

FileName	Duration	Format	Description
CREAHmn_Werewolf_Attack_Strike_Aggressive_Fast_Close_01_BoaSound_Werewolf.wav	0:05	96 24	Five fast, guttural strikes resembling a werewolf lunging forward to bite. Raw, close, and aggressive—ideal for close-quarter creature attacks.
CREAHmn_Werewolf_Attack_Strike_Bite_Aggressive_Close_02_BoaSound_Werewolf.wav	0:07	96 24	Variation of werewolf attack strikes. Five slower, guttural impacts with bite energy and close presence—ideal for heavy, deliberate creature movements.
CREAHmn_Werewolf_Death_Growl_Moan_Final_Agonizing_BoaSound_Werewolf.wav	0:40	96 24	Five final growls and moans from a dying werewolf. Close, guttural and fading in energy—ideal for creature death scenes or dramatic endings.
CREAHmn_Werewolf_Eating_Flesh_Gore_Bloody_Wet_Close_02_BoaSound_Werewolf.wav	1:00	96 24	Werewolf eating flesh at a steady but aggressive pace. Wet and bloody textures with guttural chewing—suitable for intense creature feeding scenes.
CREAHmn_Werewolf_Eating_Flesh_Gore_Fast_Bloody_Wet_Close_01_BoaSound_Werewolf.wav	1:00	96 24	Fast and wet flesh-eating sounds from a werewolf. Gore-heavy and intense, with tearing and chewing textures—ideal for horror or creature feeding scenes.
CREAHmn_Werewolf_Exhale_Snort_Threat_Fast_Low_Guttural_Close_01_BoaSound_Werewolf.wav	0:06	96 24	Short, guttural exhalation from a werewolf. Fast and threatening, like a warning snort—ideal for tense creature encounters or intimidation cues.
CREAHmn_Werewolf_Exhale_Snort_Threat_Slow_Low_Guttural_Close_02_BoaSound_Werewolf.wav	0:14	96 24	Slow, low exhalation from a werewolf. Guttural and heavy, expressing restrained threat—ideal for close standoffs or intimidating pauses.
CREAHmn_Werewolf_Fight_Growl_Reaction_Aggressive_Intense_Close_01_BoaSound_Werewolf.wav	0:20	96 24	Aggressive growls and vocal reactions from a werewolf during a fight. Includes exertion, snarling, and impact-ready sounds—ideal for close combat creature scenes.
CREAHmn_Werewolf_Fight_Growl_Reaction_Aggressive_Intense_Close_02_BoaSound_Werewolf.wav	0:15	96 24	Aggressive growls and vocal reactions from a werewolf during a fight. Includes exertion, snarling, and impact-ready sounds—ideal for close combat creature scenes.
CREAHmn_Werewolf_Groan_Hurt_Pain_Slow_Agonizing_Close_BoaSound_Werewolf.wav	1:06	96 24	Pained groans from a wounded werewolf. Slow and guttural expressions of suffering—ideal for creature injury or post-impact reactions.
CREAHmn_Werewolf_Groan_Tired_Exhausted_Slow_Breath_Close_BoaSound_Werewolf.wav	1:03	96 24	Slow, heavy groans from an exhausted werewolf. Expresses fatigue and depletion—perfect for post-battle recovery or weakened creature states.
CREAHmn_Werewolf_Growl_Angry_Aggressive_Variations_03_BoaSound_Werewolf.wav	0:22	96 24	Multiple angry growl variations from a werewolf. Each take carries distinct nuance—aggressive, expressive, and close—ideal for dynamic creature behavior or layered sound design.
CREAHmn_Werewolf_Growl_Call_Deep_Resonant_Reverb_BoaSound_Werewolf.wav	0:24	96 24	Resonant growl from a werewolf, used as a territorial or alerting call. Deep and sustained, with added reverb for a spatial, distant feel.
CREAHmn_Werewolf_Growl_Grunt_Vocalization_Mixed_Variations_Throaty_Low_Close_Series_BoaSound_Werewolf.wav	1:01	96 24	Mixed werewolf vocalizations including short and long grunts, calm and aggressive growls. Low throaty and expressive—ideal for creature behavior layering or building tension scenes.
CREAHmn_Werewolf_Growl_Long_Breath_Airy_Tense_02_BoaSound_Werewolf.wav	0:10	96 24	Long, airy growl from a werewolf. Less guttural and more breath-driven, creating a tense and restrained presence—ideal for suspenseful build-ups or looming threat.
CREAHmn_Werewolf_Growl_Long_Slow_Guttural_Threatening_Close_BoaSound_Werewolf.wav	1:19	96 24	Long and slow guttural growls from a werewolf. Dense throat texture and menacing pacing—perfect for threatening standoffs or creature intimidation.
CREAHmn_Werewolf_Growl_Short_Breath_Airy_Tense_01_BoaSound_Werewolf.wav	0:08	96 24	Short, airy growl from a werewolf. Less guttural and more breath-driven, creating a tense and restrained presence—ideal for suspenseful build-ups or looming threat.
CREAHmn_Werewolf_Growl_Short_Sigh_Reaction_Breath_Close_BoaSound_Werewolf.wav	0:34	96 24	Short, breathy growls from a werewolf—part sigh, part reactive grunt. Subtle and expressive, ideal for creature reactions, hesitation, or presence cues.
CREAHmn_Werewolf_Growl_Slow_Threatening_Guttural_Low_Close_BoaSound_Werewolf.wav	0:43	96 24	Slow and threatening growls from a werewolf. Guttural and low-pitched, perfect for intimidation, stalking moments, or creature stand-offs.
CREAHmn_Werewolf_Howl_Call_High_Emotional_Reverb_Distant_03_BoaSound_Werewolf.wav	0:13	96 24	High-pitched howl from a werewolf with long reverb. Emotional and piercing—perfect for moments of longing, isolation or intense calling across distance.
CREAHmn_Werewolf_Howl_Call_Midrange_Reverb_Echo_Distant_02_BoaSound_Werewolf.wav	0:11	96 24	Midrange howl from a werewolf with subtle reverb and delay. Balanced in tone, evocative and spatial—ideal for creature calls, presence cues or atmospheric tension.
CREAHmn_Werewolf_Howl_Growl_Midrange_Guttural_Reverb_Distant_05_BoaSound_Werewolf.wav	0:07	96 24	Variation of midrange, guttural werewolf howl. Blends growl and howl qualities with subtle spatial depth—ideal for layered presence or less dramatic creature cues.
CREAHmn_Werewolf_Howl_Growl_Midrange_Reverb_Distant_04_BoaSound_Werewolf.wav	0:10	96 24	Midrange werewolf howl with guttural character and subtle reverb. Borderline between howl and growl—ideal for restrained calls or quiet territorial expressions.
CREAHmn_Werewolf_Howl_Long_Clear_Call_Scary_Reverb_Close_BoaSound_Werewolf.wav	0:10	96 24	Long werewolf howl with extended reverb, oscillating between a territorial call and an act of intimidation. Spacious, haunting, and distant—ideal for establishing presence or invoking tension.
CREAHmn_Werewolf_Movement_Running_Heavy_Fast_Aggressive_Close_BoaSound_Werewolf.wav	0:36	96 24	Heavy, fast running movement from a werewolf. Aggressive pacing with forceful steps—ideal for chase scenes or charging monster actions.
CREAHmn_Werewolf_Movement_Walking_Breathing_Heavy_Slow_Close_BoaSound_Werewolf.wav	0:36	96 24	Heavy, rhythmic breathing from a walking werewolf. No footsteps—just steady exhalations matching slow movement. Ideal for tension builds or creature presence off-screen.
CREAHmn_Werewolf_Roar_Growl_Aggressive_Fast_Furious_Close_BoaSound_Werewolf.wav	0:30	96 24	Fast-paced growls and roars from an agitated werewolf in full attack mode. Harsh, close, and intense—ideal for chase or combat scenes.
CREAHmn_Werewolf_Roar_Guttural_Aggressive_Long_Reverb_Close_BoaSound_Werewolf.wav	0:16	96 24	Guttural and aggressive roar from a werewolf, with slight reverb for added spatial depth. Powerful and raw—ideal for creature entrances or intimidation scenes.
CREAHmn_Werewolf_Roar_Long_Low_Deep_Threat_Close_01_BoaSound_Werewolf.wav	0:22	96 24	Long and low-pitched roar from a werewolf. Deep, resonant and threatening—ideal for establishing dominance or building tension before an encounter.
CREAHmn_Werewolf_Roar_Massive_Guttural_Rising_Intense_Scary_Close_BoaSound_Werewolf.wav	0:07	96 24	Massive werewolf roar with rising intensity. Starts low and opens into a terrifying guttural blast—ideal for creature reveals, attack peaks, or cinematic scares.
CREAHmn_Werewolf_Sleep_Breathing_Deep_Slow_Calm_Close_BoaSound_Werewolf.wav	1:30	96 24	Deep, slow breathing of a sleeping werewolf. Calm but heavy presence—ideal for stealth scenes, creature rest cycles, or tension before awakening.
CREAHmn_Werewolf_Sniffing_Searching_Nose_Breath_Close_BoaSound_Werewolf.wav	0:45	96 24	Close sniffing sounds from a werewolf, as if tracking or investigating. Breath-driven and curious—ideal for stealth, hunting, or creature awareness moments.
CREAHmn_Werewolf_Transformation_Controlled_Breath_Growl_Tension_Slow_01_BoaSound_Werewolf.wav	0:18	96 24	Controlled werewolf transformation with focused breathing, restrained growls and gradual intensity. Ideal for scenes where the creature embraces the change.
CREAHmn_Werewolf_Transformation_Controlled_Breath_Growl_Tension_Slow_02_BoaSound_Werewolf.wav	0:14	96 24	Controlled werewolf transformation with focused breathing, restrained growls and gradual intensity. Ideal for scenes where the creature embraces the change.
CREAHmn_Werewolf_Transformation_Controlled_Breath_Growl_Tension_Slow_03_BoaSound_Werewolf.wav	0:10	96 24	Controlled werewolf transformation with focused breathing, restrained growls and gradual intensity. Ideal for scenes where the creature embraces the change.
CREAHmn_Werewolf_Transformation_Controlled_Breath_Growl_Tension_Slow_04_BoaSound_Werewolf.wav	0:08	96 24	Controlled werewolf transformation with focused breathing, restrained growls and gradual intensity. Ideal for scenes where the creature embraces the change.
CREAHmn_Werewolf_Transformation_Controlled_Breath_Growl_Tension_Slow_05_BoaSound_Werewolf.wav	0:07	96 24	Controlled werewolf transformation with focused breathing, restrained growls and gradual intensity. Ideal for scenes where the creature embraces the change.
CREAHmn_Werewolf_Transformation_Controlled_Breath_Growl_Tension_Slow_06_BoaSound_Werewolf.wav	0:11	96 24	Controlled werewolf transformation with focused breathing, restrained growls and gradual intensity. Ideal for scenes where the creature embraces the change.
CREAHmn_Werewolf_Transformation_Controlled_Breath_Growl_Tension_Slow_07_BoaSound_Werewolf.wav	0:12	96 24	Controlled werewolf transformation with focused breathing, restrained growls and gradual intensity. Ideal for scenes where the creature embraces the change.
CREAHmn_Werewolf_Transformation_Uncontrolled_Agitated_Growl_Breath_Intense_Chotic_01_BoaSound_Werewolf.wav	0:12	96 24	Agitated werewolf transformation with chaotic breathing and strained vocalizations. Expresses loss of control and emotional turmoil—ideal for painful or involuntary shape-shifting scenes.
CREAHmn_Werewolf_Transformation_Uncontrolled_Agitated_Growl_Breath_Intense_Chotic_02_BoaSound_Werewolf.wav	0:09	96 24	Agitated werewolf transformation with chaotic breathing and strained vocalizations. Expresses loss of control and emotional turmoil—ideal for painful or involuntary shape-shifting scenes.
CREAHmn_Werewolf_Transformation_Uncontrolled_Agitated_Growl_Breath_Intense_Chotic_03_BoaSound_Werewolf.wav	0:13	96 24	Agitated werewolf transformation with chaotic breathing and strained vocalizations. Expresses loss of control and emotional turmoil—ideal for painful or involuntary shape-shifting scenes.
CREAHmn_Werewolf_Transformation_Uncontrolled_Agitated_Growl_Breath_Intense_Chotic_04_BoaSound_Werewolf.wav	0:09	96 24	Agitated werewolf transformation with chaotic breathing and strained vocalizations. Expresses loss of control and emotional turmoil—ideal for painful or involuntary shape-shifting scenes.
CREAHmn_Werewolf_Transformation_Uncontrolled_Agitated_Growl_Breath_Intense_Chotic_05_BoaSound_Werewolf.wav	0:11	96 24	Agitated werewolf transformation with chaotic breathing and strained vocalizations. Expresses loss of control and emotional turmoil—ideal for painful or involuntary shape-shifting scenes.