**Particulas**

**Fuego**

<http://opengameart.org/content/sparkling-fireball-effect>

<http://opengameart.org/content/flame-particle-set-4-in-total>

**Rayo**

<http://opengameart.org/content/2d-spell-effects>

**Agua**

<http://opengameart.org/content/shield-effect>

**Circulos invocación**

<http://opengameart.org/content/colored-summoning-circles>

**Efectos para meteoros**

<http://opengameart.org/content/teleporter-effect>