

# Gamemaster Audio - Magic and Spell Sounds

682 total sounds

[www.gamemasteraudio.com](http://www.gamemasteraudio.com)  
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## Magic and Spells (422 sounds)

casting\_charge\_matter\_fast\_01.wav  
casting\_charge\_matter\_fast\_02.wav  
casting\_charge\_matter\_fast\_03.wav  
casting\_charge\_matter\_grow\_01.wav  
casting\_charge\_matter\_grow\_02.wav  
casting\_charge\_matter\_grow\_03.wav  
casting\_charge\_matter\_grow\_04.wav  
casting\_charge\_whoosh\_buildup1.wav  
casting\_charge\_whoosh\_buildup2.wav  
casting\_charge\_whoosh\_buildup3.wav  
casting\_charge\_whoosh\_buildup4.wav  
casting\_charge\_whoosh\_buildup5.wav  
casting\_charge\_whoosh\_buildup6.wav  
casting\_charge\_whoosh\_buildup7.wav  
chimes\_magical\_bells\_01.wav  
chimes\_magical\_bells\_02.wav  
chimes\_magical\_bells\_03.wav  
chimes\_magical\_bells\_04.wav  
chimes\_magical\_bells\_05.wav  
chimes\_magical\_bells\_06.wav  
chimes\_magical\_bells\_07.wav  
chimes\_magical\_bells\_08.wav  
chimes\_magic\_bell\_ding\_1.wav  
chimes\_magic\_bell\_ding\_2.wav  
chimes\_magic\_bell\_ding\_3.wav  
chimes\_magic\_bell\_ding\_4.wav  
chimes\_magic\_bell\_ding\_5.wav  
dark\_magic\_conjure\_blast\_1.wav  
dark\_magic\_conjure\_blast\_2.wav  
dark\_magic\_conjure\_blast\_3.wav  
dark\_magic\_conjure\_blast\_4.wav  
dark\_portal\_wind\_effect\_01.wav  
dark\_portal\_wind\_effect\_02.wav  
dark\_portal\_wind\_effect\_03.wav  
dark\_portal\_wind\_effect\_04.wav  
dark\_portal\_wind\_effect\_05.wav  
dark\_portal\_wind\_loop\_01.wav  
dark\_wind\_grows\_01.wav

dark\_wind\_growls\_02.wav  
dark\_wind\_growls\_03.wav  
dark\_wind\_growls\_04.wav  
dark\_wind\_growls\_05.wav  
dark\_wind\_growls\_06.wav  
dark\_wind\_suck\_conjure\_01.wav  
electric\_lightning\_blast\_01.wav  
electric\_lightning\_blast\_02.wav  
electric\_lightning\_blast\_03.wav  
electric\_lightning\_blast\_04.wav  
electric\_lightning\_blast\_05.wav  
electric\_lightning\_blast\_06.wav  
electric\_sparks\_lightning\_loop1.wav  
electric\_sparks\_lightning\_loop2.wav  
electric\_sparks\_lightning\_loop3.wav  
electric\_sparks\_lightning\_loop4.wav  
electric\_sparks\_lightning\_loop5.wav  
electric\_sparks\_lightning\_loop6.wav  
electric\_surge\_blast\_01.wav  
electric\_surge\_blast\_02.wav  
electric\_surge\_blast\_03.wav  
electric\_surge\_blast\_04.wav  
elec\_lightning\_magic\_arc\_loop1.wav  
elec\_lightning\_magic\_arc\_loop2.wav  
elec\_lightning\_magic\_arc\_loop3.wav  
elec\_lightning\_magic\_spell\_01.wav  
elec\_lightning\_magic\_spell\_02.wav  
elec\_lightning\_magic\_spell\_03.wav  
elec\_lightning\_magic\_spell\_04.wav  
elec\_lightning\_magic\_spell\_05.wav  
elec\_lightning\_magic\_spell\_06.wav  
elec\_lightning\_magic\_spell\_07.wav  
elec\_lightning\_magic\_spell\_08.wav  
elec\_lightning\_magic\_spell\_09.wav  
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elec\_lightning\_magic\_spell\_11.wav  
energy\_blast\_large\_01.wav  
energy\_blast\_large\_02.wav  
energy\_blast\_large\_03.wav  
energy\_blast\_large\_04.wav  
energy\_blast\_large\_05.wav  
energy\_blast\_small\_01.wav  
energy\_blast\_small\_02.wav  
energy\_blast\_small\_03.wav  
energy\_blast\_small\_04.wav  
energy\_blast\_small\_05.wav  
energy\_force\_spell\_loop\_01.wav  
energy\_force\_spell\_loop\_02.wav  
energy\_force\_spell\_loop\_03.wav  
energy\_force\_spell\_loop\_04.wav  
energy\_force\_spell\_loop\_05.wav

fear\_confuse\_horror\_scare\_01.wav  
fear\_confuse\_horror\_scare\_02.wav  
fear\_confuse\_horror\_spell\_01.wav  
fear\_confuse\_horror\_spell\_02.wav  
fear\_confuse\_horror\_spell\_03.wav  
fear\_confuse\_horror\_spell\_04.wav  
fear\_confuse\_horror\_spell\_05.wav  
fear\_confuse\_horror\_spell\_06.wav  
fireball\_blast\_projectile\_spell\_01.wav  
fireball\_blast\_projectile\_spell\_02.wav  
fireball\_blast\_projectile\_spell\_03.wav  
fireball\_blast\_projectile\_spell\_04.wav  
fireball\_blast\_projectile\_spell\_05.wav  
fireball\_blast\_projectile\_spell\_06.wav  
fireball\_conjure\_01.wav  
fireball\_conjure\_02.wav  
fireball\_conjure\_03.wav  
fireball\_conjure\_04.wav  
fireball\_conjure\_05.wav  
fireball\_impact\_burn\_01.wav  
fireball\_impact\_burn\_02.wav  
fireball\_impact\_burn\_03.wav  
fireball\_impact\_burn\_04.wav  
fireball\_impact\_magic\_smoke\_01.wav  
fireball\_impact\_magic\_smoke\_02.wav  
fireball\_impact\_sizzle\_burn1.wav  
fireball\_impact\_sizzle\_burn2.wav  
fireball\_impact\_sizzle\_burn3.wav  
fireball\_impact\_sizzle\_burn4.wav  
fireball\_projectile\_deflect\_01.wav  
fireball\_projectile\_deflect\_02.wav  
fire\_large\_flames\_magic\_loop\_01.wav  
healing\_magic\_spell\_01.wav  
healing\_magic\_spell\_02.wav  
healing\_magic\_spell\_03.wav  
ice\_blast\_projectile\_spell\_01.wav  
ice\_blast\_projectile\_spell\_02.wav  
ice\_blast\_projectile\_spell\_03.wav  
ice\_blast\_projectile\_spell\_04.wav  
ice\_spell\_forming\_shards\_01.wav  
ice\_spell\_forming\_shards\_02.wav  
ice\_spell\_forming\_shards\_03.wav  
ice\_spell\_forming\_shards\_04.wav  
ice\_spell\_freeze\_frost\_01.wav  
ice\_spell\_freeze\_frost\_02.wav  
ice\_spell\_freeze\_frost\_03.wav  
ice\_spell\_freeze\_frost\_04.wav  
ice\_spell\_freeze\_frost\_05.wav  
ice\_spell\_freeze\_ground\_01.wav  
ice\_spell\_freeze\_ground\_02.wav  
ice\_spell\_freeze\_ground\_03.wav

ice\_spell\_freeze\_small\_01.wav  
ice\_spell\_freeze\_small\_02.wav  
ice\_spell\_freeze\_small\_03.wav  
ice\_spell\_freeze\_small\_04.wav  
ice\_spell\_impact\_hit\_shard\_01.wav  
ice\_spell\_impact\_hit\_shard\_02.wav  
ice\_spell\_impact\_hit\_shard\_03.wav  
ice\_spell\_impact\_hit\_shard\_04.wav  
ice\_spell\_impact\_hit\_shard\_05.wav  
ice\_spell\_impact\_hit\_shard\_06.wav  
ice\_spell\_impact\_icle\_hits1.wav  
ice\_spell\_impact\_icle\_hits2.wav  
ice\_spell\_impact\_icle\_hits3.wav  
ice\_spell\_impact\_icle\_hits4.wav  
ice\_spell\_impact\_shatter\_01.wav  
ice\_spell\_impact\_shatter\_02.wav  
ice\_spell\_impact\_shatter\_03.wav  
ice\_spell\_impact\_shatter\_04.wav  
ice\_spell\_impact\_shatter\_05.wav  
ice\_spell\_impact\_shatter\_06.wav  
ice\_spell\_impact\_shatter\_07.wav  
ice\_spell\_impact\_shatter\_08.wav  
ice\_spell\_impact\_shatter\_09.wav  
ice\_spell\_impact\_shatter\_10.wav  
light\_in\_dark\_spell\_01.wav  
light\_in\_dark\_spell\_02.wav  
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light\_in\_dark\_spell\_04.wav  
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magic\_conjure\_charge1\_02.wav  
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magic\_conjure\_charge1\_04.wav  
magic\_conjure\_charge1\_05.wav  
magic\_conjure\_charge2\_01.wav  
magic\_conjure\_charge2\_02.wav  
magic\_conjure\_charge2\_03.wav  
magic\_conjure\_charge2\_04.wav  
magic\_conjure\_charge2\_05.wav  
magic\_deflect\_spell\_impact1.wav  
magic\_deflect\_spell\_impact2.wav  
magic\_device\_transform\_01.wav  
magic\_device\_transform\_02.wav  
magic\_device\_transform\_03.wav  
magic\_device\_transform\_04.wav  
magic\_flame\_of\_light\_01.wav  
magic\_flame\_of\_light\_02.wav  
magic\_flame\_of\_light\_03.wav  
magic\_flame\_of\_light\_04.wav  
magic\_flame\_of\_light\_05.wav  
magic\_general\_item\_collect\_01.wav

magic\_general\_item\_collect\_02.wav  
magic\_general\_item\_collect\_03.wav  
magic\_general\_item\_collect\_04.wav  
magic\_general\_item\_collect\_05.wav  
magic\_light\_bubble\_01.wav  
magic\_light\_bubble\_02.wav  
magic\_light\_bubble\_03.wav  
magic\_light\_bubble\_04.wav  
magic\_light\_bubble\_05.wav  
magic\_mirror\_spell\_tones\_01.wav  
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magic\_mirror\_spell\_tones\_04.wav  
magic\_mirror\_spell\_tones\_05.wav  
magic\_mirror\_spell\_tones\_06.wav  
magic\_mirror\_spell\_tones\_07.wav  
magic\_pop\_open\_01.wav  
magic\_pop\_open\_02.wav  
magic\_pop\_open\_03.wav  
magic\_pop\_open\_04.wav  
magic\_pop\_open\_05.wav  
magic\_shine\_light\_spell\_01.wav  
magic\_shine\_light\_spell\_02.wav  
magic\_shine\_light\_spell\_03.wav  
magic\_shine\_light\_spell\_04.wav  
magic\_shine\_light\_spell\_05.wav  
magic\_shinny\_high\_tone\_01.wav  
magic\_shinny\_high\_tone\_02.wav  
magic\_shinny\_high\_tone\_03.wav  
magic\_shinny\_high\_tone\_04.wav  
magic\_shinny\_high\_tone\_05.wav  
magic\_sparkle\_chimes\_01.wav  
magic\_sparkle\_chimes\_02.wav  
magic\_sparkle\_chimes\_explode.wav  
magic\_sparkle\_gem\_loop\_01.wav  
magic\_sparkle\_gem\_loop\_02.wav  
magic\_sparkle\_gem\_loop\_03.wav  
magic\_sparkle\_gem\_loop\_04.wav  
magic\_sparkle\_gem\_loop\_05.wav  
magic\_spell\_book\_page\_flips\_01.wav  
magic\_spell\_book\_page\_flips\_02.wav  
magic\_spell\_book\_page\_flips\_03.wav  
magic\_spell\_book\_page\_flips\_04.wav  
magic\_spell\_book\_page\_flips\_05.wav  
magic\_spell\_book\_page\_flips\_06.wav  
magic\_spell\_book\_page\_flips\_07.wav  
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magic\_spell\_book\_page\_flips\_10.wav  
magic\_spell\_book\_page\_flips\_11.wav  
magic\_spell\_book\_page\_flips\_12.wav

magic\_spell\_book\_page\_flips\_13.wav  
magic\_spell\_book\_page\_flips\_14.wav  
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magic\_spell\_book\_page\_turn\_02.wav  
magic\_spell\_book\_page\_turn\_03.wav  
magic\_spell\_book\_page\_turn\_04.wav  
magic\_spell\_book\_page\_turn\_05.wav  
metallic\_glimmer\_drone\_01.wav  
metallic\_glimmer\_drone\_02.wav  
metallic\_glimmer\_drone\_03.wav  
metallic\_glimmer\_drone\_04.wav  
metallic\_glimmer\_drone\_05.wav  
metallic\_glimmer\_drone\_06.wav  
nature\_spell\_bush\_tree\_whip\_01.wav  
nature\_spell\_bush\_tree\_whip\_02.wav  
nature\_spell\_bush\_tree\_whip\_03.wav  
nature\_spell\_bush\_tree\_whip\_04.wav  
nature\_spell\_vines\_blast\_impact1.wav  
nature\_spell\_vines\_blast\_impact2.wav  
nature\_spell\_vines\_blast\_impact3.wav  
nature\_spell\_vines\_storm\_01.wav  
nature\_spell\_vines\_storm\_02.wav  
nature\_spell\_vines\_storm\_03.wav  
nature\_spell\_vines\_tree\_impact\_01.wav  
nature\_spell\_vines\_tree\_impact\_02.wav  
nature\_spell\_vines\_tree\_impact\_03.wav  
nature\_spell\_vines\_whoosh\_01.wav  
nature\_spell\_vines\_whoosh\_02.wav  
nature\_spell\_vines\_whoosh\_03.wav  
potions\_mixing\_alchemy\_01.wav  
potions\_mixing\_alchemy\_02.wav  
potions\_mixing\_alchemy\_03.wav  
potions\_mixing\_alchemy\_04.wav  
potions\_mixing\_alchemy\_05.wav  
potion\_bubbles\_brewing\_loop\_01.wav  
potion\_bubbles\_brewing\_loop\_02.wav  
potion\_bubbles\_brewing\_loop\_03.wav  
potion\_bubbles\_brewing\_loop\_04.wav  
potion\_bubbles\_brewing\_loop\_05.wav  
potion\_bubble\_effect\_brew\_01.wav  
potion\_bubble\_effect\_brew\_02.wav  
potion\_bubble\_effect\_brew\_03.wav  
potion\_bubble\_effect\_brew\_04.wav  
potion\_bubble\_effect\_brew\_05.wav  
potion\_bubble\_effect\_brew\_06.wav  
potion\_bubble\_effect\_brew\_07.wav  
potion\_flask\_mana\_collect\_01.wav  
potion\_flask\_mana\_collect\_02.wav  
potion\_flask\_mana\_collect\_03.wav  
potion\_flask\_mana\_collect\_04.wav  
potion\_heal\_flask\_spell\_01.wav

potion\_heal\_flask\_spell\_02.wav  
rock\_avalanche\_landslide\_debris\_01.wav  
rock\_avalanche\_landslide\_debris\_02.wav  
rock\_avalanche\_landslide\_debris\_03.wav  
rock\_blast\_impact\_projectile\_01.wav  
rock\_blast\_impact\_projectile\_02.wav  
rock\_earthquake\_impact\_01.wav  
rock\_earthquake\_impact\_02.wav  
rock\_impact\_heavy\_slam\_01.wav  
rock\_impact\_heavy\_slam\_02.wav  
rock\_impact\_heavy\_slam\_03.wav  
rock\_impact\_heavy\_slam\_04.wav  
rock\_impact\_small\_hit\_01.wav  
rock\_impact\_small\_hit\_02.wav  
rock\_impact\_small\_hit\_03.wav  
rock\_impact\_spike\_trap\_01.wav  
rock\_impact\_spike\_trap\_02.wav  
rock\_impact\_spike\_trap\_03.wav  
rock\_smashable\_falling\_debris\_01.wav  
rock\_smashable\_falling\_debris\_02.wav  
rock\_smashable\_falling\_debris\_03.wav  
rock\_smashable\_falling\_debris\_04.wav  
rock\_smashable\_hit\_impact\_01.wav  
rock\_smashable\_hit\_impact\_02.wav  
rock\_smashable\_hit\_impact\_03.wav  
rock\_smashable\_hit\_impact\_large\_01.wav  
rock\_smashable\_hit\_impact\_large\_02.wav  
rock\_smashable\_hit\_impact\_large\_03.wav  
shimmer\_magic\_burn\_loop\_01.wav  
shimmer\_sparkle\_loop\_01.wav  
shimmer\_sparkle\_loop\_02.wav  
shiny\_gems\_sparkle\_effect\_01.wav  
special\_item\_popup\_01.wav  
special\_item\_popup\_02.wav  
spell\_harness\_magic\_01.wav  
spell\_harness\_magic\_02.wav  
spell\_harness\_magic\_03.wav  
spell\_harness\_magic\_04.wav  
spell\_harness\_magic\_05.wav  
spell\_harness\_magic\_06.wav  
spell\_harness\_magic\_07.wav  
spell\_harness\_magic\_08.wav  
spell\_recharge\_poweup\_01.wav  
spell\_recharge\_poweup\_02.wav  
strange\_ghostly\_ambience\_loop.wav  
time\_warp\_healing\_spell\_loop1.wav  
time\_warp\_healing\_spell\_loop2.wav  
time\_warp\_reverse\_high\_01.wav  
time\_warp\_reverse\_high\_02.wav  
time\_warp\_reverse\_high\_03.wav  
time\_warp\_reverse\_high\_04.wav

time\_warp\_reverse\_high\_05.wav  
time\_warp\_reverse\_high\_06.wav  
time\_warp\_reverse\_spell\_01.wav  
time\_warp\_reverse\_spell\_02.wav  
time\_warp\_reverse\_spell\_03.wav  
time\_warp\_reverse\_spell\_04.wav  
time\_warp\_reverse\_spell\_05.wav  
time\_warp\_reverse\_spell\_06.wav  
time\_warp\_reverse\_spell\_cast\_01.wav  
time\_warp\_reverse\_spell\_cast\_02.wav  
time\_warp\_reverse\_spell\_cast\_03.wav  
time\_warp\_reverse\_spell\_cast\_04.wav  
time\_warp\_reverse\_spell\_cast\_05.wav  
time\_warp\_reverse\_spell\_cast\_06.wav  
time\_warp\_reverse\_spell\_cast\_07.wav  
time\_warp\_reverse\_spell\_cast\_08.wav  
time\_warp\_reverse\_spell\_cast\_loop1.wav  
time\_warp\_reverse\_spell\_cast\_loop2.wav  
time\_warp\_reverse\_spell\_cast\_loop3.wav  
twinkle\_glitter\_dark\_spell\_01.wav  
twinkle\_glitter\_dark\_spell\_02.wav  
twinkle\_glitter\_dark\_spell\_03.wav  
twinkle\_glitter\_sparkle\_spell\_01.wav  
vanish\_spell\_flash\_potion\_01.wav  
vanish\_spell\_flash\_potion\_02.wav  
vanish\_spell\_flash\_potion\_03.wav  
water\_blast\_projectile\_spell\_01.wav  
water\_blast\_projectile\_spell\_02.wav  
water\_blast\_projectile\_spell\_03.wav  
water\_blast\_projectile\_spell\_04.wav  
water\_blast\_projectile\_spell\_05.wav  
water\_bubble\_spell\_heal\_01.wav  
water\_bubble\_spell\_heal\_02.wav  
water\_bubble\_spell\_heal\_03.wav  
water\_bubble\_spell\_heal\_04.wav  
water\_bubble\_spell\_heal\_05.wav  
water\_spell\_impact\_hit\_01.wav  
water\_spell\_impact\_hit\_02.wav  
water\_spell\_impact\_hit\_03.wav  
water\_spell\_impact\_hit\_04.wav  
water\_spell\_impact\_hit\_05.wav  
water\_spell\_impact\_hit\_06.wav  
water\_spell\_tidal\_wave\_drown\_01.wav  
water\_spell\_tidal\_wave\_drown\_02.wav  
water\_spell\_tidal\_wave\_drown\_03.wav  
water\_spell\_tidal\_wave\_drown\_04.wav  
water\_spell\_wave\_crash\_01.wav  
water\_spell\_wave\_crash\_02.wav  
whoosh\_magic\_spell\_01.wav  
whoosh\_magic\_spell\_02.wav  
whoosh\_magic\_spell\_03.wav



wind\_blizzard\_storm\_spell\_airy\_01.wav  
wind\_blizzard\_storm\_spell\_airy\_02.wav  
wind\_blizzard\_storm\_spell\_blast2\_01.wav  
wind\_blizzard\_storm\_spell\_blast2\_02.wav  
wind\_blizzard\_storm\_spell\_blast\_01.wav  
wind\_blizzard\_storm\_spell\_blast\_02.wav  
wind\_blizzard\_storm\_spell\_heavy\_01.wav  
wind\_blizzard\_storm\_spell\_heavy\_02.wav  
wind\_blizzard\_storm\_spell\_light\_01.wav  
wind\_blizzard\_storm\_spell\_light\_02.wav  
wind\_blizzard\_storm\_spell\_light\_03.wav  
wind\_blizzard\_storm\_spell\_med\_01.wav  
wind\_blizzard\_storm\_spell\_med\_02.wav  
wind\_blizzard\_storm\_spell\_med\_03.wav  
wind\_blizzard\_storm\_spell\_power\_01.wav  
wind\_blizzard\_storm\_spell\_power\_02.wav  
witch\_dr\_shrine\_bells\_jingle\_01.wav  
witch\_dr\_shrine\_bells\_jingle\_02.wav  
witch\_dr\_shrine\_bells\_jingle\_03.wav  
witch\_dr\_shrine\_bells\_jingle\_04.wav  
witch\_dr\_shrine\_bells\_jingle\_05.wav  
witch\_dr\_shrine\_bells\_jingle\_06.wav  
witch\_dr\_shrine\_bells\_jingle\_07.wav  
witch\_dr\_shrine\_bells\_jingle\_08.wav  
witch\_dr\_shrine\_bells\_jingle\_09.wav  
witch\_dr\_shrine\_bells\_loop\_01.wav  
witch\_dr\_shrine\_bells\_loop\_02.wav

## **Bonus sounds from Pro Sound Collection (248 sounds)**

background\_wind\_chimes\_loop.wav  
battle\_viking\_horn\_call\_close\_01.wav  
battle\_viking\_horn\_call\_far\_03.wav  
bell\_large\_ringing\_01.wav  
bell\_med\_ringing\_03.wav  
bell\_small\_ringing\_04.wav  
bird\_crow\_call\_caw\_squawk\_01.wav  
bird\_crow\_call\_caw\_squawk\_04.wav  
bird\_crow\_call\_caw\_squawk\_05.wav  
bird\_crow\_call\_caw\_squawk\_close\_03.wav  
bird\_crow\_call\_squawk\_distant\_01.wav  
bird\_jungle\_crow\_call\_caw\_squawk\_01.wav  
bird\_pigeon\_call\_03.wav  
bird\_pigeon\_call\_04.wav  
boiling\_bubbling\_water\_gurgle\_02.wav  
bow\_crossbow\_arrow\_draw\_slide1\_01.wav  
bow\_crossbow\_arrow\_draw\_slide1\_02.wav  
bow\_crossbow\_arrow\_draw\_slide2\_01.wav  
bow\_crossbow\_arrow\_draw\_slide2\_02.wav  
bow\_crossbow\_arrow\_draw\_stretch1\_01.wav  
bow\_crossbow\_arrow\_draw\_stretch1\_02.wav

bow\_crossbow\_arrow\_draw\_stretch1\_03.wav  
bow\_crossbow\_arrow\_draw\_stretch1\_04.wav  
bow\_crossbow\_arrow\_draw\_stretch2\_01.wav  
bow\_crossbow\_arrow\_draw\_stretch2\_02.wav  
bow\_crossbow\_arrow\_draw\_stretch2\_03.wav  
bow\_crossbow\_arrow\_shoot\_type1\_01.wav  
bow\_crossbow\_arrow\_shoot\_type1\_02.wav  
bow\_crossbow\_arrow\_shoot\_type1\_03.wav  
bow\_crossbow\_arrow\_shoot\_type1\_04.wav  
bubble\_effect\_01.wav  
bubble\_effect\_04.wav  
cave\_ambience\_loop\_02.wav  
chair\_frame\_metal\_creak\_squeak\_01.wav  
chair\_frame\_metal\_creak\_squeak\_11.wav  
chair\_frame\_metal\_creak\_squeak\_13.wav  
chair\_frame\_metal\_creak\_squeak\_14.wav  
cinematic\_deep\_bass\_rumble\_02.wav  
cinematic\_deep\_low\_whoosh\_impact\_01.wav  
cinematic\_deep\_low\_whoosh\_impact\_04.wav  
cinematic\_deep\_low\_whoosh\_impact\_05.wav  
cinematic\_LowDrone1.wav  
coin\_bag\_ring\_gemstone\_item\_03.wav  
coin\_bag\_ring\_gemstone\_item\_04.wav  
coin\_bag\_ring\_gemstone\_item\_05.wav  
coin\_bag\_ring\_gemstone\_item\_10.wav  
coin\_bag\_ring\_gemstone\_item\_15.wav  
cooking\_sizzle\_burn\_fry\_01.wav  
cooking\_sizzle\_burn\_fry\_03.wav  
cooking\_sizzle\_burn\_fry\_09.wav  
cooking\_sizzle\_burn\_fry\_10.wav  
cooking\_sizzle\_fry\_burn\_03\_loop.wav  
door\_A\_creak\_03.wav  
door\_A\_creak\_06.wav  
door\_A\_creak\_08.wav  
door\_lock\_fail\_03.wav  
door\_lock\_fail\_05.wav  
door\_lock\_open\_02.wav  
door\_lock\_picking\_keyhole\_03.wav  
door\_lock\_slide\_01.wav  
door\_old\_wooden\_close\_thud\_02.wav  
door\_old\_wooden\_squeak\_01.wav  
door\_old\_wooden\_squeak\_05.wav  
explosion\_large\_02.wav  
explosion\_large\_08.wav  
explosion\_large\_10.wav  
explosion\_small\_01.wav  
explosion\_small\_02.wav  
explosion\_small\_short\_02.wav  
fire\_burning\_flames\_crackle\_loop\_03.wav  
fire\_making\_grind\_stone\_flint\_spark\_05.wav  
fire\_making\_grind\_stone\_flint\_spark\_08.wav

fire\_making\_grind\_stone\_flint\_spark\_loop\_01.wav  
foley\_cloth\_light\_fast\_movement\_02.wav  
foley\_cloth\_light\_fast\_movement\_05.wav  
foley\_cloth\_light\_fast\_movement\_14.wav  
foley\_combat\_fight\_grab\_throw\_01.wav  
foley\_combat\_fight\_grab\_throw\_02.wav  
foley\_combat\_fight\_grab\_throw\_05.wav  
foley\_keys\_belt\_metal\_jingle\_01.wav  
foley\_keys\_belt\_metal\_jingle\_02.wav  
foley\_keys\_belt\_metal\_jingle\_06.wav  
foley\_keys\_belt\_metal\_jingle\_13.wav  
foley\_object\_grab\_pickup\_04.wav  
footstep\_water\_splash\_heavy\_wading\_01.wav  
footstep\_water\_splash\_heavy\_wading\_02.wav  
footstep\_water\_splash\_heavy\_wading\_03.wav  
footstep\_water\_splash\_heavy\_wading\_07.wav  
footstep\_water\_splash\_heavy\_wading\_08.wav  
footstep\_water\_splash\_light\_wading\_02.wav  
footstep\_water\_splash\_light\_wading\_06.wav  
fuse\_burning\_bomb\_dynamite\_loop\_01.wav  
gas\_large\_flame\_ignite\_01.wav  
ghost\_witch\_voice\_hiss\_01.wav  
ghost\_witch\_voice\_hiss\_02.wav  
ghost\_witch\_voice\_hiss\_03.wav  
ghost\_witch\_voice\_hiss\_04.wav  
ghost\_witch\_voice\_hiss\_05.wav  
ghost\_witch\_voice\_hiss\_06.wav  
ghost\_witch\_voice\_hiss\_07.wav  
ghost\_witch\_voice\_hiss\_08.wav  
ghost\_witch\_voice\_hiss\_09.wav  
ghost\_witch\_voice\_hiss\_10.wav  
ghost\_witch\_voice\_hiss\_11.wav  
ghost\_witch\_voice\_hiss\_12.wav  
glass\_smashable\_large\_break\_03.wav  
glass\_smashable\_large\_break\_04.wav  
glass\_smashable\_small\_break\_01.wav  
glass\_smashable\_small\_break\_02.wav  
goat\_call\_01.wav  
goat\_call\_05.wav  
goblin\_fairy\_attack\_01.wav  
goblin\_fairy\_attack\_02.wav  
goblin\_fairy\_attack\_09.wav  
goblin\_fairy\_attack\_19.wav  
goblin\_fairy\_attack\_fast\_07.wav  
goblin\_fairy\_cry\_02.wav  
goblin\_fairy\_death\_01.wav  
goblin\_fairy\_death\_05.wav  
goblin\_fairy\_death\_pain\_03.wav  
goblin\_fairy\_effort\_jump\_action\_01.wav  
goblin\_fairy\_hurt\_pain\_01.wav  
goblin\_fairy\_laugh\_angry\_05.wav

goblin\_fairy\_laugh\_low\_01.wav  
hum\_electric\_sparks\_interference\_loop\_01.wav  
ice\_cracking\_melting\_01.wav  
ice\_cracking\_melting\_02.wav  
ice\_cracking\_melting\_03.wav  
ice\_cracking\_melting\_04.wav  
ice\_cracking\_melting\_05.wav  
ice\_cracking\_melting\_06.wav  
metal\_low\_creak\_squeak\_02.wav  
metal\_low\_creak\_squeak\_03.wav  
metal\_small\_movement\_03.wav  
metal\_small\_movement\_10.wav  
metal\_small\_movement\_11.wav  
metal\_small\_movement\_17.wav  
pencil\_sketch\_draw\_write\_squibble\_01\_short\_01.wav  
pencil\_sketch\_draw\_write\_squibble\_01\_short\_05.wav  
pencil\_sketch\_draw\_write\_squibble\_01\_short\_18.wav  
pencil\_sketch\_draw\_write\_squibble\_02\_med\_04.wav  
pencil\_sketch\_draw\_write\_squibble\_02\_med\_07.wav  
pencil\_sketch\_draw\_write\_squibble\_02\_med\_11.wav  
points\_horror\_negative\_loop.wav  
rain\_medium\_loop\_01.wav  
retro\_magic\_spell\_cast\_01.wav  
retro\_magic\_spell\_cast\_02.wav  
retro\_magic\_spell\_cast\_05.wav  
retro\_magic\_spell\_cast\_06.wav  
retro\_magic\_spell\_cast\_07.wav  
retro\_magic\_spell\_cast\_09.wav  
retro\_magic\_spell\_cast\_13.wav  
retro\_magic\_spell\_cast\_sparkle\_01.wav  
retro\_magic\_spell\_cast\_sparkle\_03.wav  
retro\_magic\_spell\_cast\_sparkle\_06.wav  
retro\_magic\_spell\_cast\_sparkle\_08.wav  
retro\_magic\_spell\_cast\_sparkle\_15.wav  
retro\_magic\_spell\_cast\_sparkle\_19.wav  
retro\_magic\_spell\_cast\_sparkle\_20.wav  
retro\_magic\_spell\_cast\_sparkle\_21.wav  
retro\_magic\_spell\_cast\_sparkle\_26.wav  
retro\_magic\_spell\_cast\_sparkle\_32.wav  
retro\_magic\_spell\_cast\_sparkle\_39.wav  
rock\_door\_slide\_block\_move\_drag\_01.wav  
rock\_door\_slide\_block\_move\_drag\_05.wav  
rock\_door\_slide\_block\_move\_drag\_06.wav  
rock\_door\_slide\_block\_move\_drag\_08.wav  
rock\_door\_slide\_block\_move\_drag\_loop1.wav  
sci-fi\_electric\_pulse\_hum\_03.wav  
sci-fi\_electric\_pulse\_hum\_04.wav  
sci-fi\_electric\_pulse\_hum\_08.wav  
sci-fi\_electric\_pulse\_power\_down\_01.wav  
sci-fi\_flash\_item\_light\_power\_zap\_down\_large\_01.wav  
sci-fi\_shield\_power\_deflect\_boom\_01.wav

sci-fi\_shield\_power\_deflect\_boom\_02.wav  
shaker\_sprinkle\_seeds\_cook\_garden\_04.wav  
shaker\_sprinkle\_seeds\_cook\_garden\_05.wav  
shaker\_sprinkle\_seeds\_cook\_garden\_15.wav  
shaker\_sprinkle\_seeds\_cook\_garden\_16.wav  
small\_box\_open\_02.wav  
thunder\_lightning\_strike\_rumble\_01.wav  
thunder\_lightning\_strike\_rumble\_02.wav  
thunder\_lightning\_strike\_rumble\_03.wav  
thunder\_lightning\_strike\_rumble\_04.wav  
troll\_monster\_attack\_fast\_04.wav  
troll\_monster\_battle\_groan\_01.wav  
troll\_monster\_battle\_grunt\_01.wav  
troll\_monster\_breath\_wobble.wav  
troll\_monster\_death\_02.wav  
ui\_menu\_button\_click\_12.wav  
ui\_menu\_button\_click\_13.wav  
ui\_menu\_button\_click\_25.wav  
ui\_menu\_button\_click\_26.wav  
ui\_menu\_button\_scroll\_06.wav  
ui\_menu\_button\_scroll\_08.wav  
ui\_menu\_button\_scroll\_09.wav  
ui\_menu\_button\_scroll\_19.wav  
ui\_menu\_button\_scroll\_20.wav  
ui\_menu\_button\_scroll\_22.wav  
voice\_female\_a\_attack\_01.wav  
voice\_female\_a\_attack\_06.wav  
voice\_female\_a\_battle\_shout\_02.wav  
voice\_female\_a\_cry\_08.wav  
voice\_female\_a\_death\_03.wav  
voice\_female\_a\_effort\_jump\_action\_07.wav  
voice\_female\_a\_effort\_push\_fast\_02.wav  
voice\_female\_b\_attack\_set2\_02.wav  
voice\_female\_b\_effort\_jump\_action\_09.wav  
voice\_female\_b\_effort\_jump\_action\_10.wav  
voice\_male\_b\_attack\_set3\_02.wav  
voice\_male\_b\_attack\_set3\_04.wav  
voice\_male\_b\_attack\_set4\_03.wav  
voice\_male\_b\_battle\_shout\_long\_02.wav  
voice\_male\_b\_battle\_shout\_long\_05.wav  
voice\_male\_b\_growl\_06.wav  
voice\_male\_b\_growl\_10.wav  
voice\_male\_b\_hurt\_pain\_set\_1\_04.wav  
voice\_male\_b\_hurt\_pain\_set\_1\_05.wav  
voice\_male\_b\_hurt\_pain\_set\_2\_08.wav  
voice\_male\_b\_hurt\_pain\_set\_2\_09.wav  
voice\_male\_b\_laugh\_short\_01.wav  
voice\_male\_c\_death\_04.wav  
water\_bubbling\_01\_loop.wav  
water\_bubbling\_01\_loop\_short.wav  
water\_bubbling\_02\_loop.wav

water\_bubbling\_03\_loop.wav  
water\_splash\_object\_body\_01.wav  
water\_splash\_object\_body\_02.wav  
water\_splash\_object\_body\_05.wav  
water\_splash\_small\_item\_02.wav  
water\_splash\_small\_item\_03.wav  
water\_splash\_small\_item\_04.wav  
whoosh\_swish\_small\_harsh\_01.wav  
whoosh\_swish\_small\_harsh\_02.wav  
whoosh\_swish\_small\_harsh\_03.wav  
whoosh\_swish\_small\_harsh\_04.wav  
whoosh\_swish\_small\_harsh\_05.wav  
wind\_cold\_howling\_haunted\_loop\_01.wav  
wind\_cold\_howling\_haunted\_night\_loop\_02.wav  
wind\_general\_gusty\_high\_loop\_04.wav  
wood\_block\_rattle\_movement\_01.wav  
wood\_block\_rattle\_movement\_02.wav  
wood\_spring\_pogo\_stick\_bounce\_02.wav  
wood\_spring\_pogo\_stick\_bounce\_07.wav  
wood\_tree\_branch\_move\_01.wav  
wood\_tree\_branch\_move\_03.wav  
wood\_tree\_branch\_move\_05.wav  
wood\_tree\_branch\_move\_07.wav

## **Bonus Music from Pro Sound Collection (12 tracks)**

music\_calm\_green\_lake\_serenade.wav  
music\_calm\_tree\_of\_life.wav  
music\_cinematic\_darkness\_falls.wav  
music\_cinematic\_reveal.wav  
music\_epic\_fallen\_empire.wav  
music\_epic\_heroes\_story.wav  
music\_epic\_orchestral\_bg\_underscore.wav  
music\_harp\_peaceful\_loop.wav  
music\_magical\_story\_intro.wav  
music\_misty\_woods\_calling.wav  
music\_mountainous\_journey.wav  
music\_oriental\_sunrise.wav