



KULT

◇ DIVINITY+Y LOST ◇

The Original Game Soundtrack



Produced by: Helmgast AB
Arranged by: Ryan Northcott
Mastering by: Marc Hupkens



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With music from:





Atrium Carceri is Simon Heath. His focus is on cinematic soundscapes that aims to transform your room into another place in time and space.

Atrium Carceri is one of many projects represented by his label Cryo Chamber whose works are often featured in films, games, art installations and is described as dark soundtracks for creatives.

With his music he portrays distant worlds, dusty cathedrals, damp forests, ghost towns, abandoned subway tunnels and dwindling mountain paths.



Mechanoreceptor is a transhuman intelligence from beyond space and time. His experiments in chaos and sound are nothing more than subdued anger and despondency given form and flesh.



Raised among Wolves, Born in
Darkness, Cheater of Death and
Done being Human.

Member of the Rootwork Collective



Mind.Divided takes you through the inner workings of the realm between being awake and being comatose, where every sparkling ember of reality is a blurred spectre dissolving in a flash of light.

Visions of an unseen world translated in emotionally driven music.

Mind.Divided is a conceptual studio project from Belgium by Paul Verschooten.





Warfield is a mystery, a
ghost hiding in the shadows
of the music industry.

"The most beautiful experience we can have is the mysterious. It is the fundamental emotion that stands at the cradle of true art and true science."



Howler is an experiment in creating music in unexpected and unintended ways. Over the years the project has gravitated around different musical styles, but always keeping the distance. If a certain place is getting to comfortable, it is time to move on.

Behind Howler is Søren Jensen, who has been involved with the Swedish electronic and experimental music scene since the mid eighties.





Second Escape is a byproduct of "Boyss" and "Boyss-Sound-escapes" by Bojan Boyss. It is mostly ambient and experimental music focusing on drones and soundscapes. It's all about experimenting and escaping "normal" music forms and rules, building its own "universe of sounds". Proud member of an international group of artists called The Rootwork Collective.



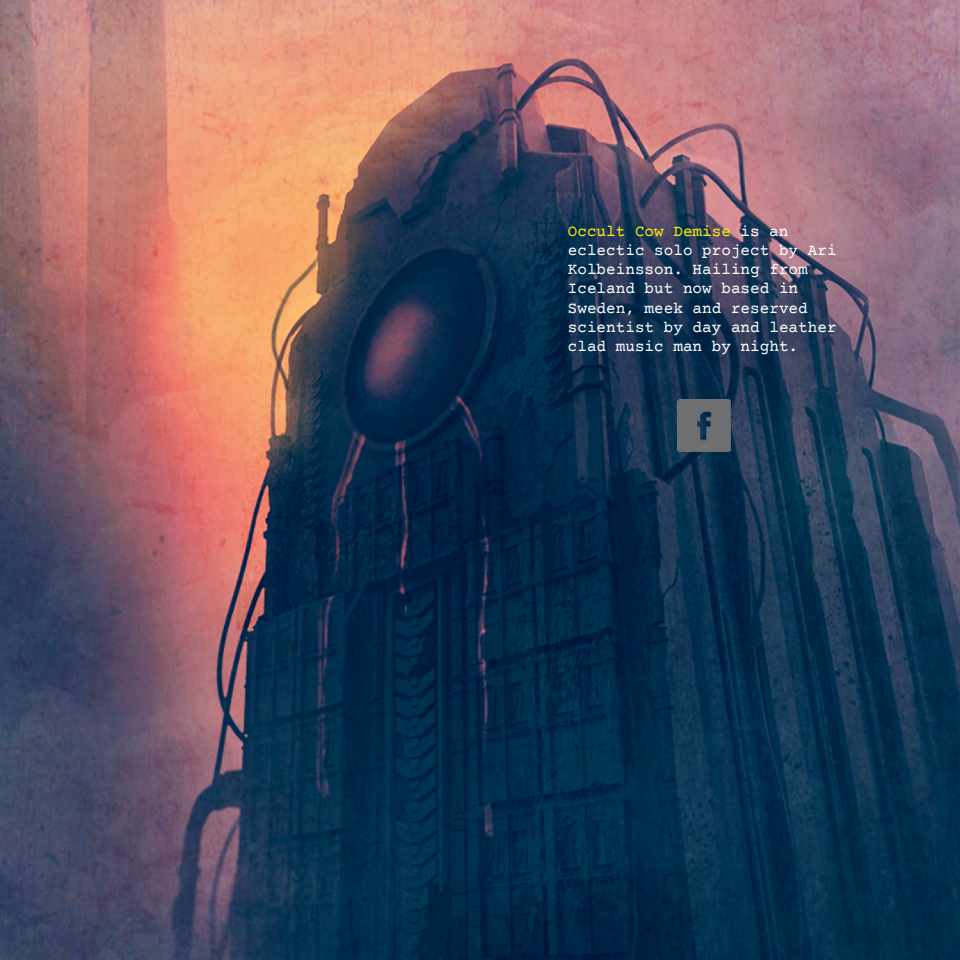
Precision Field, founded in 1997, is an industrial music project conceived & produced by Hobart Blankenburg that contemplates life, death, & spirituality.



A surreal, painterly portrait of a man with a halo and thorns. The man is depicted from the waist up, looking upwards and to the left. He has a pale, almost white complexion and is wearing a crown of dark, thorny branches. A bright, glowing yellow halo surrounds his head. His body is marked with several small, circular, metallic-looking implants or scars. The background is a dark, textured, reddish-brown color, suggesting a cave or a forest interior. The overall style is reminiscent of a digital painting or a high-quality digital illustration.

Zwaga is Roland Zwaga of Acidrodent, Krate and Construct. he works in several sub genres including cinematic, drone, glitch & industrial.

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Occult Cow Demise is an eclectic solo project by Ari Kolbeinsson. Hailing from Iceland but now based in Sweden, meek and reserved scientist by day and leather clad music man by night.



Pandora's Black Book commands an air of maturity and function, expertly merging shadowy melodies, haunting pads, rich atmospheres, and infectious beatwork With careful attention to cohesiveness and alluring dark ambiance.



Tantrick Ape has been producing and releasing music since 2005. With forays into the electronic and industrial world and more recently hip-hop, he has been involved in numerous projects both solo and in groups. Since graduating from Berklee College of Music in 2011, he has been focused more on the production aspect as well as helping to promote an international group of artists called The Rootwork Collective.



Michael Idehall is a composer, sound artist, painter, and author living and working in Gothenburg, Sweden. whose artistic output has always striven to create an opening into a world beyond the mundane.

The creative process involves honing in on the nexuses between the flows of mind, matter, and spirit. Nexuses which exist inside the human being, but also in the outer world, as conglomerations of energy and matter. In Michael's creations, this convergence is revealed through the clash of the ancient and the modern, natural and artificial, and first and foremost the instilling of spirit into object.

