

Magic Attacks

Filename	Description	BitDepth	SampleRate	Channels	Duration	AudioFileType
Arcane_AttackF1.wav	Full version of Arcane Attack version 2. This is a magical attack of the arcane school for spells such as magic missile or arcane bolt.	32	44100	2	00:02.500	WAVE
Arcane_AttackF2.wav	Full version of Arcane Attack version 1. This is a magical attack of the arcane school for spells such as magic missile or arcane bolt.	32	44100	2	00:03.072	WAVE
Arcane_AttackF3.wav	Full version of Arcane Attack version 3. This is a magical attack of the arcane school for spells such as magic missile or arcane bolt.	32	44100	2	00:02.500	WAVE
Noise_Attack.wav	Noise layer for the Arcane Attack sounds. This is created from processed white noise.	32	44100	2	00:02.000	WAVE
Arcane_BuildupF1.wav	Version 1 of Arcane Buildup. This is created from a number of associated layers.	32	44100	2	00:12.999	WAVE
Arcane_BuildupF2.wav	Version 2 of Arcane Buildup. This version includes a pitchbend for more variation, and includes a number of layers.	32	44100	2	00:13.500	WAVE
Arcane_BuildupF3.wav	Version 3 of Arcane Buildup. This version includes a pitchbend for more variation, and includes a number of layers.	32	44100	2	00:14.000	WAVE
Arcane_Buildup_PitchbendF1.wav	Version 1 of Arcane Buildup. This version includes a pitchbend for more variation, and includes a number of layers.	32	44100	2	00:14.000	WAVE
Arcane_Buildup_PitchbendF2.wav	Version 2 of Arcane Buildup. This version includes a pitchbend for more variation, and includes a number of layers.	32	44100	2	00:14.500	WAVE
Arcane_Buildup_PitchbendF3.wav	Version 3 of Arcane Buildup. This version includes a pitchbend for more variation, and includes a number of layers.	32	44100	2	00:13.500	WAVE
Breath_Buildup1.wav	Breath Layer for the Arcane Buildup sounds. This is a recording of breathing.	32	44100	2	00:13.500	WAVE
Breath_Buildup2.wav	Breath layer for Arcane Buildup. This is a recording of processed breathing.	32	44100	2	00:14.000	WAVE
Breath_Buildup3.wav	Breath layer for Arcane Buildup. This is a recording of processed breathing.	32	44100	2	00:14.000	WAVE
Chimes.wav	Chimes layer for Arcane Buildup. This is a processed recording of wind chimes.	32	44100	2	00:15.000	WAVE
Noise_Buildup.wav	Noise layer for Arcane Buildup. This is processed white noise.	32	44100	2	00:13.000	WAVE
Scrape_Buildup1.wav	Scrape layer for Arcane Buildup. This is a processed recording of scraping metal.	32	44100	2	00:15.000	WAVE
Scrape_Buildup2.wav	Scrape layer for Arcane Buildup. This is a processed recording of scraping metal.	32	44100	2	00:13.500	WAVE
Scrape_Buildup3.wav	Scrape layer for Arcane Buildup. This is a processed recording of scraping metal.	32	44100	2	00:14.000	WAVE
Arcane_ImpactF1.wav	Full version of Arcane Impact. This is built up of many layers.	32	44100	2	00:02.499	WAVE
Arcane_ImpactF2.wav	Full version of Arcane Impact. This is built up of many layers.	32	44100	2	00:02.499	WAVE
Arcane_ImpactF3.wav	Full version of Arcane Impact. This is built up of many layers.	32	44100	2	00:05.285	WAVE
Shine_Impact1.wav	Shine layer for Arcane Impact. This is a processed recording of ringing metal.	32	44100	2	00:02.500	WAVE
Shine_Impact2.wav	Shine layer for Arcane Impact. This is a processed recording of ringing metal.	32	44100	2	00:02.499	WAVE
Shine_Impact3.wav	Shine layer for Arcane Impact. This is a processed recording of ringing metal.	32	44100	2	00:02.500	WAVE
Sizzle_Impact1.wav	Shine layer for Arcane Impact. This is a processed recording of ringing metal.	32	44100	2	00:00.519	WAVE
Sizzle_Impact2.wav	Shine layer for Arcane Impact. This is a processed recording of ringing metal.	32	44100	2	00:00.672	WAVE
Sizzle_Impact3.wav	Shine layer for Arcane Impact. This is a processed recording of ringing metal.	32	44100	2	00:00.524	WAVE
Slap_Impact1.wav	Slap layer for Arcane Impact. Recording of a mans chest being slapped.	32	44100	2	00:00.665	WAVE
Slap_Impact2.wav	Slap layer for Arcane Impact. Recording of a mans chest being slapped.	32	44100	2	00:00.650	WAVE
Slap_Impact3.wav	Slap layer for Arcane Impact. Recording of a mans chest being slapped.	32	44100	2	00:00.691	WAVE
Crackle_Attack1.wav	Crackle layer for Fire Attack. This is a processed recording of plastic wrap being crunched.	32	44100	2	00:01.925	WAVE
Crackle_Attack2.wav	Crackle layer for Fire Attack. This is a processed recording of plastic wrap being crunched.	32	44100	2	00:01.986	WAVE
Crackle_Attack3.wav	Crackle layer for Fire Attack. This is a processed recording of plastic wrap being crunched.	32	44100	2	00:02.109	WAVE
Fire_AttackF1.wav	Full version of Fire Attack. This uses crackle and flame layers.	32	44100	2	00:01.925	WAVE
Fire_AttackF2.wav	Full version of Fire Attack. This uses crackle and flame layers.	32	44100	2	00:01.986	WAVE

Fire_AttackF3.wav	Full version of Fire Attack. This uses crackle and flame layers.	32	44100	2	00:02.109	WAVE
Flame_Attack1.wav	Flame layer for Fire Attack. This is a processed recording of breathing on a mic.	32	44100	2	00:01.807	WAVE
Flame_Attack2.wav	Flame layer for Fire Attack. This is a processed recording of breathing on a mic.	32	44100	2	00:01.895	WAVE
Flame_Attack3.wav	Flame layer for Fire Attack. This is a processed recording of breathing on a mic.	32	44100	2	00:02.046	WAVE
Crackle_Impact1.wav	Crackle layer for Fire Impact. This is a processed recording of crumpling plastic wrap.	32	44100	2	00:01.895	WAVE
Crackle_Impact2.wav	Crackle layer for Fire Impact. This is a processed recording of crumpling plastic wrap.	32	44100	2	00:02.292	WAVE
Crackle_Impact3.wav	Crackle layer for Fire Impact. This is a processed recording of crumpling plastic wrap.	32	44100	2	00:01.986	WAVE
Fire_ImpactF1.wav	Full version of Fire Impact. This sound consists of the crackle and flame layers.	32	44100	2	00:02.414	WAVE
Fire_ImpactF2.wav	Full version of Fire Impact. This sound consists of the crackle and flame layers.	32	44100	2	00:02.292	WAVE
Fire_ImpactF3.wav	Full version of Fire Impact. This sound consists of the crackle and flame layers.	32	44100	2	00:01.986	WAVE
Flame_Impact1.wav	Flame layer of Fire Impact. This is a processed recording of breathing on a mic harshly.	32	44100	2	00:02.292	WAVE
Flame_Impact2.wav	Flame layer of Fire Impact. This is a processed recording of breathing on a mic harshly.	32	44100	2	00:01.834	WAVE
Flame_Impact3.wav	Flame layer of Fire Impact. This is a processed recording of breathing on a mic harshly.	32	44100	2	00:01.681	WAVE
Ice_AttackF1.wav	Full version of Ice Attack. This is a simple sound consisting of processed white noise.	32	44100	2	00:01.934	WAVE
Ice_AttackF2.wav	Full version of Ice Attack. This is a simple sound consisting of processed white noise.	32	44100	2	00:01.934	WAVE
Ice_AttackF3.wav	Full version of Ice Attack. This is a simple sound consisting of processed white noise.	32	44100	2	00:01.934	WAVE
Crackle_Buildup1.wav	Crackle layer for Ice Buildup. This is a processed recording of ice being squeezed and cracked.	32	44100	2	00:08.089	WAVE
Crackle_Buildup2.wav	Crackle layer for Ice Buildup. This is a processed recording of ice being squeezed and cracked.	32	44100	2	00:07.844	WAVE
Crackle_Buildup3.wav	Crackle layer for Ice Buildup. This is a processed recording of ice being squeezed and cracked.	32	44100	2	00:08.224	WAVE
Ice_BuildupF1.wav	Full version of Ice Buildup. This sound consists of the crackle and noise layers.	32	44100	2	00:07.967	WAVE
Ice_BuildupF2.wav	Full version of Ice Buildup. This sound consists of the crackle and noise layers.	32	44100	2	00:07.997	WAVE
Ice_BuildupF3.wav	Full version of Ice Buildup. This sound consists of the crackle and noise layers.	32	44100	2	00:08.163	WAVE
Noise_Buildup1.wav	Noise layer for Ice Buildup. This layer consists of processed white noise.	32	44100	2	00:07.500	WAVE
Noise_Buildup2.wav	Noise layer for Ice Buildup. This layer consists of processed white noise.	32	44100	2	00:07.500	WAVE
Noise_Buildup3.wav	Noise layer for Ice Buildup. This layer consists of processed white noise.	32	44100	2	00:07.500	WAVE
GlassBreak1.wav	Glass Break layer of Ice Impact. This is a processed recording of glass being broken.	32	44100	2	00:01.608	WAVE
GlassBreak2.wav	Glass Break layer of Ice Impact. This is a processed recording of glass being broken.	32	44100	2	00:00.947	WAVE
GlassBreak3.wav	Glass Break layer of Ice Impact. This is a processed recording of glass being broken.	32	44100	2	00:01.069	WAVE
IceSqueeze1.wav	Ice Squeeze layer of Ice Impact. This is a processed recording of Ice being squeezed and cracked.	32	44100	2	00:04.004	WAVE
IceSqueeze2.wav	Ice Squeeze layer of Ice Impact. This is a processed recording of Ice being squeezed and cracked.	32	44100	2	00:03.087	WAVE
IceSqueeze3.wav	Ice Squeeze layer of Ice Impact. This is a processed recording of Ice being squeezed and cracked.	32	44100	2	00:02.659	WAVE
Ice_ImpactF1.wav	Full version of Ice Impact. This sound consists of the glass break, ice squeeze, and wind layers.	32	44100	2	00:04.004	WAVE
Ice_ImpactF2.wav	Full version of Ice Impact. This sound consists of the glass break, ice squeeze, and wind layers.	32	44100	2	00:03.087	WAVE
Ice_ImpactF3.wav	Full version of Ice Impact. This sound consists of the glass break, ice squeeze, and wind layers.	32	44100	2	00:02.708	WAVE
Wind_Impact1.wav	Wind layer for Ice Impact. This layer is a combination of processed wind recordings and white noise.	32	44100	2	00:02.271	WAVE
Wind_Impact2.wav	Wind layer for Ice Impact. This layer is a combination of processed wind recordings and white noise.	32	44100	2	00:02.271	WAVE
Wind_Impact3.wav	Wind layer for Ice Impact. This layer is a combination of processed wind recordings and white noise.	32	44100	2	00:02.271	WAVE
High_Wobble1.wav	High wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.139	WAVE
High_Wobble2.wav	High wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.565	WAVE
High_Wobble3.wav	High wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.509	WAVE

Low_Wobble1.wav	Low wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:02.368	WAVE
Low_Wobble2.wav	Low wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.992	WAVE
Low_Wobble3.wav	Low wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:02.178	WAVE
Mid_Wobble1.wav	Mid wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:02.414	WAVE
Mid_Wobble2.wav	Mid wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.790	WAVE
Mid_Wobble3.wav	Mid wobble layer of Slime Attack. This is a processed recording of wobbling plasticard.	32	44100	2	00:02.216	WAVE
Slime_AttackF1.wav	Full version of Slime Attack. This consists of each of the 3 different wobble layers.	32	44100	2	00:02.414	WAVE
Slime_AttackF2.wav	Full version of Slime Attack. This consists of each of the 3 different wobble layers.	32	44100	2	00:01.820	WAVE
Slime_AttackF3.wav	Full version of Slime Attack. This consists of each of the 3 different wobble layers.	32	44100	2	00:02.198	WAVE
HighWobble_Impact1.wav	High wobble layer for Slime Impact. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.267	WAVE
HighWobble_Impact2.wav	High wobble layer for Slime Impact. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.111	WAVE
HighWobble_Impact3.wav	High wobble layer for Slime Impact. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.061	WAVE
LowWobble_Impact1.wav	Low wobble layer for Slime Impact. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.220	WAVE
LowWobble_Impact2.wav	Low wobble layer for Slime Impact. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.810	WAVE
LowWobble_Impact3.wav	Low wobble layer for Slime Impact. This is a processed recording of wobbling plasticard.	32	44100	2	00:01.139	WAVE
Sizzle_Impact1.wav	Sizzle Impact Layer for Slime Impact. This is a processed recording of frying bacon.	32	44100	2	00:02.231	WAVE
Sizzle_Impact2.wav	Sizzle Impact Layer for Slime Impact. This is a processed recording of frying bacon.	32	44100	2	00:01.986	WAVE
Sizzle_Impact3.wav	Sizzle Impact Layer for Slime Impact. This is a processed recording of frying bacon.	32	44100	2	00:01.711	WAVE
Slime_ImpactF1.wav	Full version of Slime Impact. Consisting of the high and low wobble layers, as well as the sizzle and splat layers.	32	44100	2	00:03.087	WAVE
Slime_ImpactF2.wav	Full version of Slime Impact. Consisting of the high and low wobble layers, as well as the sizzle and splat layers.	32	44100	2	00:02.797	WAVE
Slime_ImpactF3.wav	Full version of Slime Impact. Consisting of the high and low wobble layers, as well as the sizzle and splat layers.	32	44100	2	00:02.350	WAVE
Splat1.wav	Splat layer for Slime Impact. This is a processed recording of a water baloon impacting the ground.	32	44100	2	00:01.024	WAVE
Splat2.wav	Splat layer for Slime Impact. This is a processed recording of a water baloon impacting the ground.	32	44100	2	00:01.192	WAVE
Splat3.wav	Splat layer for Slime Impact. This is a processed recording of a water baloon impacting the ground.	32	44100	2	00:01.008	WAVE