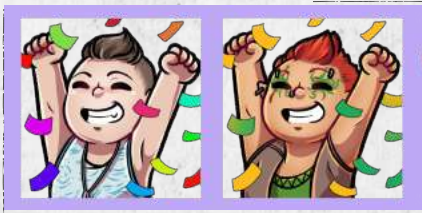


# Baldur's Mouth Community Gazette

Edition: #01



AnnaLavellan emotes are all the rage in your favourite BG3 actors' streams and Discords

It's time to celebrate the success of our community and the talent of our members. We are proud to have a community that is so supportive and talented. We hope to continue to grow and thrive in the future.

## How did Baldur's Gate 3 Attract the Kindest and Most Talented Community

Chess, the artist behind Crochet Cutie Dammon, soon to release an army of origin crochet cuties

Chess is a talented artist who has created a community of crochet cuties. These cuties are inspired by the characters in Baldur's Gate 3 and are a great way to show your love for the game. Chess has a lot of experience in the art world and has a great eye for detail. Her cuties are not only cute but also very detailed and accurate to the characters they represent.

Art though nasty enough to keep up as Seph continually raises the bar for cosplay

Seph is a talented cosplayer who has raised the bar for cosplay in the Baldur's Gate 3 community. Her cosplays are not only accurate to the characters but also very creative and detailed. She has a lot of experience in the cosplay world and has a great eye for detail. Her cosplays are a great way to show your love for the game and to meet other fans who share your passion.



@helloimfran

Lostsoulman and his fellow modders make player's dreams reality

Lostsoulman and his fellow modders have made the dreams of many players a reality. They have created a community of modders who are passionate about the game and want to see it grow. Their modders have created a lot of great content that has helped to make the game a better experience for everyone. They are a great example of how a community can come together to make something great.

Astarion may have gotten Ash banned from TikTok but their streaming career on the upswing

Astarion may have gotten Ash banned from TikTok but their streaming career on the upswing. Astarion is a talented streamer who has a lot of experience in the streaming world. They have a great personality and a lot of talent. Their streaming career has been on the upswing and they are a great example of how a community can support a streamer. They are a great example of how a community can come together to make something great.

The Game of the Year has the Best Community





## Letter from the Editor

Thank you so much for taking the time to read our magazine. I think I speak for many when I say Baldur's Gate 3 has raised the bar for gaming. Through this game Larian dares other game developers and publishers to increase the quality of their games, increase representation and take risks.

The community that has risen around this game is truly unlike any I've seen before. In the few short months since its official release, the Baldur's Gate community has come together to celebrate a masterpiece of a game. I speak from personal experience when I say I've met some of the kindest, most caring and creative people through the Baldur's Gate 3 community.

Today we have the privilege of featuring just a few of the wonderful community members who bring joy through their creativity and positivity on a daily basis. This magazine is a space to celebrate those who are doing exceptional work related to Baldur's Gate 3 be that through art, streaming, cosplay or modding.

I hope you enjoy reading the stories from these community members as much as I did. If you have any feedback, suggestions or someone you'd love to see featured in a future issue, please don't hesitate to reach out.

**Erin**

Baldur's Mouth Editor



# Anna Lavellan



This month, in the first ever issue of our magazine, we have the absolute pleasure of featuring AnnaLavellan.

When it comes to Baldur's Gate 3, AnnaLavellan is no novice. At the time of this interview she's already on her seventh playthrough with a total of over 600 hours in game. She says "oops" but in this community, we just call that impressive. Anna's favourite Tav to date is her fourth playthrough which was a high elf bard who resisted the dark urge. She hasn't had the chance to play Baldur's Gate 1 or 2 yet but wants to someday.

As you'll see from her Instagram, AnnaLavellan usually works in digital art but she actually got her start with simple paper and pen. She tells us, "It's very cliché to say that I started drawing as a kid, but it was exactly like that." Later on, Anna discovered water colours which she really loved but in recent years digital art has transitioned into her favourite medium to work with. In the past, Anna's art used to feature a lot of creatures which she would paint. This included random creature design or her original characters. In recent years, the usual subject of Anna's art is her job avatar and twitch illustration work. She also makes fantastic emotes which we'd highly recommend to anyone looking to upgrade their stream or discord.



The best place to connect with Anna online is through her Instagram or on Discord. Her commissions are always open so don't hesitate to reach out if you're looking to get something made.

To date, Anna's favourite piece of Baldur's Gate 3 art she's created is the one shown above where Bow'ee, Neil Newbon's Tav, steals all the books. It's a tough call between that art piece or all the emotes she's made. We'd have to agree with Anna as she's truly made the perfect emote for every occasion.

We asked Anna where she gets her inspiration for new art to which she responded, "Mostly via streams or ideas that come randomly up in my mind."



@AnnaLavellan

“General reminder: Do what is best for you and don't let anyone tell you otherwise. You know what is best for you.”

- Anna Savellan

In the future, Anna tells us we can look forward to more Baldur's Gate 3 and playthrough fanart. At least as far as her time will allow it. Thankfully there's no shortage of inspiration in playthroughs from Baldur's Gate 3 voice actors and the community alike.

Anna tells us her favourite part about the Baldur's Gate community is all the awesome, kind and caring people. She explains, "I've never experienced anything like that before and it's very unique. I'm grateful for being a part of it."

In particular Anna would like to give a shout-out to the T3 vagabonds (the chat exclusive to tier three subscribers of Neil Newbon), the Eggabonds and everyone who supported and joined on her journey.



# Lostsoulman

Introducing Lostsoulman, our first ever featured modder. We asked Lostsoulman to introduce himself by telling us a bit about his experience with Baldur's Gate. He tells us he hasn't played Baldur's Gate 1 or 2 but Divinity: Original Sin II (DOS2) is one of his favourite games. As for Baldur's Gate 3, Lostsoulman put in over 2000 hours during early access through a combination of playing and modding. He has only recently completed his first playthrough of Baldur's Gate 3. At the time he was updating one of his mods so it was a great chance to both play and test the mods during the playthrough.

Lostsoulman's current Tav is a female Duergar with his homebrew class Elemental Warrior. He describes the Elemental Warrior to us as, "think of elemental paladin, without the issues with breaking their oath." Although the playthrough takes forever, Lostsoulman has found the most rewarding experience is playing a team using your own classes...and fixing the bugs as you go!

Baldur's Gate 3 is actually the first game Lostsoulman has ever made mods for. He used mods during his time playing DOS2, and when Baldur's Gate 3 came out, using the same (updated) game engine he decided he would try to learn how to make his own mods.

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Withers  
Lv 10 Skeleton

**Handcrossbow of the Poisoner**  
Very Rare

5~13 Damage

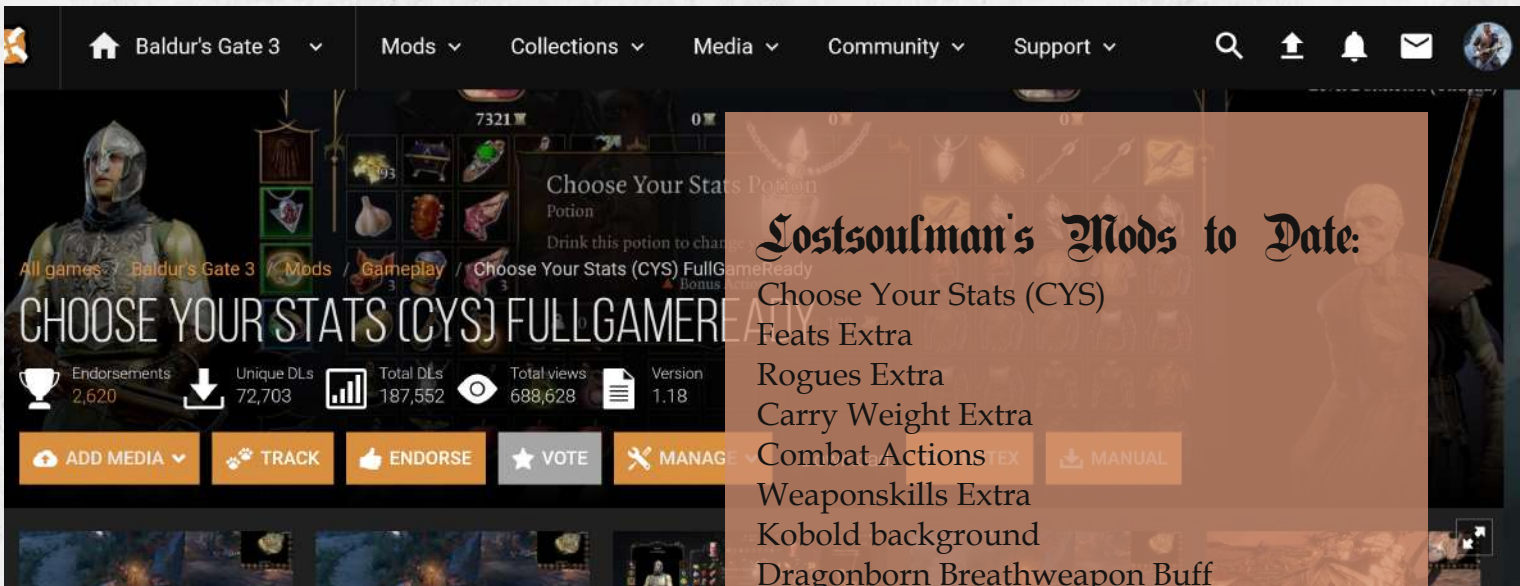
1d6+3 Piercing  
 +1d4 Fire

Proficiency with this weapon type unlocks:

This handcrossbow allows the wielder to magically coat the bolts with poison. A character with the Poisoner Feat can fully unlock the bows power | You can toggle the poisons on/ off at any time |

Hand Crossbow 15m Light

0.9 169



Lostsoulman released his first mod, Carry Weight Extra, in November 2020. He recalls the sense of satisfaction of actually making a mod that worked, especially after many initial attempts that failed. After working out how to upload his mod to Nexus Mods, Lostsoulman quickly got feedback about the silly mistakes he had made. It didn't take him long after that to quickly make a new version and upload a fix. Lostsoulman would like to thank all the fantastic modders of DOS2 that led him to try to learn how to mod Baldur's Gate 3.

When we asked Lostsoulman what he thought of the BG3 community he responded, "Fantastic! It is so supportive." He gives one example of a modder who actually wrote his whole mod. Lostsoulman had no idea how to implement an idea and a fellow community member worked it out and completed it for him.

Lostsoulman says he will never forget that level of generosity and in turn, tries to help others and give back to the community that has provided him with so much love and support. He notes that so many people have helped him and contributed so much to the community. Lostsoulman would like to give a special shout-out to Norbyte, LaughingLeader and Shinyhobo because without their tools he doesn't think there would even be a modding community!

## Lostsoulman's Mods to Date:













- Choose Your Stats (CYS)
- Feats Extra
- Rogues Extra
- Carry Weight Extra
- Combat Actions
- Weaponskills Extra
- Kobold background
- Dragonborn Breathweapon Buff
- Buy Your Starting Equipment (BYSE)
- Gods Extra
- Choose Your Equipment (CYE)
- Magic Items Plus
- Demon Spawn Background
- Werewolf Potion
- Vampire Spawn Potion
- Ranger Companion Buff
- xpcheatmode
- Arachnophobia - No More Spiders
  
- Homebrew Features (currently testing)
- Custom Races (Early access only)
- Inventory Changes (Early access only)
- HonorMode (Early access only)
- Player Test UA (Early access only)
- Crafting Skills Extra (Early access only)
- Casters Extra (Early access only)
- Background Feats (Early access only)
- playableautomaton (Early access only)
- Warlockhexxed (Early access only)



@LostSoulMan



### Class


 Fighter	 Monk	 Paladin	 Ranger
 Rogue	 Sorcerer	 Warlock	 Wizard
 The Arcane Blade	 Elemental War.	 Shadow Paladin	 HB Fighter

### Elemental War.








[Details](#)

Whether by study, lineage or exposure to the Elemental Planes the Elemental Warrior is able to enhance their weapon attacks with elemental power. Whether acid, fire, cold, lightning, poison or thunder, the Elemental Warrior has the Arcane Power to challenge any enemies

#### Actions




### Subclass

 Arcane Trickster	 Thief	 Phantom	 Inquisitive
 Mastermind	 Scout	 Soulknife	 Swashbuckler
 Assassin			

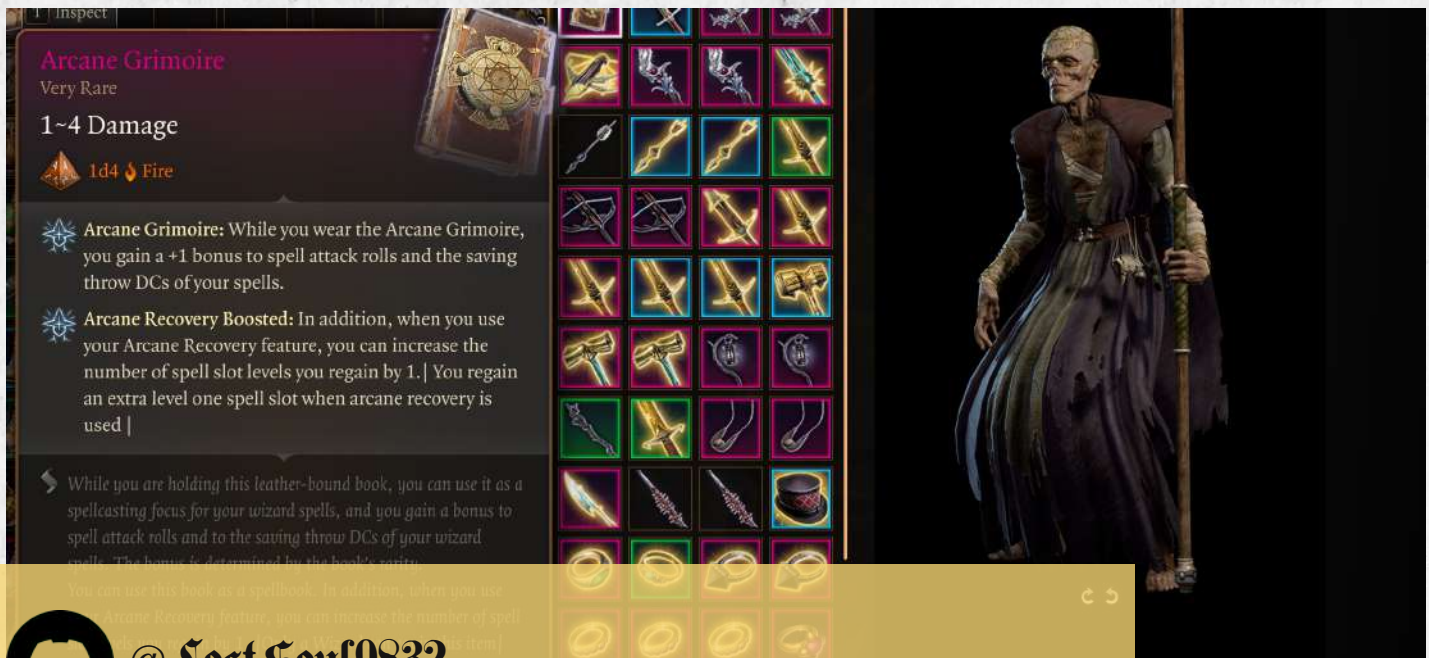
### Swashbuckler

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype

#### Subclass Features



Lostsoulman would like to thank everyone who has used his mods and given feedback. He wishes to thank Larian for making the GOTY for 2023 and for them releasing modding tools when they can. For players, he'd like to thank you for your support but offers a reminder that modders are having a go at making mods, they are not paid professionals. They upload their mods for everyone to use and benefit from but also take the risk of receiving criticism. So please show your appreciation for the efforts that the modder has gone to and try to be fair and measured in your feedback. The best way to get even more and better mods is to share love and support to the modding community.



@LostSoul9832

Part of Lostsoulman's inspiration for new mods comes from playing the game and seeing how to flesh out the playing experience. For example, one homebrew class is the Crafty Archer, Lostsoulman's version of arcane archer, and part of their class ability is to enhance bows and arrows already in the game through crafting. While playing, Lostsoulman decided to add some different bows to the game in his Magic Items Plus mod for that character to use. He then realised he added the Poisoner Feat in Feats Extra but never used it so he added a new magic hand crossbow to Magic Items Plus mod that has increased functionality if equipped by a character that has the Poisoner Feat. Then Lostsoulman updated his mod so the Crafty Archer can craft an enhanced version of that bow. He admits, "Sometimes the hardest part is maintaining compatibility with your own mods! lol."

As for mods such as 'Arachnophobia - No More Spiders', the inspiration came from player's requests to play the game but not be exposed to potentially triggering visuals.

Other sources of inspiration include Wizards of the Coast, Unearthed Arcana, and other homebrew classes, feats and items. Finally, Lostsoulman says he's always inspired by what other modders are able to achieve.

Lostsoulman is currently playtesting Homebrew Features which adds four classes, feats, fighting styles, and a few spells. At the time of our interview with Lostsoulman, he was considering updating his HonorMode mod for the full game which changes every fight in the game to be "harder and different" but he wasn't sure he would have time in his schedule. Since our interview, Larian has added honour mode as a standard option which should free up some time for Lostsoulman. Players have asked for new features to be added to Choose Your Stats, or new gods to Gods Extra so Lostsoulman will continue to consider each request on its merits. He also plans to continue to add more magic items over time and as always, bug fixes. Lostsoulman would like to thank all the players who find the bugs and have the patience whilst he tries to fix them.

# Ash

Our first streamer feature goes to Ash, or as you may know them from around the internet, beskarbaby. Considering how much Ash now loves Baldur's Gate 3, it's interesting to hear they initially hated the game. They knew little to nothing about the game before buying it. Ash only knew that you could romance a Mind-Flayer and had seen the beginning gameplay from Act 1 on the Nautiloid. For some reason that was compelling enough for them to get it.

Ash recalls how the combat was initially really hard because they didn't know what they were doing which was stressful. They admit they made a lot of mistakes in their initial gameplay and note, "What was even more embarrassing was that I did them on stream with an audience!" Ash remembers somebody commented, "Wow, I've never seen someone make such bad decisions when playing this game," and it really just made them want to crawl under a rock and quit playing the game forever. But the story was so compelling that Ash was angrily determined to get through the combat and once they got the hang of it they really began to enjoy themselves.



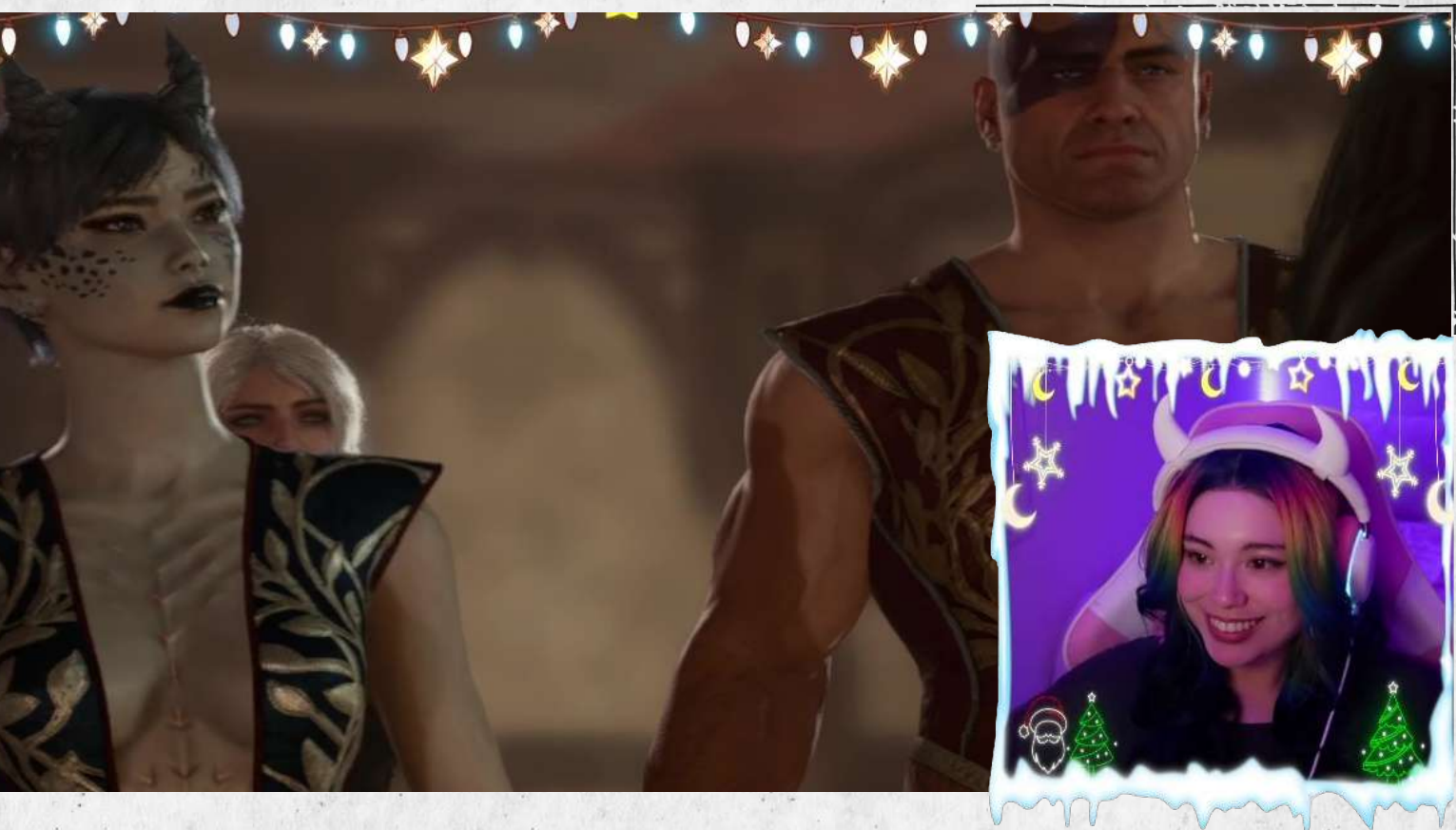
Ash didn't consider themselves a gamer before Baldur's Gate 3 but it has opened them up to trying more. They're really excited to see more of the amazing storytelling that goes into video games. At the time of our interview, Ash has roughly 350 hours in game across many different playthroughs. It may sound like a lot but in comparison to their friends who had Early Access, Ash says it's laughable. They still haven't finished the game because they're scared to have it end when they're enjoying it so much. The different playthroughs are mostly because Ash loves the character creation aspect of Baldur's Gate so they're always downloading mods to try and come up with unique Tavs. Ash only has two solid playthroughs that have almost finished Act 3, but the rest are mainly to record cutscenes with pretty Tavs to make cute little edits of later.

Ash's favourite Tav to date is a modded tiefling bard named Somi. A lot of people make backstories for their Tav's but Ash never felt the urge to give theirs any. They were always more focused on aesthetics and how pretty they could make them. Somi is Ash's favourite because she's the first Tav they made where Ash put her together and went, "Oh wow, she looks Asian." She's literally a tiefling with horns, sharp teeth, and a tail and Ash looked at her and said, "She's Korean like me, she's a tiefling but she's Korean." It was the first time Ash really felt connected to their Tav and it meant the world to them to watch a very visibly Asian character romance the NPCs and be the center of a great adventure like Baldur's Gate. Representation is so important. After Ash made Somi, they were determined to make only Asian-looking Tav's, and many people have commented about how happy they are to see the characters Ash makes have very visible Asian features.



Ash actually got into streaming because they had an ex-boyfriend who streamed for fun. That was the first time they had ever heard of Twitch or livestreaming. He taught Ash how to stream and make panels and have all the little things necessary for streaming. Around 2018 Ash started with art streams but didn't stick with it. The experience set Ash up for knowing what they needed years later when they started to game a bit, so they're really grateful. Before Ash started playing BG3, their TikTok account was dedicated to Star Wars.

When Ash started streaming they were playing Jedi Survivor and having a good time getting their feet wet and back into how streaming worked. "I'm just a big nerd and I love being able to talk about nerdy things with people," Ash tells us. They always felt like just them talking wasn't super fun or compelling to watch for a live stream, but if Ash was playing a game or doing something else, that would be way more entertaining.

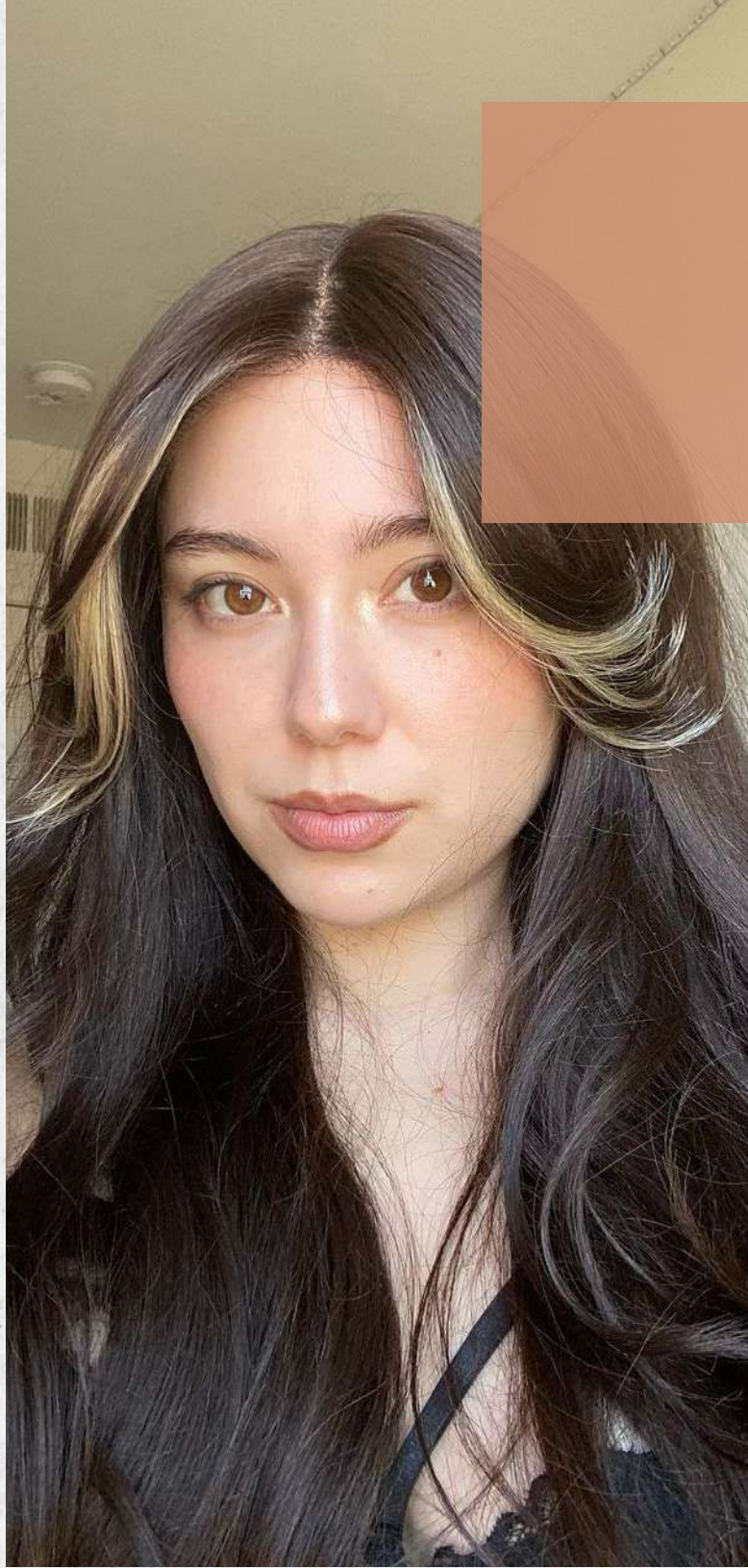


@beskarbaby

We asked Ash their favourite part about the Baldur's Gate community to which they responded, "THE CREATIVITY?!?" Ash notes people are so wild playing this game and it's genuinely hilarious. Ash feels like we all really enjoy it and share a similar sense of humour so the memes that come out of the community are immaculate. They love the continuous discovery of new ways to do something in game because somebody will figure out something wacky and new.

The other day, Ash saw a video someone made where they killed Raphael by putting a dead Gale in his inventory. Apparently Gale emits necrotic damage and you can put his dead body in an NPC's inventory by bringing up the NPC's inventory through pickpocketing. So somebody figured out that they could just shove Gale's dead body in Raphael's back pocket and just stand by watching the necrotic damage dwindle his health to death. It's just so wild. Ash says, "Don't even get me started about the video with the halfling barbarians taking out the goblin camp with smokepowder barrels, I still think of it so lovingly."

Ash would like to give a shout-out to their friends Ryan and Cate who made the mistake of showing Ash the beginning of their multiplayer campaign for this game over a discord call. It's their fault Ash is obsessed.



Ash got Baldur's Gate to try to push themselves to stream more and try to get more into gaming. At the time, Ash didn't really play video games outside of the occasional farming sim. They wanted to be more interested in the large games outside of their Nintendo Switch, but never felt super compelled by many games.

Being able to stream a game that they really enjoy while being able to interact with people who also enjoy the game is super fun for Ash. If they get stuck or struggle with a certain part of the game it's easy to just ask the chat for help. Chat also provides a lot of tips on items or areas that Ash never accessed before. Ash feels like they have easy access to the community when they stream which they love. It's only been a few months since Ash started streaming games but they've been able to interact more with people who enjoy the same things that they do which is really special. Ash had always intended on playing Dragon Age Inquisition and Mass Effect but with the way people are telling them those are similar to Baldur's Gate, they are definitely games Ash plans on playing in the near future.

Looking to the future, Ash really wants to edit their streams and eventually post them to YouTube with more long-form content. For the time being, Ash specializes in short-form but really wants to break out of their shell and try to make longer videos. So if you enjoy Ash's Reels or Shorts then this is something you can look forward to in the future.

“ Please take care of yourselves! Take your vitamins and put your mental health first! I know a lot of us use this game to relax and escape from being corporate girl bosses so please take some time for yourselves and do things for YOU. Look inside and ask yourself what makes YOU happy and go do it.”


- Ash

Ash used to stream to TikTok Live when they started gaming streams because that's where their main following was. Baldur's Gate is a mature-rated game, so naturally, there are some mature elements and scenes that come into play during the gameplay. Ash recalls the time she was streaming BG3 to Twitch and TikTok simultaneously. They had marked the Live as mature and had done everything according to the TikTok guidelines to avoid any violations. Spicy scenes with Astarion popped up and suddenly there was a packed house of more than 500 people watching on TikTok. Suddenly TikTok Live shut down and Ash got a notification that their account was permanently banned for violating multiple community guidelines. At the time, Ash was shocked and a bit frustrated because they had actively done everything in their power to prevent that from happening. But after ending stream, Ash just laughed about it and made a YouTube video titled, "Astarion got me banned from Tiktok." Ash is still banned from TikTok and thinks it's funny because to them it just tracks with his character that Astarion would be the reason Ash was booted from a platform. It just feels like a very Astarion thing to do. Ash got great footage of their on-screen reaction to being banned as well. They made memes about it for a week.





# Seph Eufiemoon

 @helloimfran

If you don't know Seph already, there's a good chance you've at least seen their amazing cosplays floating around. Seph is a 22 year old cosplayer from the U.K. who has been cosplaying for a decade now. They have a primary focus on gaming cosplays but dabble in anime and book cosplays too. When Seph isn't cosplaying, you'll usually find them reading or being a dedicated plant-mum.

Seph was influenced, or rather lovingly peer-pressured, by a friend of theirs to buy Baldur's Gate 3 on release day. Seph's friend had shown them a shot of Astarion knowing fully Seph has a weakness for white-haired characters, even more so if they're vampires. One week of binge playing later and Seph was 70 hours into the game as their main Tav, Theophania, a Drow paladin.





It was at that point Seph committed to building an Astarion cosplay. Since then they guess they've probably spent more time making cosplays from the game than they've been able to play, but Seph usually makes up for that by watching streams whilst they craft.

Seph started out in cosplay by going to UK comic-cons with their mum and younger sister. Later, around 2018, Seph discovered there was an online community and started using Instagram to meet more people. From then on Seph started to focus on building cosplays and learning new techniques to implement. This includes 3D printing, resin printing, and foam work.

When we asked Seph if they had a favourite cosplay they told us it's difficult to say because it's often whichever is their most recent one. That being said, Seph says Astarion has brought a lot of new opportunities and experiences so that puts him firmly up there as one of their favourites to date. Seph tells us this is largely due to the collabs they've been able to do with other cosplayers where the energy is matched and the passion for the characters and game just keep that happy excitement high.

“

If anyone out there is wanting to try cosplay but is scared that they don't have the skill/money/platform - I cannot say this enough, do it. Take the plunge and discover this beautiful hobby and make it whatever you want to make it. There's a lot of places we can make improvements in this community, people have been left not feeling included and cast-out, but for every person who spreads hate and discouragement, there is five more people who want to see this community flourish and become a tolerant and accepting one. We will welcome you with open arms, and a glue gun on hand!

- Seph”



 @helloimfran

To date, Seph's main Baldur's Gate 3 muse has been Astarion. They've made a few iterations of everyone's favourite vampire including his pre-release outfit, which Seph competed in and won, as well as a few sillier versions such as 'clownstarion' and their most recent project, 'elfstarion'. 'Clownstarion' involved the infamous 'art thou nasty' shorts and 'elfstarion' recently debuted for the holiday season with Ixtran as Santa Halsin.

Moving forward, Seph's current 'big' Baldur's Gate build is Dame Aylin. They plan to debut her next April at Insomnia Gaming Festival provided all goes to plan but she'll feature a lot of firsts for Seph including electronic articulated wings. We're all very hopeful for the final result.

Seph tells us they've made some unmatched memories since joining this community. They've met so many cosplayers who also cosplay Baldur's Gate. Seph explains that those friendships have been great to see develop into ones where they foster inspiring one another to do better and go harder with builds knowing they have each other's support at their backs. Seph has also had the pleasure of meeting a few of the cast members who immerse themselves into the community. For Seph, getting to talk with them about the costumes and game has been unforgettable.

Seph would love to say a huge thank you to John, aka Ixtran on socials, who was the entire reason they even got into the game. To Gwion, aka Capcochcosplay, who makes an incredible hype man and Tav insert in their shoots. To Fran, aka Helloimfran, who has shot most of Seph's Baldur's Gate shoots and continues to go above and beyond to collaborate with cosplayers to bring these characters to life. Seph says to Fran, "You bring magic to this hobby that not many can bring." Finally, Seph would like to thank their wonderful Karlach, Mar, aka Paindepeche, who spent many nights playing with Seph and con crunching with them and generally being a huge cheerleader and motivator.





@Eufiemoon



## Chess - Captain\_Ogilvy

If you follow Frazer Blaxland, the actor behind everyone's favourite blacksmith Dammon, then there's a good chance you've already seen the amazing work from this month's featured textile artist. We had the privilege of interviewing Chess, the creator of mini crochet Dammon and many other fabulous pieces, to learn more about them and their art.

When it comes to Baldur's Gate, the third instalment of the franchise was Chess' first introduction to the world. They had heard about the game in early access and were intrigued, but it wasn't until their friend streamed Chess their initial foray into the game on release that they immediately bought a copy. A few weeks later Chess ended up buying a PS5 and another copy to give their poor laptop a break.

Like many of us, Chess has no shortage of Tavs. They've lovingly created many from their past D&D and RPG experiences, but their current favourite Tav is called Xanth. He's a (resisting) Dark Urge Bard tiefling and incredibly shy when he's not performing or charming people with his flamboyant acts. Chess recalls, "When I made him he ended up looking shockingly similar to Dammon so imagine my surprise when I came across him in the game for the first time, they looked as though they could be long lost brothers!"

Ever since Chess was very young they've been creating art. It's something that hasn't really ever left their life nor do they think they'll ever be rid of it. Being an artist for Chess is something they just are. All they really want to do is create things in some way.

“Larian have produced a game that feels like a breath of fresh air to the game dev community and I'm excited to see what the future brings when it comes to Larian and the games community at large.”

- Chess



Chess tells us they take a jack-of-all-trades approach to creating. Their artwork spans a range of different mediums so they've had the privilege to work on many different things. From company branding, twitch emotes, portraits, merch production, game design, crochet plush creation and recording/voice acting. Chess has done such varied and diverse things that they can safely say no two projects have been the same.

Most mediums are something Chess enjoys to work with, though they'd love to do more work in acrylic paint as they miss the physical process of painting traditionally.

However, when it comes to crochet specifically, Chess picked up the skill around 2021 at a rough time in their life to help keep their creativity cogs whirring. It took a fair few failed attempts to get right, but once they understood how it worked Chess was able to make simple things pretty quickly.

Crochet creations are made using Chess' own patterns as they struggle to follow pre-written patterns to the letter. Chess finds there is always something they want to tweak, or edit, or do away with that it's simpler to create their own most of the time.

Currently, a lot of Chess' art focus is fan art. The merch they create usually centres around Baldur's Gate or Transformers, though they do produce work of their D&D characters, cute goobers and mushrooms. Chess is trying to find more time for their personal artwork and less around fan art as a focus but Baldur's Gate has them in its clutches and Chess is ok with that for now!



We were pleased to find out commissions for Chess' crochet cutie figures are available. Chess is happy to make someone's Tav in the same or similar style as the Dammon plush. They can also make lots of other cute things so if you're ever curious about it, please don't hesitate to contact Chess through social media.

Chess' favourite Baldur's Gate piece they've made to date would have to be the Dammon plush. They tell us, "Seeing Frazer's face light up as I gave it to him will be something that I will cherish for a long time to come. It meant a lot that I could give it to him in person. I just wanted to bring him joy, and I feel very satisfied to have succeeded in that mission!"

In addition, Chess is also partial to their 'Bloodless Club' wooden pin badges. The pins are very silly but a bit of fun. Chess has more personal pieces themed around BG3 characters in the works, but they aren't completed yet.

In addition to Baldur's Gate projects, Chess is also currently working on a choose your own adventure game that is entirely different to their BG3 exploits. The diversity of the two projects next to one another allows them to keep interest and motivation.



Most of the time, Chess' inspiration will come from photographs or references they've seen or a particular emotion they're trying to invoke within the piece. A lot of their work focuses around the concept of making people smile and spreading happiness, so if it makes Chess feel cheerful while making it then they know they're usually heading in the right direction.

Sometimes a silly concept will burrow its way into Chess' brain like the mind flayer's tadpole and they just have to make it a reality. Those are moments of true Bardic Inspiration, to be sure.

Looking towards future plans, Chess hopes to draft up the patterns for and make a full set of crochet cutie campmates from Baldur's Gate 3. Time and energy permitting that is. At the time of our interview with Chess, they had a nearly finished Astarion just waiting to be sewn together.

Chess tells us they just adore how much love there is in the community. From the fantastically talented and hard working developers, artists, actors and directors who made the game, to the fans who love the finished project. There's an abundance of joy and exuberance in the community that is so wonderful to be a part of.

There is such sheer staggering talent within the fan artists in the community that Chess is constantly in awe of what work is produced and created in reflection of this wonderful game. Everyone's stories feel unique and wholly important, and it makes Chess want to strive to make more art and be a better artist as a result. Chess would like to say, "Thank you for appreciating the arts. Creating is something we can only do if folks continue to support us artists!"



In general, Chess would like to thank Larian Studios as well as the entire cast and crew of BG3. To the hundreds that worked so hard to create something so truly special means so many things to Chess and to every single person who picks up a copy.

Chess wants to specifically thank Frazer for being such wonderful company to them at MCM London. "Your kindness is appreciated more than you know. May crochet cutie Dammon give you good luck always!"

Also, Chess would like to say a big thank you to Jess Nesling, Jack Collard, Jack Surman and Adrian Townsend. They say, "Each of you took the time to passionately talk to me about your respective disciplines and allowed me to share my own goals/projects with you and that left me feeling truly inspired. I cannot express how much it meant to me!"

And finally, a thank you to the wonderful folks Chess met through various BG3 discord communities, MCM meets and other fan endeavours such as this one. Chess is glad to have sparked joy and know that the feeling is mutual.

# Stopfain - Dgifyon







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## Baldur's Mouth Community Gazette

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