

Medieval SFX Bundle – Castles, Knights, Swords, Horses & Foley

FileName	Channels	Duration	Format	UCS Category	UCS SubCategory
AMBFarm_Animals farm chickens clucking hens and roosters 2_Gfx_Sounds.wav	2	00:12	48 24	AMBIENCE	FARM
AMBFarm_Animals farm chickens clucking hens and roosters 3_Gfx_Sounds.wav	2	00:28	48 24	AMBIENCE	FARM
AMBFarm_Animals farm chickens clucking hens and roosters_Gfx_Sounds.wav	2	00:07	48 24	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around 2_Gfx_Sounds.wav	2	00:01	44 16	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around 3_Gfx_Sounds.wav	2	00:02	44 16	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around 4_Gfx_Sounds.wav	2	00:01	44 16	AMBIENCE	FARM
AMBFarm_Cattle wearing bells moving around_Gfx_Sounds.wav	2	00:05	44 16	AMBIENCE	FARM
AMBFarm_Cows herd of cows mooing and farm ambience 2_Gfx_Sounds.wav	2	00:08	44 16	AMBIENCE	FARM
AMBFarm_Cows herd of cows mooing and farm ambience 3_Gfx_Sounds.wav	2	00:06	44 16	AMBIENCE	FARM
AMBFarm_Cows herd of cows mooing and farm ambience_Gfx_Sounds.wav	2	00:05	44 16	AMBIENCE	FARM
AMBForst_Forest ambience nearby fast river with birds_Gfx_Sounds.wav	2	00:23	44 16	AMBIENCE	FOREST
AMBForst_Forest at night wind breeze birds and wildlife_Gfx_Sounds.wav	2	00:23	44 16	AMBIENCE	FOREST
AMBForst_Rain in a rainforest ambience_Gfx_Sounds.wav	2	00:20	44 16	AMBIENCE	FOREST
AMBForst_River ambience light wind in the trees and_Gfx_Sounds.wav	2	00:29	44 16	AMBIENCE	FOREST
AMBForst_Wind blowing with woods squeaking and tree_Gfx_Sounds.wav	2	00:31	44 16	AMBIENCE	FOREST
AMBHist_Castle ambience medieval inside perspective_Gfx_Sounds.wav	2	00:30	48 16	AMBIENCE	HISTORICAL
AMBHist_Castle ambience medieval outside perspective_Gfx_Sounds.wav	2	00:35	48 16	AMBIENCE	HISTORICAL
AMBHist_Large medieval city ambience market people_Gfx_Sounds.wav	2	00:28	48 16	AMBIENCE	HISTORICAL
AMBHist_Medieval castle drawbridge lowering 2_Gfx_Sounds.wav	2	00:06	48 16	AMBIENCE	HISTORICAL
AMBHist_Medieval castle drawbridge lowering_Gfx_Sounds.wav	2	00:09	48 16	AMBIENCE	HISTORICAL
AMBHist_Medieval castle drawbridge retracting 2_Gfx_Sounds.wav	2	00:07	48 16	AMBIENCE	HISTORICAL
AMBHist_Medieval castle drawbridge retracting_Gfx_Sounds.wav	2	00:08	48 16	AMBIENCE	HISTORICAL
AMBHist_Medieval city ambience busy metal clanking_Gfx_Sounds.wav	2	00:26	48 16	AMBIENCE	HISTORICAL
AMBHist_Medieval festival ambience crowd music cheering_Gfx_Sounds.wav	2	00:30	48 16	AMBIENCE	HISTORICAL
AMBHist_Old medieval city ambience within the walls_Gfx_Sounds.wav	2	00:37	48 16	AMBIENCE	HISTORICAL
AMBHist_Tavern ambience medieval people chatter and 2_Gfx_Sounds.wav	2	00:35	48 16	AMBIENCE	HISTORICAL
AMBHist_Tavern ambience medieval people chatter and_Gfx_Sounds.wav	2	00:32	48 16	AMBIENCE	HISTORICAL

AMBWar_Knight duel sword clashes hits and battle 2_Gfx_Sounds.wav	2	00:09	48 16	AMBIENCE	WARFARE
AMBWar_Knight duel sword clashes hits and battle 3_Gfx_Sounds.wav	2	00:09	48 16	AMBIENCE	WARFARE
AMBWar_Knight duel sword clashes hits and battle_Gfx_Sounds.wav	2	00:08	48 16	AMBIENCE	WARFARE
AMBWar_Medieval battle fighting ambience intense_Gfx_Sounds.wav	2	01:09	48 16	AMBIENCE	WARFARE
AMBWar_Medieval battle fighting ambience swords_Gfx_Sounds.wav	2	00:43	48 16	AMBIENCE	WARFARE
AMBWar_Medieval combat ambience knights swords and_Gfx_Sounds.wav	2	01:05	48 16	AMBIENCE	WARFARE
AMBWar_Medieval combat ambience sword battle and_Gfx_Sounds.wav	2	00:53	48 16	AMBIENCE	WARFARE
AMBWar_Mounted knight duel sword strikes and impacts_Gfx_Sounds.wav	2	00:10	48 16	AMBIENCE	WARFARE
AMBWar_Two swords clash together single strike 2 2_Gfx_Sounds.wav	2	00:01	44 16	AMBIENCE	WARFARE
AMBWar_Two swords clash together single strike 3 3_Gfx_Sounds.wav	2	00:01	44 16	AMBIENCE	WARFARE
AMBWar_Two swords clash together single strike_Gfx_Sounds.wav	2	00:01	44 16	AMBIENCE	WARFARE
AMBWar_Two swords clash together with reverb_Gfx_Sounds.wav	2	00:01	44 16	AMBIENCE	WARFARE
ANMLHors_Fast galloping horse with neighs_Gfx_Sounds.wav	2	00:07	48 16	ANIMALS	HORSE
ANMLHors_Fast horse running close perspective_Gfx_Sounds.wav	2	00:06	48 16	ANIMALS	HORSE
ANMLHors_Galloping horse saddle and bridle_Gfx_Sounds.wav	2	00:05	48 16	ANIMALS	HORSE
ANMLHors_Galloping horse with snorts_Gfx_Sounds.wav	2	00:06	48 16	ANIMALS	HORSE
ANMLHors_Grooming quiet horse_Gfx_Sounds.wav	2	00:07	44 16	ANIMALS	HORSE
ANMLHors_Horse eating apples and carrots 2_Gfx_Sounds.wav	2	00:09	44 16	ANIMALS	HORSE
ANMLHors_Horse eating apples and carrots_Gfx_Sounds.wav	2	00:07	44 16	ANIMALS	HORSE
ANMLHors_Horse galloping on concrete surface_Gfx_Sounds.wav	2	00:07	44 16	ANIMALS	HORSE
ANMLHors_Horse neigh and huff 2_Gfx_Sounds.wav	2	00:01	44 16	ANIMALS	HORSE
ANMLHors_Horse neigh and huff_Gfx_Sounds.wav	2	00:01	44 16	ANIMALS	HORSE
ANMLHors_Horse neigh angry and nervous 2_Gfx_Sounds.wav	2	00:02	44 16	ANIMALS	HORSE
ANMLHors_Horse neigh angry and nervous_Gfx_Sounds.wav	2	00:02	44 16	ANIMALS	HORSE
ANMLHors_Horse saddle and bridle dismount_Gfx_Sounds.wav	2	00:04	48 16	ANIMALS	HORSE
ANMLHors_Horse saddle and bridle movement_Gfx_Sounds.wav	2	00:02	48 16	ANIMALS	HORSE
ANMLHors_Horses galloping fast pass by 2_Gfx_Sounds.wav	2	00:07	48 16	ANIMALS	HORSE
ANMLHors_Horses galloping fast pass by_Gfx_Sounds.wav	2	00:11	48 16	ANIMALS	HORSE
DIRTCrsh_Dirt and debris fall small 2_Gfx_Sounds.wav	2	00:04	48 16	DIRT & SAND	CRASH & DEBRIS
DIRTCrsh_Dirt and debris fall small 3_Gfx_Sounds.wav	2	00:04	48 24	DIRT & SAND	CRASH & DEBRIS
DIRTCrsh_Dirt and debris fall small_Gfx_Sounds.wav	2	00:02	48 16	DIRT & SAND	CRASH & DEBRIS
FIRETrch_Medieval burning torch extinguish fire_Gfx_Sounds.wav	2	00:03	44 16	FIRE	TORCH
FIRETrch_Medieval burning torch fire crackling_Gfx_Sounds.wav	2	00:08	44 16	FIRE	TORCH

FIRETrch_Medieval burning torch hand movement 2_Gfx_Sounds.wav	2	00:01	44 16	FIRE	TORCH
FIRETrch_Medieval burning torch hand movement_Gfx_Sounds.wav	2	00:02	44 16	FIRE	TORCH
FIRETrch_Medieval burning torch lighting_Gfx_Sounds.wav	2	00:08	44 16	FIRE	TORCH
GAMEBoard_Dice being shaken and thrown dice rolling_Gfx_Sounds.wav	2	00:01	48 16	GAMES	BOARD
GAMEBoard_Dice shaking in hand 2_Gfx_Sounds.wav	2	00:03	48 16	GAMES	BOARD
GAMEBoard_Dice shaking in hand_Gfx_Sounds.wav	2	00:05	48 16	GAMES	BOARD
GOREFlsh_Knife or dagger flesh moves inside 2_Gfx_Sounds.wav	2	00:01	48 24	GORE	FLESH
GOREFlsh_Knife or dagger flesh moves inside 3_Gfx_Sounds.wav	2	00:01	48 24	GORE	FLESH
GOREFlsh_Knife or dagger flesh moves inside_Gfx_Sounds.wav	2	00:01	48 24	GORE	FLESH
GOREStab_Knife or dagger slide and stab 2_Gfx_Sounds.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife or dagger slide and stab 3_Gfx_Sounds.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knife or dagger slide and stab_Gfx_Sounds.wav	2	00:01	48 24	GORE	STAB
GOREStab_Knight sword hit stabbing in and out_Gfx_Sounds.wav	2	00:01	48 16	GORE	STAB
GOREStab_Knight sword stab and gore 2_Gfx_Sounds.wav	2	00:01	48 16	GORE	STAB
GOREStab_Knight sword stab and gore 3_Gfx_Sounds.wav	2	00:01	48 16	GORE	STAB
GOREStab_Knight sword stab and gore_Gfx_Sounds.wav	2	00:01	48 16	GORE	STAB
METLFric_Heavy metal object scrapes on hard ground 2_Gfx_Sounds.wav	2	00:01	44 16	METAL	FRICTION
METLFric_Heavy metal object scrapes on hard ground_Gfx_Sounds.wav	2	00:01	44 16	METAL	FRICTION
METLFric_Sword blade scrape across rock_Gfx_Sounds.wav	2	00:01	44 16	METAL	FRICTION
METLFric_Sword sharpening metal scraping 2_Gfx_Sounds.wav	2	00:09	48 16	METAL	FRICTION
METLFric_Sword sharpening metal scraping_Gfx_Sounds.wav	2	00:07	48 16	METAL	FRICTION
METLFric_Sword sharpening single and long scrape_Gfx_Sounds.wav	2	00:02	48 16	METAL	FRICTION
METLImpt_Blacksmith hammering axe metal hits_Gfx_Sounds.wav	2	00:08	48 16	METAL	IMPACT
METLImpt_Blacksmith hammering dagger metal hits_Gfx_Sounds.wav	2	00:05	48 16	METAL	IMPACT
METLImpt_Blacksmith hammering sword metal hits_Gfx_Sounds.wav	2	00:07	48 16	METAL	IMPACT
METLMvmt_Metal squeaking from movement 2_Gfx_Sounds.wav	2	00:01	48 16	METAL	MOVEMENT
METLMvmt_Metal squeaking from movement 3_Gfx_Sounds.wav	2	00:02	48 16	METAL	MOVEMENT
METLMvmt_Metal squeaking from movement_Gfx_Sounds.wav	2	00:02	48 16	METAL	MOVEMENT
MUSCPluck_Medieval bard mandolin cheerful melody loop_Gfx_Sounds.wav	2	00:07	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin dramatic melody loop_Gfx_Sounds.wav	2	00:07	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin dreamy melody loop_Gfx_Sounds.wav	2	00:09	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin eerie melody loop_Gfx_Sounds.wav	2	00:12	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin festive melody loop_Gfx_Sounds.wav	2	00:08	48 16	MUSICAL	PLUCKED

MUSCPluck_Medieval bard mandolin sad melody loop_Gfx_Sounds.wav	2	00:12	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum 2_Gfx_Sounds.wav	2	00:01	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum 3_Gfx_Sounds.wav	2	00:01	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum 4_Gfx_Sounds.wav	2	00:01	48 16	MUSICAL	PLUCKED
MUSCPluck_Medieval bard mandolin strum_Gfx_Sounds.wav	2	00:01	48 16	MUSICAL	PLUCKED
OBJCoin_Coins being moved around in hand 2_Gfx_Sounds.wav	2	00:02	48 16	OBJECTS	COIN
OBJCoin_Coins being moved around in hand 3_Gfx_Sounds.wav	2	00:02	48 16	OBJECTS	COIN
OBJCoin_Coins being moved around in hand 4_Gfx_Sounds.wav	2	00:01	48 16	OBJECTS	COIN
OBJCoin_Coins being moved around in hand 5_Gfx_Sounds.wav	2	00:02	48 16	OBJECTS	COIN
OBJCoin_Coins being moved around in hand_Gfx_Sounds.wav	2	00:03	48 16	OBJECTS	COIN
OBJCoin_Small bag of coins 2_Gfx_Sounds.wav	2	00:01	48 16	OBJECTS	COIN
OBJCoin_Small bag of coins 3_Gfx_Sounds.wav	2	00:01	48 16	OBJECTS	COIN
OBJCoin_Small bag of coins_Gfx_Sounds.wav	2	00:01	48 16	OBJECTS	COIN
OBJFurn_Heavy furniture moving and sliding 2_Gfx_Sounds.wav	2	00:01	48 24	OBJECTS	FURNITURE
OBJFurn_Heavy furniture moving and sliding 3_Gfx_Sounds.wav	2	00:02	48 24	OBJECTS	FURNITURE
OBJFurn_Heavy furniture moving and sliding_Gfx_Sounds.wav	2	00:02	48 24	OBJECTS	FURNITURE
OBJFurn_Light furniture set down on the floor 2_Gfx_Sounds.wav	2	00:01	48 24	OBJECTS	FURNITURE
OBJFurn_Light furniture set down on the floor_Gfx_Sounds.wav	2	00:01	48 24	OBJECTS	FURNITURE
OBJFurn_Light furniture sliding on floor moving 2 2_Gfx_Sounds.wav	2	00:01	48 24	OBJECTS	FURNITURE
OBJFurn_Light furniture sliding on floor moving 3 3_Gfx_Sounds.wav	2	00:01	48 24	OBJECTS	FURNITURE
OBJFurn_Light furniture sliding on floor moving_Gfx_Sounds.wav	2	00:01	48 24	OBJECTS	FURNITURE
OBJKey_Heavy chain padlock rattle metal gate_Gfx_Sounds.wav	2	00:01	44 16	OBJECTS	KEYS
OBJKey_Keys jingling loosely slight ring_Gfx_Sounds.wav	2	00:02	44 16	OBJECTS	KEYS
TOOLHand_Hammer hitting nail into wood hammering 2 2_Gfx_Sounds.wav	2	00:04	48 16	TOOLS	HAND
TOOLHand_Hammer hitting nail into wood hammering 3 3_Gfx_Sounds.wav	2	00:03	48 16	TOOLS	HAND
TOOLHand_Hammer hitting nail into wood hammering_Gfx_Sounds.wav	2	00:02	48 16	TOOLS	HAND
TOOLHand_Handsaw cutting iron 2_Gfx_Sounds.wav	2	00:03	48 16	TOOLS	HAND
TOOLHand_Handsaw cutting iron_Gfx_Sounds.wav	2	00:03	48 16	TOOLS	HAND
TOOLHand_Handsaw cutting wood sawing wood 2_Gfx_Sounds.wav	2	00:11	48 16	TOOLS	HAND
TOOLHand_Handsaw cutting wood sawing wood 3_Gfx_Sounds.wav	2	00:07	48 16	TOOLS	HAND
TOOLHand_Handsaw cutting wood sawing wood_Gfx_Sounds.wav	2	00:05	48 16	TOOLS	HAND
TOOLHand_Sawing wood fast handsaw 2_Gfx_Sounds.wav	2	00:05	48 16	TOOLS	HAND
TOOLHand_Sawing wood fast handsaw_Gfx_Sounds.wav	2	00:04	48 16	TOOLS	HAND

TOOLMisc_Digging shovel into dirt single 2_Gfx_Sounds.wav	2	00:02	48 16	TOOLS	MISC
TOOLMisc_Digging shovel into dirt single 3_Gfx_Sounds.wav	2	00:02	48 16	TOOLS	MISC
TOOLMisc_Digging shovel into dirt single_Gfx_Sounds.wav	2	00:02	48 16	TOOLS	MISC
TOOLMisc_Farm shovel dragging scraping on concrete 2_Gfx_Sounds.wav	2	00:01	48 16	TOOLS	MISC
TOOLMisc_Farm shovel dragging scraping on concrete_Gfx_Sounds.wav	2	00:01	48 16	TOOLS	MISC
TOOLMisc_Farm tools rake falling on the ground_Gfx_Sounds.wav	2	00:01	48 16	TOOLS	MISC
TOOLMisc_Foliage leaves raking on grass 2_Gfx_Sounds.wav	2	00:35	48 16	TOOLS	MISC
TOOLMisc_Foliage leaves raking on grass_Gfx_Sounds.wav	2	00:09	48 16	TOOLS	MISC
VEGELeaf_Bush leaves foliage movement 2_Gfx_Sounds.wav	2	00:03	48 16	VEGETATION	LEAVES
VEGELeaf_Bush leaves foliage movement 3_Gfx_Sounds.wav	2	00:05	48 16	VEGETATION	LEAVES
VEGELeaf_Bush leaves foliage movement_Gfx_Sounds.wav	2	00:06	48 16	VEGETATION	LEAVES
WEAPArmr_Medieval armor and leather uniform dropping 2_Gfx_Sounds.wav	2	00:03	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform dropping 3_Gfx_Sounds.wav	2	00:03	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform dropping_Gfx_Sounds.wav	2	00:02	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform grabbing 2_Gfx_Sounds.wav	2	00:03	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform grabbing_Gfx_Sounds.wav	2	00:04	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform handling 2_Gfx_Sounds.wav	2	00:04	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval armor and leather uniform handling_Gfx_Sounds.wav	2	00:04	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval battle axe chain armor hit 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARMOR
WEAPArmr_Medieval battle axe chain armor hit_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARMOR
WEAPArmr_Medieval knight armor clanking running_Gfx_Sounds.wav	2	00:06	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval knight armor clanking walking 2_Gfx_Sounds.wav	2	00:06	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval knight armor clanking walking_Gfx_Sounds.wav	2	00:06	48 16	WEAPONS	ARMOR
WEAPArmr_Medieval knight on horseback armor clanking_Gfx_Sounds.wav	2	00:05	48 16	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit 2_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit 3_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit 4_Gfx_Sounds.wav	2	00:02	48 16	WEAPONS	ARMOR
WEAPArmr_Shield impact clang hit_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	ARMOR
WEAPArro_Archery bow draw 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW
WEAPArro_Archery bow draw 3_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW
WEAPArro_Archery bow draw and shot_Gfx_Sounds.wav	2	00:03	44 16	WEAPONS	ARROW
WEAPArro_Archery bow draw_Gfx_Sounds.wav	2	00:02	44 16	WEAPONS	ARROW
WEAPArro_Arrow fly by whoosh 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW

WEAPArro_Arrow fly by whoosh 3_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW
WEAPArro_Arrow fly by whoosh_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW
WEAPArro_Arrow impact on wood 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW
WEAPArro_Arrow impact on wood 3_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW
WEAPArro_Arrow impact on wood_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	ARROW
WEAPAxe_Battle axe body hit 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe body hit 3_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe body hit 4_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe body hit_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe hitting wood 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe hitting wood_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against metal shield 2 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against metal shield 3 3_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against metal shield_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against stone 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe scrapes against stone_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe shield impact 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe shield impact_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe swing 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe swing 3_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Battle axe swing_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Drop battle axe on dirt 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Drop battle axe on dirt 3_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Drop battle axe on dirt_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	AXE
WEAPAxe_Pickaxe launch and hit 2_Gfx_Sounds.wav	2	00:02	48 16	WEAPONS	AXE
WEAPAxe_Pickaxe launch and hit 3_Gfx_Sounds.wav	2	00:02	48 16	WEAPONS	AXE
WEAPAxe_Pickaxe launch and hit_Gfx_Sounds.wav	2	00:03	48 16	WEAPONS	AXE
WEAPAxe_Pickaxe launch no hit 2_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	AXE
WEAPAxe_Pickaxe launch no hit_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	AXE
WEAPPole_Spear impact body hit gore blood 2_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	POLEARM
WEAPPole_Spear impact body hit gore blood_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	POLEARM
WEAPPole_Spear impact medieval armor hit 2_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	POLEARM
WEAPPole_Spear impact medieval armor hit_Gfx_Sounds.wav	2	00:01	48 16	WEAPONS	POLEARM

WEAPSiege_Catapult charging and shooting medieval 2 2_Gfx_Sounds.wav	2	00:08	48 16	WEAPONS	SIEGE
WEAPSiege_Catapult charging and shooting medieval 3 3_Gfx_Sounds.wav	2	00:07	48 16	WEAPONS	SIEGE
WEAPSiege_Catapult charging and shooting medieval 4 4_Gfx_Sounds.wav	2	00:04	48 16	WEAPONS	SIEGE
WEAPSiege_Catapult charging and shooting medieval_Gfx_Sounds.wav	2	00:07	48 16	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling 2_Gfx_Sounds.wav	2	00:03	48 16	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling 3_Gfx_Sounds.wav	2	00:04	48 16	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling 4_Gfx_Sounds.wav	2	00:02	48 16	WEAPONS	SIEGE
WEAPSiege_Catapult charging medieval crackling_Gfx_Sounds.wav	2	00:03	48 16	WEAPONS	SIEGE
WEAPSwrd_Draw sword from scabbard with reverb_Gfx_Sounds.wav	2	00:02	44 16	WEAPONS	SWORD
WEAPSwrd_Draw sword from scabbard_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	SWORD
WEAPSwrd_Knightly sword swing fast 2_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	SWORD
WEAPSwrd_Knightly sword swing fast_Gfx_Sounds.wav	2	00:01	44 16	WEAPONS	SWORD
WOODFric_Squeaking wood opening of a box 2_Gfx_Sounds.wav	2	00:01	44 16	WOOD	FRICTION
WOODFric_Squeaking wood opening of a box_Gfx_Sounds.wav	2	00:01	44 16	WOOD	FRICTION
WOODFric_Squeaky bed wood movement 2_Gfx_Sounds.wav	2	00:02	48 16	WOOD	FRICTION
WOODFric_Squeaky bed wood movement_Gfx_Sounds.wav	2	00:01	48 16	WOOD	FRICTION
WOODMisc_Knocking on a wooden surface or door 2_Gfx_Sounds.wav	2	00:01	44 16	WOOD	MISC
WOODMisc_Knocking on a wooden surface or door 3_Gfx_Sounds.wav	2	00:01	44 16	WOOD	MISC
WOODMisc_Knocking on a wooden surface or door_Gfx_Sounds.wav	2	00:01	44 16	WOOD	MISC
WOODMisc_Wooden chest box treasure closing 2_Gfx_Sounds.wav	2	00:02	48 16	WOOD	MISC
WOODMisc_Wooden chest box treasure closing_Gfx_Sounds.wav	2	00:02	48 16	WOOD	MISC
WOODMisc_Wooden chest box treasure opening 2_Gfx_Sounds.wav	2	00:02	48 16	WOOD	MISC
WOODMisc_Wooden chest box treasure opening_Gfx_Sounds.wav	2	00:01	48 16	WOOD	MISC
WOODMvmt_Wood pile movement 2_Gfx_Sounds.wav	2	00:04	48 16	WOOD	MOVEMENT
WOODMvmt_Wood pile movement 3_Gfx_Sounds.wav	2	00:02	48 16	WOOD	MOVEMENT
WOODMvmt_Wood pile movement 4_Gfx_Sounds.wav	2	00:03	48 16	WOOD	MOVEMENT
WOODMvmt_Wood pile movement_Gfx_Sounds.wav	2	00:02	48 16	WOOD	MOVEMENT