_MAWCK	248	0
FOOD & DRINK, COOKING	Ghostly, spectral noise textures with static and slow release.	FOODCook_FIRE-Hot Pan Water Pump Narrow_B00M_MAWCK.wav	Hot Pan Water Pump Narrow	Magic-Wisp by Boom	B00M_MAWCK	249	0
FOOD & DRINK, COOKING	Sustained, high pitch noise with reverberated tail.	FOODCook_FIRE-Hot Pan Wet Cloth Squeeze_B00M_MAWCK.wav	Hot Pan Wet Cloth Squeeze	Magic-Wisp by Boom	B00M_MAWCK	250	0
GLASS, TONAL	Short, crunchy noise hit with high pitched resonance.	GLASTonI_TEXTURE-Glass Bowing Soft_B00M_MAWCK.wav	Glass Bowing Soft	Magic-Wisp by Boom	B00M_MAWCK	251	0
MAGIC, MISC	Harsh, grating noise texture with slow release and spray.	MAGMisc_METAL PROCESSED-Zappy Metallic High_B00M_MAWCK.wav	Zappy Metallic High	Magic-Wisp by Boom	B00M_MAWCK	252	0
MAGIC, MISC	A reversed metal strike in the high register with synthetic overtones.	MAGMisc_METAL PROCESSED-Zappy Metallic Long_B00M_MAWCK.wav	Zappy Metallic Long	Magic-Wisp by Boom	B00M_MAWCK	253	0

MAGIC, MISC	Comp filtered, mid range glitches with phasey bubbles.	MAGMisc_METAL PROCESSED-Zappy Metallic_B00M_MAWCK.wav	Zappy Metallic	Magic-Wisp by Boom	B00M_MAWCK	254	0
MAGIC, MISC	Futuristic metallic timbres with a quick delay and filtered resonance.	MAGMisc_METAL PROCESSED-Zappy Single Large_B00M_MAWCK.wav	Zappy Single Large	Magic-Wisp by Boom	B00M_MAWCK	255	0
MAGIC, MISC	FM hits of splattery delay and filtering with short tails and spectral sounds.	MAGMisc_METAL PROCESSED-Zappy Single Long_B00M_MAWCK.wav	Zappy Single Long	Magic-Wisp by Boom	B00M_MAWCK	256	0
MAGIC, MISC	A metallic strike processed with flanging with a short resonant tail.	MAGMisc_METAL PROCESSED-Zappy Single_B00M_MAWCK.wav	Zappy Single	Magic-Wisp by Boom	B00M_MAWCK	257	0
MAGIC, SHIMMER	Digital time-stretched bell type sound with reverberation and phasing.	MAGShim_METAL PROCESSED-Crystal Dust Constant_B00M_MAWCK.wav	Crystal Dust Constant	Magic-Wisp by Boom	B00M_MAWCK	258	0
MAGIC, SHIMMER	Constant, high pitched pad of harmonically rich, metallic resonance.	MAGShim_METAL PROCESSED-Crystal Dust High Constant_B00M_MAWCK.wav	Crystal Dust High Constant	Magic-Wisp by Boom	B00M_MAWCK	259	0
MAGIC, SHIMMER	Phasey, morphing scraping with spectral shifts and digital harmonics.	MAGShim_METAL PROCESSED-Crystal Energy Constant_B00M_MAWCK.wav	Crystal Energy Constant	Magic-Wisp by Boom	B00M_MAWCK	260	0
MAGIC, SHIMMER	High pitched, glassy sustain with singing harmonics.	MAGShim_METAL PROCESSED-Crystal High Constant_B00M_MAWCK.wav	Crystal High Constant	Magic-Wisp by Boom	B00M_MAWCK	261	0
MAGIC, SHIMMER	Tonal, crystal pad with rich overtones and spectral reverberation.	MAGShim_METAL PROCESSED-Crystal High Steady Constant_B00M_MAWCK.wav	Crystal High Steady Constant	Magic-Wisp by Boom	B00M_MAWCK	262	0
MAGIC, SHIMMER	Harmonically complex, digital sustained tone with phase oscillation.	MAGShim_METAL PROCESSED-Crystal Holy Constant_B00M_MAWCK.wav	Crystal Holy Constant	Magic-Wisp by Boom	B00M_MAWCK	263	0
MAGIC, SHIMMER	Sustained, time-stretched chord with bell-like overtones.	MAGShim_METAL PROCESSED-Crystal Holy Glass Constant_B00M_MAWCK.wav	Crystal Holy Glass Constant	Magic-Wisp by Boom	B00M_MAWCK	264	0
MAGIC, SHIMMER	Synthesized, inharmonic pad with reverberation and phasing.	MAGShim_METAL PROCESSED-Crystal Holy High Constant_B00M_MAWCK.wav	Crystal Holy High Constant	Magic-Wisp by Boom	B00M_MAWCK	265	0
MAGIC, SHIMMER	Oscillating metallic vibrations with chorus and phasing.	MAGShim_METAL PROCESSED-Crystal Mid Constant_B00M_MAWCK.wav	Crystal Mid Constant	Magic-Wisp by Boom	B00M_MAWCK	266	0
MAGIC, SHIMMER	Airy, high frequency metallic sustained noise with modulating resonance.	MAGShim_METAL PROCESSED-Crystal Rotation Constant_B00M_MAWCK.wav	Crystal Rotation Constant	Magic-Wisp by Boom	B00M_MAWCK	267	0
MAGIC, SHIMMER	Sustained, high frequency, additive metal sound with time stretching and resonance.	MAGShim_METAL PROCESSED-Crystal Very High Constant_B00M_MAWCK.wav	Crystal Very High Constant	Magic-Wisp by Boom	B00M_MAWCK	268	0
MAGIC, SHIMMER	Needly, metal particles with random pitch modulation and medium release.	MAGShim_METAL PROCESSED-Glint Dense Constant_B00M_MAWCK.wav	Glint Dense Constant	Magic-Wisp by Boom	B00M_MAWCK	269	0
MAGIC, SHIMMER	Digitally modulated metallic sustain with rising pitch and inharmonics.	MAGShim_METAL PROCESSED-Glint Dusty Constant_B00M_MAWCK.wav	Glint Dusty Constant	Magic-Wisp by Boom	B00M_MAWCK	270	0
MAGIC, SHIMMER	Falling, chorusy electronic noise with evolving tonal shifts.	MAGShim_METAL PROCESSED-Glint Movement Constant_B00M_MAWCK.wav	Glint Movement Constant	Magic-Wisp by Boom	B00M_MAWCK	271	0
MAGIC, SHIMMER	Sustained, constant ringing with stereo spread.	MAGShim_METAL PROCESSED-Glint Sizzle Constant_B00M_MAWCK.wav	Glint Sizzle Constant	Magic-Wisp by Boom	B00M_MAWCK	272	0
MAGIC, SHIMMER	Oscillating, cicada type noise with evolving high frequencies.	MAGShim_METAL PROCESSED-Glint Sizzle High Constant_B00M_MAWCK.wav	Glint Sizzle High Constant	Magic-Wisp by Boom	B00M_MAWCK	273	0
MAGIC, SHIMMER	Granular texture with spectral morphing and sci-fi type soundscape.	MAGShim_METAL PROCESSED-Glint Sizzle Low Constant_B00M_MAWCK.wav	Glint Sizzle Low Constant	Magic-Wisp by Boom	B00M_MAWCK	274	0
MAGIC, SHIMMER	Mid range spectral, metallic synth with shiny, morphing timbre.	MAGShim_METAL PROCESSED-Glint Twinkle Constant_B00M_MAWCK.wav	Glint Twinkle Constant	Magic-Wisp by Boom	B00M_MAWCK	275	0
MAGIC, SHIMMER	High pitched, morphing, sustained crystal synth with additive qualities.	MAGShim_METAL PROCESSED-Glint Twinkle High Constant_B00M_MAWCK.wav	Glint Twinkle High Constant	Magic-Wisp by Boom	B00M_MAWCK	276	0

MAGIC, SHIMMER	Thin, phasing spectral synthesis with inharmonic resonance.	MAGShim_METAL PROCESSED-Glint Twinkle Low Constant_B00M_MAWCK.wav	Glint Twinkle Low Constant	Magic-Wisp by Boom	B00M_MAWCK	277	0
MAGIC, SHIMMER	Granular crystals with random pitch modulation and subtle reverberation.	MAGShim_METAL PROCESSED-Shimmering Chimes Constant_B00M_MAWCK.wav	Shimmering Chimes Constant	Magic-Wisp by Boom	B00M_MAWCK	278	0
MAGIC, SHIMMER	High frequency, string type sound sustained with resonant vibrations.	MAGShim_METAL PROCESSED-Shimmering Chimes High Constant_B00M_MAWCK.wav	Shimmering Chimes High Constant	Magic-Wisp by Boom	B00M_MAWCK	279	0
MAGIC, SHIMMER	Low pitched, wind chime type sounds with modulating echo.	MAGShim_METAL PROCESSED-Shimmering High_B00M_MAWCK.wav	Shimmering High	Magic-Wisp by Boom	B00M_MAWCK	280	0
MAGIC, SHIMMER	Swells of shiny, particles with random pitch modulation, delay, and tail.	MAGShim_METAL PROCESSED-Shimmering Short_B00M_MAWCK.wav	Shimmering Short	Magic-Wisp by Boom	B00M_MAWCK	281	0
MAGIC, SHIMMER	Sustained metallic resonance with slow attack and spectral evolution.	MAGShim_METAL PROCESSED-Sparkle Constant Bell_B00M_MAWCK.wav	Sparkle Constant Bell	Magic-Wisp by Boom	B00M_MAWCK	282	0
MAGIC, SHIMMER	High pitched, phasey inharmonic ambiance with slow attack and sustain.	MAGShim_METAL PROCESSED-Sparkle Constant Holy Light_B00M_MAWCK.wav	Sparkle Constant Holy Light	Magic-Wisp by Boom	B00M_MAWCK	283	0
MAGIC, SHIMMER	Mid range spectral synthesis with constant sustained timbre.	MAGShim_METAL PROCESSED-Sparkle Constant Neutral Energy_B00M_MAWCK.wav	Sparkle Constant Neutral Energy	Magic-Wisp by Boom	B00M_MAWCK	284	0
MAGIC, SHIMMER	Digital resonance of hi-tech metallic impulse with stereo spread.	MAGShim_METAL PROCESSED-Sparkle Constant Sparkle_B00M_MAWCK.wav	Sparkle Constant Sparkle	Magic-Wisp by Boom	B00M_MAWCK	285	0
MAGIC, SHIMMER	Stretched synthesized inharmonic ambiance with sustain and slow attack.	MAGShim_METAL PROCESSED-Sparkle Constant Twinkle Dust_B00M_MAWCK.wav	Sparkle Constant Twinkle Dust	Magic-Wisp by Boom	B00M_MAWCK	286	0
MAGIC, SHIMMER	Swells of granular, pitch modulated glass rising in pitch.	MAGShim_METAL PROCESSED-Swell Tonal High Screech Double_B00M_MAWCK.wav	Swell Tonal High Screech Double	Magic-Wisp by Boom	B00M_MAWCK	287	0
MAGIC, SHIMMER	Glassy resonance with modulating spectral overtones.	MAGShim_METAL PROCESSED-Swell Tonal High Screech Rise_B00M_MAWCK.wav	Swell Tonal High Screech Rise	Magic-Wisp by Boom	B00M_MAWCK	288	0
MAGIC, SHIMMER	Tonal, spectral resonances with equal tempered harmonics.	MAGShim_METAL PROCESSED-Swell Tonal High Screech Short_B00M_MAWCK.wav	Swell Tonal High Screech Short	Magic-Wisp by Boom	B00M_MAWCK	289	0
MAGIC, SHIMMER	Short hit of shiny, spectral synthesis with high frequencies and resonant tail.	MAGShim_METAL PROCESSED-Swell Tonal High Screech_B00M_MAWCK.wav	Swell Tonal High Screech	Magic-Wisp by Boom	B00M_MAWCK	290	0
MAGIC, SHIMMER	Short, swelling, glassy tone with overtones and quick decay.	MAGShim_METAL PROCESSED-Swell Tonal High Shimmer Positive Long_B00M_MAWCK.wav	Swell Tonal High Shimmer Positive Long	Magic-Wisp by Boom	B00M_MAWCK	291	0
MAGIC, SHIMMER	Shiny, chord with slow attack and morphing frequency spectrum.	MAGShim_METAL PROCESSED-Swell Tonal High Shimmer Positive_B00M_MAWCK.wav	Swell Tonal High Shimmer Positive	Magic-Wisp by Boom	B00M_MAWCK	292	0
MAGIC, SHIMMER	Mid-range spectral crystals with shiny overtones and morphing echo.	MAGShim_METAL PROCESSED-Swell Tonal Shimmer Ascending_B00M_MAWCK.wav	Swell Tonal Shimmer Ascending	Magic-Wisp by Boom	B00M_MAWCK	293	0
MAGIC, SHIMMER	Hard attacks of chimes with slow tail of residual vibration.	MAGShim_TEXTURE-Bell Chain Rotate Soft Constant_B00M_MAWCK.wav	Bell Chain Rotate Soft Constant	Magic-Wisp by Boom	B00M_MAWCK	294	0
MAGIC, SHIMMER	Granular cloud of bells with sparkly high end and dense particles.	MAGShim_TEXTURE-Bell Chime Eiffel Tower Reverse Constant_B00M_MAWCK.wav	Bell Chime Eiffel Tower Reverse Constant	Magic-Wisp by Boom	B00M_MAWCK	295	0
MAGIC, SHIMMER	Low mid range, dense inharmonic texture with shiny resonance.	MAGShim_TEXTURE-Bell Chime Eiffel Tower Tonal Constant_B00M_MAWCK.wav	Bell Chime Eiffel Tower Tonal Constant	Magic-Wisp by Boom	B00M_MAWCK	296	0
MAGIC, SHIMMER	Low frequency, atonal noise with metallic reverberation.	MAGShim_TEXTURE-Bell Tiny Rattle Constant_B00M_MAWCK.wav	Bell Tiny Rattle Constant	Magic-Wisp by Boom	B00M_MAWCK	297	0
MAGIC, SHIMMER	Dry, shaking of metal bells with sharp high end.	MAGShim_TEXTURE-Crotales Doppler Constant_B00M_MAWCK.wav	Crotales Doppler Constant	Magic-Wisp by Boom	B00M_MAWCK	298	0
MAGIC, SHIMMER	Time stretched, spectral synthesis with chorus and subtle reverberation..	MAGShim_TEXTURE-Gong Bow Bright Constant_B00M_MAWCK.wav	Gong Bow Bright Constant	Magic-Wisp by Boom	B00M_MAWCK	299	0

MAGIC, SHIMMER	Reverse, sustained inharmonic metal percussion with morphing resonance.	MAGShim_TEXTURE-Gong Bowed Constant_B00M_MAWCK.wav	Gong Bowed Constant	Magic-Wisp by Boom	B00M_MAWCK	300	0
MAGIC, SHIMMER	Low, atonal noise with modulating harmonics and reverberation.	MAGShim_TEXTURE-Gong Magnet Movement Rods Constant_B00M_MAWCK.wav	Gong Magnet Movement Rods Constant	Magic-Wisp by Boom	B00M_MAWCK	301	0
MAGIC, SHIMMER	Metallic, watery percussion texture with sewer type reverb.	MAGShim_TEXTURE-Gong Rubber Resonant Constant_B00M_MAWCK.wav	Gong Rubber Resonant Constant	Magic-Wisp by Boom	B00M_MAWCK	302	0
MAGIC, SHIMMER	Filtered, low end, ghostly noise with modulating resonance.	MAGShim_TEXTURE-Gong Scrape Hand Slow Constant_B00M_MAWCK.wav	Gong Scrape Hand Slow Constant	Magic-Wisp by Boom	B00M_MAWCK	303	0
MAGIC, SHIMMER	Harsh, friction type sound through a convolution reverb.	MAGShim_TEXTURE-Gong Scrape Hand Tense Constant_B00M_MAWCK.wav	Gong Scrape Hand Tense Constant	Magic-Wisp by Boom	B00M_MAWCK	304	0
MAGIC, SHIMMER	Full spectrum, reverberated inharmonic noise with metallic striking and impacts.	MAGShim_TEXTURE-Gong Squeals High Constant_B00M_MAWCK.wav	Gong Squeals High Constant	Magic-Wisp by Boom	B00M_MAWCK	305	0
MAGIC, SHIMMER	High frequency, convolved noise texture with spectral shifts.	MAGShim_TEXTURE-Metal Cartridge Case Rattle Constant_B00M_MAWCK.wav	Metal Cartridge Case Rattle Constant	Magic-Wisp by Boom	B00M_MAWCK	306	0
MAGIC, SHIMMER	Sustained, dry, metallic rattling texture concentrated in the high end.	MAGShim_TEXTURE-Metal Lid Bow Chaotic Movement Constant_B00M_MAWCK.wav	Metal Lid Bow Chaotic Movement Constant	Magic-Wisp by Boom	B00M_MAWCK	307	0
MAGIC, SHIMMER	Cloud of metallic collisions with randomized pitch and convolution.	MAGShim_TEXTURE-Pan Flute Airy Random Pitch Low Constant_B00M_MAWCK.wav	Pan Flute Airy Random Pitch Low Constant	Magic-Wisp by Boom	B00M_MAWCK	308	0
MAGIC, SHIMMER	Airy, spectral noise with inharmonic morphing and reverb.	MAGShim_TEXTURE-Salt Trickle On Gong Constant_B00M_MAWCK.wav	Salt Trickle On Gong Constant	Magic-Wisp by Boom	B00M_MAWCK	309	0
MAGIC, SHIMMER	Trickling, metal particle texture with atonal plate resonance.	MAGShim_TEXTURE-Salt Trickle On Plate Constant_B00M_MAWCK.wav	Salt Trickle On Plate Constant	Magic-Wisp by Boom	B00M_MAWCK	310	0
MAGIC, SHIMMER	Wide, atonal, noise bed with mid range, spectral time stretching.	MAGShim_TEXTURE-Shield Metal Bow Constant_B00M_MAWCK.wav	Shield Metal Bow Constant	Magic-Wisp by Boom	B00M_MAWCK	311	0
MAGIC, SHIMMER	Sparse, dry, cloud of metallic sparkles with subtle convolution.	MAGShim_TEXTURE-Shield Metal Bow Pitch Wandering Constant_B00M_MAWCK.wav	Shield Metal Bow Pitch Wandering Constant	Magic-Wisp by Boom	B00M_MAWCK	312	0
MAGIC, SPELL	Smooth, filtered, low end air with warbling, modulated frequencies.	MAGSpel_MOVEMENT-Generic Base Cast_B00M_MAWCK.wav	Generic Base Cast	Magic-Wisp by Boom	B00M_MAWCK	313	0
MAGIC, SPELL	Swirling, turbulent bass sound with morphing and phasing.	MAGSpel_MOVEMENT-Generic Energy Organic High Complex Long_B00M_MAWCK.wav	Generic Energy Organic High Complex Long	Magic-Wisp by Boom	B00M_MAWCK	314	0
MAGIC, SPELL	Harsh, high end noise texture with heavy phasing and subtle reverb.	MAGSpel_MOVEMENT-Generic Energy Organic High Simple_B00M_MAWCK.wav	Generic Energy Organic High Simple	Magic-Wisp by Boom	B00M_MAWCK	315	0
MAGIC, SPELL	Organic scraping sound with slow attack and digital resonance.	MAGSpel_MOVEMENT-Healing Wave Tonal_B00M_MAWCK.wav	Healing Wave Tonal	Magic-Wisp by Boom	B00M_MAWCK	316	0
MAGIC, SPELL	Panning digital wind with flanging, phasing, glitchy artifacts.	MAGSpel_MOVEMENT-Healing Weaving Crystal_B00M_MAWCK.wav	Healing Weaving Crystal	Magic-Wisp by Boom	B00M_MAWCK	317	0
MAGIC, SPELL	Vibrating, resonant noise texture with spectral resonance and turbulence.	MAGSpel_MOVEMENT-Light Energy Tonal Short_B00M_MAWCK.wav	Light Energy Tonal Short	Magic-Wisp by Boom	B00M_MAWCK	318	0
MAGIC, SPELL	Fast hits of turbulent, time-warped noise with wide stereo spread and phasing.	MAGSpel_MOVEMENT-Light Spectral Tonal Low Long_B00M_MAWCK.wav	Light Spectral Tonal Low Long	Magic-Wisp by Boom	B00M_MAWCK	319	0
MAGIC, SPELL	Spectral, morphing, digital HUD type texture with slow attack.	MAGSpel_MOVEMENT-Light Spectral Tonal Low Short_B00M_MAWCK.wav	Light Spectral Tonal Low Short	Magic-Wisp by Boom	B00M_MAWCK	320	0
MAGIC, SPELL	Fast, transitional, digital glitch with phasing and sub rumble.	MAGSpel_MOVEMENT-Organic Cloth Movement Modulated_B00M_MAWCK.wav	Organic Cloth Movement Modulated	Magic-Wisp by Boom	B00M_MAWCK	321	0
MAGIC, SPELL	Descending, holographic digital noise with spatialization.	MAGSpel_MOVEMENT-Summon Tonal Cast Soft_B00M_MAWCK.wav	Summon Tonal Cast Soft	Magic-Wisp by Boom	B00M_MAWCK	322	0

MAGIC, SPELL	Rumbling, organic turbulence with flanging and chorus.	MAGSpel_MOVEMENT-Summon Tonal Cast_B00M_MAWCK.wav	Summon Tonal Cast	Magic-Wisp by Boom	B00M_MAWCK	323	0
MAGIC, SPELL	Wave of electronic wind with digital artifacts and spectral synthesis.	MAGSpel_TEXTURE-Cloth Base Noise Spell_B00M_MAWCK.wav	Cloth Base Noise Spell	Magic-Wisp by Boom	B00M_MAWCK	324	0
MAGIC, SPELL	Crumbing and fluttering noise with panning and echoes.	MAGSpel_TEXTURE-Dark Organic Fractured Rips_B00M_MAWCK.wav	Dark Organic Fractured Rips	Magic-Wisp by Boom	B00M_MAWCK	325	0
MAGIC, SPELL	Guttural, other-worldly growl with fluttering granulation and convolution.	MAGSpel_TEXTURE-Dark Paper Burst Scrape Demonic_B00M_MAWCK.wav	Dark Paper Burst Scrape Demonic	Magic-Wisp by Boom	B00M_MAWCK	326	0
MAGIC, SPELL	Demonic, distorted alien like texture with spectral manipulation.	MAGSpel_TEXTURE-Dark Paper Burst Scrape Long_B00M_MAWCK.wav	Dark Paper Burst Scrape Long	Magic-Wisp by Boom	B00M_MAWCK	327	0
MAGIC, SPELL	One Shot of guttural, low mid punch with morphing and evolution.	MAGSpel_TEXTURE-Dark Paper Burst Scrape_B00M_MAWCK.wav	Dark Paper Burst Scrape	Magic-Wisp by Boom	B00M_MAWCK	328	0
MAGIC, SPELL	Low end punch with tearing sound in the high end. Sharp attack with medium release.	MAGSpel_TEXTURE-Electricity Organic Texture Constant_B00M_MAWCK.wav	Electricity Organic Texture Constant	Magic-Wisp by Boom	B00M_MAWCK	329	0
MAGIC, SPELL	Sustained geological crumbing texture with jagged attacks.	MAGSpel_TEXTURE-Particles Thunder Sheet Bow Groan_B00M_MAWCK.wav	Particles Thunder Sheet Bow Groan	Magic-Wisp by Boom	B00M_MAWCK	330	0
MAGIC, SPELL	Swelling, cavernous noise with wide stereo spread and morphing metal sounds.	MAGSpel_TEXTURE-Particles Thunder Sheet Wobble Constant_B00M_MAWCK.wav	Particles Thunder Sheet Wobble Constant	Magic-Wisp by Boom	B00M_MAWCK	331	0
MAGIC, SPELL	Sustained, low mid, liquidy noise with phasing and cavernous resonance.	MAGSpel_TEXTURE-Particles Wobble Thunder Plate Constant_B00M_MAWCK.wav	Particles Wobble Thunder Plate Constant	Magic-Wisp by Boom	B00M_MAWCK	332	0
MAGIC, SPELL	Spectral, atonal noise texture with low pass filter and convolution.	MAGSpel_TEXTURE-Shimmering Glitter Cast_B00M_MAWCK.wav	Shimmering Glitter Cast	Magic-Wisp by Boom	B00M_MAWCK	333	0
MAGIC, SPELL	Laser type descending noise with electronic, mid range wind.	MAGSpel_TEXTURE-Shimmering Glitter Tonal Soft Cast_B00M_MAWCK.wav	Shimmering Glitter Tonal Soft Cast	Magic-Wisp by Boom	B00M_MAWCK	334	0
MAGIC, SPELL	Additive, pitch modulated synth convolved with inharmonic noise.	MAGSpel_VOICE-Dark Demon Whisper_B00M_MAWCK.wav	Dark Demon Whisper	Magic-Wisp by Boom	B00M_MAWCK	335	0
MAGIC, SPELL	Dystopian, human voice with swells of low range spectral noise.	MAGSpel_VOICE-Dark Exhale_B00M_MAWCK.wav	Dark Exhale	Magic-Wisp by Boom	B00M_MAWCK	336	0
MAGIC, SPELL	One shot of breathy human exhale with cave like noise tail.	MAGSpel_VOICE-Dark Fast Mid_B00M_MAWCK.wav	Dark Fast Mid	Magic-Wisp by Boom	B00M_MAWCK	337	0
MAGIC, SPELL	Digital noise texture with vocal properties. Slow attack and very fast release.	MAGSpel_VOICE-Dark Ghost Fast_B00M_MAWCK.wav	Dark Ghost Fast	Magic-Wisp by Boom	B00M_MAWCK	338	0
MAGIC, SPELL	Fast swell of breathy, spectral wind with a sharp decay.	MAGSpel_VOICE-Dark Ghost Long_B00M_MAWCK.wav	Dark Ghost Long	Magic-Wisp by Boom	B00M_MAWCK	339	0
MAGIC, SPELL	Slow woosh of swirling, turbulent noise with resonant echoes.	MAGSpel_VOICE-Dark Gritty Incoming_B00M_MAWCK.wav	Dark Gritty Incoming	Magic-Wisp by Boom	B00M_MAWCK	340	0
MAGIC, SPELL	Guttural, monster sounds with cavernous, filtered noise.	MAGSpel_VOICE-Dark Inhale Ghost Soul Constant_B00M_MAWCK.wav	Dark Inhale Ghost Soul Constant	Magic-Wisp by Boom	B00M_MAWCK	341	0
MAGIC, SPELL	Raspy, monster sound with convolved spacious, dark wind.	MAGSpel_VOICE-Dark Moaning Souls Constant_B00M_MAWCK.wav	Dark Moaning Souls Constant	Magic-Wisp by Boom	B00M_MAWCK	342	0
MAGIC, SPELL	Atonal, sustained choir sounds with reverse attacks and pitch modulation.	MAGSpel_VOICE-Dark Soul Sphere Constant_B00M_MAWCK.wav	Dark Soul Sphere Constant	Magic-Wisp by Boom	B00M_MAWCK	343	0
MAGIC, SPELL	Cloud of demonic voices with convolution and slow attacks.	MAGSpel_VOICE-Dark Summon Fast_B00M_MAWCK.wav	Dark Summon Fast	Magic-Wisp by Boom	B00M_MAWCK	344	0
MAGIC, SPELL	Wooshes of electromagnetic clouds with slow attack and fast release.	MAGSpel_VOICE-Dark Summon Large_B00M_MAWCK.wav	Dark Summon Large	Magic-Wisp by Boom	B00M_MAWCK	345	0

MAGIC, SPELL	Dense, turbulent noise texture filled with abrasive, vocal resonances.	MAGSpel_VOICE-Dark Summon Slow_B00M_MAWCK.wav	Dark Summon Slow	Magic-Wisp by Boom	B00M_MAWCK	346	0
MAGIC, SPELL	Spatialized, convolved noise texture with dynamic modulation.	MAGSpel_VOICE-Dark Swell_B00M_MAWCK.wav	Dark Swell	Magic-Wisp by Boom	B00M_MAWCK	347	0
MAGIC, SPELL	Dark, electronic wind with vocal characteristics and stereo spread.	MAGSpel_VOICE-Dark Whisper_B00M_MAWCK.wav	Dark Whisper	Magic-Wisp by Boom	B00M_MAWCK	348	0
MAGIC, SPELL	Fast hits of vocal whispers with dark noise and aggressive attack.	MAGSpel_WIND-Dark Energy Wind Base Long_B00M_MAWCK.wav	Dark Energy Wind Base Long	Magic-Wisp by Boom	B00M_MAWCK	349	0
MAGIC, SPELL	Dark, filtered turbulent noise with bass frequencies and slow release.	MAGSpel_WIND-Dark Energy Wind Base Short_B00M_MAWCK.wav	Dark Energy Wind Base Short	Magic-Wisp by Boom	B00M_MAWCK	350	0
MAGIC, SPELL	Hits of subdued, swirling noise panning and pitch modulation.	MAGSpel_WIND-Dark Incoming Ghost_B00M_MAWCK.wav	Dark Incoming Ghost	Magic-Wisp by Boom	B00M_MAWCK	351	0
MAGIC, SPELL	Swells of digital wind and with chorus and convolution reverb.	MAGSpel_WIND-Generic Wind Cast_B00M_MAWCK.wav	Generic Wind Cast	Magic-Wisp by Boom	B00M_MAWCK	352	0
MAGIC, SPELL	Layered, swirling, sustained wind with shockwave like dynamics.	MAGSpel_WIND-Wind Base Soft Modulated_B00M_MAWCK.wav	Wind Base Soft Modulated	Magic-Wisp by Boom	B00M_MAWCK	353	0
METAL, FRICTION	Harmonically complex, low end wind with slow release.	METLFric_MATERIAL-Metal Bar Trowel Slide Fast_B00M_MAWCK.wav	Metal Bar Trowel Slide Fast	Magic-Wisp by Boom	B00M_MAWCK	354	0
METAL, FRICTION	Metal scraping with slow attack and modulating spectral overtones.	METLFric_MATERIAL-Metal Bar Trowel Slide Slow_B00M_MAWCK.wav	Metal Bar Trowel Slide Slow	Magic-Wisp by Boom	B00M_MAWCK	355	0
METAL, FRICTION	Sustained excitation of a beam with inharmonic resonance.	METLFric_TEXTURE-Metal Bar Trowel Very Fast_B00M_MAWCK.wav	Metal Bar Trowel Very Fast	Magic-Wisp by Boom	B00M_MAWCK	356	0
METAL, FRICTION	Fast, one shots of sword like attacks with quick release.	METLFric_TEXTURE-Tiny Magnets Rubbing Impact_B00M_MAWCK.wav	Tiny Magnets Rubbing Impact	Magic-Wisp by Boom	B00M_MAWCK	357	0
METAL, FRICTION	Comb filter like repeating clicks of particles.	METLFric_TEXTURE-Trowel Wooden Board Scrape Constant_B00M_MAWCK.wav	Trowel Wooden Board Scrape Constant	Magic-Wisp by Boom	B00M_MAWCK	358	0
METAL, FRICTION	Sustained, oscillating metal sound with mid-high frequencies.	METLFric_TEXTURE-Trowel Wooden Board Scrape Ascending_B00M_MAWCK.wav	Trowel Wooden Board Scrape Ascending	Magic-Wisp by Boom	B00M_MAWCK	359	0
METAL, FRICTION	Metallic pieces frictioning with swelling dynamics and oscillation.	METLFric_TEXTURE-Trowel Wooden Board Scrape Fast_B00M_MAWCK.wav	Trowel Wooden Board Scrape Fast	Magic-Wisp by Boom	B00M_MAWCK	360	0
METAL, FRICTION	Fast hits of organic noise with with short tail.	METLFric_TEXTURE-Trowel Wooden Board Scrape Slow_B00M_MAWCK.wav	Trowel Wooden Board Scrape Slow	Magic-Wisp by Boom	B00M_MAWCK	361	0
METAL, IMPACT	Long noise textures with spectral warping and slow release.	METLImpt_IMPACT-Thunder Sheet Impact Rubber Stick_B00M_MAWCK.wav	Thunder Sheet Impact Rubber Stick	Magic-Wisp by Boom	B00M_MAWCK	362	0
METAL, MOVEMENT	Boomy drum type sound with sine-wave pitch modulation.	METLMvmt_MATERIAL-Plate With Holes Bow Constant_B00M_MAWCK.wav	Plate With Holes Bow Constant	Magic-Wisp by Boom	B00M_MAWCK	363	0
METAL, MOVEMENT	Sustained, inharmonic reverberation of metal plate.	METLMvmt_MATERIAL-Plate With Holes Bowed_B00M_MAWCK.wav	Plate With Holes Bowed	Magic-Wisp by Boom	B00M_MAWCK	364	0
METAL, MOVEMENT	Bowed excitation of metal with slow attack and evolving harmonics.	METLMvmt_MATERIAL-Plate With Holes Impact Rubber Ring Out_B00M_MAWCK.wav	Plate With Holes Impact Rubber Ring Out	Magic-Wisp by Boom	B00M_MAWCK	365	0
METAL, MOVEMENT	Soft mallet striking a metal plate with cavernous tail.	METLMvmt_MATERIAL-Plate With Holes Rubber_B00M_MAWCK.wav	Plate With Holes Rubber	Magic-Wisp by Boom	B00M_MAWCK	366	0
METAL, MOVEMENT	Dark, atonal reverberations of industrial material with slow release.	METLMvmt_MATERIAL-Thunder Sheet Wobble Constant Dull_B00M_MAWCK.wav	Thunder Sheet Wobble Constant Dull	Magic-Wisp by Boom	B00M_MAWCK	367	0
METAL, MOVEMENT	Dark, filtered reverberated noise with pitch modulation.	METLMvmt_MATERIAL-Thunder Sheet Wobble Single Pitch Ascending_B00M_MAWCK.wav	Thunder Sheet Wobble Single Pitch Ascending	Magic-Wisp by Boom	B00M_MAWCK	368	0

METAL, MOVEMENT	Ascending, pitch-bent, metallic one shots with reverberated release.	METLMvmt_MATERIAL-Thunder Sheet Wobble Slow_B00M_MAWCK.wav	Thunder Sheet Wobble Slow	Magic-Wisp by Boom	B00M_MAWCK	369	0
METAL, MOVEMENT	Metal plate vibrating with modulating resonance.	METLMvmt_MATERIAL-Thunder Sheet Wobble Constant Tense_B00M_MAWCK.wav	Thunder Sheet Wobble Constant Tense	Magic-Wisp by Boom	B00M_MAWCK	370	0
METAL, MOVEMENT	Dark, cycling noise with pulsating oscillations.	METLMvmt_MATERIAL-Thunder Sheet Wobble Tense_B00M_MAWCK.wav	Thunder Sheet Wobble Tense	Magic-Wisp by Boom	B00M_MAWCK	371	0
METAL, TONAL	Fast, pitch modulating, evolving metallic noise.	METLTonl_IMPACT-Large Metal Bar Ring Out_B00M_MAWCK.wav	Large Metal Bar Ring Out	Magic-Wisp by Boom	B00M_MAWCK	372	0
METAL, TONAL	Striking, bell type sound with very long release and modulating phase.	METLTonl_IMPACT-Metal Bar Ping_B00M_MAWCK.wav	Metal Bar Ping	Magic-Wisp by Boom	B00M_MAWCK	373	0
METAL, TONAL	Needly, mechanical transient with quick release.	METLTonl_IMPACT-Metal Frame_B00M_MAWCK.wav	Metal Frame	Magic-Wisp by Boom	B00M_MAWCK	374	0
METAL, TONAL	Reverberated, mid range, beam percussion with short tail.	METLTonl_IMPACT-Metal Lid Impact Rubber Ring Out Turning_B00M_MAWCK.wav	Metal Lid Impact Rubber Ring Out Tuning	Magic-Wisp by Boom	B00M_MAWCK	375	0
METAL, TONAL	Metal resonant pot type sound with atonal tail.	METLTonl_IMPACT-Metal Rod Ping_B00M_MAWCK.wav	Metal Rod Ping	Magic-Wisp by Boom	B00M_MAWCK	376	0
METAL, TONAL	Percussive metallic strike with high frequencies and short tail.	METLTonl_IMPACT-Metal Sheet_B00M_MAWCK.wav	Metal Sheet	Magic-Wisp by Boom	B00M_MAWCK	377	0
METAL, TONAL	Metal clang with sharp attack and long resonant release.	METLTonl_IMPACT-Shield Metal Impact Rubber Stick Ring Out_B00M_MAWCK.wav	Shield Metal Impact Rubber Stick Ring Out	Magic-Wisp by Boom	B00M_MAWCK	378	0
METAL, TONAL	Subdued, dark impact with long, atonal tail.	METLTonl_TEXTURE-Shield Metal Bow Pitch Wandering_B00M_MAWCK.wav	Shield Metal Bow Pitch Wandering	Magic-Wisp by Boom	B00M_MAWCK	379	0
METAL, TONAL	Slowly evolving noisy plate texture with turbulent frequencies.	METLTonl_TEXTURE-Shield Metal Bow_B00M_MAWCK.wav	Shield Metal Bow	Magic-Wisp by Boom	B00M_MAWCK	380	0
METAL, TONAL	Metallic noise texture with distorted, feedback-like, overtones.	METLTonl_TEXTURE-Thunder Sheet Bow Groan Pitch Descending_B00M_MAWCK.wav	Thunder Sheet Bow Groan Pitch Descending	Magic-Wisp by Boom	B00M_MAWCK	381	0
METAL, TONAL	Dark, swirling, inharmonic turbulence with modulating harmonic series.	METLTonl_TEXTURE-Thunder Sheet Bow Pitch Ascending_B00M_MAWCK.wav	Thunder Sheet Bow Pitch Ascending	Magic-Wisp by Boom	B00M_MAWCK	382	0
METAL, TONAL	Reverberated, low-mid frequency noise ascending in pitch.	METLTonl_TEXTURE-Thunder Sheet Bow Wobble_B00M_MAWCK.wav	Thunder Sheet Bow Wobble	Magic-Wisp by Boom	B00M_MAWCK	383	0
METAL, TONAL	Low, evolving rumbling with convolved, metal textures.	METLTonl_TEXTURE-Thunder Sheet Bow_B00M_MAWCK.wav	Thunder Sheet Bow	Magic-Wisp by Boom	B00M_MAWCK	384	0
MUSICAL, EXPERIMENTAL	Reverberated, siren with convolution and oscillating frequencies.	MUSCEXPR_PROCESSED-Bullroarer Rubber Brown Long_B00M_MAWCK.wav	Bullroarer Rubber Brown Long	Magic-Wisp by Boom	B00M_MAWCK	385	0
MUSICAL, EXPERIMENTAL	High pitched, siren sound cycling with slow attack and release with reverb.	MUSCEXPR_PROCESSED-Bullroarer Rubber Brown Short_B00M_MAWCK.wav	Bullroarer Rubber Brown Short	Magic-Wisp by Boom	B00M_MAWCK	386	0
MUSICAL, EXPERIMENTAL	Sharp, striking bell sound with modulating phases.	MUSCEXPR_PROCESSED-Bullroarer Wood Constant Frontal_B00M_MAWCK.wav	Bullroarer Wood Constant Frontal	Magic-Wisp by Boom	B00M_MAWCK	387	0
MUSICAL, EXPERIMENTAL	Modulating, mechanical low-mid noise pulsating.	MUSCEXPR_PROCESSED-Bullroarer Wood Constant Vertically_B00M_MAWCK.wav	Bullroarer Wood Constant Vertically	Magic-Wisp by Boom	B00M_MAWCK	388	0
MUSICAL, EXPERIMENTAL	Inharmonic, bowed plate with resonant low frequencies and oscillations.	MUSCEXPR_TEXTURE-Bullroarer Brown Rubber Constant Fast_B00M_MAWCK.wav	Bullroarer Brown Rubber Constant Fast	Magic-Wisp by Boom	B00M_MAWCK	389	0
MUSICAL, EXPERIMENTAL	Airy, flangey horn type sound with pulsating oscillations.	MUSCEXPR_TEXTURE-Bullroarer Brown Rubber Constant Medium_B00M_MAWCK.wav	Bullroarer Brown Rubber Constant Medium	Magic-Wisp by Boom	B00M_MAWCK	390	0
MUSICAL, EXPERIMENTAL	Mid-range, spectral pad with rhythmic evolutions.	MUSCEXPR_TEXTURE-Bullroarer Brown Rubber Constant Very Fast_B00M_MAWCK.wav	Bullroarer Brown Rubber Constant Very Fast	Magic-Wisp by Boom	B00M_MAWCK	391	0

MUSICAL, EXPERIMENTAL	Air horn type sound with pulsating noise textures and long tail reverb.	MUSCExpr_TEXTURE-Bullroarer Red Rubber Constant Fast_B00M_MAWCK.wav	Bullroarer Red Rubber Constant Fast	Magic-Wisp by Boom	B00M_MAWCK	392	0
MUSICAL, EXPERIMENTAL	Sustained, dark, noisy ambiance with cave-like convolution.	MUSCExpr_TEXTURE-Bullroarer Red Rubber Constant Slow_B00M_MAWCK.wav	Bullroarer Red Rubber Constant Slow	Magic-Wisp by Boom	B00M_MAWCK	393	0
MUSICAL, EXPERIMENTAL	Spectral, pulsating noise with modulating overtones.	MUSCExpr_TEXTURE-Bullroarer Rubber Brown Constant Medium_B00M_MAWCK.wav	Bullroarer Rubber Brown Constant Medium	Magic-Wisp by Boom	B00M_MAWCK	394	0
MUSICAL, PERCUSSION	Electronically warped metal resonance with shifting, modulated frequencies..	MUSCPerc_METAL PROCESSED-Chime Shimmer Tail Long_B00M_MAWCK.wav	Chime Shimmer Tail Long	Magic-Wisp by Boom	B00M_MAWCK	395	0
MUSICAL, PERCUSSION	Granular crystals with shiny, fragmented, tail.	MUSCPerc_METAL PROCESSED-Chime Shimmer Tail_B00M_MAWCK.wav	Chime Shimmer Tail	Magic-Wisp by Boom	B00M_MAWCK	396	0
MUSICAL, PERCUSSION	One Shots of distorted, descending spectral sound with modulating tail.	MUSCPerc_PERCUSSION-Ankle Bells Constant_B00M_MAWCK.wav	Ankle Bells Constant	Magic-Wisp by Boom	B00M_MAWCK	397	0
MUSICAL, PERCUSSION	Sustained excitation of bells with twinkling high end.	MUSCPerc_PERCUSSION-Ankle Bells Single_B00M_MAWCK.wav	Ankle Bells Single	Magic-Wisp by Boom	B00M_MAWCK	398	0
MUSICAL, PERCUSSION	One shots of chimes with layered flam and subtle tail.	MUSCPerc_PERCUSSION-Bell Bowl C2 G3_B00M_MAWCK.wav	Bell Bowl C2 G3	Magic-Wisp by Boom	B00M_MAWCK	399	0
MUSICAL, PERCUSSION	Bell sound with soft exciter and long, tonal tail.	MUSCPerc_PERCUSSION-Bell Bowl E1 A1_B00M_MAWCK.wav	Bell Bowl E1 A1	Magic-Wisp by Boom	B00M_MAWCK	400	0
MUSICAL, PERCUSSION	Metallic, pitched percussion with long, harmonically rich tail.	MUSCPerc_PERCUSSION-Bell Bowl F#1 H1_B00M_MAWCK.wav	Bell Bowl F#1 H1	Magic-Wisp by Boom	B00M_MAWCK	401	0
MUSICAL, PERCUSSION	One shot bell sounds with overtones in the low mid frequency range.	MUSCPerc_PERCUSSION-Bell Chain Constant_B00M_MAWCK.wav	Bell Chain Constant	Magic-Wisp by Boom	B00M_MAWCK	402	0
MUSICAL, PERCUSSION	Sustained jingling of small bells with high frequencies.	MUSCPerc_PERCUSSION-Bell Chain Single_B00M_MAWCK.wav	Bell Chain Single	Magic-Wisp by Boom	B00M_MAWCK	403	0
MUSICAL, PERCUSSION	Hard shake of bells with layered attack and slow release.	MUSCPerc_PERCUSSION-Bell F#2 A2 H2_B00M_MAWCK.wav	Bell F#2 A2 H2	Magic-Wisp by Boom	B00M_MAWCK	404	0
MUSICAL, PERCUSSION	Bell sound with sharp attack and sustained ringing.	MUSCPerc_PERCUSSION-Bell Motif Combo High Constant_B00M_MAWCK.wav	Bell Motif Combo High Constant	Magic-Wisp by Boom	B00M_MAWCK	405	0
MUSICAL, PERCUSSION	Needly, high pitched metal bells with random attacks.	MUSCPerc_PERCUSSION-Bell Motif Combo High Single_B00M_MAWCK.wav	Bell Motif Combo High Single	Magic-Wisp by Boom	B00M_MAWCK	406	0
MUSICAL, PERCUSSION	Short bell gesture one-shot layered attacks and ringing tail.	MUSCPerc_PERCUSSION-Bell Motif Combo Low Constant_B00M_MAWCK.wav	Bell Motif Combo Low Constant	Magic-Wisp by Boom	B00M_MAWCK	407	0
MUSICAL, PERCUSSION	Rhythmic bell loop with some sparkly high end and overtones.	MUSCPerc_PERCUSSION-Bell Motif Combo Low Single_B00M_MAWCK.wav	Bell Motif Combo Low Single	Magic-Wisp by Boom	B00M_MAWCK	408	0
MUSICAL, PERCUSSION	Bell hits with short release and flaming attacks.	MUSCPerc_PERCUSSION-Bell Rod Constant_B00M_MAWCK.wav	Bell Rod Constant	Magic-Wisp by Boom	B00M_MAWCK	409	0
MUSICAL, PERCUSSION	Sustained texture of ringing bells with metallic resonance.	MUSCPerc_PERCUSSION-Bell Rod Single_B00M_MAWCK.wav	Bell Rod Single	Magic-Wisp by Boom	B00M_MAWCK	410	0
MUSICAL, PERCUSSION	One shot bell sound with vibrating tail.	MUSCPerc_PERCUSSION-Bell Stick High Constant_B00M_MAWCK.wav	Bell Stick High Constant	Magic-Wisp by Boom	B00M_MAWCK	411	0
MUSICAL, PERCUSSION	Shaking bell texture with sparkly clangs.	MUSCPerc_PERCUSSION-Bell Stick High Single_B00M_MAWCK.wav	Bell Stick High Single	Magic-Wisp by Boom	B00M_MAWCK	412	0
MUSICAL, PERCUSSION	One shots of delicate, crystal bells with short release.	MUSCPerc_PERCUSSION-Bell Stick Low Constant_B00M_MAWCK.wav	Bell Stick Low Constant	Magic-Wisp by Boom	B00M_MAWCK	413	0
MUSICAL, PERCUSSION	Dry, sustained bell texture with waving dynamics.	MUSCPerc_PERCUSSION-Bell Tree Large Ascending_B00M_MAWCK.wav	Bell Tree Large Ascending	Magic-Wisp by Boom	B00M_MAWCK	414	0

MUSICAL, PERCUSSION	Celestial bells ascending in pitch with sharp excitation.	MUSCPerc_PERCUSSION-Bell Tree Large Descending_B00M_MAWCK.wav	Bell Tree Large Descending	Magic-Wisp by Boom	B00M_MAWCK	415	0
MUSICAL, PERCUSSION	Sharp, echoing bells with fast decay and chromatic resonance.	MUSCPerc_PERCUSSION-Bell Tree Small Ascending_B00M_MAWCK.wav	Bell Tree Small Ascending	Magic-Wisp by Boom	B00M_MAWCK	416	0
MUSICAL, PERCUSSION	Fast ascending tonal glockenspiel gesture with angelic tail.	MUSCPerc_PERCUSSION-Brass Plate Small Ring Out_B00M_MAWCK.wav	Brass Plate Small Ring Out	Magic-Wisp by Boom	B00M_MAWCK	417	0
MUSICAL, PERCUSSION	Metal, tonal percussion with oscillating resonance.	MUSCPerc_PERCUSSION-Brass Plate Large Ring Out_B00M_MAWCK.wav	Brass Plate Large Ring Out	Magic-Wisp by Boom	B00M_MAWCK	418	0
MUSICAL, PERCUSSION	Industrial, engine texture with descending pitch and noise.	MUSCPerc_PERCUSSION-Camel Bell Several Constant_B00M_MAWCK.wav	Camel Bell Several Constant	Magic-Wisp by Boom	B00M_MAWCK	419	0
MUSICAL, PERCUSSION	Dry, jingling bells with short decay.	MUSCPerc_PERCUSSION-Camel Bell Several Single_B00M_MAWCK.wav	Camel Bell Several Single	Magic-Wisp by Boom	B00M_MAWCK	420	0
MUSICAL, PERCUSSION	Complex one shot bells of layered attacks.	MUSCPerc_PERCUSSION-Chimes Bamboo Constant Aggressive_B00M_MAWCK.wav	Chimes Bamboo Constant Aggressive	Magic-Wisp by Boom	B00M_MAWCK	421	0
MUSICAL, PERCUSSION	Clicking, organic woody texture with sharp random attacks.	MUSCPerc_PERCUSSION-Chimes Bamboo Constant Rattle_B00M_MAWCK.wav	Chimes Bamboo Constant Rattle	Magic-Wisp by Boom	B00M_MAWCK	422	0
MUSICAL, PERCUSSION	Sustained woody texture of layered physical collisions and short release.	MUSCPerc_PERCUSSION-Chimes Bamboo Constant_B00M_MAWCK.wav	Chimes Bamboo Constant	Magic-Wisp by Boom	B00M_MAWCK	423	0
MUSICAL, PERCUSSION	Layered attacks of bamboo delicate type hits with random pitches.	MUSCPerc_PERCUSSION-Chimes Bamboo Impact_B00M_MAWCK.wav	Chimes Bamboo Impact	Magic-Wisp by Boom	B00M_MAWCK	424	0
MUSICAL, PERCUSSION	Hard, woody percussions with complex layered flam.	MUSCPerc_PERCUSSION-Chimes Bell Constant No Rhythm_B00M_MAWCK.wav	Chimes Bell Constant No Rhythm	Magic-Wisp by Boom	B00M_MAWCK	425	0
MUSICAL, PERCUSSION	Chimes with sparkling high end and subtle, singing resonance.	MUSCPerc_PERCUSSION-Chimes Bell Constant Rattle_B00M_MAWCK.wav	Chimes Bell Constant Rattle	Magic-Wisp by Boom	B00M_MAWCK	426	0
MUSICAL, PERCUSSION	Rattling chimes with high frequencies and delicate needling.	MUSCPerc_PERCUSSION-Chimes Bell Constant_B00M_MAWCK.wav	Chimes Bell Constant	Magic-Wisp by Boom	B00M_MAWCK	427	0
MUSICAL, PERCUSSION	Jingling, calming bells with rhythmic gesture.	MUSCPerc_PERCUSSION-Chimes Bell Spell Ascending Crescendo_B00M_MAWCK.wav	Chimes Bell Spell Ascending Crescendo	Magic-Wisp by Boom	B00M_MAWCK	428	0
MUSICAL, PERCUSSION	Evolving, rising bell texture with hard decay.	MUSCPerc_PERCUSSION-Chimes Double Layer Ascending Fast_B00M_MAWCK.wav	Chimes Double Layer Ascending Fast	Magic-Wisp by Boom	B00M_MAWCK	429	0
MUSICAL, PERCUSSION	A cascade of ethereal chimes with digital resonance.	MUSCPerc_PERCUSSION-Chimes Double Layer Ascending Slow_B00M_MAWCK.wav	Chimes Double Layer Ascending Slow	Magic-Wisp by Boom	B00M_MAWCK	430	0
MUSICAL, PERCUSSION	Angelic chime texture with rising spectral harmonics and phasing.	MUSCPerc_PERCUSSION-Chimes Double Layer Constant_B00M_MAWCK.wav	Chimes Double Layer Constant	Magic-Wisp by Boom	B00M_MAWCK	431	0
MUSICAL, PERCUSSION	Dense cloud of delicate, high pitch chimes with turbulent modulation.	MUSCPerc_PERCUSSION-Chimes Double Layer Descending Fast_B00M_MAWCK.wav	Chimes Double Layer Descending Fast	Magic-Wisp by Boom	B00M_MAWCK	432	0
MUSICAL, PERCUSSION	Ethereal chimes descending in pitch with a small, fragmented tail.	MUSCPerc_PERCUSSION-Chimes Double Layer Descending Slow_B00M_MAWCK.wav	Chimes Double Layer Descending Slow	Magic-Wisp by Boom	B00M_MAWCK	433	0
MUSICAL, PERCUSSION	Chime texture descending in frequency with loud clicking and chromatic resonance.	MUSCPerc_PERCUSSION-Chimes Single Layer Ascending Fast_B00M_MAWCK.wav	Chimes Single Layer Ascending Fast	Magic-Wisp by Boom	B00M_MAWCK	434	0
MUSICAL, PERCUSSION	Ascending, tinkling of chimes with shiny metallic timbres.	MUSCPerc_PERCUSSION-Chimes Single Layer Ascending Slow_B00M_MAWCK.wav	Chimes Single Layer Ascending Slow	Magic-Wisp by Boom	B00M_MAWCK	435	0
MUSICAL, PERCUSSION	Slow, evolving rise of delicate chimes with fragmented attacks.	MUSCPerc_PERCUSSION-Chimes Single Layer Constant_B00M_MAWCK.wav	Chimes Single Layer Constant	Magic-Wisp by Boom	B00M_MAWCK	436	0
MUSICAL, PERCUSSION	A cloud of reverberated resonant chimes with sparkling high end.	MUSCPerc_PERCUSSION-Chimes Single Layer Descending Fast_B00M_MAWCK.wav	Chimes Single Layer Descending Fast	Magic-Wisp by Boom	B00M_MAWCK	437	0

MUSICAL, PERCUSSION	Falling texture of chimes with chromatic intonation.	MUSCPerc_PERCUSSION-Chimes Single Layer Descending Slow_B00M_MAWCK.wav	Chimes Single Layer Descending Slow	Magic-Wisp by Boom	B00M_MAWCK	438	0
MUSICAL, PERCUSSION	A sparse, fragmented chime gesture falling in pitch.	MUSCPerc_PERCUSSION-Crotales Hit Each Other Ring Out_B00M_MAWCK.wav	Crotales Hit Each Other Ring Out	Magic-Wisp by Boom	B00M_MAWCK	439	0
MUSICAL, PERCUSSION	Hard, high pitched bell transient with long, ringing tail.	MUSCPerc_PERCUSSION-Crotales Hit Side Ring Out_B00M_MAWCK.wav	Crotales Hit Side Ring Out	Magic-Wisp by Boom	B00M_MAWCK	440	0
MUSICAL, PERCUSSION	Tonal bell sound with pure striking and warm release.	MUSCPerc_PERCUSSION-Crotales On Stick High Constant_B00M_MAWCK.wav	Crotales On Stick High Constant	Magic-Wisp by Boom	B00M_MAWCK	441	0
MUSICAL, PERCUSSION	Jingling, metallic chimes with high pitch resonance and atonal properties.	MUSCPerc_PERCUSSION-Crotales On Stick High Single_B00M_MAWCK.wav	Crotales On Stick High Single	Magic-Wisp by Boom	B00M_MAWCK	442	0
MUSICAL, PERCUSSION	Flamming one-shots of bells with metal striking.	MUSCPerc_PERCUSSION-Crotales On Stick Low Constant_B00M_MAWCK.wav	Crotales On Stick Low Constant	Magic-Wisp by Boom	B00M_MAWCK	443	0
MUSICAL, PERCUSSION	Metal bells shaking and rattling with high-pitched metallic resonance.	MUSCPerc_PERCUSSION-Crotales On Stick Low Single_B00M_MAWCK.wav	Crotales On Stick Low Single	Magic-Wisp by Boom	B00M_MAWCK	444	0
MUSICAL, PERCUSSION	Bell one shots with ethereal, singing tail and sharp attack.	MUSCPerc_PERCUSSION-Cymbal Bell Impact Ring Out_B00M_MAWCK.wav	Cymbal Bell Impact Ring Out	Magic-Wisp by Boom	B00M_MAWCK	445	0
MUSICAL, PERCUSSION	Inharmonic cymbal with mid range punch and metallic ringing.	MUSCPerc_PERCUSSION-Cymbal Bell Phasing_B00M_MAWCK.wav	Cymbal Bell Phasing	Magic-Wisp by Boom	B00M_MAWCK	446	0
MUSICAL, PERCUSSION	Flamming, harmonically complex symbol with oscillating tail.	MUSCPerc_PERCUSSION-Cymbal Bell Slide Ring Out_B00M_MAWCK.wav	Cymbal Bell Slide Ring Out	Magic-Wisp by Boom	B00M_MAWCK	447	0
MUSICAL, PERCUSSION	Cymbal with sliding attack and inharmonic ringing.	MUSCPerc_PERCUSSION-Cymbal Crash Bowed High_B00M_MAWCK.wav	Cymbal Crash Bowed High	Magic-Wisp by Boom	B00M_MAWCK	448	0
MUSICAL, PERCUSSION	Atonal, sustained noise texture with evolving harmonics.	MUSCPerc_PERCUSSION-Cymbal Crash Constant_B00M_MAWCK.wav	Cymbal Crash Constant	Magic-Wisp by Boom	B00M_MAWCK	449	0
MUSICAL, PERCUSSION	Low pitch, filtered, reverberated cymbal with slow mallet attack.	MUSCPerc_PERCUSSION-Cymbal Crash Impact_B00M_MAWCK.wav	Cymbal Crash Impact	Magic-Wisp by Boom	B00M_MAWCK	450	0
MUSICAL, PERCUSSION	Low-mid cymbal crash with resonant mid-range and ringing.	MUSCPerc_PERCUSSION-Cymbal Ride Bowed_B00M_MAWCK.wav	Cymbal Ride Bowed	Magic-Wisp by Boom	B00M_MAWCK	451	0
MUSICAL, PERCUSSION	Metal, spectral noise texture with slow attack and evolution.	MUSCPerc_PERCUSSION-Drum Scrape Superball_B00M_MAWCK.wav	Drum Scrape Superball	Magic-Wisp by Boom	B00M_MAWCK	452	0
MUSICAL, PERCUSSION	Drum head excitation with modulating pitch and low end boom.	MUSCPerc_PERCUSSION-Drum Scrape Superball Vibrating_B00M_MAWCK.wav	Drum Scrape Superball Vibrating	Magic-Wisp by Boom	B00M_MAWCK	453	0
MUSICAL, PERCUSSION	Low frequency noise with harsh rumbling vibration.	MUSCPerc_PERCUSSION-Elephant Bells High Constant_B00M_MAWCK.wav	Elephant Bells High Constant	Magic-Wisp by Boom	B00M_MAWCK	454	0
MUSICAL, PERCUSSION	Jingling, ringing bell texture with sustain and high frequency resonance.	MUSCPerc_PERCUSSION-Elephant Bells High Single_B00M_MAWCK.wav	Elephant Bells High Single	Magic-Wisp by Boom	B00M_MAWCK	455	0
MUSICAL, PERCUSSION	One shots of jingling bells with metallic, chromatic resonance.	MUSCPerc_PERCUSSION-Elephant Bells Low Constant_B00M_MAWCK.wav	Elephant Bells Low Constant	Magic-Wisp by Boom	B00M_MAWCK	456	0
MUSICAL, PERCUSSION	Delicate cloud of layered bells with inharmonic release.	MUSCPerc_PERCUSSION-Elephant Bells Low Single_B00M_MAWCK.wav	Elephant Bells Low Single	Magic-Wisp by Boom	B00M_MAWCK	457	0
MUSICAL, PERCUSSION	One-shot gestures of bells with diversity in pitch and long release.	MUSCPerc_PERCUSSION-Elephant Bells Medium Constant_B00M_MAWCK.wav	Elephant Bells Medium Constant	Magic-Wisp by Boom	B00M_MAWCK	458	0
MUSICAL, PERCUSSION	Layered, jingling bell texture with oscillation and high end tinkling.	MUSCPerc_PERCUSSION-Elephant Bells Medium Single_B00M_MAWCK.wav	Elephant Bells Medium Single	Magic-Wisp by Boom	B00M_MAWCK	459	0
MUSICAL, PERCUSSION	Flamming one-shot of tinkling bells with inharmonic mid range reverberation.	MUSCPerc_PERCUSSION-Finger Cymbal Bell Ring Out_B00M_MAWCK.wav	Finger Cymbal Bell Ring Out	Magic-Wisp by Boom	B00M_MAWCK	460	0

MUSICAL, PERCUSSION	One shot of delicate chime with tinkling, high pitched resonance.	MUSCPerc_PERCUSSION-Glass Chimes Large Constant_B00M_MAWCK.wav	Glass Chimes Large Constant	Magic-Wisp by Boom	B00M_MAWCK	461	0
MUSICAL, PERCUSSION	Crystal, ornate bell texture with sparkly high end.	MUSCPerc_PERCUSSION-Glass Chimes Large Single_B00M_MAWCK.wav	Glass Chimes Large Single	Magic-Wisp by Boom	B00M_MAWCK	462	0
MUSICAL, PERCUSSION	One shot attacks of bells with layered hits of sparkling flams.	MUSCPerc_PERCUSSION-Glass Chimes Ping_B00M_MAWCK.wav	Glass Chimes Ping	Magic-Wisp by Boom	B00M_MAWCK	463	0
MUSICAL, PERCUSSION	One shot glassy percussion with sharp excitation.	MUSCPerc_PERCUSSION-Glass Chimes Small Constant_B00M_MAWCK.wav	Glass Chimes Small Constant	Magic-Wisp by Boom	B00M_MAWCK	464	0
MUSICAL, PERCUSSION	Chime texture of delicate, clear celestial tones.	MUSCPerc_PERCUSSION-Glass Chimes Small Single_B00M_MAWCK.wav	Glass Chimes Small Single	Magic-Wisp by Boom	B00M_MAWCK	465	0
MUSICAL, PERCUSSION	Hits of layered chime collisions with shimmering resonance.	MUSCPerc_PERCUSSION-Gong Impact_B00M_MAWCK.wav	Gong Impact	Magic-Wisp by Boom	B00M_MAWCK	466	0
MUSICAL, PERCUSSION	Gong hit one shot with low-mid frequencies and spectral reverberation.	MUSCPerc_PERCUSSION-Gong In Water_B00M_MAWCK.wav	Gong In Water	Magic-Wisp by Boom	B00M_MAWCK	467	0
MUSICAL, PERCUSSION	High pitch gong with pitch bent resonant tail.	MUSCPerc_PERCUSSION-Gong Scrape Superball High_B00M_MAWCK.wav	Gong Scrape Superball High	Magic-Wisp by Boom	B00M_MAWCK	468	0
MUSICAL, PERCUSSION	Rubbing excitation of metallic percussion creating Atonal ambience.	MUSCPerc_PERCUSSION-Gong Scrape Superball_B00M_MAWCK.wav	Gong Scrape Superball	Magic-Wisp by Boom	B00M_MAWCK	469	0
MUSICAL, PERCUSSION	Low frequency inharmonic droning with dense convolution.	MUSCPerc_PERCUSSION-Impact Thunder Plate Hard_B00M_MAWCK.wav	Impact Thunder Plate Hard	Magic-Wisp by Boom	B00M_MAWCK	470	0
MUSICAL, PERCUSSION	Transient metallic impact with pitch modulated tail.	MUSCPerc_PERCUSSION-Impact Thunder Plate Soft_B00M_MAWCK.wav	Impact Thunder Plate Soft	Magic-Wisp by Boom	B00M_MAWCK	471	0
MUSICAL, PERCUSSION	Soft striking of metal plate with dark reverberation.	MUSCPerc_PERCUSSION-Mobile Metal Large_B00M_MAWCK.wav	Mobile Metal Large	Magic-Wisp by Boom	B00M_MAWCK	472	0
MUSICAL, PERCUSSION	Metal wind chimes with dense harmonics and tonal resonance.	MUSCPerc_PERCUSSION-Mobile Metal Small_B00M_MAWCK.wav	Mobile Metal Small	Magic-Wisp by Boom	B00M_MAWCK	473	0
MUSICAL, PERCUSSION	High pitch, dull metal wind chimes with sustained dynamics.	MUSCPerc_PERCUSSION-Plate Bell E_B00M_MAWCK.wav	Plate Bell E	Magic-Wisp by Boom	B00M_MAWCK	474	0
MUSICAL, PERCUSSION	Lightly struck, singing bowl with pure sine-wave tone and additive overtones.	MUSCPerc_PERCUSSION-Singing Bowl Ring Out Large_B00M_MAWCK.wav	Singing Bowl Ring Out Large	Magic-Wisp by Boom	B00M_MAWCK	475	0
MUSICAL, PERCUSSION	Metal bowl struck with long oscillating resonance.	MUSCPerc_PERCUSSION-Singing Bowl Ring Out Medium_B00M_MAWCK.wav	Singing Bowl Ring Out Medium	Magic-Wisp by Boom	B00M_MAWCK	476	0
MUSICAL, PERCUSSION	Plate struck with mallet creating a long subdued tonal tail.	MUSCPerc_PERCUSSION-Singing Bowl Ring Out Small_B00M_MAWCK.wav	Singing Bowl Ring Out Small	Magic-Wisp by Boom	B00M_MAWCK	477	0
MUSICAL, PERCUSSION	High pitched metal percussion with sharp attack and harmonic ringing.	MUSCPerc_PERCUSSION-Tambourine Brass Constant_B00M_MAWCK.wav	Tambourine Brass Constant	Magic-Wisp by Boom	B00M_MAWCK	478	0
MUSICAL, PERCUSSION	Steady shaking of a tambourine with sparkly high end and shimmering textre.	MUSCPerc_PERCUSSION-Tambourine Brass Single_B00M_MAWCK.wav	Tambourine Brass Single	Magic-Wisp by Boom	B00M_MAWCK	479	0
MUSICAL, PERCUSSION	Crisp shake of the tambourine cymbals with tinkling metallic sounds.	MUSCPerc_PERCUSSION-Tambourine Gold Constant_B00M_MAWCK.wav	Tambourine Gold Constant	Magic-Wisp by Boom	B00M_MAWCK	480	0
MUSICAL, PERCUSSION	Lively rattle of tambourine bells as a sustained, raindrop like texture.	MUSCPerc_PERCUSSION-Tambourine Gold Single_B00M_MAWCK.wav	Tambourine Gold Single	Magic-Wisp by Boom	B00M_MAWCK	481	0
MUSICAL, PERCUSSION	One Shot shakes of a tambourine with echoing collisions of the cymbals.	MUSCPerc_PERCUSSION-Tambourine Rattle Constant_B00M_MAWCK.wav	Tambourine Rattle Constant	Magic-Wisp by Boom	B00M_MAWCK	482	0
MUSICAL, PERCUSSION	Unpitched, metal percussion texture with arhythmic excitation.	MUSCPerc_PERCUSSION-Tambourine Silver Constant_B00M_MAWCK.wav	Tambourine Silver Constant	Magic-Wisp by Boom	B00M_MAWCK	483	0

MUSICAL, PERCUSSION	Jingling, bells with subdued, light shaking and oscillating dynamics.	MUSCPerc_PERCUSSION-Tambourine Silver Single_B00M_MAWCK.wav	Tambourine Silver Single	Magic-Wisp by Boom	B00M_MAWCK	484	0
MUSICAL, PERCUSSION	Hard shake of a tambourine with resonating, vibrating release.	MUSCPerc_PERCUSSION-Temple Bell High Constant_B00M_MAWCK.wav	Temple Bell High Constant	Magic-Wisp by Boom	B00M_MAWCK	485	0
MUSICAL, PERCUSSION	Rhythmic, percussive, bell gesture with tinkling metallic exciter.	MUSCPerc_PERCUSSION-Temple Bell High Single_B00M_MAWCK.wav	Temple Bell High Single	Magic-Wisp by Boom	B00M_MAWCK	486	0
MUSICAL, PERCUSSION	Metallic, inharmonic, delicate bells in the high frequency register.	MUSCPerc_PERCUSSION-Temple Bell Low Constant_B00M_MAWCK.wav	Temple Bell Low Constant	Magic-Wisp by Boom	B00M_MAWCK	487	0
MUSICAL, PERCUSSION	Mid range, spectral, rhythmic percussion with metallic resonance.	MUSCPerc_PERCUSSION-Temple Bell Low Single_B00M_MAWCK.wav	Temple Bell Low Single	Magic-Wisp by Boom	B00M_MAWCK	488	0
MUSICAL, PERCUSSION	One shot, haunting, atonal bells with layered attacks.	MUSCPerc_PERCUSSION-Thunder Sheet Splash_B00M_MAWCK.wav	Thunder Sheet Splash	Magic-Wisp by Boom	B00M_MAWCK	489	0
MUSICAL, PERCUSSION	Sparkly, reverse sound with slow attack and subtle reverberation.	MUSCPerc_PERCUSSION-Tiny Bell Chimes Constant_B00M_MAWCK.wav	Tiny Bell Chimes Constant	Magic-Wisp by Boom	B00M_MAWCK	490	0
MUSICAL, PERCUSSION	Chimes, randomly colliding with very subtle resonance.	MUSCPerc_PERCUSSION-Tiny Bell Chimes Impact_B00M_MAWCK.wav	Tiny Bell Chimes Impact	Magic-Wisp by Boom	B00M_MAWCK	491	0
MUSICAL, PERCUSSION	Metal sheet with dark, pitch modulated resonance and ambiance.	MUSCPerc_PERCUSSION-Waterphone Full Of Water_B00M_MAWCK.wav	Waterphone Full Of Water	Magic-Wisp by Boom	B00M_MAWCK	492	0
MUSICAL, PERCUSSION	Sustained spectral, bowed singing sound rich with harmonics and evolving tones.	MUSCPerc_PERCUSSION-Waterphone Little Water_B00M_MAWCK.wav	Waterphone Little Water	Magic-Wisp by Boom	B00M_MAWCK	493	0
MUSICAL, PERCUSSION	Sustained texture of overtone rich noise with slow attack and release.	MUSCPerc_PERCUSSION-Wind Chime Shells Constant_B00M_MAWCK.wav	Wind Chime Shells Constant	Magic-Wisp by Boom	B00M_MAWCK	494	0
MUSICAL, PERCUSSION	Rustling of organic material concentrated in the high frequencies.	MUSCPerc_PERCUSSION-Wind Chime Shells Single_B00M_MAWCK.wav	Wind Chime Shells Single	Magic-Wisp by Boom	B00M_MAWCK	495	0
MUSICAL, PERCUSSION	One shot hits of ceramic, glassy debris with slow attack and fragmented tail.	MUSCPerc_PERCUSSION-Wind Gong Rubber Ball_B00M_MAWCK.wav	Wind Gong Rubber Ball	Magic-Wisp by Boom	B00M_MAWCK	496	0
MUSICAL, PERCUSSION	Rising, evolving, dark ambiance with feedback type harmonics.	MUSCPerc_TEXTURE-Glass Chimes Constant Hard_B00M_MAWCK.wav	Glass Chimes Constant Hard	Magic-Wisp by Boom	B00M_MAWCK	497	0
MUSICAL, PERCUSSION	Hard, glassy attacks of tonal percussion with high pitched resonance.	MUSCPerc_TEXTURE-Glass Chimes Constant Subtle_B00M_MAWCK.wav	Glass Chimes Constant Subtle	Magic-Wisp by Boom	B00M_MAWCK	498	0
MUSICAL, PERCUSSION	Tinkling, flammng, glassy texture with subtle resonance.	MUSCPerc_TEXTURE-Glass Chimes Impact Flam_B00M_MAWCK.wav	Glass Chimes Impact Flam	Magic-Wisp by Boom	B00M_MAWCK	499	0
MUSICAL, WOODWIND	Transient one shot, crystal bell sounds with dry, short releases.	MUSCWind_INSTRUMENT-Pan Flute Airy Random Pitch Ascending_B00M_MAWCK.wav	Pan Flute Airy Random Pitch Ascending	Magic-Wisp by Boom	B00M_MAWCK	500	0
MUSICAL, WOODWIND	Airy, woody flute sound with ascending pitch and short decay.	MUSCWind_INSTRUMENT-Pan Flute Airy Random Pitch High_B00M_MAWCK.wav	Pan Flute Airy Random Pitch High	Magic-Wisp by Boom	B00M_MAWCK	501	0
MUSICAL, WOODWIND	High pitched flute gesture with random pitches and heavy, breathy sound.	MUSCWind_INSTRUMENT-Pan Flute Airy Random Pitch Low_B00M_MAWCK.wav	Pan Flute Airy Random Pitch Low	Magic-Wisp by Boom	B00M_MAWCK	502	0
MUSICAL, WOODWIND	Low, breathy flute playing a melodic, tonal gesture.	MUSCWind_INSTRUMENT-Pan Flute High_B00M_MAWCK.wav	Pan Flute High	Magic-Wisp by Boom	B00M_MAWCK	503	0
MUSICAL, WOODWIND	Sustained, flute tone with breathy, white noise.	MUSCWind_INSTRUMENT-Pan Flute Low_B00M_MAWCK.wav	Pan Flute Low	Magic-Wisp by Boom	B00M_MAWCK	504	0
MUSICAL, WOODWIND	Sustained, low, woody, flute tone with breathy noise.	MUSCWind_INSTRUMENT-Pan Flute Mid_B00M_MAWCK.wav	Pan Flute Mid	Magic-Wisp by Boom	B00M_MAWCK	505	0
OBJECTS, UMBRELLA	Constant, mid range, tone with with wavering dynamics.	OBJUmbr_MATERIAL-Umbrella Open Alt_B00M_MAWCK.wav	Umbrella Open Alt	Magic-Wisp by Boom	B00M_MAWCK	506	0

OBJECTS, UMBRELLA	Organic, crunchy, impact with short airy tail.	OBJUmbr_MATERIAL-Umbrella Open Tight_B00M_MAWCK.wav	Umbrella Open Tight	Magic-Wisp by Boom	B00M_MAWCK	507	0
OBJECTS, UMBRELLA	Fast, ramping, one shot of distorted noise.	OBJUmbr_MATERIAL-Umbrella Open Up And Down_B00M_MAWCK.wav	Umbrella Open Up And Down	Magic-Wisp by Boom	B00M_MAWCK	508	0
OBJECTS, UMBRELLA	Swells of dry, warped, noise with fast decay.	OBJUmbr_MATERIAL-Umbrella Open_B00M_MAWCK.wav	Umbrella Open	Magic-Wisp by Boom	B00M_MAWCK	509	0
PAPER, MISC	One shots of organic, shattering noise with short high pitched tails.	PAPRMisc_TEXTURE-Paper Parcel Movement Complex_B00M_MAWCK.wav	Paper Parcel Movement Complex	Magic-Wisp by Boom	B00M_MAWCK	510	0
PAPER, MISC	Muddled crashing of paper with a steep attack and slapback.	PAPRMisc_TEXTURE-Paper parcel Movement Constant_B00M_MAWCK.wav	Paper parcel Movement Constant	Magic-Wisp by Boom	B00M_MAWCK	511	0
PAPER, MISC	Sustained texture of crunching, morphing crackling.	PAPRMisc_TEXTURE-Paper Parcel Movement Rub Fast_B00M_MAWCK.wav	Paper Parcel Movement Rub Fast	Magic-Wisp by Boom	B00M_MAWCK	512	0
PAPER, MISC	Fast transients of white noise with distorted artifacts.	PAPRMisc_TEXTURE-Paper Parcel Movement Rub_B00M_MAWCK.wav	Paper Parcel Movement Rub	Magic-Wisp by Boom	B00M_MAWCK	513	0
PAPER, MISC	Tearing sounds with distortion and compression and dry tails.	PAPRMisc_TEXTURE-Paper Parcel Flap_B00M_MAWCK.wav	Paper Parcel Flap	Magic-Wisp by Boom	B00M_MAWCK	514	0
PLASTIC, FRICTION	Crunchy, organic impacts with fast decay and natural artifacts.	PLASFric_TEXTURE-Rubber Bucket Scrape Heavy_B00M_MAWCK.wav	Rubber Bucket Scrape Heavy	Magic-Wisp by Boom	B00M_MAWCK	515	0
PLASTIC, FRICTION	Low mid range scraping with modulating spectral qualities.	PLASFric_TEXTURE-Rubber Bucket Scrape Light_B00M_MAWCK.wav	Rubber Bucket Scrape Light	Magic-Wisp by Boom	B00M_MAWCK	516	0
PLASTIC, FRICTION	High frequency friction sounds with turbulent noise.	PLASFric_TEXTURE-Rubber Bucket Scrape Movement Smooth_B00M_MAWCK.wav	Rubber Bucket Scrape Movement Smooth	Magic-Wisp by Boom	B00M_MAWCK	517	0
PLASTIC, FRICTION	Guttural physical noise with swirling, atonal qualities.	PLASFric_TEXTURE-Rubber Bucket Scrape_B00M_MAWCK.wav	Rubber Bucket Scrape	Magic-Wisp by Boom	B00M_MAWCK	518	0
PLASTIC, IMPACT	Fast, low mid frequency scrapes with fast tail and woody resonance.	PLASImpt_MATERIAL-Shopping Bag Crunchy Hard_B00M_MAWCK.wav	Shopping Bag Crunchy Hard	Magic-Wisp by Boom	B00M_MAWCK	519	0
PLASTIC, IMPACT	Quick, ramping, noisey one shots with organic artifacts.	PLASImpt_MATERIAL-Shopping Bag Crunchy Soft_B00M_MAWCK.wav	Shopping Bag Crunchy Soft	Magic-Wisp by Boom	B00M_MAWCK	520	0
PLASTIC, MOVEMENT	Fast, transients of crunchy, rustling noise with ramping attack.	PLASMvmt_WHOOSH-Shopping Bag Slow Movement_B00M_MAWCK.wav	Shopping Bag Slow Movement	Magic-Wisp by Boom	B00M_MAWCK	521	0
ROCKS, FRICTION	Layered, complex hits of organic material.	ROCKFric_TEXTURE-Grit Rubber Tab Scrape Fast_B00M_MAWCK.wav	Grit Rubber Tab Scrape Fast	Magic-Wisp by Boom	B00M_MAWCK	522	0
ROCKS, FRICTION	Geological, avalanche type woosh sound of layered, impacts.	ROCKFric_TEXTURE-Grit Rubber Tab Scrape Slow_B00M_MAWCK.wav	Grit Rubber Tab Scrape Slow	Magic-Wisp by Boom	B00M_MAWCK	523	0
ROCKS, FRICTION	Low mid, slow tearing sound with ascending dynamics and evolution.	ROCKFric_TEXTURE-Stone In Bucket Movement Single_B00M_MAWCK.wav	Stone In Bucket Movement Single	Magic-Wisp by Boom	B00M_MAWCK	524	0
ROCKS, FRICTION	Fast, low frequency tails with high frequency flanging sounds.	ROCKFric_TEXTURE-Stone In Bucket Movement_B00M_MAWCK.wav	Stone In Bucket Movement	Magic-Wisp by Boom	B00M_MAWCK	525	0
ROCKS, IMPACT	Rustling of hard, rocky material with slow attack.	ROCKImpt_TEXTURE-Stone Impact Sand Bucket_B00M_MAWCK.wav	Stone Impact Sand Bucket	Magic-Wisp by Boom	B00M_MAWCK	526	0
VEGETATION, MISC	Hard, punchy, transients with fast decay and stone like qualities.	VEGEMisc_MATERIAL-Branch Acorn Leaves Subtle Fast Shaking Constant_B00M_MAWCK.wav	Branch Acorn Leaves Subtle Fast Shaking Constant	Magic-Wisp by Boom	B00M_MAWCK	527	0
VEGETATION, MISC	Sustained rustling of leaves and branches.	VEGEMisc_MATERIAL-Branch Acorn Leaves Subtle Tail_B00M_MAWCK.wav	Branch Acorn Leaves Subtle Tail	Magic-Wisp by Boom	B00M_MAWCK	528	0
VEGETATION, MISC	Short hits of organic crunches with loud high end and fast decay.	VEGEMisc_MATERIAL-Branch Maple Leaves Movement Constant Aggressive_B00M_MAWCK.wav	Branch Maple Leaves Movement Constant Aggressive	Magic-Wisp by Boom	B00M_MAWCK	529	0

VEGETATION, MISC	Sustained crackling of leaves and branches.	VEGEMisc_MATERIAL-Branch Maple Leaves Movement Constant Subtle_B00M_MAWCK.wav	Branch Maple Leaves Movement Constant Subtle	Magic-Wisp by Boom	B00M_MAWCK	530	0
VEGETATION, MISC	Gentle rustling of leaves and organic noise with tinkling high end.	VEGEMisc_MATERIAL-Dry Branch Large Leaves Impact Tails_B00M_MAWCK.wav	Dry Branch Large Leaves Impact Tails	Magic-Wisp by Boom	B00M_MAWCK	531	0
VEGETATION, MISC	Harsh, one shot attacks of abrasive high frequency organic noise.	VEGEMisc_MATERIAL-Dry Branch Large Leaves Impact_B00M_MAWCK.wav	Dry Branch Large Leaves Impact	Magic-Wisp by Boom	B00M_MAWCK	532	0
VEGETATION, MISC	One shot, crackling impacts of natural material and leaves.	VEGEMisc_MATERIAL-Dry Branch Large Leaves Movement Constant Aggressive_B00M_MAWCK.wav	Dry Branch Large Leaves Movement Constant Aggressive	Magic-Wisp by Boom	B00M_MAWCK	533	0
VEGETATION, MISC	Sustained white noise with nature type artifacts and human movement sounds.	VEGEMisc_MATERIAL-Dry Branch Large Leaves Movement Constant Subtle_B00M_MAWCK.wav	Dry Branch Large Leaves Movement Constant Subtle	Magic-Wisp by Boom	B00M_MAWCK	534	0
VEGETATION, MISC	Gentle, forest type motion with waves of dynamics.	VEGEMisc_WHOOSH-Branch Acorn Leaves Complex_B00M_MAWCK.wav	Branch Acorn Leaves Complex	Magic-Wisp by Boom	B00M_MAWCK	535	0
VEGETATION, MISC	Swells of organic impacts with subtle reverberation and dynamic waves.	VEGEMisc_WHOOSH-Branch Acorn Leaves Fast_B00M_MAWCK.wav	Branch Acorn Leaves Fast	Magic-Wisp by Boom	B00M_MAWCK	536	0
VEGETATION, MISC	Transient, flammng, impacts of the breaking of leaves and branches.	VEGEMisc_WHOOSH-Branch Acorn Leaves Slow_B00M_MAWCK.wav	Branch Acorn Leaves Slow	Magic-Wisp by Boom	B00M_MAWCK	537	0
VEGETATION, MISC	Impacts of organic noise with ramplng attacks and fast decays.	VEGEMisc_WHOOSH-Branch Acorn Leaves Subtle Constant_B00M_MAWCK.wav	Branch Acorn Leaves Subtle Constant	Magic-Wisp by Boom	B00M_MAWCK	538	0
VEGETATION, MISC	Sustained crackling of leaves being walked on.	VEGEMisc_WHOOSH-Branch Acorn Leaves Whips_B00M_MAWCK.wav	Branch Acorn Leaves Whips	Magic-Wisp by Boom	B00M_MAWCK	539	0
VEGETATION, MISC	Transient impacts leaves with short, airy organic tails.	VEGEMisc_WHOOSH-Branch Maple Leaves Fast_B00M_MAWCK.wav	Branch Maple Leaves Fast	Magic-Wisp by Boom	B00M_MAWCK	540	0
VEGETATION, MISC	Brittle snap of leaves and branches being crunched.	VEGEMisc_WHOOSH-Branch Maple Leaves Slow_B00M_MAWCK.wav	Branch Maple Leaves Slow	Magic-Wisp by Boom	B00M_MAWCK	541	0
VEGETATION, MISC	Crunch of natural material with growing volume and slow decay.	VEGEMisc_WHOOSH-Branch Small Leaves Fast_B00M_MAWCK.wav	Branch Small Leaves Fast	Magic-Wisp by Boom	B00M_MAWCK	542	0
WATER, STEAM	Harsh stomp with a tail of leaves being crushed.	WATRStm_BURST-Air Water Pump Release_B00M_MAWCK.wav	Air Water Pump Release	Magic-Wisp by Boom	B00M_MAWCK	543	0
SWOOSHES, WHOOSH	Sharp, icy punch with ramping attack and digital tail.	WHSH_PROCESSED METAL-Metal Mid_B00M_MAWCK.wav	Metal Mid	Magic-Wisp by Boom	B00M_MAWCK	544	0
SWOOSHES, WHOOSH	Sustained, industrial, aerosol noise with quick decay.	WHSH_WHOOSH-Arcane Wind Push Fast_B00M_MAWCK.wav	Arcane Wind Push Fast	Magic-Wisp by Boom	B00M_MAWCK	545	0
SWOOSHES, WHOOSH	Futuristic woosh with digital resonance and panning.	WHSH_WHOOSH-Arcane Wind Push Slow_B00M_MAWCK.wav	Arcane Wind Push Slow	Magic-Wisp by Boom	B00M_MAWCK	546	0
SWOOSHES, WHOOSH	Electromagnetic noise with slow attack and decay. Ramping flanging and panning.	WHSH_WHOOSH-Dust High Fast_B00M_MAWCK.wav	Dust High Fast	Magic-Wisp by Boom	B00M_MAWCK	547	0
SWOOSHES, WHOOSH	High pitched HUD type glitch with inharmonic, chorus like resonance.	WHSH_WHOOSH-Dust High Slow_B00M_MAWCK.wav	Dust High Slow	Magic-Wisp by Boom	B00M_MAWCK	548	0
SWOOSHES, WHOOSH	Slowly rising, spectral synthesis type woosh with digital air.	WHSH_WHOOSH-Dusty Stutter High Fast_B00M_MAWCK.wav	Dusty Stutter High Fast	Magic-Wisp by Boom	B00M_MAWCK	549	0
SWOOSHES, WHOOSH	A sharp, clean, electronic gesture with tremolo and chorus resonance.	WHSH_WHOOSH-Dusty Stutter High Slow_B00M_MAWCK.wav	Dusty Stutter High Slow	Magic-Wisp by Boom	B00M_MAWCK	550	0
SWOOSHES, WHOOSH	Transitional, rising and falling digital glitch texture with pulsating frequencies.	WHSH_WHOOSH-Fairy Dust Tonal Modulated Fast_B00M_MAWCK.wav	Fairy Dust Tonal Modulated Fast	Magic-Wisp by Boom	B00M_MAWCK	551	0
SWOOSHES, WHOOSH	Electronic noise with short tail, fast swoosh and chorus type resonance.	WHSH_WHOOSH-Fairy Dust Tonal Modulated Gust_B00M_MAWCK.wav	Fairy Dust Tonal Modulated Gust	Magic-Wisp by Boom	B00M_MAWCK	552	0

SWOOSHES, WHOOSH	Slow, phasing, digital texture with slow attack and morphing phasing.	WHSH_WHOOSH-Fairy Dust Tonal Modulated Slow_B00M_MAWCK.wav	Fairy Dust Tonal Modulated Slow	Magic-Wisp by Boom	B00M_MAWCK	553	0
SWOOSHES, WHOOSH	Inharmonic, synthesized texture with ramping dynamics and reverb tail.	WHSH_WHOOSH-Generic Organic Energy Wind Fast_B00M_MAWCK.wav	Generic Organic Energy Wind Fast	Magic-Wisp by Boom	B00M_MAWCK	554	0
SWOOSHES, WHOOSH	Dynamic, white noise woosh with phasey resonance.	WHSH_WHOOSH-Generic Organic Energy Wind Slow_B00M_MAWCK.wav	Generic Organic Energy Wind Slow	Magic-Wisp by Boom	B00M_MAWCK	555	0
SWOOSHES, WHOOSH	Digital wind with slow attack and slow release.	WHSH_WHOOSH-Generic Soft Low Fast_B00M_MAWCK.wav	Generic Soft Low Fast	Magic-Wisp by Boom	B00M_MAWCK	556	0
SWOOSHES, WHOOSH	Low frequency, filtered, noise with subtle reverberation and ramping dynamics.	WHSH_WHOOSH-Generic Soft Low Slow_B00M_MAWCK.wav	Generic Soft Low Slow	Magic-Wisp by Boom	B00M_MAWCK	557	0
SWOOSHES, WHOOSH	Rising, dark wind texture with digital resonance.	WHSH_WHOOSH-Generic Tentacle Whip Fast_B00M_MAWCK.wav	Generic Tentacle Whip Fast	Magic-Wisp by Boom	B00M_MAWCK	558	0
SWOOSHES, WHOOSH	Slimey, vocoded, phasey texture with with slapback type release.	WHSH_WHOOSH-Generic Tentacle Whip Slow_B00M_MAWCK.wav	Generic Tentacle Whip Slow	Magic-Wisp by Boom	B00M_MAWCK	559	0
SWOOSHES, WHOOSH	Phase-morphing, alien type sound with reverberated decay.	WHSH_WHOOSH-Generic Wind Mid Fast_B00M_MAWCK.wav	Generic Wind Mid Fast	Magic-Wisp by Boom	B00M_MAWCK	560	0
SWOOSHES, WHOOSH	High pitched woosh of electronic noise with chorusy release.	WHSH_WHOOSH-Generic Wind Mid Slow_B00M_MAWCK.wav	Generic Wind Mid Slow	Magic-Wisp by Boom	B00M_MAWCK	561	0
SWOOSHES, WHOOSH	Building and ramping wind noise with quick release.	WHSH_WHOOSH-Metal Mid Fast_B00M_MAWCK.wav	Metal Mid Fast	Magic-Wisp by Boom	B00M_MAWCK	562	0
SWOOSHES, WHOOSH	Comb filtered swoosh with metal, inharmonic resonance.	WHSH_WHOOSH-Metal Mid Slow_B00M_MAWCK.wav	Metal Mid Slow	Magic-Wisp by Boom	B00M_MAWCK	563	0
SWOOSHES, WHOOSH	Descending, flanging electronic wind texture with release.	WHSH_WHOOSH-Organic Cloth Slash Complex Slow_B00M_MAWCK.wav	Organic Cloth Slash Complex Slow	Magic-Wisp by Boom	B00M_MAWCK	564	0
SWOOSHES, WHOOSH	Morphing, turbulent noise with flanging and phasing.	WHSH_WHOOSH-Organic Cloth Slash Fast_B00M_MAWCK.wav	Organic Cloth Slash Fast	Magic-Wisp by Boom	B00M_MAWCK	565	0
SWOOSHES, WHOOSH	Turbulent noise woosh with panning and stereo spread.	WHSH_WHOOSH-Organic Fire Texture Fast_B00M_MAWCK.wav	Organic Fire Texture Fast	Magic-Wisp by Boom	B00M_MAWCK	566	0
SWOOSHES, WHOOSH	One shot, explosive impact with upward flanging and medium tail.	WHSH_WHOOSH-Organic Fire Texture Slow_B00M_MAWCK.wav	Organic Fire Texture Slow	Magic-Wisp by Boom	B00M_MAWCK	567	0
SWOOSHES, WHOOSH	Swirling, echoing digital wind texture with low end distortion.	WHSH_WHOOSH-Shimmer Highlight Fast_B00M_MAWCK.wav	Shimmer Highlight Fast	Magic-Wisp by Boom	B00M_MAWCK	568	0
SWOOSHES, WHOOSH	Shimmering, reverse chime texture with wide stereo spread.	WHSH_WHOOSH-Shimmer Highlight Slow_B00M_MAWCK.wav	Shimmer Highlight Slow	Magic-Wisp by Boom	B00M_MAWCK	569	0
SWOOSHES, WHOOSH	Granular cloud of chimes with slow attack and delicate, tinkling high end.	WHSH_WHOOSH-Shimmer Metal Fast_B00M_MAWCK.wav	Shimmer Metal Fast	Magic-Wisp by Boom	B00M_MAWCK	570	0
SWOOSHES, WHOOSH	Short woosh of metallic high frequency noise and chorusy tail.	WHSH_WHOOSH-Shimmer Metal Slow_B00M_MAWCK.wav	Shimmer Metal Slow	Magic-Wisp by Boom	B00M_MAWCK	571	0
SWOOSHES, WHOOSH	Ramping, rising electronic resonance texture with airy high end.	WHSH_WHOOSH-Shimmer Metallic Resonant Fast_B00M_MAWCK.wav	Shimmer Metallic Resonant Fast	Magic-Wisp by Boom	B00M_MAWCK	572	0
SWOOSHES, WHOOSH	High mid range, inharmonic noise with ramping attack and quick release.	WHSH_WHOOSH-Shimmer Metallic Resonant Slow_B00M_MAWCK.wav	Shimmer Metallic Resonant Slow	Magic-Wisp by Boom	B00M_MAWCK	573	0
SWOOSHES, WHOOSH	Inharmonic, synth texture with bubbling FM.	WHSH_WHOOSH-Tonal Crystal High Fast_B00M_MAWCK.wav	Tonal Crystal High Fast	Magic-Wisp by Boom	B00M_MAWCK	574	0
SWOOSHES, WHOOSH	Spectral, morphing noise with slow attack, release and panning.	WHSH_WHOOSH-Tonal Crystal High Slow_B00M_MAWCK.wav	Tonal Crystal High Slow	Magic-Wisp by Boom	B00M_MAWCK	575	0

SWOOSHES, WHOOSH	Fast, ramping, spectral synthesis with fast decay and reverb.	WHSH_WHOOSH-Tonal Energy Soft Fast_B00M_MAWCK.wav	Tonal Energy Soft Fast	Magic-Wisp by Boom	B00M_MAWCK	576	0
SWOOSHES, WHOOSH	Low mid range, futuristic woosh with high end phasing.	WHSH_WHOOSH-Tonal Energy Soft Slow_B00M_MAWCK.wav	Tonal Energy Soft Slow	Magic-Wisp by Boom	B00M_MAWCK	577	0
SWOOSHES, WHOOSH	Sci-fi woosh sound with random pitch modulation and white noise.	WHSH_WHOOSH-Tonal Modulated Stutter Fast_B00M_MAWCK.wav	Tonal Modulated Stutter Fast	Magic-Wisp by Boom	B00M_MAWCK	578	0
SWOOSHES, WHOOSH	Tremolated electronic woosh sound with quick decay.	WHSH_WHOOSH-Tonal Modulated Stutter Slow_B00M_MAWCK.wav	Tonal Modulated Stutter Slow	Magic-Wisp by Boom	B00M_MAWCK	579	0
SWOOSHES, WHOOSH	Reverse transient sound with warbling digital reverb.	WHSH_WHOOSH-Tonal Slash_B00M_MAWCK.wav	Tonal Slash	Magic-Wisp by Boom	B00M_MAWCK	580	0
SWOOSHES, WHOOSH	Slow attack, FM modulated spectral synth sound with slow attack and decay.	WHSH_WHOOSH-Wind Energy Fast_B00M_MAWCK.wav	Wind Energy Fast	Magic-Wisp by Boom	B00M_MAWCK	581	0
SWOOSHES, WHOOSH	Muddled, low end robotic woosh with subtle reverb.	WHSH_WHOOSH-Wind Energy Gust_B00M_MAWCK.wav	Wind Energy Gust	Magic-Wisp by Boom	B00M_MAWCK	582	0
SWOOSHES, WHOOSH	Dark, digital wind with slow attack and phasing.	WHSH_WHOOSH-Wind Energy Slow_B00M_MAWCK.wav	Wind Energy Slow	Magic-Wisp by Boom	B00M_MAWCK	583	0
SWOOSHES, WHOOSH	Electronic, white noise with phase morphing and chorus.	WHSH_WHOOSH-Wind Shimmer Fast_B00M_MAWCK.wav	Wind Shimmer Fast	Magic-Wisp by Boom	B00M_MAWCK	584	0
SWOOSHES, WHOOSH	Transitional woosh sound inharmonic, high end resonance and noise.	WHSH_WHOOSH-Wind Shimmer Metal Fast_B00M_MAWCK.wav	Wind Shimmer Metal Fast	Magic-Wisp by Boom	B00M_MAWCK	585	0
SWOOSHES, WHOOSH	White noise woosh with metallic comb filtered resonance.	WHSH_WHOOSH-Wind Shimmer Metal Slow_B00M_MAWCK.wav	Wind Shimmer Metal Slow	Magic-Wisp by Boom	B00M_MAWCK	586	0
SWOOSHES, WHOOSH	Robotic noise texture with dense cloud of chorus and phasing.	WHSH_WHOOSH-Wind Shimmer Slow_B00M_MAWCK.wav	Wind Shimmer Slow	Magic-Wisp by Boom	B00M_MAWCK	587	0
SWOOSHES, WHOOSH	Slow, shimmering, digital resonant noise with full frequency spectrum.	WHSH_ZAP-Arcane Energy High_B00M_MAWCK.wav	Arcane Energy High	Magic-Wisp by Boom	B00M_MAWCK	588	0
SWOOSHES, WHOOSH	Digital percussion transient with phasey tail and flammng attack.	WHSH_ZAP-Arcane Noise_B00M_MAWCK.wav	Arcane Noise	Magic-Wisp by Boom	B00M_MAWCK	589	0
SWOOSHES, WHOOSH	8-bit, noisy explosive sound with filtered white noise tail.	WHSH_ZAP-Arcane Ping_B00M_MAWCK.wav	Arcane Ping	Magic-Wisp by Boom	B00M_MAWCK	590	0
SWOOSHES, WHOOSH	Lo-fi Laser type transient with reverberated release.	WHSH_ZAP-Arcane Slash_B00M_MAWCK.wav	Arcane Slash	Magic-Wisp by Boom	B00M_MAWCK	591	0
SWOOSHES, WHOOSH	One-shot futurist, laser shots with modulating tail.	WHSH_ZAP-Crystal Snap_B00M_MAWCK.wav	Crystal Snap	Magic-Wisp by Boom	B00M_MAWCK	592	0
SWOOSHES, WHOOSH	Sparkling, crystal noise texture with ramping attack.	WHSH_ZAP-Energy Flutter_B00M_MAWCK.wav	Energy Flutter	Magic-Wisp by Boom	B00M_MAWCK	593	0
SWOOSHES, WHOOSH	Digital percussion with fast pitch modulation phasing.	WHSH_ZAP-High End Dusty Shimmer_B00M_MAWCK.wav	High End Dusty Shimmer	Magic-Wisp by Boom	B00M_MAWCK	594	0
SWOOSHES, WHOOSH	High pitched, needly, HUD type glitch sound.	WHSH_ZAP-Ice Wind_B00M_MAWCK.wav	Ice Wind	Magic-Wisp by Boom	B00M_MAWCK	595	0
SWOOSHES, WHOOSH	White noise hit with comb filtered resonance and morphing spectral qualities.	WHSH_ZAP-Metallic Modulation_B00M_MAWCK.wav	Metallic Modulation	Magic-Wisp by Boom	B00M_MAWCK	596	0
SWOOSHES, WHOOSH	Layered white noise flam with flanging, reverb with long decay time.	WHSH_ZAP-Metallic Shimmer Wobble_B00M_MAWCK.wav	Metallic Shimmer Wobble	Magic-Wisp by Boom	B00M_MAWCK	597	0
SWOOSHES, WHOOSH	Percussive glitch with reverse attack and warped reverb tail.	WHSH_ZAP-Ping Crystal_B00M_MAWCK.wav	Ping Crystal	Magic-Wisp by Boom	B00M_MAWCK	598	0

SWOOSHES, WHOOSH	Digital transient with glitchy electronic reverberation.	WHSH_ZAP-Ping Energy_B00M_MAWCK.wav	Ping Energy	Magic-Wisp by Boom	B00M_MAWCK	599	0
SWOOSHES, WHOOSH	Low mid stomp with warping reverb tail.	WHSH_ZAP-Ping High_B00M_MAWCK.wav	Ping High	Magic-Wisp by Boom	B00M_MAWCK	600	0
SWOOSHES, WHOOSH	Metallic glitchy percussion with delay feedback and resonance.	WHSH_ZAP-Ping Metal_B00M_MAWCK.wav	Ping Metal	Magic-Wisp by Boom	B00M_MAWCK	601	0
SWOOSHES, WHOOSH	Hard, digital crash with short, digital release.	WHSH_ZAP-Ping Push_B00M_MAWCK.wav	Ping Push	Magic-Wisp by Boom	B00M_MAWCK	602	0
SWOOSHES, WHOOSH	Filtered, digital noise release tail with cavernous spacialization.	WHSH_ZAP-Shimmer Metal_B00M_MAWCK.wav	Shimmer Metal	Magic-Wisp by Boom	B00M_MAWCK	603	0
SWOOSHES, WHOOSH	Flamming, metallic percussion with ramping attack and airy decay.	WHSH_ZAP-Spectral Wind_B00M_MAWCK.wav	Spectral Wind	Magic-Wisp by Boom	B00M_MAWCK	604	0
WOOD, FRICTION	Hard, digital glitch one shot with with subtle resonance.	WOODFric_TEXTURE-Pinecone Multiple Sand Drag_B00M_MAWCK.wav	Pinecone Multiple Sand Drag	Magic-Wisp by Boom	B00M_MAWCK	605	0
WOOD, FRICTION	One shot of organic scraping with fast decay.	WOODFric_TEXTURE-Pinecone Sand Drag_B00M_MAWCK.wav	Pinecone Sand Drag	Magic-Wisp by Boom	B00M_MAWCK	606	0
WOOD, FRICTION	Crunchy noise with physical collisions and rock like textures.	WOODFric_TEXTURE-Pinecone Sand Rubber Bucket Scrape_B00M_MAWCK.wav	Pinecone Sand Rubber Bucket Scrape	Magic-Wisp by Boom	B00M_MAWCK	607	0
DESIGNED, WHOOSH	Airy, futuristic woosh with gun shot type resonance.	DSGNWhsh_WHOOSH DARK-Abyss Breeze_B00M_MAWDS.wav	Abyss Breeze	Magic-Wisp by Boom	B00M_MAWDS	608	0
DESIGNED, WHOOSH	Dynamic, electronic drive by with digital reverb.	DSGNWhsh_WHOOSH DARK-Casper_B00M_MAWDS.wav	Casper	Magic-Wisp by Boom	B00M_MAWDS	609	0
DESIGNED, WHOOSH	Laser type slicing sound with flanging resonant coughing.	DSGNWhsh_WHOOSH DARK-Cursed Gust_B00M_MAWDS.wav	Cursed Gust	Magic-Wisp by Boom	B00M_MAWDS	610	0
DESIGNED, WHOOSH	Dense, harmonically complex synth hits with slow attack and slow release.	DSGNWhsh_WHOOSH DARK-Evil East_B00M_MAWDS.wav	Evil East	Magic-Wisp by Boom	B00M_MAWDS	611	0
DESIGNED, WHOOSH	Electronic woosh of digital wind with long tail and digital artifacts.	DSGNWhsh_WHOOSH DARK-Imposter_B00M_MAWDS.wav	Imposter	Magic-Wisp by Boom	B00M_MAWDS	612	0
DESIGNED, WHOOSH	Dense, dark cloud of robotic reverberated release.	DSGNWhsh_WHOOSH DARK-Incantation Whizz_B00M_MAWDS.wav	Incantation Whizz	Magic-Wisp by Boom	B00M_MAWDS	613	0
DESIGNED, WHOOSH	Dynamic woosh with ramping dynamics and digital tail.	DSGNWhsh_WHOOSH DARK-Little Nightmares_B00M_MAWDS.wav	Little Nightmares	Magic-Wisp by Boom	B00M_MAWDS	614	0
DESIGNED, WHOOSH	Sharp, clean transition effect with glitchy artifacts and noisy tail.	DSGNWhsh_WHOOSH DARK-Malfoy_B00M_MAWDS.wav	Malfoy	Magic-Wisp by Boom	B00M_MAWDS	615	0
DESIGNED, WHOOSH	Dense, mechanical, complex woosh with high-tech digital parts.	DSGNWhsh_WHOOSH DARK-Unholy_B00M_MAWDS.wav	Unholy	Magic-Wisp by Boom	B00M_MAWDS	616	0
DESIGNED, WHOOSH	Airy incoming with slightly futuristic elements and long and soft tail.	DSGNWhsh_WHOOSH DARK-Void Seeker_B00M_MAWDS.wav	Void Seeker	Magic-Wisp by Boom	B00M_MAWDS	617	0
DESIGNED, WHOOSH	High frequency, metallic woosh with needly, inharmonic resonance.	DSGNWhsh_WHOOSH LIGHT-Charmed_B00M_MAWDS.wav	Charmed	Magic-Wisp by Boom	B00M_MAWDS	618	0
DESIGNED, WHOOSH	Electronic, HUD sounding woosh with chorus and flanging.	DSGNWhsh_WHOOSH LIGHT-Esoterico_B00M_MAWDS.wav	Esoterico	Magic-Wisp by Boom	B00M_MAWDS	619	0
DESIGNED, WHOOSH	Alien, futuristic woosh with high pitch sparkles and mid range punch.	DSGNWhsh_WHOOSH LIGHT-Fairy Dust_B00M_MAWDS.wav	Fairy Dust	Magic-Wisp by Boom	B00M_MAWDS	620	0
DESIGNED, WHOOSH	High pitched, airy woosh sound with sparkly resonance.	DSGNWhsh_WHOOSH LIGHT-Healing Grace_B00M_MAWDS.wav	Healing Grace	Magic-Wisp by Boom	B00M_MAWDS	621	0

DESIGNED, WHOOSH	Fast, digital impact sound with ramping attack and sparkly fragmented tail.	DSGNWhsh_WHOOSH LIGHT-Irari_B00M_MAWDS.wav	Irari	Magic-Wisp by Boom	B00M_MAWDS	622	0
DESIGNED, WHOOSH	Electromagnetic woosh with digital glitch artifacts.	DSGNWhsh_WHOOSH LIGHT-Light Lance_B00M_MAWDS.wav	Light Lance	Magic-Wisp by Boom	B00M_MAWDS	623	0
DESIGNED, WHOOSH	Sci-fi woosh with tremolating, phasey synth sounds and pulsating tail.	DSGNWhsh_WHOOSH LIGHT-Mystisweep_B00M_MAWDS.wav	Mystisweep	Magic-Wisp by Boom	B00M_MAWDS	624	0
DESIGNED, WHOOSH	Reverse needle effect followed by digital impact sound.	DSGNWhsh_WHOOSH LIGHT-Serenity_B00M_MAWDS.wav	Serenity	Magic-Wisp by Boom	B00M_MAWDS	625	0
DESIGNED, WHOOSH	Stereo-phased electronic woosh with glitchy, evolving timbre.	DSGNWhsh_WHOOSH LIGHT-Sprite_B00M_MAWDS.wav	Sprite	Magic-Wisp by Boom	B00M_MAWDS	626	0
DESIGNED, WHOOSH	Convolved, high-pass filtered woosh with distant reverb tail.	DSGNWhsh_WHOOSH LIGHT-Twilight_B00M_MAWDS.wav	Twilight	Magic-Wisp by Boom	B00M_MAWDS	627	0
DESIGNED, WHOOSH	Time-stretched, spectral woosh with phase cancellation .	DSGNWhsh_WHOOSH NEUTRAL-Anticipate_B00M_MAWDS.wav	Anticipate	Magic-Wisp by Boom	B00M_MAWDS	628	0
DESIGNED, WHOOSH	Gun shot type impact with flanging, reverberated tail.	DSGNWhsh_WHOOSH NEUTRAL-Arcane Gust_B00M_MAWDS.wav	Arcane Gust	Magic-Wisp by Boom	B00M_MAWDS	629	0
DESIGNED, WHOOSH	Electronically enhanced woosh with digital convolution.	DSGNWhsh_WHOOSH NEUTRAL-Boomerang_B00M_MAWDS.wav	Boomerang	Magic-Wisp by Boom	B00M_MAWDS	630	0
DESIGNED, WHOOSH	High pitched woosh with granular artifacts and metallic impulses.	DSGNWhsh_WHOOSH NEUTRAL-Bright Bolt_B00M_MAWDS.wav	Bright Bolt	Magic-Wisp by Boom	B00M_MAWDS	631	0
DESIGNED, WHOOSH	Reverse electronic noise with quick release and spectral shaping.	DSGNWhsh_WHOOSH NEUTRAL-Consumed_B00M_MAWDS.wav	Consumed	Magic-Wisp by Boom	B00M_MAWDS	632	0
DESIGNED, WHOOSH	Spectral woosh with granular pitch shifting and phasey resonance.	DSGNWhsh_WHOOSH NEUTRAL-Fast Pass_B00M_MAWDS.wav	Fast Pass	Magic-Wisp by Boom	B00M_MAWDS	633	0
DESIGNED, WHOOSH	Crunch, explosive transition with convolution and air.	DSGNWhsh_WHOOSH NEUTRAL-Focused Force_B00M_MAWDS.wav	Focused Force	Magic-Wisp by Boom	B00M_MAWDS	634	0
DESIGNED, WHOOSH	Vocoder-processed woosh with formant filtering and alien qualities.	DSGNWhsh_WHOOSH NEUTRAL-Obsidian Sway_B00M_MAWDS.wav	Obsidian Sway	Magic-Wisp by Boom	B00M_MAWDS	635	0
DESIGNED, WHOOSH	White noise transition with digital, artificial modulating tail.	DSGNWhsh_WHOOSH NEUTRAL-Phantom Seeker_B00M_MAWDS.wav	Phantom Seeker	Magic-Wisp by Boom	B00M_MAWDS	636	0
DESIGNED, WHOOSH	High pitch, tremolated HUD type woosh with spectral shaping.	DSGNWhsh_WHOOSH NEUTRAL-Snitch_B00M_MAWDS.wav	Snitch	Magic-Wisp by Boom	B00M_MAWDS	637	0
DESIGNED, WHOOSH	Spectral synthesis type transitional sound with digital impulse response.	DSGNWhsh_WHOOSH NEUTRAL-Tranquil Zephyr_B00M_MAWDS.wav	Tranquil Zephyr	Magic-Wisp by Boom	B00M_MAWDS	638	0
MAGIC, EVIL	Sustained, digital turbulence with granular clouds.	MAGEvil_BED DARK-Energy Extraction_B00M_MAWDS.wav	Energy Extraction	Magic-Wisp by Boom	B00M_MAWDS	639	0
MAGIC, EVIL	Constant, evolving, digital pad with inharmonic resonance and spectral morphing.	MAGEvil_BED DARK-Sinister Aura_B00M_MAWDS.wav	Sinister Aura	Magic-Wisp by Boom	B00M_MAWDS	640	0
MAGIC, EVIL	Dark, time-stretched, granular cloud with metallic, high end resonance.	MAGEvil_BED DARK-Sleepwalk_B00M_MAWDS.wav	Sleepwalk	Magic-Wisp by Boom	B00M_MAWDS	641	0
MAGIC, EVIL	Pitch-modulated, vocal cloud with ominous digital wind.	MAGEvil_BED DARK-Soul Searching_B00M_MAWDS.wav	Soul Searching	Magic-Wisp by Boom	B00M_MAWDS	642	0
MAGIC, EVIL	Dark noise bed with human voice attributes and time-stretched resonance.	MAGEvil_BED DARK-Templar_B00M_MAWDS.wav	Templar	Magic-Wisp by Boom	B00M_MAWDS	643	0
MAGIC, MISC	Time-stretched bell type sounds with celestial ringing and spectral morphing.	MAGMisc_BED NEUTRAL-Elemental Bliss_B00M_MAWDS.wav	Elemental Bliss	Magic-Wisp by Boom	B00M_MAWDS	644	0

MAGIC, MISC	Granular evolving texture with sustained bell sound and tearing noise.	MAGMisc_BED NEUTRAL-Enchanted Realm_B00M_MAWDS.wav	Enchanted Realm	Magic-Wisp by Boom	B00M_MAWDS	645	0
MAGIC, MISC	Evolving electronic wind with turbulent filter sweeps and shifting timbre .	MAGMisc_BED NEUTRAL-Fujin_B00M_MAWDS.wav	Fujin	Magic-Wisp by Boom	B00M_MAWDS	646	0
MAGIC, MISC	Sustained, inharmonic, time-stretched pad with metallic convolution.	MAGMisc_BED NEUTRAL-Regrowth_B00M_MAWDS.wav	Regrowth	Magic-Wisp by Boom	B00M_MAWDS	647	0
MAGIC, MISC	Futuristic, swimming, shifting noise texture with spectral air.	MAGMisc_BED NEUTRAL-Sphere_B00M_MAWDS.wav	Sphere	Magic-Wisp by Boom	B00M_MAWDS	648	0
MAGIC, MISC	Hard, crunchy impact with airy resonance and ramping attack.	MAGMisc_IMPACT DARK-Curse_B00M_MAWDS.wav	Curse	Magic-Wisp by Boom	B00M_MAWDS	649	0
MAGIC, MISC	Dark, seismic, impact with distorted stomp and laser tail.	MAGMisc_IMPACT DARK-Demonic Dart_B00M_MAWDS.wav	Demonic Dart	Magic-Wisp by Boom	B00M_MAWDS	650	0
MAGIC, MISC	High-tech, layered impact, with spectral morphing.	MAGMisc_IMPACT DARK-Shadow Veil_B00M_MAWDS.wav	Shadow Veil	Magic-Wisp by Boom	B00M_MAWDS	651	0
MAGIC, MISC	Very short intro whoosh leading into crackling impact with crumbling and airy movements.	MAGMisc_IMPACT DARK-Upside Down_B00M_MAWDS.wav	Upside Down	Magic-Wisp by Boom	B00M_MAWDS	652	0
MAGIC, MISC	A complex, earthy stomp with high frequency, sci-fi convolutions.	MAGMisc_IMPACT LIGHT -Enchanto_B00M_MAWDS.wav	Enchanto	Magic-Wisp by Boom	B00M_MAWDS	653	0
MAGIC, MISC	Glistening chimes with weapon impact and airy reverb.	MAGMisc_IMPACT LIGHT -Equinova_B00M_MAWDS.wav	Equinova	Magic-Wisp by Boom	B00M_MAWDS	654	0
MAGIC, MISC	High-pass filtered granular impact with phasey, crystalline high end.	MAGMisc_IMPACT LIGHT -Harmonic Light_B00M_MAWDS.wav	Harmonic Light	Magic-Wisp by Boom	B00M_MAWDS	655	0
MAGIC, MISC	Sci-fi, glassy shatter effect with ramping laser attack.	MAGMisc_IMPACT LIGHT -Lumina_B00M_MAWDS.wav	Lumina	Magic-Wisp by Boom	B00M_MAWDS	656	0
MAGIC, MISC	Cybernetic impact sound with laser attack and spectral smoothing.	MAGMisc_IMPACT NEUTRAL-Celeris_B00M_MAWDS.wav	Celeris	Magic-Wisp by Boom	B00M_MAWDS	657	0
MAGIC, MISC	Crunchy, convolved, stomp impact with resonating tail.	MAGMisc_IMPACT NEUTRAL-Fluid Chaos_B00M_MAWDS.wav	Fluid Chaos	Magic-Wisp by Boom	B00M_MAWDS	658	0
MAGIC, MISC	Spectral synth impact with metallic excitation and quick release.	MAGMisc_IMPACT NEUTRAL-Hidden Path_B00M_MAWDS.wav	Hidden Path	Magic-Wisp by Boom	B00M_MAWDS	659	0
MAGIC, MISC	Layered, distorted, organic impact with high end release.	MAGMisc_IMPACT NEUTRAL-Sand Slash_B00M_MAWDS.wav	Sand Slash	Magic-Wisp by Boom	B00M_MAWDS	660	0
MAGIC, POOF	Futuristic, sc-fi punch with breathy, modulated, vocal tail.	MAGPoof_POOF DARK-Atantaru_B00M_MAWDS.wav	Atantaru	Magic-Wisp by Boom	B00M_MAWDS	661	0
MAGIC, POOF	Crunchy, complex,, stomp like impact with forment filtered noise tail.	MAGPoof_POOF DARK-Cursed Thunder_B00M_MAWDS.wav	Cursed Thunder	Magic-Wisp by Boom	B00M_MAWDS	662	0
MAGIC, POOF	Explosive, layered impacts with airy, quick release.	MAGPoof_POOF DARK-Demonic Wrap_B00M_MAWDS.wav	Demonic Wrap	Magic-Wisp by Boom	B00M_MAWDS	663	0
MAGIC, POOF	Guttural punch of organic impact with gun shot like reverb.	MAGPoof_POOF DARK-Diabolite_B00M_MAWDS.wav	Diabolite	Magic-Wisp by Boom	B00M_MAWDS	664	0
MAGIC, POOF	Gun shot type impact with ramping digital noise.	MAGPoof_POOF DARK-Soulshatter_B00M_MAWDS.wav	Soulshatter	Magic-Wisp by Boom	B00M_MAWDS	665	0
MAGIC, POOF	Spectral impact with crystalline, tinkling resonance.	MAGPoof_POOF LIGHT-Angelic Flair_B00M_MAWDS.wav	Angelic Flair	Magic-Wisp by Boom	B00M_MAWDS	666	0
MAGIC, POOF	Reverse impact sound convolved with granular chime cloud.	MAGPoof_POOF LIGHT-Aurora Resurgence_B00M_MAWDS.wav	Aurora Resurgence	Magic-Wisp by Boom	B00M_MAWDS	667	0

MAGIC, POOF	Fast, ethereal, granular impact with high end, pitched metallics.	MAGPoof_POOF LIGHT-Ether Snap_B00M_MAWDS.wav	Ether Snap	Magic-Wisp by Boom	B00M_MAWDS	668	0
MAGIC, POOF	Digital impact with spectral noise tail.	MAGPoof_POOF LIGHT-Etherial Draw_B00M_MAWDS.wav	Etherial Draw	Magic-Wisp by Boom	B00M_MAWDS	669	0
MAGIC, POOF	Resonant granular hit with ramping liquid attack and sparkly tail.	MAGPoof_POOF LIGHT-Perls Touch_B00M_MAWDS.wav	Perls Touch	Magic-Wisp by Boom	B00M_MAWDS	670	0
MAGIC, POOF	Convolved, alien type impact sound with layered stomp.	MAGPoof_POOF NEUTRAL-Evaporate_B00M_MAWDS.wav	Evaporate	Magic-Wisp by Boom	B00M_MAWDS	671	0
MAGIC, POOF	Complex, layered, digital impact with shimmering resonance.	MAGPoof_POOF NEUTRAL-Fairy Powder_B00M_MAWDS.wav	Fairy Powder	Magic-Wisp by Boom	B00M_MAWDS	672	0
MAGIC, POOF	Layered, hard organic impact with geological release.	MAGPoof_POOF NEUTRAL-Houdini_B00M_MAWDS.wav	Houdini	Magic-Wisp by Boom	B00M_MAWDS	673	0
MAGIC, POOF	Reverse laser transient hit with phased impact and convolution.	MAGPoof_POOF NEUTRAL-Pulse Breaker_B00M_MAWDS.wav	Pulse Breaker	Magic-Wisp by Boom	B00M_MAWDS	674	0
MAGIC, POOF	Airy, mechanical impact with sci-fi release.	MAGPoof_POOF NEUTRAL-Purista_B00M_MAWDS.wav	Purista	Magic-Wisp by Boom	B00M_MAWDS	675	0
MAGIC, SHIMMER	Ethereal sound scape of tinkling, crystal sounds.	MAGShim_BED LIGHT-Ancient Angel_B00M_MAWDS.wav	Ancient Angel	Magic-Wisp by Boom	B00M_MAWDS	676	0
MAGIC, SHIMMER	Granular cloud of chimes with pitch modulation and spectral warping.	MAGShim_BED LIGHT-Mayflies_B00M_MAWDS.wav	Mayflies	Magic-Wisp by Boom	B00M_MAWDS	677	0
MAGIC, SHIMMER	Resonant texture cloud with immersive stereo field and sustained resonance.	MAGShim_BED LIGHT-Mystic Breeze_B00M_MAWDS.wav	Mystic Breeze	Magic-Wisp by Boom	B00M_MAWDS	678	0
MAGIC, SHIMMER	Reverse glassy texture with time-stretched, in harmonic resonance.	MAGShim_BED LIGHT-Tinkerbell_B00M_MAWDS.wav	Tinkerbell	Magic-Wisp by Boom	B00M_MAWDS	679	0
MAGIC, SHIMMER	Turbulent, electronic wind with granular pitch-shifting.	MAGShim_BED LIGHT-Wind Of Change_B00M_MAWDS.wav	Wind Of Change	Magic-Wisp by Boom	B00M_MAWDS	680	0
MAGIC, SPELL	Explosive, Hi-tech, sci-fi impact with layered hits.	MAGSpel_CAST DARK-Curse_B00M_MAWDS.wav	Curse	Magic-Wisp by Boom	B00M_MAWDS	681	0
MAGIC, SPELL	Granular, turbulent noise with hard, seismic impacts.	MAGSpel_CAST DARK-Demonic Dart_B00M_MAWDS.wav	Demonic Dart	Magic-Wisp by Boom	B00M_MAWDS	682	0
MAGIC, SPELL	Spectral morphing texture with electronically enhanced organic impacts.	MAGSpel_CAST DARK-Shadow Veil_B00M_MAWDS.wav	Shadow Veil	Magic-Wisp by Boom	B00M_MAWDS	683	0
MAGIC, SPELL	Soft whoosh transitioning into spherical, airy movement. Ends with subtle, hollow whoosh.	MAGSpel_CAST DARK-Upside Down_B00M_MAWDS.wav	Upside Down	Magic-Wisp by Boom	B00M_MAWDS	684	0
MAGIC, SPELL	Granular, airy cloud with hard, punchy transient burst.	MAGSpel_CAST LIGHT-Enchanto_B00M_MAWDS.wav	Enchanto	Magic-Wisp by Boom	B00M_MAWDS	685	0
MAGIC, SPELL	Hard, sparkly, laser-like transient with reverberated tail.	MAGSpel_CAST LIGHT-Equinova_B00M_MAWDS.wav	Equinova	Magic-Wisp by Boom	B00M_MAWDS	686	0
MAGIC, SPELL	Reverse laser sounds with spectral convolution .	MAGSpel_CAST LIGHT-Harmonic Light_B00M_MAWDS.wav	Harmonic Light	Magic-Wisp by Boom	B00M_MAWDS	687	0
MAGIC, SPELL	Sparkling, spectral-morphing sounds with inharmonic resonance.	MAGSpel_CAST LIGHT-Lumina_B00M_MAWDS.wav	Lumina	Magic-Wisp by Boom	B00M_MAWDS	688	0
MAGIC, SPELL	Shimmering, rising digital effects with hard impact transient.	MAGSpel_CAST NEUTRAL-Celeris_B00M_MAWDS.wav	Celeris	Magic-Wisp by Boom	B00M_MAWDS	689	0
MAGIC, SPELL	Turbulent, swimming, flanging noise with explosive reverberations.	MAGSpel_CAST NEUTRAL-Fluid Chaos_B00M_MAWDS.wav	Fluid Chaos	Magic-Wisp by Boom	B00M_MAWDS	690	0

MAGIC, SPELL	Warbling, digital wind with reverse layered hit.	MAGSpel_CAST NEUTRAL-Hidden Path_B00M_MAWDS.wav	Hidden Path	Magic-Wisp by Boom	B00M_MAWDS	691	0
MAGIC, SPELL	Airy, granular, organic impacts with harsh, high frequency noise.	MAGSpel_CAST NEUTRAL-Sand Slash_B00M_MAWDS.wav	Sand Slash	Magic-Wisp by Boom	B00M_MAWDS	692	0
MAGIC, SPELL	Cybernetic, turbulent wind with slow attack and fast release.	MAGSpel_SWIRL DARK-Dementor_B00M_MAWDS.wav	Dementor	Magic-Wisp by Boom	B00M_MAWDS	693	0
MAGIC, SPELL	Surreal, alien, granular noise cloud with chorus-like resonance.	MAGSpel_SWIRL DARK-Mystic Ripple_B00M_MAWDS.wav	Mystic Ripple	Magic-Wisp by Boom	B00M_MAWDS	694	0
MAGIC, SPELL	Reverse spectral synthesis with phase modulations.	MAGSpel_SWIRL DARK-Phantom Vortex_B00M_MAWDS.wav	Phantom Vortex	Magic-Wisp by Boom	B00M_MAWDS	695	0
MAGIC, SPELL	Fast, digital transition sound with quick rise and slow release.	MAGSpel_SWIRL DARK-Silent Shards_B00M_MAWDS.wav	Silent Shards	Magic-Wisp by Boom	B00M_MAWDS	696	0
MAGIC, SPELL	Fast, noisy whoosh with sizzling and moving elements in tail.	MAGSpel_SWIRL DARK-Soul Summon_B00M_MAWDS.wav	Soul Summon	Magic-Wisp by Boom	B00M_MAWDS	697	0
MAGIC, SPELL	Tremolating, high frequency, inharmonic shimmering texture with slow attack.	MAGSpel_SWIRL LIGHT-Ancestral Light_B00M_MAWDS.wav	Ancestral Light	Magic-Wisp by Boom	B00M_MAWDS	698	0
MAGIC, SPELL	Reverse laser sounds with slow release convolution.	MAGSpel_SWIRL LIGHT-Fairies Fly_B00M_MAWDS.wav	Fairies Fly	Magic-Wisp by Boom	B00M_MAWDS	699	0
MAGIC, SPELL	High frequency noise with surreal resonance and pitch modulation.	MAGSpel_SWIRL LIGHT-Serene Arcana_B00M_MAWDS.wav	Serene Arcana	Magic-Wisp by Boom	B00M_MAWDS	700	0
MAGIC, SPELL	Granular cloud of high frequency, airy waves and metallic overtones.	MAGSpel_SWIRL LIGHT-Star Breeze_B00M_MAWDS.wav	Star Breeze	Magic-Wisp by Boom	B00M_MAWDS	701	0
MAGIC, SPELL	Reverse, Hi-tech, impact sounds with complex layering.	MAGSpel_SWIRL LIGHT-Super Snitch_B00M_MAWDS.wav	Super Snitch	Magic-Wisp by Boom	B00M_MAWDS	702	0
MAGIC, SPELL	Crunchy, vocoded, splattery impacts with fast decay.	MAGSpel_SWIRL NEUTRAL-Fluid Earth_B00M_MAWDS.wav	Fluid Earth	Magic-Wisp by Boom	B00M_MAWDS	703	0
MAGIC, SPELL	Granular cloud of woosh sounds with fast chorus modulation.	MAGSpel_SWIRL NEUTRAL-Whirlwind_B00M_MAWDS.wav	Whirlwind	Magic-Wisp by Boom	B00M_MAWDS	704	0
MAGIC, SPELL	Reverse, inharmonic, spectral sounds with intense impact.	MAGSpel_SWIRL NEUTRAL-Wind Walker_B00M_MAWDS.wav	Wind Walker	Magic-Wisp by Boom	B00M_MAWDS	705	0
MAGIC, SPELL	Futuristic, HUD type transitional sound with airy resonance.	MAGSpel_SWIRL NEUTRAL-Wizard Whizz_B00M_MAWDS.wav	Wizard Whizz	Magic-Wisp by Boom	B00M_MAWDS	706	0
MAGIC, SPELL	Spectral morphing texture with reverse layered impacts.	MAGSpel_SWIRL NEUTRAL-Woken_B00M_MAWDS.wav	Woken	Magic-Wisp by Boom	B00M_MAWDS	707	0