**SOUNDS**

As the statues of creatures speak, at the beginning of each sentence they emit the noises of the creatures they represent.

|  |  |
| --- | --- |
| **Sound Effect** | **Track** |
| Dragon | Dragon.wav |
| Owl | Owl.wav |
| Hippogriff | Hippogriff.wav |
| Acramantula | Acramantula.wav |