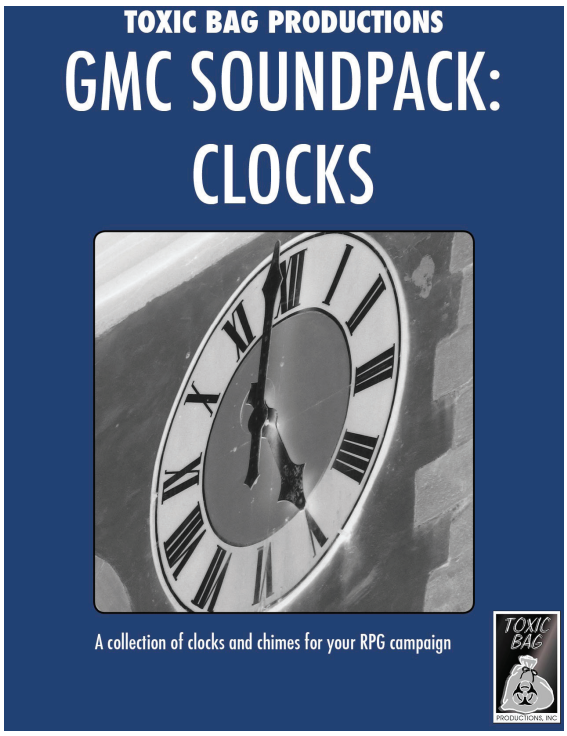
GAME MASTERS SOUNDPACK: CLOCKS

"Men talk of killing time, while time quietly kills them." - Dion Boucicault

Whatever campaign you run, time is always a constant. Does your party have enough time to pull off their plan? Whether you want the public execution to happen when the clock strikes ten, or let the incessant ticking of the clock slowly drive your players insane, these clock and chime sounds are sure to spice up your next gaming session.

Sounds include:

Steampunk: Clock
A ten-minute, loopable sound effect of a large analog clock ticking. It is the same base sound as "Steampunk: Broken Clock;" surreptitiously switching between the two can be very effective and unsettling.



Steampunk: Broken Clock
Even a broken clock is right twice a day, they say. Not this one. The clockwork mechanism on this clock slips a gear every sixteen seconds or so. Play it quietly in the background and drive your players nuts!

Clock Tower Bell chimes series:
Is it the witching hour? High Noon? Dinnertime in the wintertime? Is the party late for an appointment with the mayor? Sometimes you just need to tell the players what time it is. This collection of bell tower chimes, recorded at a 500-year old church, contains hourly chimes from one o'clock to twelve...plus an additional "thirteen o'clock" sound if you want to get tricky.

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