

Baldur's Mouth Community Gazette

Edition: #02



Full-time musician Skar brings out the metal side of Baldur's Gate

BE KOO FERRIS FEEK KO SOE FERRA NO KO SOE
REDOA MORTO KOO SEEK DO MORTALIS OSE FOSKOTEK
KO BO BABEKBESSEK KOBBEOR NO BRASIS

A Community Who Inspires Each Other

The owlbear plush brought to life by The Folded Crane Dice in every gorgeous colour combination

EA E CEYBOO BAREO SEK COBKEX MDESE TEFOROBESAE
BDA KEOO EOMABESAE DO CEDEDOOE SEDESEAEI O BOOE AFE
SEK AFE FDEOR BBAF MODOOOR SEK BABOKOBER AFE
DEBKOOOR AESTE AFOOE MFEDEAEAEOR AFOOOR OSEOROE
KEBASTA MESTE SEBA DO AFE AFE AFE MDESEOR SEOE
AFO KOBESAE BOOE E AFOOR OBBDEO

Cosplay master Tony brings a piece of himself to every character

EA E CESE OE DOSEOR BO
KEOOR EOMABEK FE FEA
EADBEK DO DE
CEDEDOOEK SOE OSEK
EOE FOR MORAPEOR
BFEAEAEAEAEOR BOE FEA
SEBO KOAE E AEOBBA
AEOBOO SEK E FOOE DO
BSEDOAE BBAF BO AFE
MORABOSEK



Streaming duo Danni and Em connect across opposite time zones through BG 3

AFE BBESEAE KOO
KOAE E BBESEOROE DO
BDEO BOOE EBOOE
KOOO FOOORSEK

Every new art piece by Suiamena is more stunning than the last

BOO BO BOOE BBESEK BO
CEFOOOROE DEBKOOOR
AESTE AFOOE EOEOROE
FEO BAKOE BO BO
OSEOROE SEK KEEOO
AEBE O BOOE BOOE
AEE AFE BBEAE AESTE
SEBA DO AFE AFE AFE
MDESEOR SEOE SEK AFE
BOBBAEK DEOOE AEOOR

A Community to be Unapologetically and Authentically Yourself

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Letter from the Editor

Thanks so much for reading my little publication. Interacting with this community both online and out in the real world has truly been a one of a kind experience. I know this fandom may not last forever but the friendships I've made through it certainly will.

This month was the first edition where I opened applications to the public and I was shocked to see some of my personal favourite content creators apply. It's been a joy getting to know everyone featured in this edition just a little better. To learn more about your motivations, your hopes for the future and what this community has meant to you personally.

I hope you enjoy reading about these lovely content creators as much as I did. As always, if you have any suggestions or feedback please don't hesitate to reach out. May the dice roles be ever in your favour.

Erin

Baldur's Mouth Editor





Skar

This month we have the pleasure of welcoming Skar as our first ever featured musician. If you're a member of the Baldur's Gate community, you've probably already seen his metal covers around the internet. Skar is a musician from Norway who makes metal covers of songs from games, movies, series and the occasional random song. His main platform is YouTube but you'll also find across most social media sites. Skar has been making covers since 2014 and transitioned it into being his full-time job in 2019.

Skar tells us he has two passions in life; music and video games. To him they are pretty much equal and can't live without either. Though he does like to say sometimes he is 0.1% more passionate about games. Skar feels very fortunate to have both passions as his work so he can dedicate a lot of time to both. "Music more than games obviously," he adds.

A fun fact about Skar is that when he started out with music he was pretty much tone deaf. He explains, "I literally could not tell if notes worked together or not. I know this cause to my ears everything I made sounded awesome at the time, haha." His cousin's husband, a good friend of Skar's, followed him from the beginning and at the time he did not believe Skar would go anywhere with his music. Seeing how successful Skar has grown to be, we agree with him when he says this is just more proof that you do not need to have a natural affinity towards music to be able to do it.

Skar is a long time Baldur's Gate fan. He loved Baldur's Gate 1 and played it a lot, but he doesn't think he ever got through it more than once. He also jumped into Baldur's Gate 2 though this was right before Skar discovered World of Warcraft and disappeared into that, understandably.



When it comes to Baldur's Gate 3, Skar is actually still working on his first playthrough. As we know, it's such an enormous game. When Skar first got it he tried out some different classes and races to get a feel for it so he knows he still has so much to look forward to. At the time of our interview with Skar, he had around 60 hours in game so far.

To date, Skar's favourite Tav he's made is his elf barbarian. He loves playing stuff that goes against race stereotypes and mixing up what might be expected for a certain race or class. "Especially in BG3 where all of these choices can ACTUALLY affect things in the game," Skar tells us.



Skar first got into music at age thirteen by making trance and dance music, which comes as a bit of a surprise. Later when he started high school, one of Skar's classmates showed him the software he used. It was an old tracker program called Fast Tracker 2. After that, Skar just pushed buttons until something came of it!

Of course, Skar explains, that all changed when he first heard Nightwish in 2004 and just like that it was all metal going forward.

When it comes to Skar's covers, he pretty much does everything himself. He plays guitar, bass, keyboard and sings. He also programs the drums manually so you could say he 'plays' the drums too. Sometimes Skar outsources things like orchestra or synth but 95% of the time he does it all himself. He tells us he enjoys the entire process of it, but will admit that the mixing/fine tuning part at the end is always riddled with anxiousness.



So far, when it comes to Baldur's Gate 3, Skar has covered 'Down by the River' and 'Raphael's Final Act'. We asked him if he had a favourite of the two and though it was a difficult choice, he had to pick 'Down by the River' as the original is, as Skar puts it, "just so damn catchy."

Most of the time, Skar's inspiration for new covers comes from playing a game or hearing the music in the context of the game, movie, etc. Skar explains, "What really drives me is not just the music itself, but the entire package the game delivers. I get so into it and it's my way of expressing my love for the game/movie." He loves being a part of and contributing to the gaming community in this way. That being said, Skar says, "sometimes it can just be a 'damn, this would make a great metal cover!' feel. It all depends!"

Skar currently makes up to two covers a month so there's always something coming out. One project he'd love to tackle in the future is a cover of another BG3 track he loves, 'I want to live'.

We asked Skar his favourite part about the BG3 community to which he replied, "to be honest my favourite part is that it's blooming at the moment!" Skar loves the CRPG genre and is really happy BG3 showed people how great it can be. This means we will get more of these type of games which makes Skar happy.

Skar would like to give a big shout out to his buddy and fellow YouTuber Bard ov Asgard, who also makes metal covers on YouTube, for helping him out so much with his videos. "My channel would most likely not have had any growth in 2023 if it wasn't for his assistance!" Skar explains. Bard ov Asgard has a cover of 'Weeping Dawn' as well so everyone who likes Skar's covers should definitely check that one out.

"Come drop by my Twitch sometime if you wanna hang out or if you wanna have a chat about music, games or anything in between. Would love to hear from you! STAY AWESOME!" -Skar



Skar Productions

The Folded Crane Dice

Introducing the creator responsible for bringing to life everyone's favourite stuffed owlbear. Natasha, better known around the internet as The Folded Crane Dice, lives in Atlanta, Georgia where she works in the Atlanta Film Industry. As her username suggests, when she's not making owlbears you'll find her making resin dice or doing embroidery.

At the time of our interview, Natasha had 462 hours in Baldur's Gate 3 with close to three full playthroughs. She really loves her first Tav, a bard named Hyacinth, but she says she's probably most fond of her draconic sorcerer Tav named Talia.



Natasha has been doing art her whole life, but textile art is her newest foray. Normally she sticks to making resin dice but when she found the tiny in-game owlbear plushes, she absolutely had to make them a reality. It took Natasha around sixteen hours to workshop a workable pattern from scratch and several owlbears before she perfected it.

All Natasha's owlbears are made of minky fabric because of how soft it is which was a priority for her. It was particularly difficult for Natasha to enlarge the pattern for her mega owlbears but she found huge buttons for the eyes and they turned out very well.

“

If you get a wild, harebrained idea that you've never done before, try it! It might lead to things like making owlbear plushes, like my idea did!

- *Natasha* ”

When it comes to inspiration for new owlbears, Natasha is very inspired by colour. She loves colour combinations and anything reminiscent of a character's colour scheme. It's really fun for Natasha to challenge herself to capture a character's aura with just colours.

Looking forward, Natasha is going to continue tweaking the owlbear pattern. She also plans on making an owlbear for each companion character from Baldur's Gate 3 and expand to keychains, cat toys, and more. She'll keep doing her normal dice stuff as well but we're pleased to hear the owlbears are not going away!

We asked Natasha if she had a favourite owlbear from the ones she's made to date to which she responded, "My tiny Karlach owlbear, hands down." She tells us how she made it for herself and sewed it a bit crooked (by accident) so she looks like she's cocking her head adorably. She goes with Natasha when she has to go to appointments and stuff that she doesn't want to go to alone.

If you're interested in owning one of these adorable owlbears for yourself, Natasha does take commissions and they are currently open.





Karlach



Dammon

We asked Natasha to tell us a bit about her experience as a member of the BG3 community. She tells she loves how many talented fellow artists she has found. "I think they are absolutely amazing and I love to see everyone's interpretation of different characters from Baldur's Gate 3." she explains.

Natasha would like to express how much she appreciates her followers on Instagram who have all been very supportive of her pursuing owlbears for a bit as she took a break from dice making. She also really appreciates her mum who helped her workshop the owlbear pattern into something usable.



The Folded Crane Dice

Suiamena

This month we have the pleasure of featuring one of my personal favourite Baldur's Gate artists, Sui, or as she's more commonly known online as, SUIamena.

Sui is a freelance artist from the Netherlands where she lives with her four pet rats Aioli, Natto, Kewpie and Soju. They are her everything. Besides rats she also has a tank with spiky isopods. Sui's hobbies consist of her pets, board games, crocheting and she's trying to get into entomology since collecting bones and insects is her biggest obsession next to thrift shopping and collecting oddities and prints she finds in antique shops.

Baldur's Gate 3 was Sui's entry game into the series. Her first and finished playthrough is with her tiefling druid, Bryar and her second playthrough is another tiefling who is a Dark Urge cleric called Eír. With Eír, Sui is still stuck in the first act cause, understandably, art got in the way.

Sui has a third modded race which is Iona, a fallen Aasimar warlock. This one she had originally started with two friends on multiplayer but alas their game got bugged and they couldn't continue playing. So Sui recreated her in a solo campaign cause she couldn't leave her behind.



Besides her solo runs, Sui also has multiple multiplayer games with those same friends. "You know who you are <3", she adds. In those she has a white paladin dragonborn called Skyr, named after the yoghurt, and in her current multiplayer she has a tiefling boy named Iberis. "He's quite a good looking wizard if I say so myself haha," Sui tells us.

Out of all her Tavs the one who has Sui's heart is Eír. She loves to draw her, her internal struggle to do good while occasionally indulging in her dark urge makes Sui feel things and she loves to continue her story in game when there's time.

Since Sui was a child she was already messing around with art. On her tenth birthday she got in contact with Photoshop and since then never truly stopped.

This resulted in Sui getting into and finishing two game art colleges on different degree levels thinking she would go into the game industry. Sadly this never happened due to burnout during Sui's second game art related education. In hindsight Sui says this was a blessing to her as the game industry is way too hectic and pressure inducing for her own good. She would have ended up losing a hobby and the love for drawing altogether. During her burnout recovery Sui did start to pick up 3D animation a bit more and got to work on an amazing animated short called 'Memory Box' by Emmy Stork. 'Memory Box' is a story about two young adults coping with their drug addiction through wilful ignorance. It was a passion project which left Sui with some wonderful motivating friends who she would not want to lose for the life of her.



Furthermore, Sui did have a chance after her graduation as a Game Artist to work in the game industry on a lovely cosy game made by friends called 'Here Comes Niko'. For this project Sui got to work as a general 3D artist. She tells us the work atmosphere was so nice and comfortable to work in and to see that game which was a labour of love be nominated in three categories in the Dutch Game Awards was amazing. Their game was nominated for Best Art, Best Music and Best Debut. Sadly they didn't win but being nominated is still very impressive.



Suimemera



A few years ago in the height of covid, with the added stress of a breakup, Sui tells us she pretty much lost all her motivation to do art and stopped creating for a year altogether. But thanks to a bestie of hers, she got back into art due to them inviting her to share their stand at a con. That got Sui back into making art starting with lino printing and later on expanded into digital prints. This made Sui return to the digital art world and rediscover what works for her. She still thinks she's quite slow for her personal taste and easily distracted when it comes to making art but one is always learning. Though if she looks back to when she first started drawing humanoids again in September/October to now, it's been such a big league up. "Love and a drive for your craft does that!" Sui explains.

Despite that, Sui's main drive and content currently is Baldur's Gate. She says she will definitely return to drawing her two greatest loves; rats and fantasy creatures. Maybe she'll even pick up 3D modelling again but Baldur's Gate's pull is a strong one for now.

Sui recently started taking commissions. She decided to try a few and all her slots got filled up within an hour which flabbergasted her. Sui feels so grateful. At the time of our interview she was working on them and expected to be done in February so her commissions may even be back open!



At this moment Sui tells us her favourite piece of Baldur's Gate 3 art she's created is her Raphael illustration for her tarot project. A close second is Myrkul which is still a work in progress since Myrkul's design itself has so much detail and each time she gets a step closer to finishing it she sees more elements that need to be added. It never ends.

Sui gets her inspiration for new art from almost anywhere including music, other games, movies, or when talking to friends about ideas and headcanons. She tells us Pinterest also helps a lot when you've built up a bit of an aesthetic feed.



“

Enjoy creating the art you make. It doesn't matter how good it looks or at whatever level you are. It matters that you had fun making it.

”



Looking forward, Sui plans to finish her BG3 Major Arcana tarot project. "I might be slow and I put too much detail into my art but I want to see that project through!" Sui explains. She also wants to work on more original pieces.

In Sui's experience the community on Twitter has been so supportive of each other. Due to that she has found new close friends in her own and neighbouring countries and reconnected with old friends that all got together in one group.

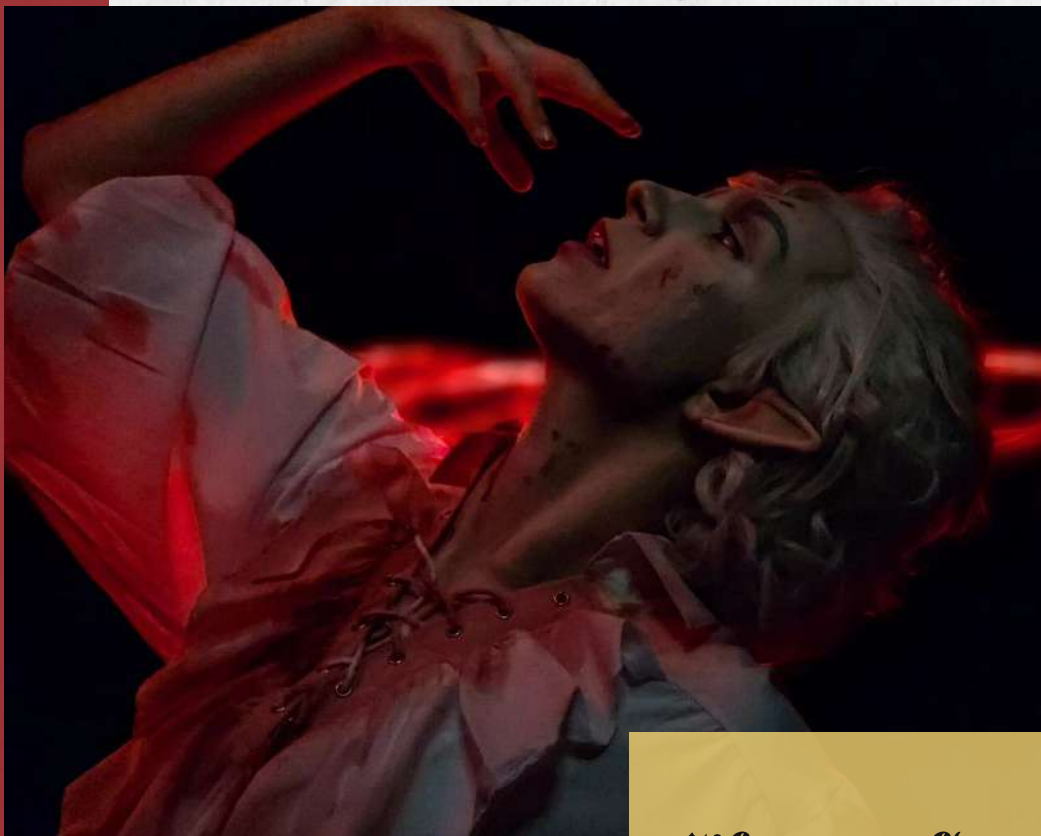
“ There is no need to pressure yourself into becoming better, to draw everyday or to produce faster and take yourself down when you don't succeed. It's that love your craft that will eventually drive you to become better and there is no need to compare yourself with anyone else. Just have fun!

— Suiamena



Sui would love to shout out her fellow Dutchies plus a few adopted Belgians for being a lovely addition to her life. Together they raise their antics, bring joy to each other and are there for each other if needed. And of course support each other in their goals.

She'd also like to give a big shout out to her three besties who had to keep up with her BG3 obsession while not (yet) playing the game themselves. "I love you a lot!" adds Sui.



Silvergoldsparrow

If you've spent much time in the Baldur's Gate 3 community, there's a good chance you've at least seen some of the amazing cosplays by this month's featured cosplayer. Tony, or as some may know him as Silver or Sparrow, is a cosplayer from the Netherlands.

We asked Tony to introduce himself a bit for those who don't know him. In his spare time Tony likes to do cosplay, art, gaming, photography, writing and dnd. A fun fact about him is that he has a huge fear of porcelain dolls.

When it comes to Baldur's Gate 3, Tony has a total of 460 hours in the game and around 31 playthroughs going on. Of those, around 70% are still in act 1.

Tony loves to create Tav's, he uses it too as a base from characters in DnD. So far his favourite tav has to be his drow elf named Chasz which has a 17 page long background story. And of course Astarion is Tony's favourite companion. "Starting an adventure without him is a no go haha," adds Tony.

So far, from Baldur's Gate 3 Tony has cosplayed Astarion, Gale and Raphael. He says all were extremely fun to do.



Tony's cosplay journey started back in 2015. He explains how he was watching tv when suddenly people dressed up as their favourite characters were featured in a program. He was so impressed by this that he did some research and decided to go to a comic convention too. From that day on, Tony has been passionate about cosplay and acting. The thing he loves the most about cosplay is making others happy. "To receive comments saying that I have inspired them to start cosplaying aswell. Or that I have made someone's day. It is truly magical that I as a cosplayer can do that for people," Tony explains. Bringing people's favourite characters to life, especially at a convention is truly amazing. Tony is also really a person to support others, especially ones who cosplay the same characters as him. He finds it truly fascinating how everyone gives their own twist to a character.

Tony has a few cosplays that he labels as his favourite. Of course there's Astarion. He has brought Tony so much joy in cosplay and introduced him to so many amazing other creators, and people. Then Karl Heisenberg. He is Tony's newest cosplay but he already feels extremely connected to his character. Tony says he is extremely fun to cosplay and thinks Karl Heisenberg as a character deserves more love. Jack Sparrow is Tony's all time favourite. It is also where he got his username from. Silverngoldsparrow is from a quote from Pirates of the Caribbean.

What's your favourite part about the Baldur's Gate community?

“ The support, the love, it is a true safe space. Especially Neil, Tom and Blue. They have created such a safe space for everyone. It is the best community I have ever been part of. The amount of support to artists, cosplayers, LGBTQIA+ it absolutely amazing. But overall just the way that the BG3 community feels like such a big cozy family!

- Silverngoldsparrow ”



Silverngoldsparrow



How Tony decides to cosplay a character really depends if he can find himself in the character. Every character that he has cosplayed has something Tony connects too. Tony explains that then when he has decided to cosplay a character, he pays extra attention to their facial movements and tries to mimic them as close as possible. "A light way of method acting," he explains. Every character has their own special trait and Tony wants to bring it out as good as he can. With the makeup he always looks at facial features that he and the characters have in common. From there he builds and experiments with different makeup techniques.

Tony tells us sometimes it takes months to years to get the makeup right. It's all about trial and error. Making mistakes, correct them, try again.

Currently Tony is working on making multiple costumes and outfits from Baldur's Gate. So look forward to new Baldur's Gate characters to come such as Dammon and Rolan. Outside of BG3, Tony is also working on Kamski from Detroit: Become Human.

Tony is headed to MCM London in May for his first UK comic convention. It will be a Neil character weekend with two days as Astarion and one day as Karl Heisenberg. "I am extremely looking forward to it!!!" adds Tony.

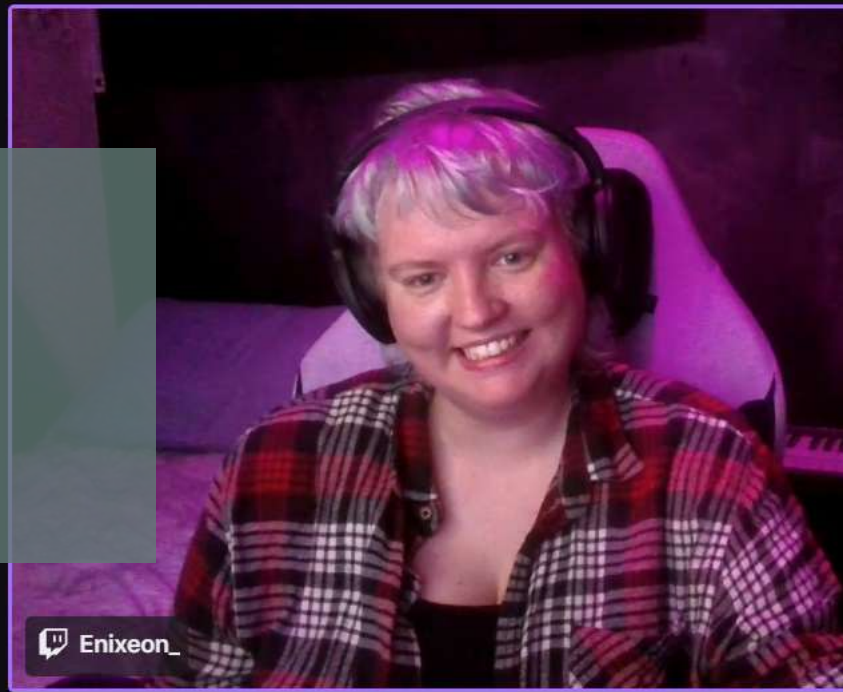
Another thing we can look forward to from Tony is he will be releasing a guide into how to do character makeup around spring. Everyone will have access to it because Tony wants everyone to be able to use it.

In closing, Tony would like to give a shout out to Larian studios, Neil and Tom. "Without them this would've never happened."



thatvampire

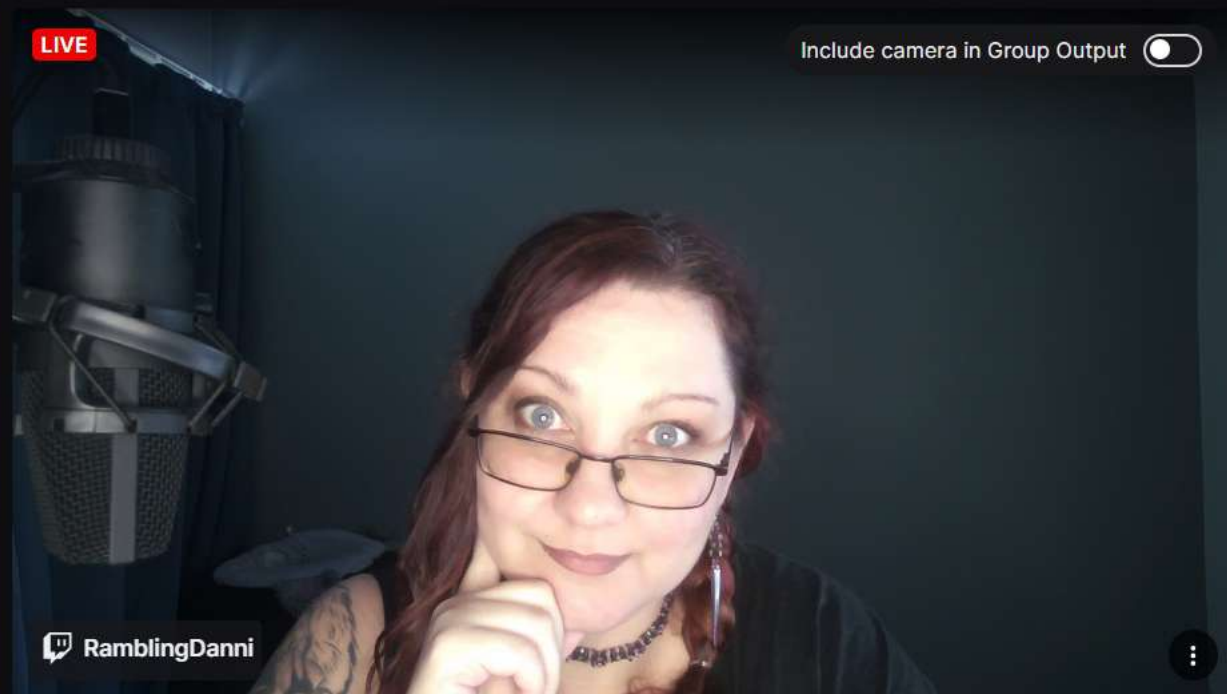
Danni and Em



This month's featured streamer is actually a streamer duo. We have the absolute pleasure of featuring Danni and Em who met through the Baldur's Gate 3 community. They told us more about how they met and their journey streaming together but first a bit of an introduction to them both.

Danni is from Cape Town, South Africa where she works as a Test Automation Engineer. This means she writes code to test software automatically. For fun, Danni likes to game, write, and enjoys experimenting with new recipes for sweet and savoury treats. Also, "ALL THE D&D!" as she puts it. In addition to her job as a Test Automation Engineer, she also volunteers her skills to small Indie developers on Itch.io who can't afford full QA teams and want outside input from testers with their games.

The other half of the duo, Em is from Aotearoa, New Zealand where they work as a software engineer by day and enthusiastic roleplayer by night. Em enjoys both table top and live action roleplay. When she's not engrossed in the Baldur's Gate community she is hanging out watching Netflix with her cats or at the tattoo studio adding another one to her collection.



"Going to show my age here, but yes, I played Baldur's Gate 1 and 2 when they came out." says Danni. Baldur's Gate 2 was a benchmark game for her, really made her fall in love with the fantasy worlds and got her into D&D.

Danni got Baldur's Gate 3 in August 2023 and at the time of our interview, had 520 hours of playtime. "I've been waiting for BG3 for 23 years and it's worth every second," she explains.

When it comes to playthroughs, Danni has completed one non-durge playthrough, has one tactition playthrough in Act 2, the multi-player balance run with Em and just finished her first Honour Mode attempt. She got all the way to the final battle, was so close but couldn't finish it. Immediately after, Danni started a new Honour Mode run, in which everything that could go wrong did go wrong. "it was just, a lot," Danni explains. She only had two companions left by the end and practically sobbed through the ending and epilogue.

Danni's favourite Tav at the moment is Sin'Amon Roahl, that's pronounced cinnamon roll, who she uses in the multiplayer steam with Em. Em's Tav Reil is also one of Danni's favourites. "He's dreamy haha," she adds. Em has to agree that her favourite Tav to date is Reil who's full name is actually Reil Meh. Danni and Em run a mature stream in case you couldn't tell from 'Reil Meh'. Reil is a tiefling bardlock who is also used for the multiplayer stream.

We asked Em how her Baldur's Gate runs were going to which she responded, "with over 300+ hours, and literally uncountable number of playthroughs it may or may not surprise you that I haven't finished the game, but I have romanced Astarion every time."

It was a friend of Em's who had been pestering them to play BG2 for a number of years that put them onto the franchise. Though Em still hasn't played BG2 ("sorry Josh," they add), when they saw it was made by Larian who created one of her top three games, Divinity Original Sin 2, she knew she needed to give it a shot.



@RamblingDanni



@Enixeon_



The biggest challenge Danni and Em faced starting streaming together was definitely the big time difference between them. With an eleven hour difference between them, Danni graciously wakes up at 4am her time so they can stream at 5pm Em's time. Em is very grateful to Danni and comments that she loves Danni so much for that. "I love you too!" adds Danni. Stream starts at 6am for her and they usually stream for three hours which means Danni immediately starts her 9-5 job at the end of stream.

Before the duo started streaming together, Danni had considered streaming for a while on her own. At the time she couldn't actually run the games and the software on her laptop so she never did. Em started streaming in November 2023 just as they finished their last semester at university as they had a large break between final exams and starting their new job.

Em originally started streaming a solo BG playthrough with a Tav named M'he who never got to the goblin camp. It wasn't too long after that Danni and Em met on Neil's Discord server and started talking about doing a co-op playthrough together.

After an incredible session zero, which Danni and Em did off stream, of creating their Tavs Em knew their streams were going to be a fun, chaotic, mess and was so excited to start streaming with this complete stranger. From there the rest is history. Danni and Em have streamed consistently twice a week every week since and even hit affiliate together. Streaming Baldur's Gate has not only been a fun pastime but instrumental in helping them both find one of their closest friends. Danni says the journey so far has been amazing. She is looking forward to continuing with solo streams as well now that she's getting a proper PC set up.

Hitting affiliate was definitely a big moment for the duo. The clip is sitting on all Danni's socials for anyone interested. Another memorable moment for the duo was having some amazing people involved in the making of Baldur's Gate like and comment some of their twitch clips on TikTok. Danni adds, "also, when we got the first fanart of our Tavs? That was an insane feeling!"

Looking towards the future, both Danni and Em have individual goals for their channels on top of continuing to stream together.

Danni's new PC has recently arrived so she looks forward to doing some solo streaming. She plays a few different games so she'll have different things for different people. Her main goal is to highlight indie developers, both small studios and single devs, in her streams and have followers go play them and vote on which one they like best every month. She'd like to then give donations to those devs to help them further their games. Danni would also like to feature asset creators as well. Her first solo stream will be on February 3rd and feature the first time she plays a durge character. She is going to use irl dice rolls to make decisions and also plans to let people in chat vote on choices.

As for Em, the next step will be to stream some TTRPG on the channel. They have written a Baldur's Gate one-shot specifically for it and just need to get the gear together to make it happen.

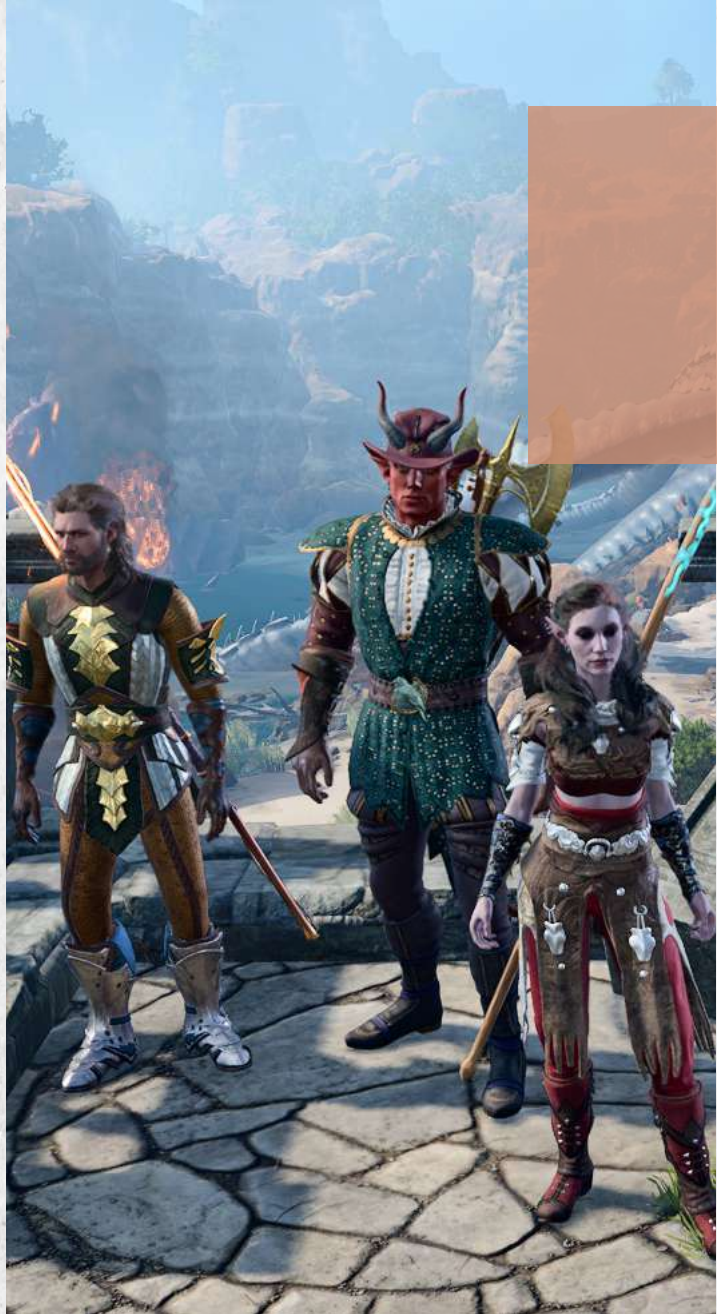
We asked Danni and Em what their favourite part about the Baldur's Gate community was which they understandably struggled to summarize.

Danni says, "I don't even know where to begin." She explains how she was in a very dark space when she was playing her first run. Then she found the discord and met so many wonderful people who were all so supportive and open to letting her really vent, rant, work through and finally, let go of a lot of pent up emotions that were putting her into depression spirals. She explains how it has been utterly life-changing being a part of this community, literally. Most of all, Danni thinks Em finding her and inviting her to join a 'side' server made up of all the Australians and New Zealanders was where it really kicked off for her.

At the time, Danni felt quite alone and couldn't find anyone else from her country on the regular servers, so having some other Southern Hemisphere people who she could really connect with was amazing.

Ultimately, Danni thinks it's been the sense of really belonging to something beautiful. She explains how it's deeply enigmatic and very hard to put into words. Larian did such an amazing job with the game, and then the whole cast, all 251 of them, really put so much love and commitment and life into their acting and then continued after the games release, to really connect with the player on personal levels.





For Em, being a part of this community has helped them find parts of themselves they didn't know they had. The support, love, and kindness they have found in the members are the reason they jumped into streaming and started challenging themselves creatively again. They explain they've been through some big ups and downs this year on a personal level and the friends they made through this community were always there to support them no matter what decisions they made. As a result Em has come out of it a stronger and happier person not only because of them, but because the community taught Em how to champion themselves and be themselves unapologetically.

At the end of the day, "not to be cliché," Em adds, it truly is the friends we make along the way. Baldur's Gate will always have a special place in Em's heart and someday a new game will come along but the people they have connected with and the friends they have made will be with them forever. Em says, "that is more meaningful than anything else I could possibly find."

Danni and Em would like to give a shout out to their regular Gremlins&Goblins, Libby, Breezy, Vee, and Roxxie as well as NarniaLioness, Bekksplore and GokuTheGiver for being big early supporters of the channel. And a huge shout out to the MinkiBonds for their encouragement and chaos. "We love you!" say Danni and Em. Danni would also like to give a special thanks to Tom, the Minkies, and the Magical Minkie Mods.

As a bit of housekeeping for stream visitors; both Em and Danni stream for mature audiences only. This is by the nature of the themes within the game but also in general for adult language use. That being said, they hope to see you on the streams!

Danni and Em's multiplayer Baldur's Gate 3 stream is on Em's channel but please check out their schedules for session times because, well, time zones.



High Fantasy New Year's Eve Party

For a bonus feature, we have the pleasure of featuring a recent Baldur's Gate New Year's Eve party hosted by High Fantasy.

The team behind High Fantasy started throwing dance parties as 'Disco, TX' and have been DJing for almost 20 years. They tell us how they have always loved fantasy. Last year they threw their first event in Dallas that featured roleplay, quests, trinket trading, and a dance party. The response was phenomenal. Since then High Fantasy have popped up at Ren Faires, thrown Masquerades, and most recently The Elfsong Tavern. This takes up as much of their time as a full time job, but they love it.

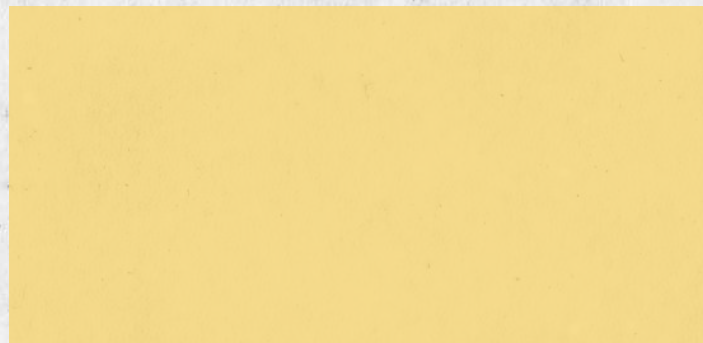
The New Year's Eve party featured more than 40 performers and over 400 guests. There were Quests, Drag Kings and Queens, Burlesque Performers, a Tavern Band, DJs, a Dominatrix, Tarot Readers, and more. They also showcased multiple worlds including The Elfsong Tavern, a temple Inhabited by Selune, and a secret portal to Avernus.

The party had many amazing performers, please check out High Fantasy's page to see all of them. In particular, AbiCandi built all the sets and body painted a ton of the characters including Karlach, Mizora, Queen Rhol The Despoiler, Alfira and others. She really helped bring the party to life.



Looking towards the future, in March High Fantasy have a Feywild party at Sherwood Ren Faire and in April they make their Descent into Avernus. Both are settings in the larger Faerun world. They're also throwing a Baldur's Gate theme party in Austin at The Tiny Minotaur. In addition to their events, you can find High Fantasy popping up at a DND con called Fatecon which they are very excited to be a part of.

High Fantasy would love to throw more fantasy parties outside of Texas and are actively looking for ways to do so at Cons, Ren Faires, Bars, and other fantasy theme bars. If you have an idea, be sure to reach out, they'd love to talk.




 High Fantasy TX





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