June 2026
Data Sheet

PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE	**Catacombs Crypt 01 Ambience**	Designed sequence of processed and layered recordings of low frequency environmental ambience,
AMBDsgn	AMBIENCE	**Catacombs Crypt 01 Elements**	Designed sequence of cavernous atmospheric recordings, dripping water elements, wind, ethereal movements, debris, low end layers.
DSGNDron	AMBIENCE	**Catacombs Crypt 01 Soundbed**	Ominous vintage synthesizer pad layers, resonant harmonics, pulse-like tension.
AMBDsgn	AMBIENCE	**Catacombs Crypt 02 Ambience**	Designed sequence of processed and layered recordings of low frequency environmental ambience,
AMBDsgn	AMBIENCE	**Catacombs Crypt 02 Elements**	Designed sequence of cavernous elemental ambience, skittering insects, creaking, reverberant object handling and drops, debris falling.
DSGNDron	AMBIENCE	**Catacombs Crypt 02 Soundbed**	Ominous vintage synthesizer pad layers, resonance pulsing, pitch slowly dips and rises throughout.
AMBDsgn	AMBIENCE	**Church Interior 01 Ambience**	Designed sequence of processed and layered recordings of a storm from within a reverberant building.
AMBDsgn	AMBIENCE	**Church Interior 01 Elements**	Designed sequence of objects within a reverberant indoor space, including censor, creaking wood, low-end ambient layer
DSGNDron	AMBIENCE	**Church Interior 01 Soundbed**	Analogue synthesizer pad with modulating filter cutoff and pitch, harsh saws.
AMBDsgn	AMBIENCE	**Church Interior 02 Ambience**	Designed sequence of processed and layered outdoor ambience from within a reverberant space.
AMBDsgn	AMBIENCE	**Church Interior 02 Elements**	Designed sequence of objects within a reverberant indoor space, including creaking wood, processed voice layers and processed ventilations.
DSGNDron	AMBIENCE	**Church Interior 02 Soundbed**	Dramatic layers of vintage synthesizer pads, with evolving pitch modulation and layer volumes.
AMBDsgn	AMBIENCE	**Forest Ritual Clearing 01 Ambience**	Designed sequence of processed and layered recordings of wind through forest trees.
AMBDsgn	AMBIENCE	**Forest Ritual Clearing 01 Elements**	Designed sequence of objects and environmental recordings within an outdoor environment, including crickets, rustling trees, splashing brook and processed ambience.
DSGNDron	AMBIENCE	**Forest Ritual Clearing 01 Soundbed**	Ominous vintage synthesizer pad layers, processed alongside reverberated room ambience, with pulsing pitch modulation
AMBDsgn	AMBIENCE	**Forest Ritual Clearing 02 Ambience**	Designed sequence of processed and layered recordings of a storm ambience in a forest.
AMBDsgn	AMBIENCE	**Forest Ritual Clearing 02 Elements**	Designed sequence of objects and environmental recordings within an outdoor environment, including crows, small object manipulation, cracking wood, wooden chimes and shakers.
DSGNDron	AMBIENCE	**Forest Ritual Clearing 02 Soundbed**	Analogue synthesizer pad drone, pitch modulation and vintage chorus effect.
AMBDsgn	AMBIENCE	**Hell Presence 01 Ambience**	Designed sequence of processed and layered recordings of cavernous ambiences, wind tunnel recordings and objects dropped and manipulated in a reverberant setting
AMBDsgn	AMBIENCE	**Hell Presence 01 Elements**	Designed sequence of designed creature growls, ethereal voices, bells, low end rumble ambience.
DSGNDron	AMBIENCE	**Hell Presence 01 Soundbed**	Ominous analogue synthesizer pad drone layer harmonic distortion and pulsing LFO.

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June 2026
Data Sheet

PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE	**Hell Presence 02 Ambience**	Designed sequence of processed and layered recordings of wind, processed resonance, creature growls and debris layers.
AMBDsgn	AMBIENCE	**Hell Presence 02 Elements**	Designed sequence of objects and environmental recordings within a cavernous environment, including metal scraps, rock debris, objects scraped on stone and reverberant impacts.
DSGNDron	AMBIENCE	**Hell Presence 02 Soundbed**	Ominous vintage synthesizer pad drone, with vintage chord hits, reverberant layer and vintage effect processing.
AMBDsgn	AMBIENCE	**Ritual Basement 01 Ambience**	Designed sequence of processed and layered recordings of a small-medium sized underground reverberant room with low ceiling, including boiler running sequence, room tone and additional ambient recordings.
AMBDsgn	AMBIENCE	**Ritual Basement 01 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, including water drips, loop drones, processed water pipe clatters, boiler hiss.
DSGNDron	AMBIENCE	**Ritual Basement 01 Soundbed**	Vintage synthesizer pad drones layers, with pitch and filter modulation, alongside additional processed layers with vintage phaser processing.
AMBDsgn	AMBIENCE	**Ritual Basement 02 Ambience**	Designed sequence of processed and layered recordings of a small-medium sized room tone with low ceiling and processed power generator rumble
AMBDsgn	AMBIENCE	**Ritual Basement 02 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, including power generator, water drips and debris layers.
DSGNDron	AMBIENCE	**Ritual Basement 02 Soundbed**	Analogue synthesizer drone with evolving harmonics and slowly modulated filter resonance.
AMBDsgn	AMBIENCE	**Ritual Chamber 01 Ambience**	Designed sequence of processed and layered recordings of medium-sized reverberant room tone and additional indoor ambience
AMBDsgn	AMBIENCE	**Ritual Chamber 01 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, rhythmic nature, including metal striking stones, chain rattles, insect skitterings, designed creatures.
DSGNDron	AMBIENCE	**Ritual Chamber 01 Soundbed**	Analogue synthesizer drone with slow LFO pulse, modulating pitch and harmonic distortion.
AMBDsgn	AMBIENCE	**Ritual Chamber 02 Ambience**	Designed sequence of processed and layered recordings of medium-sized reverberant room tone and additional indoor ambience
AMBDsgn	AMBIENCE	**Ritual Chamber 02 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, including wooden object handling, metal object handling, chain rattlings, debris layers, wood-burning fire crackle.
DSGNDron	AMBIENCE	**Ritual Chamber 02 Soundbed**	Shrill synthesizer drone layers, with a bed of ethereal reverb pads, slowly modulating pitch as pad evolves.
AMBDsgn	AMBIENCE LOOP	**Catacombs Crypt 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Catacombs Crypt 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Church Interior 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Church Interior 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.

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June 2026
Data Sheet

PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE LOOP	**Forest Ritual Clearing 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in an outdoor environment.
AMBDsgn	AMBIENCE LOOP	**Forest Ritual Clearing 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Hell Presence 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Hell Presence 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Ritual Basement 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Ritual Basement 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Ritual Chamber 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Ritual Chamber 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE LOOP	**Catacombs Crypt 01 Ambience**	Designed sequence of processed and layered recordings of low frequency environmental ambience,
AMBDsgn	AMBIENCE LOOP	**Catacombs Crypt 01 Elements**	Designed sequence of cavernous atmospheric recordings, dripping water elements, wind, ethereal movements, debris, low end layers.
DSGNDron	AMBIENCE LOOP	**Catacombs Crypt 01 Soundbed**	Ominous vintage synthesizer pad layers, resonant harmonics, pulse-like tension.
AMBDsgn	AMBIENCE LOOP	**Catacombs Crypt 02 Ambience**	Designed sequence of processed and layered recordings of low frequency environmental ambience,
AMBDsgn	AMBIENCE LOOP	**Catacombs Crypt 02 Elements**	Designed sequence of cavernous elemental ambience, skittering insects, creaking, reverberant object handling and drops, debris falling.
DSGNDron	AMBIENCE LOOP	**Catacombs Crypt 02 Soundbed**	Ominous vintage synthesizer pad layers, resonance pulsing, pitch slowly dips and rises throughout.
AMBDsgn	AMBIENCE LOOP	**Church Interior 01 Ambience**	Designed sequence of processed and layered recordings of a storm from within a reverberant building.
AMBDsgn	AMBIENCE LOOP	**Church Interior 01 Elements**	Designed sequence of objects within a reverberant indoor space, including censor, creaking wood, low-end ambient layer
DSGNDron	AMBIENCE LOOP	**Church Interior 01 Soundbed**	Analogue synthesizer pad with modulating filter cutoff and pitch, harsh saws.
AMBDsgn	AMBIENCE LOOP	**Church Interior 02 Ambience**	Designed sequence of processed and layered outdoor ambience from within a reverberant space.
AMBDsgn	AMBIENCE LOOP	**Church Interior 02 Elements**	Designed sequence of objects within a reverberant indoor space, including creaking wood, processed voice layers and processed ventilations.
DSGNDron	AMBIENCE LOOP	**Church Interior 02 Soundbed**	Dramatic layers of vintage synthesizer pads, with evolving pitch modulation and layer volumes.
AMBDsgn	AMBIENCE LOOP	**Forest Ritual Clearing 01 Ambience**	Designed sequence of processed and layered recordings of wind through forest trees.
AMBDsgn	AMBIENCE LOOP	**Forest Ritual Clearing 01 Elements**	Designed sequence of objects and environmental recordings within an outdoor environemnt, including crickets, rustling trees, splashing brook and processed ambience.
DSGNDron	AMBIENCE LOOP	**Forest Ritual Clearing 01 Soundbed**	Ominous vintage synthesizer pad layers, processed alongside reverberated room ambience, with pulsing pitch modulation

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE LOOP	**Forest Ritual Clearing 02 Ambience**	Designed sequence of processed and layered recordings of a storm ambience in a forest.
AMBDsgn	AMBIENCE LOOP	**Forest Ritual Clearing 02 Elements**	Designed sequence of objects and environmental recordings within an outdoor environment, including crows, small object manipulation, cracking wood, wooden chimes and shakers.
DSGNDron	AMBIENCE LOOP	**Forest Ritual Clearing 02 Soundbed**	Analogue synthesizer pad drone, pitch modulation and vintage chorus effect.
AMBDsgn	AMBIENCE LOOP	**Hell Presence 01 Ambience**	Designed sequence of processed and layered recordings of cavernous ambiences, wind tunnel recordings and objects dropped and manipulated in a reverberant setting
AMBDsgn	AMBIENCE LOOP	**Hell Presence 01 Elements**	Designed sequence of designed creature growls, ethereal voices, bells, low end rumble ambience.
DSGNDron	AMBIENCE LOOP	**Hell Presence 01 Soundbed**	Ominous analogue synthesizer pad drone layer harmonic distotion and pulsing LFO.
AMBDsgn	AMBIENCE LOOP	**Hell Presence 02 Ambience**	Designed sequence of processed and layered recordings of wind, processed resonance, creature growls and debris layers.
AMBDsgn	AMBIENCE LOOP	**Hell Presence 02 Elements**	Designed sequence of objects and environmental recordings within a cavernous environment, including metal scraps, rock debris, objects scraped on stone and reverberant impacts.
DSGNDron	AMBIENCE LOOP	**Hell Presence 02 Soundbed**	Ominous vintage synthesizer pad drone, with vintage chord hits, reverberant layer and vintage effect processing.
AMBDsgn	AMBIENCE LOOP	**Ritual Basement 01 Ambience**	Designed sequence of processed and layered recordings of a small-medium sized underground reverberant room with low ceiling, including boiler running sequence, room tone and additional ambient recordings.
AMBDsgn	AMBIENCE LOOP	**Ritual Basement 01 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, including water drips, loop drones, processed water pipe clatters, boiler hiss.
DSGNDron	AMBIENCE LOOP	**Ritual Basement 01 Soundbed**	Vintage synthesizer pad drones layers, with pitch and filter modulation, alongside additional processed layers with vintage phaser processing.
AMBDsgn	AMBIENCE LOOP	**Ritual Basement 02 Ambience**	Designed sequence of processed and layered recordings of a small-medium sized room tone with low ceiling and processed power generator rumble
AMBDsgn	AMBIENCE LOOP	**Ritual Basement 02 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, including power generator, water drips and debris layers.
DSGNDron	AMBIENCE LOOP	**Ritual Basement 02 Soundbed**	Analogue synthesizer drone with evolving harmonics and slowly modulated filter resonance.
AMBDsgn	AMBIENCE LOOP	**Ritual Chamber 01 Ambience**	Designed sequence of processed and layered recordings of medium-sized reverberant room tone and additional indoor ambience
AMBDsgn	AMBIENCE LOOP	**Ritual Chamber 01 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, rhythmic nature, including metal striking stones, chain rattles, insect skitterings, designed creatures.
DSGNDron	AMBIENCE LOOP	**Ritual Chamber 01 Soundbed**	Analogue synthesizer drone with slow LFO pulse, modulating pitch and harmonic distortion.

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June 2026
Data Sheet

PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
AMBDsgn	AMBIENCE LOOP	**Ritual Chamber 02 Ambience**	Designed sequence of processed and layered recordings of medium-sized reverberant room tone and additional indoor ambience
AMBDsgn	AMBIENCE LOOP	**Ritual Chamber 02 Elements**	Designed sequence of objects and environmental recordings within a reverberant environment, including wooden object handling, metal object handling, chain rattlings, debris layers, wood-burning fire crackle.
DSGNDron	AMBIENCE LOOP	**Ritual Chamber 02 Soundbed**	Shrill synthesizer drone layers, with a bed of ethereal reverb pads, slowly modulating pitch as pad evolves.
AMBDsgn	AMBIENCE	**Catacombs Crypt 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Catacombs Crypt 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Church Interior 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Church Interior 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Forest Ritual Clearing 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in an outdoor environment.
AMBDsgn	AMBIENCE	**Forest Ritual Clearing 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Hell Presence 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Hell Presence 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Ritual Basement 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Ritual Basement 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Ritual Chamber 01 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
AMBDsgn	AMBIENCE	**Ritual Chamber 02 Designed**	Designed sequence of environmental ambience, harmonic bed and objects in a physical space.
DSGNDron	AMBIENCE LOOP	**Aftermath Energy Residue 01 Loop**	Brass like synthesizer stab layers with a low frequency dark tail
DSGNTonl	AMBIENCE LOOP	**Aftermath Energy Residue 01 Intro**	Deep synthesizer drone loop with vintage chorus modulation
DSGNDron	AMBIENCE LOOP	**Aftermath Energy Residue 02 Loop**	Vintage synthesizer bell stab with a low frequency dark tail.
DSGNTonl	AMBIENCE LOOP	**Aftermath Energy Residue 02 Intro**	Deep synthesizer drone loop, with modulating velocity and subtle vintage flanger effect.
DSGNDron	AMBIENCE LOOP	**Aftermath Energy Residue 03 Loop**	Vintage synthesizer crystal bell stab, with vintage chorus modulation and plate reverb.
DSGNTonl	AMBIENCE LOOP	**Aftermath Energy Residue 03 Intro**	Deep synthesizer one-chord drone, pulse-like low-passed saws with subtle frequency modulation.
DSGNDron	AMBIENCE LOOP	**Cult Summoning Peak 01 Loop**	Atmospheric resonant low-end synthesizer shot.
DSGNTonl	AMBIENCE LOOP	**Cult Summoning Peak 01 Intro**	resonant and modulating synthesizer drone loop.
DSGNDron	AMBIENCE LOOP	**Cult Summoning Peak 02 Loop**	Vintage synthesizer bell shot, plate reverb and a dark saw oscillator tail.

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PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNTonl	AMBIENCE LOOP	**Cult Summoning Peak 02 Intro**	Dark saw oscillator synthesizer drone pad loop with subtle velocity and chorus modulation.
DSGNDron	AMBIENCE LOOP	**Cult Summoning Peak 03 Loop**	Synthesizer shot with distorted filter resonance and a dark resonant tail.
DSGNTonl	AMBIENCE LOOP	**Cult Summoning Peak 03 Intro**	Synthesizer drone loop with a resonant character, slowly modulating
DSGNDron	AMBIENCE LOOP	**Dimensional Tear Opening 01 Loop**	Vintage synthesizer resonance shot with an aggressive distorted saw tail.
DSGNTonl	AMBIENCE LOOP	**Dimensional Tear Opening 01 Intro**	Synthesizer drone loop, filtered distorted unison saws with modulated filter and vintage phaser.
DSGNDron	AMBIENCE LOOP	**Dimensional Tear Opening 02 Loop**	Vintage synthesizer pluck shot layers with a resonant tail.
DSGNTonl	AMBIENCE LOOP	**Dimensional Tear Opening 02 Intro**	Resonant synthesizer loop, with a pulsing low-end and slow vintage ring-modulation effect.
DSGNDron	AMBIENCE LOOP	**Dimensional Tear Opening 03 Loop**	Vintage synthesizer pluck layers, with a resonant reverberation and and resonant tail.
DSGNTonl	AMBIENCE LOOP	**Dimensional Tear Opening 03 Intro**	Synthesizer drone loop with layers of plate reverb and vintage phaser modulation.
DSGNDron	AMBIENCE LOOP	**Possession Escalation 01 Loop**	Vintage synthesizer lead pluck processed through a vintage vocoder effect, with a deep saw oscillator tail.
DSGNTonl	AMBIENCE LOOP	**Possession Escalation 01 Intro**	Synthesizer drone loop, layered distorted drone and noise oscillator, vintage phaser effect and distortion.
DSGNDron	AMBIENCE LOOP	**Possession Escalation 02 Loop**	Vintage synthesizer bell stab with a distorted modulating saw oscillator tail.
DSGNTonl	AMBIENCE LOOP	**Possession Escalation 02 Intro**	Synthesizer drone loop, distorted saw oscillator pulse, modulating filter and subtle vintage phaser.
DSGNDron	AMBIENCE LOOP	**Possession Escalation 03 Loop**	Vintage synthesizer bell stab, with a low end rumble and plate reverb tail
DSGNTonl	AMBIENCE LOOP	**Possession Escalation 03 Intro**	Synthesizer drone loop, with resonant layers, filtered vintage chorus and filter modulation.
DSGNDron	AMBIENCE LOOP	**Ritual Awakening 01 Loop**	Vintage synthesizer pluck with vibrato, deep unison saw layer and a low frequency tail.
DSGNTonl	AMBIENCE LOOP	**Ritual Awakening 01 Intro**	Synthesizer drone loop, low frequency focus with a dissonant siren layer.
DSGNDron	AMBIENCE LOOP	**Ritual Awakening 02 Loop**	Vintage synthesizer bell stab with plate reverb and immediate pulsating distorted tail.
DSGNTonl	AMBIENCE LOOP	**Ritual Awakening 02 Intro**	Synthesizer drone loop, deep distorted square,filtered
DSGNDron	AMBIENCE LOOP	**Ritual Awakening 03 Loop**	Vintage synthesizer lead stab layers, vintage chorus and plate reverb, resonant pulse tail.
DSGNTonl	AMBIENCE LOOP	**Ritual Awakening 03 Intro**	Synthesizer drone loop, alternating modulation layers with vintage phaser and vintage chorus effects.
DSGNDron	AMBIENCE	**Aftermath Energy Residue 01 Designed**	Brass-like synthesizer stab layers with a low-frequency dark tail, opening into a deep synthesizer drone loop with vintage chorus modulation.
DSGNDron	AMBIENCE	**Aftermath Energy Residue 02 Designed**	Vintage synthesizer bell stab with a low-frequency dark tail, leading into a deep synthesizer drone loop featuring modulating velocity and a subtle vintage flanger effect.

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PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNDron	AMBIENCE	**Aftermath Energy Residue 03 Designed**	Vintage synthesizer crystal bell stab with vintage chorus modulation and plate reverb, transitioning into a deep synthesizer one-chord drone of pulse-like, low-passed saws with subtle frequency modulation.
DSGNDron	AMBIENCE	**Cult Summoning Peak 01 Designed**	Atmospheric resonant low-end synthesizer shot that transitions into a resonant and modulating synthesizer drone loop.
DSGNDron	AMBIENCE	**Cult Summoning Peak 02 Designed**	Vintage synthesizer bell shot with plate reverb and a dark saw oscillator tail, evolving into a dark saw oscillator synthesizer drone pad loop with subtle velocity and chorus modulation.
DSGNDron	AMBIENCE	**Cult Summoning Peak 03 Designed**	Synthesizer shot with distorted filter resonance and a dark resonant tail, leading into a slowly modulating synthesizer drone loop with a resonant character.
DSGNDron	AMBIENCE	**Dimensional Tear Opening 01 Designed**	Vintage synthesizer resonance shot with an aggressive distorted saw tail, opening into a synthesizer drone loop of filtered, distorted unison saws with a modulated filter and vintage phaser.
DSGNDron	AMBIENCE	**Dimensional Tear Opening 02 Designed**	Vintage synthesizer pluck shot layers with a resonant tail, transitioning into a resonant synthesizer loop featuring a pulsing low-end and a slow, vintage ring-modulation effect.
DSGNDron	AMBIENCE	**Dimensional Tear Opening 03 Designed**	Vintage synthesizer pluck layers with resonant reverberation and a resonant tail, moving into a synthesizer drone loop with layers of plate reverb and vintage phaser modulation.
DSGNDron	AMBIENCE	**Possession Escalation 01 Designed**	Vintage synthesizer lead pluck processed through a vintage vocoder effect with a deep saw oscillator tail, evolving into a synthesizer drone loop with a layered distorted drone, noise oscillator, vintage phaser effect, and distortion.
DSGNDron	AMBIENCE	**Possession Escalation 02 Designed**	Vintage synthesizer bell stab with a distorted, modulating saw oscillator tail, leading into a synthesizer drone loop with a distorted saw oscillator pulse, modulating filter, and subtle vintage phaser.
DSGNDron	AMBIENCE	**Possession Escalation 03 Designed**	Vintage synthesizer bell stab with a low-end rumble and plate reverb tail, opening into a synthesizer drone loop with resonant layers, filtered vintage chorus, and filter modulation.
DSGNDron	AMBIENCE	**Ritual Awakening 01 Designed**	Vintage synthesizer pluck with vibrato, a deep unison saw layer, and a low-frequency tail, launching into a low-frequency-focused synthesizer drone loop with a dissonant siren layer.
DSGNDron	AMBIENCE	**Ritual Awakening 02 Designed**	Vintage synthesizer bell stab with plate reverb and an immediate, pulsating distorted tail, transitioning into a filtered, deep distorted square synthesizer drone loop.
DSGNDron	AMBIENCE	**Ritual Awakening 03 Designed**	Vintage synthesizer lead stab layers with vintage chorus, plate reverb, and a resonant pulse tail, evolving into a synthesizer drone loop with alternating modulation layers, vintage phaser, and vintage chorus effects.
DSGNDron	DRONE TONAL	**Choir Texture 01**	Vintage synthesizer choir drones with a chorused synthesized drone base, with alternating higher octave layers modulating
DSGNDron	DRONE TONAL	**Choir Texture 02**	Baritone choir drone with vintage chorus and reverberant atmosphere
DSGNDron	DRONE TONAL	**Choir Texture 03**	Vintage synthesizer choir drones layers, with synthesizer pad and modulated vintage chorus pulse.

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PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNDron	DRONE TONAL	**Choir Texture 04**	Countertenor vintage synthesizer choir drones with low synthesizer, with vibrato and vintage chorus modulation.
DSGNDron	DRONE TONAL	**Choir Texture 05**	Baritone vintage synthesizer choir drone, with throat singing layer and vintage synthesizer string pads, vintage phaser modulation
DSGNDron	DRONE TONAL	**Choir Texture 06**	Countertenor vintage synthesizer choir drone layers, with ethereal octave layers, deep synth baseline drone and vintage chorus.
DSGNDron	DRONE TONAL	**Guitar Drone 01**	Distorted guitar chord layer drone, with vintage shimmer reverb, vintage amp distortion and feedback.
DSGNDron	DRONE TONAL	**Guitar Drone 02**	Guitar note drone with repeating hammer-on note accents, plate reverb and vintage saturator.
DSGNDron	DRONE TONAL	**Guitar Drone 03**	Guitar chord drone, with Slow Gear swell, vintage phaser and plate reverb.
DSGNDron	DRONE TONAL	**Guitar Drone 04**	Guitar chord drone, with feedback, vintage flanger, shimmer reverb and feedback.
DSGNDron	DRONE TONAL	**Resonant Bell Drone 01**	Vintage synthesizer bell shot drones with slow attack, shimmer reverb and harmonic distortion, alongside a deep synthesizer layer.
DSGNDron	DRONE TONAL	**Resonant Bell Drone 02**	Vintage synthesizer bell shot drones with slow attack, modulated velocity, alongside a deep synthesizer layer.
DSGNDron	DRONE TONAL	**Resonant Bell Drone 03**	Vintage synthesizer bell shot layered drones with slow attack, low synthesizer layers, vintage space delay effect and shimmer reverb.
DSGNDron	DRONE TONAL	**Resonant Bell Drone 04**	Vintage synthesizer resonant lead layers, with a deep synthesizer pad with vintage phaser.
DSGNDron	DRONE TONAL	**String Drone 01**	Shrill, tension-building 6th-octave string clusters over a monolithic cello and bass drone.
DSGNDron	DRONE TONAL	**String Drone 02**	Heavy low string braam drone with a slowly emerging high sustained tension string drone
DSGNDron	DRONE TONAL	**String Drone 03**	Heavy low string braam drone with a slowly emerging high string clusters.
DSGNDron	DRONE TONAL	**String Drone 04**	Sustained string drone spanning low mid and high registers
DSGNDron	DRONE TONAL	**String Drone 05**	Sustain string cluster drone with a sustained bass drone.
DSGNDron	DRONE TONAL	**Synth Drone 01**	Vintage synthesizer pad drone, with heavy filter modulation and vintage phaser.
DSGNDron	DRONE TONAL	**Synth Drone 02**	Vintage synthesizer pad drone, with slow pitch modulation, heavy plate reverb and additional atmospheric layers.
DSGNDron	DRONE TONAL	**Synth Drone 03**	Vintage synthesizer pad drone, with slow pitch modulation, layered with higher octave reverb layers with vintage chorus and plate reverb
DSGNDron	DRONE TONAL	**Synth Drone 04**	Vintage synthesizer pad drone, with multiple velocity modulated layers, vintage chorus, vintage flanger and shimmer reverb effects.
DSGNDron	DRONE TONAL	**Synth Drone 05**	Vintage synthesizer resonant pad layers, with multiple emerging layers, atmospheric textures and filter modulation.
DSGNDron	DRONE TONAL	**Synth Drone 06**	Vintage synthesizer pad drone with deep pitch shifting, heavy vintage phaser and emerging atmospheric textures.
DSGNDron	DRONE TONAL	**Synth Drone 07**	Vintage synthesizer pad drone with deep atmospheric reverb layers, emerging higher octave layers, vintage octave effect and shimmer reverb.
DSGNDron	DRONE TONAL	**Synth Drone 08**	Vintage synthesizer pad drone with FM modulation, vintage flanger and filter modulation.

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PUZZLEBOX

Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNDron	DRONE TONAL	**Synth Drone 09**	Vintage synthesizer pad drone with high octave drone, vintage flanger and additional layers with velocity modulation.
DSGNDron	DRONE TONAL	**Synth Drone 10**	Vintage synthesizer pad drone with heavy filter modulation, additional layers emerging and slow bass pulse.
DSGNRythm	PULSE	**Organic Pulse Layer 01**	Rhythmic slow deep pulse, guttural sounds, bubbling viscous liquid, reverb.
DSGNRythm	PULSE	**Organic Pulse Layer 02**	Rhythmic slow deep heartbeat style pulse, layered of insect buzzing guttural sounds, thick viscous liquid, reverb.
DSGNRythm	PULSE	**Organic Pulse Layer 03**	Rhythmic deep synth pulse, designed viscous liquid layers and higher octave resonant layer.
DSGNRythm	PULSE	**Organic Pulse Layer 04**	Fast rhythmic bass drum pulse, with designed sequence of rushing thick fluids, guttural voices and additional viscous detail.
DSGNRythm	PULSE	**Retro Synth Pulse 01**	Vintage synthesizer single note and octave arpeggiator sequence, slow filter and pitch modulation and additional resonant texture layers.
DSGNRythm	PULSE	**Retro Synth Pulse 02**	Vintage synthesizer sequence, heavy filter modulation with additional octaved layers and bass arpeggiated sequence emerging.
DSGNRythm	PULSE	**Retro Synth Pulse 03**	March synthesizer bass note sequence, heavy filter modulation with emerging vintage synthesizer pad and string layers.
DSGNRythm	PULSE	**Retro Synth Pulse 04**	Vintage synthesizer single note bass sequence, filter modulation and additional higher octave string layers emerging.
DSGNRythm	PULSE	**Ritual Texture 01**	Cavernous, booming taiko war drum pulse layered with sharp, syncopated high percussion.
DSGNRythm	PULSE	**Ritual Texture 02**	Deep taiko frame drum pulse striking a slow, methodical rhythm with cavernous, ominous reverb.
DSGNRythm	PULSE	**Ritual Texture 03**	Driving taiko drum pulse with sharp, syncopated stick hits, reverb and sub-bass rumble.
DSGNRythm	PULSE	**Ritual Texture 04**	Driving taiko and hand drum pulse layered with syncopated toms, dry shakers, and reverb.
MUSCPerc	PULSE	**Ritual Drum Pulse 01**	A hypnotic hand drum pulse layered with rustling shakers and sharp, syncopated stick clicks for a tense, ritualistic texture.
MUSCPerc	PULSE	**Ritual Drum Pulse 02**	Ritual soundscape layering a deep pulse,sharp, metallic scraping and airy, rumbling tension textures.
MUSCPerc	PULSE	**Ritual Drum Pulse 03**	A slow, hypnotic sub-bass ritual pulse layered with shimmering glassy textures and sustained, dissonant mid-range drones.
MUSCPerc	PULSE	**Ritual Drum Pulse 04**	A pulsating sub-bass ritual heartbeat driving a dark, cavernous ambient pad soundscape with a slow, metallic scraping riser.
DSGNRise	RISER	**Choir Crescendo 01**	Eerie male choir drones that escalate from a single tense note into a massive, unsettling, and dissonant riser.
DSGNRise	RISER	**Choir Crescendo 02**	Single male notes building across octaves and pitching upward into a dense, chaotic wall of sound.
DSGNRise	RISER	**Choir Crescendo 03**	Ethereal high female choir merging with a building lower-range section, rising into intense dissonance.
DSGNRise	RISER	**Choir Crescendo 04**	Ethereal choir blending with unworldly droning voices, slowly rising in pitch toward a dramatic climax.
DSGNRise	RISER	**Demonic Vocal Growl 01**	Designed sequence of guttural growls with heavy reverb, reverb rising to a climax.
DSGNRise	RISER	**Demonic Vocal Growl 02**	Designed sequence of viscous sounds and growls, with a pitch modulated riser and octave layers rising to climax.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNRise	RISER	**Noise Sweep 01**	A buildup of indiscernible low and high octave sounds, rising in pitch and velocity as they merge into an intense climax.
DSGNRise	RISER	**Noise Sweep 02**	A buildup of indiscernible low and high octave sounds, rising in pitch and velocity as they merge into an intense climax.
DSGNRise	RISER	**Noise Sweep 03**	A buildup of indiscernible low and high octave sounds, rising in pitch and velocity as they merge into an intense climax.
DSGNRise	RISER	**Noise Sweep 04**	A buildup of indiscernible low and high octave sounds, rising in pitch and velocity as they merge into an intense climax.
DSGNRise	RISER	**Orchestral String Cluster 01**	A riser comprised of layers of high octave string clusters with rising pitch, velocity and reverb modulation settings.
DSGNRise	RISER	**Orchestral String Cluster 02**	A riser comprised of lower and higher octave string runs, reverbs combining with velocity and pitch modulation.
DSGNRise	RISER	**Orchestral String Cluster 03**	A riser comprised of string clusters with additional layers emerging, velocity and filter modulation alongside reverb.
DSGNRise	RISER	**Orchestral String Cluster 04**	A riser comprising of a string bass sequence, high octave string clusters and additional layers.
DSGNRise	RISER	**Organic Bone Friction 01**	Designed sequence of organic matter being manipulated and handled with a low synthesized pad culminating in a rise in velocity and events.
DSGNRise	RISER	**Organic Bone Friction 02**	Designed sequence of organic matter being manipulated, alongside a distorted feedback synth, synthesizer layers and a noise riser.
DSGNRise	RISER	**Visceral Texture 01**	Wet visceral layer designed sequence, alongside a machine-like pulse with a rise in oscillation and velocity.
DSGNRise	RISER	**Visceral Texture 02**	Organic visceral designed sequence rising to a climax, alongside additional layers with pitch and reverb modulation.
DSGNRise	DESIGNED ELEMENT	**Riser 01**	Deep vintage synth gives way to a soaring, dramatic male choir riser.
DSGNRise	DESIGNED ELEMENT	**Riser 02**	Vintage synth transitions into male ritual chants, driving ritual drums, and a sweeping noise riser.
DSGNRise	DESIGNED ELEMENT	**Riser 03**	Vintage synth opens for guttural textures, culminating in a tense string cluster riser.
DSGNRise	DESIGNED ELEMENT	**Riser 04**	Eerie voices and cavernous reverb meet a low synth pad and rising choir elements.
DSGNRise	DESIGNED ELEMENT	**Riser 05**	Pulsing vintage synth sequence escalates into high-octave string clusters and a white-noise riser.
DSGNRise	DESIGNED ELEMENT	**Riser 06**	eerie vintage synth and guttural sounds evolve into a mechanical, noise-fueled riser.
DSGNRise	DESIGNED ELEMENT	**Riser 07**	Deep braam-like synths and vintage pulses escalate rapidly into a crashing noise riser.
DSGNStngr	DESIGNED ELEMENT	**Stinger Impact 01**	Sudden impact with debris, bell texture, indiscernible guttural skitters.
DSGNStngr	DESIGNED ELEMENT	**Stinger Impact 02**	Sudden impact with a percussive element, resonant reverb and skittering texture.
DSGNStngr	DESIGNED ELEMENT	**Stinger Impact 03**	Sudden impact with a braam hit, string cluster, explosive sound and debris.
DSGNStngr	DESIGNED ELEMENT	**Stinger Impact 04**	Sudden impact with a tonal note and a textured tail
DSGNStngr	DESIGNED ELEMENT	**Stinger Impact 05**	Sudden impact with wet splash percussive impact and choir tones

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNStngr	DESIGNED ELEMENT	**Stinger Impact 06**	Sudden impact with tonal orchestral hit and shrill string cluster shot.
DSGNStngr	DESIGNED ELEMENT	**Stinger Impact 07**	Sudden impact with a projectile motion nature, shrill voice-like textures and pitch modulation.
DSGNBram	IMPACT TONAL	**Brass Slam 01 DESIGNED**	Low ringing braam strike, with a percussive attack, distortion texture and low frequency rumble.
DSGNBram	IMPACT TONAL	**Brass Slam 01 RAW**	Synthesised braam, with saturation and vintage synthesiser attack tone.
DSGNBram	IMPACT TONAL	**Brass Slam 01 SWELL**	Swell leading to a synthesised braam, with saturation, vintage chorus and vintage synthesiser attack tone.
DSGNBram	IMPACT TONAL	**Brass Slam 02 DESIGNED**	Heavily processed distorted braam, extreme levels of noise and distortion
DSGNBram	IMPACT TONAL	**Brass Slam 02 RAW**	Ominous mid-range focused braam hit, slowing dipping in pitch
DSGNBram	IMPACT TONAL	**Brass Slam 02 SWELL**	Braam hit swelling into a mid-range focused braam hit.
DSGNBram	IMPACT TONAL	**Brass Slam 03 DESIGNED**	Intense braam layered with choir, reverb, low and high frequency textures.
DSGNBram	IMPACT TONAL	**Brass Slam 03 RAW**	Aggressive braam hit with mid range dip.
DSGNBram	IMPACT TONAL	**Brass Slam 03 SWELL**	Reverse braam leading into an aggressive braam with a mid range dip.
DSGNBram	IMPACT TONAL	**Brass Slam 04 DESIGNED**	Dissonant braam hit, with layers of string clusters, explosions and low end information.
DSGNBram	IMPACT TONAL	**Brass Slam 04 RAW**	Wooly braam hit, dry and droning.
DSGNBram	IMPACT TONAL	**Brass Slam 04 SWELL**	Swell with abrupt wooly braam hit, dry and droning.
DSGNStngr	IMPACT TONAL	**Dissonant Choir 01 DESIGNED**	Sudden male choir hit, with processing, high end textures and reverb.
DSGNStngr	IMPACT TONAL	**Dissonant Choir 02 DESIGNED**	Sudden male choir hit.
DSGNStngr	IMPACT TONAL	**Dissonant Choir 03 DESIGNED**	Sudden two-word male choir hit, processed with motion textures and low end enhancement.
DSGNStngr	IMPACT TONAL	**Dissonant Choir 04 DESIGNED**	Sudden two-word male choir hit
DSGNVocl	IMPACT TONAL	**Dissonant Choir 01 RAW**	Sudden male choir hit, morphs into fly-by motion.
DSGNVocl	IMPACT TONAL	**Dissonant Choir 02 RAW**	Sudden male choir hit, sustained note with slight pitch drop.
DSGNVocl	IMPACT TONAL	**Dissonant Choir 03 RAW**	Sudden male choir hit, processed with blade motions, low end enhancement and textures.
DSGNVocl	IMPACT TONAL	**Dissonant Choir 04 RAW**	Sudden male choir hit, sustained chord.
DSGNStngr	IMPACT TONAL	**Evil Appearance 01**	Short tonal swell into an impact of electric noise, tonal textures and motion design.
DSGNStngr	IMPACT TONAL	**Evil Appearance 02**	Short swell of reverse piano, with swell and impact of organic sounds, shattered glass and harmonic textures.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNStngr	IMPACT TONAL	**Evil Appearance 03**	Short motion swell, with a swell and impact of low frequency motion and high frequency textures
DSGNStngr	IMPACT TONAL	**Evil Appearance 04**	Short swell of a growl, with a percussive tonal impact, noise motion and ringing resonant tail.
DSGNStngr	IMPACT TONAL	**Organ Chord 01 DESIGNED**	Short swell of vintage organ chord rising into a quick motion
DSGNStngr	IMPACT TONAL	**Organ Chord 02 DESIGNED**	Short vintage organ chord shot.
DSGNStngr	IMPACT TONAL	**Organ Chord 03 DESIGNED**	Vintage organ shot processed with low end impact,
DSGNStngr	IMPACT TONAL	**Organ Chord 04 DESIGNED**	Short vintage organ chord shot with degraded and indiscernible low frequency growl
MUSCKeyd	IMPACT TONAL	**Organ Chord 01 RAW**	Short vintage organ swell rising into a long sustained reverb drone.
MUSCKeyd	IMPACT TONAL	**Organ Chord 02 RAW**	Short saturated vintage organ chord shot.
MUSCKeyd	IMPACT TONAL	**Organ Chord 03 RAW**	Vintage organ chord swells with noise, with an impact of male choir textures and reverb.
MUSCKeyd	IMPACT TONAL	**Organ Chord 04 RAW**	Short vintage organ chord shot with noise layer.
BELLLrg	IMPACT TONAL	**Ritual Bell 01 RAW**	Deep bell impact with low-end rumble, with a resonant, hollow sounding tail
BELLLrg	IMPACT TONAL	**Ritual Bell 02 RAW**	3 layered bell sound with a short resonant ring
BELLLrg	IMPACT TONAL	**Ritual Bell 03 RAW**	Long reverse bell swell with a long rail after impact
BELLLrg	IMPACT TONAL	**Ritual Bell 04 RAW**	Multiple layered bells clashing upon impact, resonant harmonics emerging and morphing into motion before tailing off.
DSGNStngr	IMPACT TONAL	**Ritual Bell 01 DESIGNED**	Harsh multi layered bell impact with a resonant long tail.
DSGNStngr	IMPACT TONAL	**Ritual Bell 01 SWELL**	Long scraping metal swell followed by a multi layered bell impact with muted attack and long tail.
DSGNStngr	IMPACT TONAL	**Ritual Bell 02 DESIGNED**	Dull but heavy bell impact with deep rumbling tail.
DSGNStngr	IMPACT TONAL	**Ritual Bell 02 SWELL**	Deep bell impact with muted high frequencies, octave effect artifacts and enhanced low-end.
DSGNStngr	IMPACT TONAL	**Ritual Bell 03 DESIGNED**	Long reverse bell swell, with a deep bell impact and resonant tail.
DSGNStngr	IMPACT TONAL	**Ritual Bell 03 SWELL**	Harsh multi-layered bell with clashing tones, deep resonating tail, resonant synth tone and plate reverb
DSGNStngr	IMPACT TONAL	**Ritual Bell 04 DESIGNED**	Harsh multi-layered bell with clashing tones, deep resonating tail
DSGNStngr	IMPACT TONAL	**Ritual Bell 04 SWELL**	Reverse bell swell, with impact of harsh multi-layered bell with clashing tones and resonating tail.
DSGNStngr	IMPACT TONAL	**Synth Stab 01 DESIGNED**	Chaotic sustained vintage synthesizer notes with low end processing, growls and additional textures
DSGNStngr	IMPACT TONAL	**Synth Stab 01 RAW**	Classic horror atonal sustained vintage synthesizer chords.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNStngr	IMPACT TONAL	**Synth Stab 02 DESIGNED**	Atonal sustained vintage synthesizer chords with high frequency details and explosive textures
DSGNStngr	IMPACT TONAL	**Synth Stab 02 RAW**	Classic horror atonal sustained vintage synthesizer chords.
DSGNStngr	IMPACT TONAL	**Synth Stab 03 DESIGNED**	Atonal sustained vintage synthesizer chords with long evolving tonal tail and vintage phaser.
DSGNStngr	IMPACT TONAL	**Synth Stab 03 RAW**	Classic horror atonal sustained vintage synthesizer chords.
DSGNStngr	IMPACT TONAL	**Synth Stab 04 DESIGNED**	Atonal sustained vintage synthesizer chords with vintage octave effect and vintage chorus
DSGNStngr	IMPACT TONAL	**Synth Stab 04 RAW**	Classic horror atonal sustained vintage synthesizer chords.
GOREBone	IMPACT ATONAL	**Bone Snap 01 DESIGNED**	Designed sequence of organic matter being crunched with reverbant atmospheres
GOREBone	IMPACT ATONAL	**Bone Snap 01 RAW**	Wet cluster of organic matter being crunched and twisted.
GOREBone	IMPACT ATONAL	**Bone Snap 02 DESIGNED**	Designed sequence of organic matter being crunched, torn and snapped.
GOREBone	IMPACT ATONAL	**Bone Snap 02 RAW**	Clusters of organic matter being snapped
GOREBone	IMPACT ATONAL	**Bone Snap 03 DESIGNED**	Sequence of organic matter being twisted and peeled, processed with reverb
GOREBone	IMPACT ATONAL	**Bone Snap 03 RAW**	Cluster of organic matter being twisted and peeled.
GOREBone	IMPACT ATONAL	**Bone Snap 04 DESIGNED**	Designed sequence of organic matter being broken, splintered and snapped.
GOREBone	IMPACT ATONAL	**Bone Snap 04 RAW**	Organic matter being crushed and squashed.
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 01 DESIGNED**	Short motion with metallic tones, rising to a tonal hit with a long tail with a distorted growling texture
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 01 RAW**	Sudden tonal hit with vintage reverb and cavernous tail.
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 02 DESIGNED**	Sudden reverberant hit with a long tail, containing resonance tones and saturated harmonics.
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 02 RAW**	Sudden percussive hit with a long tail in a reverberant atmosphere.
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 03 DESIGNED**	Eerie reverb swell, with a harsh loud micro metallic hit and a long reverberant tail
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 03 RAW**	Short metallic reverbant tonal impact with textures of liquid guttural splashes.
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 04 DESIGNED**	Short reverberant tonal hit with a low-end presence, and reverberant tail with resonant tones.
DSGNStngr	IMPACT ATONAL	**Dark Atmospheric Hit 04 RAW**	Short reverberant tonal hit with a reverberant tail.
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 01 DESIGNED**	A buildup consisting of igniting material, moving flames, burning parchment and an explosive low end impact with stone, debris, burning wood and a long tail.
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 01 IMPACT**	Short explosive low end impact with stone and debris with short tail.

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June 2026
Data Sheet

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 02 DESIGNED**	Sustained rise of tonal energy, rising with viscous liquids, skittering insects and resulting in a burst of short, sustained tonal energy impact, with motion and debris tail.
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 02 IMPACT**	Sudden burst of short, sustained tonal energy impact, with motion and debris tail.
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 03 DESIGNED**	Riser with a low hit, whisper voice layers, energy impacts, explosive impact and falling debris in the tail.
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 03 IMPACT**	Sudden burst of explosive flame, with high frequency motion noise texture.
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 04 DESIGNED**	Build-up of tonal energy, spilling over into an explosion of flame, creature noises and tonal energies.
DSGNStngr	IMPACT ATONAL	**Hell Rift Tear 04 IMPACT**	Sudden burst of explosive energy with a tonal texture in the high end frequencies.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 01 DESIGNED**	Swell of noise, tonal textures and hints of viscous fluid, morphing into a metallic crystalline tone with a resonant tail.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 01 IMPACT**	Heavy percussive impact of a metallic crystalline tone with a resonant tail.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 02 DESIGNED**	Sustained swell morphing into a crystalline tone which resonates in a reverberant tail.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 02 IMPACT**	Sudden transitional swell switching into a crystalline tone which resonates in a reverberant tail.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 03 DESIGNED**	Double swell of tonal and high frequency energy, with low enhancement, with a climax of a resonant reverberant tone, with a long tail with modulated pitch.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 03 IMPACT**	Sudden impact of a resonant reverberant tone, with a long tail with modulated pitch.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 04 DESIGNED**	High energy swell with a sharp rise into a resonant tonal impact tone with a resonating reverberant tail.
DSGNStngr	IMPACT ATONAL	**Ritual Accent Hit 04 IMPACT**	Resonant tonal impact tone with a resonating reverberant tail.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 01 DESIGNED**	viscous build-up with a subtle tone, leading to a heavy impact of organic matter, liquids and a subtle tone.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 01 RAW**	Heavy impact of organic matter, liquids and a subtle tone.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 02 DESIGNED**	Short harsh impact of organic wet matter followed by a reverberant tone.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 02 RAW**	Short high energy harsh impact of organic wet matter.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 03 DESIGNED**	Short heavy impact of organic wet matter with low end presence and a tonal reverberant tail.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 03 RAW**	Short heavy impact of organic wet matter with reverb.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 04 DESIGNED**	Resonant guttural build-up leading to an impact of organic wet matter, liquid and debris.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 04 RAW**	Short impact of organic wet matter splashing, with layers of liquid and debris.
DSGNStngr	IMPACT ATONAL	**Visceral Hit 05 DESIGNED**	Short and deep tonal swell rising to short heavy impact impact shot with organic wet matter.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNStngr	IMPACT ATONAL	**Visceral Hit 05 RAW**	Short heavy impact impact shot with organic wet matter.
DSGNWhsh	MOTION	**Fabric Swish 01**	Micro-swish movement of fabric being interacted with
DSGNWhsh	MOTION	**Fabric Swish 02**	Micro-swish movement of fabric being moved quickly
DSGNWhsh	MOTION	**Fabric Swish 03**	Micro-swish movement of heavy fabric being handled
DSGNWhsh	MOTION	**Fabric Swish 04**	Micro-swish movement of heavy fabric movement
DSGNWhsh	MOTION	**Fabric Swish 05**	Micro-swish movement of heavy fabric moving or settling.
DSGNWhsh	MOTION	**Occult Energy Flyby 01**	Swish motion with a low end tone in the tail.
DSGNWhsh	MOTION	**Occult Energy Flyby 02**	Swish motion with a phasey tail.
DSGNWhsh	MOTION	**Occult Energy Flyby 03**	Swish metallic motion with a low end transitional presence
DSGNWhsh	MOTION	**Occult Energy Flyby 04**	Short micromovement with a noise and tone textured tail.
DSGNWhsh	MOTION	**Occult Energy Flyby 05**	Short flame textured swish with subtle distortion.
DSGNWhsh	MOTION	**Occult Energy Flyby 06**	Swish motion with a metallic swell and reverberant metallic transitional impact.
DSGNWhsh	MOTION	**Occult Energy Flyby 07**	Swish motion with a deep transitional impact, burning, metallic and tonal textures.
DSGNWhsh	MOTION	**Occult Energy Flyby 08**	Swish motion with clean buildup and clean transitional impact motion.
DSGNWhsh	MOTION	**Occult Energy Flyby 09**	Swish motion with wide phasey buildup with a resonant, metallic and tonal transitional impact.
DSGNWhsh	MOTION	**Occult Energy Flyby 10**	Swish motion with a deep tonal swell, and a sudden transitional impact which leads straight into the resonant tail.
GOREFlsh	SFX ACTION	**Blade Organic Flesh Cut DESIGNED**	Designed sequence of a metal blade interacting with organic matter resulting in a splash, with subtle tonal rise and impact.
GOREFlsh	SFX ACTION	**Blade Organic Flesh Cut RAW**	Metal blade interacting with organic matter.
DESTRCrsh	SFX ACTION	**Debris Crush 01 DESIGNED**	Destruction sequence of wooden and glass objects with low end accents
DESTRCrsh	SFX ACTION	**Debris Crush 01 RAW**	Destruction sequence of wooden and glass objects
DESTRCrsh	SFX ACTION	**Debris Crush 02 DESIGNED**	Destruction of wooden and glass objects with low end accents.
DESTRCrsh	SFX ACTION	**Debris Crush 02 RAW**	Destruction of wooden and glass objects.
DESTRCrsh	SFX ACTION	**Debris Crush 03 DESIGNED**	Destruction of glass objects with a designed swell and low end accents.
DESTRCrsh	SFX ACTION	**Debris Crush 03 RAW**	Destruction of glass objects with debris falling.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DESTRCrsh	SFX ACTION	**Debris Crush 04 DESIGNED**	Rattling of plastic and glass objects falling with a low end accent on impact.
DESTRCrsh	SFX ACTION	**Debris Crush 04 RAW**	Rattling of plastic and glass objects falling and shattering upon impact,
DESTRCrsh	SFX ACTION	**Debris Crush 05 DESIGNED**	Designed sequence of glass and wood object destruction with low end accents.
DESTRCrsh	SFX ACTION	**Debris Crush 05 RAW**	Sequence of glass and wood object destruction.
DESTRCrsh	SFX ACTION	**Debris Crush 06 DESIGNED**	Designed sequence of glass objects shattering with low end accents and reverse effects.
DESTRCrsh	SFX ACTION	**Debris Crush 06 RAW**	Sequence of glass objects shattering
FRICOth	SFX ACTION	**Dusty Surface Scoring DESIGNED**	Designed sequence of scoring dusty surface with object with tonal accent riser.
FRICOth	SFX ACTION	**Dusty Surface Scoring RAW**	Scoring of dusty surface with object
GOREFlsh	SFX ACTION	**Fabric Organic Slice DESIGNED**	Designed sequence of fabric or organic matter being sliced.
GOREFlsh	SFX ACTION	**Fabric Organic Slice RAW**	Fabric or organic matter being sliced.
CREABeast	SFX ACTION	**Flesh Slither 01 DESIGNED**	Designed sequence of visceral chomping and crunching sounds with a tension percussion layer.
CREABeast	SFX ACTION	**Flesh Slither 01 RAW**	Sequence of visceral chomping and crunching sounds.
MOVECrea	SFX ACTION	**Flesh Slither 02 DESIGNED**	Designed sequence of guttural and visceral wet movements with a deep tension pad
MOVECrea	SFX ACTION	**Flesh Slither 02 RAW**	Sequence of guttural and visceral wet movements.
MOVECrea	SFX ACTION	**Flesh Slither 03 DESIGNED**	Designed sequence of wet visceral movements with a synthesizer accent and an atmospheric impact.
MOVECrea	SFX ACTION	**Flesh Slither 03 RAW**	Sequence of wet visceral movements.
MOVECrea	SFX ACTION	**Flesh Slither 04 DESIGNED**	Designed of slithering and bubbling organic matter with a percussive beat and ethereal voices rising.
MOVECrea	SFX ACTION	**Flesh Slither 04 RAW**	Sequence of slithering and bubbling wet organic matter.
GORESplt	SFX ACTION	**Flesh Slither 05 DESIGNED**	Designed sequence of visceral flesh sounds chomping and bubbling with low end ambience.
GORESplt	SFX ACTION	**Flesh Slither 05 RAW**	Sequence of visceral flesh sounds chomping and bubbling.
METLMvmt	SFX ACTION	**Glass Metal Object Handling DESIGNED**	Designed sequence of glass and metal objects being handled in a reverberant atmosphere
METLMvmt	SFX ACTION	**Glass Metal Object Handling RAW**	Handling of glass and metal objects
GLASCrsh	SFX ACTION	**Glass Shatter 01 DESIGNED**	Reverse glass impact swell followed by the destruction of small glass object.
GLASCrsh	SFX ACTION	**Glass Shatter 01 RAW**	Destruction of small glass object.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
GLASCrsh	SFX ACTION	**Glass Shatter 02 DESIGNED**	Reverse glass impact swell followed by the destruction of a small glass object with percussive attack.
GLASCrsh	SFX ACTION	**Glass Shatter 02 RAW**	Muted destruction of a small glass object with percussive attack.
GLASCrsh	SFX ACTION	**Glass Shatter 03 DESIGNED**	Ethereal voice swell followed by destruction of a glass object with debris falling.
GLASCrsh	SFX ACTION	**Glass Shatter 03 RAW**	Destruction of a glass object with debris falling.
GLASCrsh	SFX ACTION	**Glass Shatter 04 DESIGNED**	Deep swell rise followed by destruction of glass object with ringing debris
GLASCrsh	SFX ACTION	**Glass Shatter 04 RAW**	Destruction of glass object with ringing debris
GLASCrsh	SFX ACTION	**Glass Shatter 05 DESIGNED**	Destruction of glass object, ringing debris with an ethereal tail.
GLASCrsh	SFX ACTION	**Glass Shatter 05 RAW**	Destruction of glass object, ringing debris and no tail.
FRICOth	SFX ACTION	**Hard Surface Scoring DESIGNED**	Designed sequence of surface being scored with a tonal accent and low end presence.
FRICOth	SFX ACTION	**Hard Surface Scoring RAW**	Scoring of surface with hard object
DOORCreak	SFX ACTION	**Heavy Wood Door 01 DESIGNED**	Layers of creaking squeaking door hinges with ambience and deep rumble.
DOORCreak	SFX ACTION	**Heavy Wood Door 01 RAW**	Layers of creaking squeaking door hinges.
DOORCreak	SFX ACTION	**Heavy Wood Door 02 DESIGNED**	Layers of creaking and squeaking door hinges, heavily processed with vintage reverb and spatial effects.
DOORCreak	SFX ACTION	**Heavy Wood Door 02 RAW**	Layers of creaking and squeaking door hinges rising in pitch.
DOORCreak	SFX ACTION	**Heavy Wood Door 03 DESIGNED**	Layers of creaking and squeaking door hinges with varying pitches alongside a deep synthesizer pad rumble.
DOORCreak	SFX ACTION	**Heavy Wood Door 03 RAW**	Layers of creaking and squeaking door hinges with varying pitches
DOORCreak	SFX ACTION	**Heavy Wood Door 04 DESIGNED**	Layers of creaking and squeaking door hinge with a deep low frequency accent riser
DOORCreak	SFX ACTION	**Heavy Wood Door 04 RAW**	Layers of creaking and squeaking door hinges.
MECHLock	SFX ACTION	**Lid Placement Closure DESIGNED**	Designed sequence of a lid being placed on an object or something being locked.
MECHLock	SFX ACTION	**Lid Placement Closure RAW**	Lid being placed on an object.
METLMvmt	SFX ACTION	**Metal Clatter Interacting DESIGNED**	Designed sequence of metallic objects interacting with a ghostly riser.
METLMvmt	SFX ACTION	**Metal Clatter Interacting RAW**	Metal objects being handled and interacting with each other.
METLMvmt	SFX ACTION	**Metal Objects Interacting DESIGNED**	Designed sequence of small metal objects being handled or manipulated with low end accents and reverb
METLMvmt	SFX ACTION	**Metal Objects Interacting RAW**	Small metal objects being handled or manipulated.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
METLMvmt	SFX ACTION	**Metal Organic Matter Clatter DESIGNED**	Designed sequence of small metal and sold organic matter.clattering.
METLMvmt	SFX ACTION	**Metal Organic Matter Clatter RAW**	Clattering of small metal and sold organic matter.
METLFric	SFX ACTION	**Metal Tool Brush Scraping DESIGNED**	Metal tool being brushed with dark tonal accent.
METLFric	SFX ACTION	**Metal Tool Brush Scraping RAW**	Metal tool being brushed
FRICOth	SFX ACTION	**Sharp Surface Scoring DESIGNED**	Designed sequence of surface being scored with sharp object, with debris and tonal accents.
FRICOth	SFX ACTION	**Sharp Surface Scoring RAW**	Scoring of surface with sharp object
GLASMvmt	SFX ACTION	**Small Glass Container Handle DESIGNED**	Handling of small glass container with reverb
GLASMvmt	SFX ACTION	**Small Glass Container Handle RAW**	Handling of small glass container.
METLMvmt	SFX ACTION	**Small Metal Manipulation DESIGNED**	Designed sequence of metal objects interacting with each other, alongside ethereal voices and spatial effects.
METLMvmt	SFX ACTION	**Small Metal Manipulation RAW**	Metal objects interacting with each other
METLMvmt	SFX ACTION	**Small Metal Spill DESIGNED**	Designed sequence of small metal objects being spilled onto a surface with reverb and spatial effects.
METLMvmt	SFX ACTION	**Small Metal Spill RAW**	Small metal objects being spilled onto a surface.
DOORSton	SFX ACTION	**Stone Door Scrape 01 DESIGNED**	Designed sequence of heavy stone rumbling and scraping across stone, followed by a stone impact with tonal accents.
DOORSton	SFX ACTION	**Stone Door Scrape 01 RAW**	Heavy stone rumbling and scraping across a stone surface.
DOORSton	SFX ACTION	**Stone Door Scrape 02 DESIGNED**	Designed sequence of heavy stone rumbling and scraping across stone, followed by a stone impact.
DOORSton	SFX ACTION	**Stone Door Scrape 02 RAW**	Heavy stone rumbling and scraping across a stone surface.
DOORSton	SFX ACTION	**Stone Door Scrape 03 DESIGNED**	Designed sequence of heavy stone rumbling and scraping across stone, tonal riser leading to short stone impact.
DOORSton	SFX ACTION	**Stone Door Scrape 03 RAW**	Designed sequence of heavy stone rumbling and scraping across stone.
DOORSton	SFX ACTION	**Stone Door Scrape 04 DESIGNED**	Designed sequence of heavy stone rumbling and scraping across stone, followed by high frequency noise riser and deep reverberant impact.
DOORSton	SFX ACTION	**Stone Door Scrape 04 RAW**	Heavy stone rumbling and scraping across stone.
WOODFric	SFX ACTION	**Wood Creak Leather Stretch DESIGNED**	Designed sequence of creaking wood and stretched leather alongside deep guttural ambience.
WOODFric	SFX ACTION	**Wood Creak Leather Stretch RAW**	Layers of creaking wood and stretched leather.

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Bloodbath Rituals

UCS CATID	Vendor Category	Sample Name	Description
DSGNVocl	SFX VOICE	**Demonic Growl 01**	Demonic growl, animalistic, non-human.
DSGNVocl	SFX VOICE	**Demonic Growl 02**	Demonic growl, guttural, multi-staged.
DSGNVocl	SFX VOICE	**Demonic Growl 03**	Demonic growl, unintelligible speech, two syllables.
DSGNVocl	SFX VOICE	**Demonic Growl 04**	Demonic growl, unintelligible speech, four syllables.
DSGNVocl	SFX VOICE	**Demonic Growl 05**	Demonic growl, unintelligible speech, two syllables.
DSGNVocl	SFX VOICE	**Demonic Growl 06**	Demonic growl, guttural, followed by low growl.
DSGNVocl	SFX VOICE	**Possession Layer 01**	Multiple layers of unintelligible syllables, heavy spatial effects, building in velocity
DSGNVocl	SFX VOICE	**Possession Layer 02**	Multiple layers of deep unintelligible syllables, heavy spatial effects
DSGNVocl	SFX VOICE	**Possession Layer 03**	Multiple layers of deep unintelligible ethereal syllables, heavy spatial effects
DSGNVocl	SFX VOICE	**Possession Layer 04**	Multiple layers of deep unintelligible ethereal syllables, heavy spatial effects
DSGNVocl	SFX VOICE	**Ritual Chant 01**	Deep unintelligible Gregorian style chants in a reverberant chamber
DSGNVocl	SFX VOICE	**Ritual Chant 02**	Deep unintelligible Gregorian style chants in a reverberant chamber
DSGNVocl	SFX VOICE	**Ritual Chant 03**	Sung unintelligible ritualistic chants with a deep choral pad layer, reverb and ambience
DSGNVocl	SFX VOICE	**Ritual Chant 04**	Sung unintelligible ritualistic chants, resonant reverb, atmospheric textures
DSGNVocl	SFX VOICE	**Ritual Chant 05**	Sung unintelligible ritualistic chants, tonal drones and heavy reverb on voices, mid range emphasis.
DSGNVocl	SFX VOICE	**Whisper Layer 01**	Designed sequence of ethereal whisper layers, spatial effects and heavy reverb, unintelligible.
DSGNVocl	SFX VOICE	**Whisper Layer 02**	Designed sequence of ethereal whisper layers, spatial effects and heavy reverb, unintelligible.
DSGNVocl	SFX VOICE	**Whisper Layer 03**	Designed sequence of ethereal whisper layers, spatial effects and heavy reverb, unintelligible.
DSGNVocl	SFX VOICE	**Whisper Layer 04**	Designed sequence of ethereal whisper layers, spatial effects and heavy reverb, unintelligible.
DSGNVocl	SFX VOICE	**Whisper Layer 05**	Designed sequence of ethereal whisper layers, spatial effects and heavy reverb, unintelligible.

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