

Baldur's Mouth Community Gazette

Edition: #5



Alex Lynn on the making of her Shovel plush

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Finding Support and Kindness

Heather and Georgie talk Return to Camp podcast

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Emily White's perfect femme Gale cosplay

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Is it a spider? Is it a cat? no it's Tiny Kar'niss!

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The BG3 community helped give Freyja Mushi the confidence to stream

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Supporting each other with love and kindness



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Letter from the Editor

Thank you so much for your support of this publication. When I created this gazette I wasn't sure how many editions there would be and it's hard to believe we're already at five.

I love how all the features in this month's edition have added their own unique perspective in their BG3 creations. They all expressed how they were met with support and kindness from the community. The overwhelmingly positive experiences people have had in this community truly emphasizes how great this community is.

Despite the community feeling like it might be dying down at times, I'm still constantly finding new amazing content. I didn't even know there was a BG3 podcast till this month.

Hope you enjoy learning more about these content creators. We tried out a new article format this month so, as always, if you have any feedback please don't hesitate to reach out.

Erin
Baldur's Mouth Editor



Baldur's Mouth Team

Timid0Turtle
Captain_Ogilvy
RamblingDanni
Xaeri



Emily White

Introduction

My name is Emily White and I am a cosplayer from Essex in the UK. I have been cosplaying for tree years now and am currently a member of *Essex Cosplayers*, a community cosplay group that get together at local events to raise money for charity and showcase props at comic cons.

My first ever big cosplay build was a clone trooper from Star Wars, which I made entirely out of EVA Foam. I have since then developed my foam crafting skills further and, more recently, learnt new skills such as sewing. Aside from cosplaying, I like to hand paint denim jackets and enjoy gaming in my spare time.

Tell us a bit about your Baldur's Gate experience

I have completed one full playthrough so far. It was what I like to call my 'goody two shoes' playthrough where I made sure to get my preferred ending for every character and was morally good throughout the whole game.

Currently I have two ongoing playthroughs, one being an evil playthrough and the other being a wizard and letting the story take me where it will.

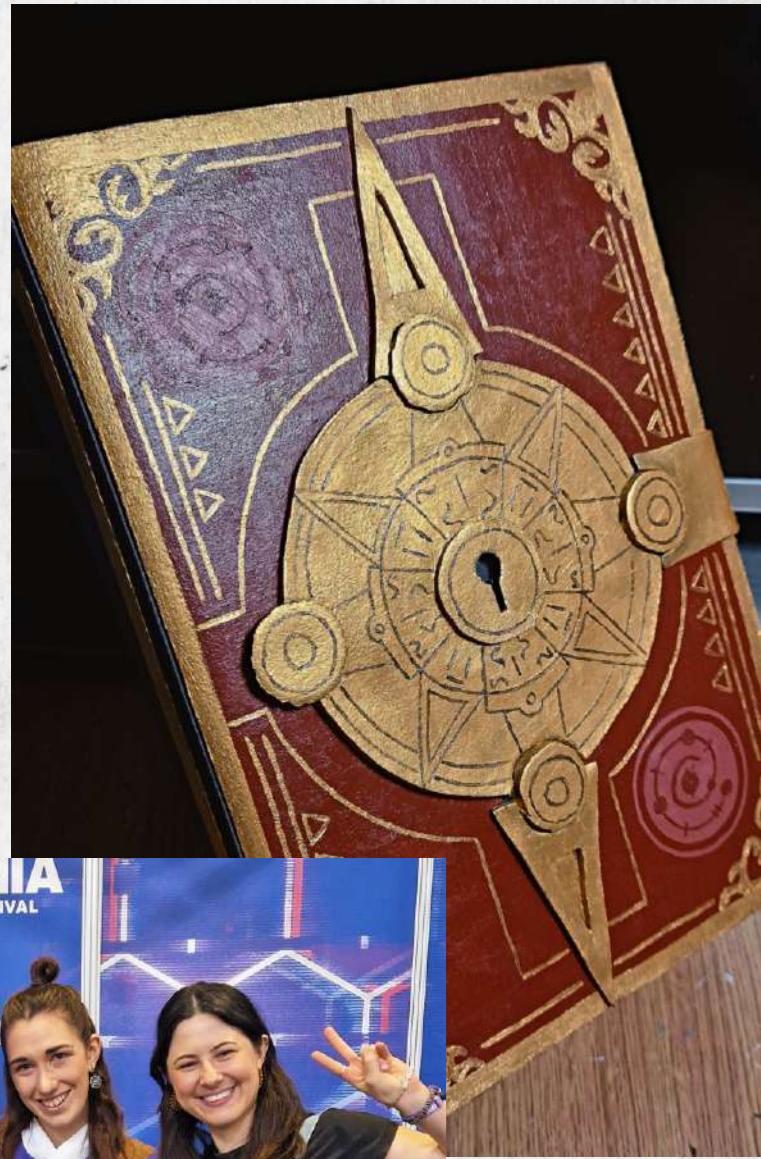
Tell us a bit about your cosplay journey

I got into cosplay at the start of lockdown. I downloaded TikTok and came across lots of videos of cosplayers and so that's when I decided to get started. I was inspired by others' amazing work on the app and wanted to try it for myself. I started with a few bought costumes and then slowly transitioned into making my own stuff.

My favourite cosplay to date has to be either my Fem Talion from the Lord of The Rings Shadow of War game or my Clone Wars Bo Katan. The Bo Katan costume is a favourite because of the reception it gets when I'm out in public and I love cosplaying strong female characters. Talion was my first build where I had to make my own patterns for parts and the first time I started trying my hand at sewing for a costume. I was also fortunate that Troy Baker, the voice actor, recognised it on twitter and gave it a retweet!

Personally, my favourite thing about cosplaying, is the process of making the costumes. Although it can be stressful at times, nothing compares to seeing all your hard work pay off at the end and getting to feel like you are the character when you're wearing the costume.

I decide my next costume builds based on what film, show or game I'm obsessed with at the time. It makes creating the costume easier if you're already passionate about what it's from.





What cosplays have you made for Baldur's Gate 3 to date?

So far from BG3 I have made a fem Gale costume that's completely handmade and sewn by myself, from scratch. I took a dress sewing pattern from etsy and altered it to match the wizard's robe. I also completely handmade the Annals of Karsus book as a prop to go with it. Inside it has the exact language you will find in the game and 70% of it translates to real information on the topic. I even included the spell scroll you get in the game in there.

Any plans for the future we can look forward to?

Yes, I am currently making Dame Aylin in time to debut at MCM London Comic Con. It's been a tough two months of crafting so far and only one more to go!

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

How kind and inclusive everyone is. Including the voice actors as well. Everyone is so supportive and uplifting. It's a pleasure to be a part of.



emilynwhite1999



emiln_amarokk



@_White1999

Anyone you would like to give a shout out to, say thank you to or give credit to?

I'd like to thank the amazing cosplay community I am honoured to be a part of, the amazing cosplayers I get to hang out with, the incredible photographers I get to work with (especially [cosplaywithfear](#)), the incredible crafters out there (especially [jd.forge](#), [mickelmakes3d](#), [alexander_makes_](#)), the amazing supportive friends (especially [softestecho.cos](#)), and family I have. And most importantly, my partner for always believing in my talents. Wouldn't have become a cosplayer without them.

I'd also like to thank my KoFi Subs as well who have helped financially support my cosplay builds so far.

Anything else you would like to share with our readers?

At Insomnia Gaming Con 172 I arranged a group of us to do a BG3 shoot. It was a great success we ended up having me as Gale, [katiedoescosplay](#) at Tav, [dexdoescosplay](#) as Goostarion, [cospaste](#) as Shadowheart, [valf.cos](#) at Orin, [nelliecosplay](#) as Karlach, [leiaerith](#) as Lae'zel, [ninbeaa](#) as Alfira and [davevepers](#) as our photographer. Was also pure coincidence that as we walked over to our shoot location sitting in the path was a doppelganger of Scratch. Luckily the owner [cosplayuncannyannie](#) allowed us to use their dog for a few pics. So keep your eyes peeled for the final results on our pages!





Introduction

Hi, my name is Georgie and I am one half of Return to Camp: A Baldur's Gate 3 Podcast alongside my best friend and the most wonderful companion an adventurer could wish for. I live in Sheffield in the UK, and I love writing and reading, which should come as no surprise because I work as a librarian. Before I was a librarian, I worked in a gaming store, so my whole job used to be about D&D, which was pretty awesome.

I'm Heather, the other half of Return to Camp. I'm from a little town not far from Liverpool, I've got an MA in Games Design and currently work in Marketing in the Tech/ Gaming space. My first love was video games in all forms, but in particular PS games. However in more recent years, my love of reading/ storytelling has pivoted

towards RPGs and D&D. So I was never going to be able to just be normal about BG3!

Tell us a bit about your Baldur's Gate experience

Georgie: I'm currently on playthrough number four, and I'm almost at 250 hours. So far, I think my current Tav is my favourite as I made her the most like me (self-indulgent, I know). Her name is Leda Do'tlar (Leda after the Greek myth, Do'tlar a name I made based on traditional Drow naming conventions meaning "walker in mysteries"). She's a half-Drow Wizard from the School of Enchantment, and happily betrothed to Gale, thank you very much! BG3 is the first in the series I have really played, as I don't think my casual dalliance into the 1999 Baldur's Gate counts.

Georgie



Heather



Heather: BG3 has fully captured my heart. I am currently on playthrough number three which is a dedicated Durge run, with my latest Tav, Howl, who is a half elf monk. Though I am finding being the Durge particularly difficult. I think my second Tav, Marge, was possibly my favourite. They were a Selunite cleric, which I really enjoyed playing and experiencing, though Howl is a very close second. I'm currently nearing 300 hours of playtime and though I've not played the previous Baldur's Gates games, I am however, a very seasoned Divinity Original Sin player, having at least 150 hours between the first and second games.

Tell us a bit about your journey as a content creator

Heather: I have a bit of a rocky relationship with content creation and wouldn't immediately consider myself a content creator, despite actively creating content... Previously, for some years I founded and ran an online publication called The Valkyries, with the help of my darling Georgie, our creation journey spans many years. The Valks was founded on my frustration at a lack of diversity within these spaces (film, comics, gaming) from a journalist/ podcasting pov. We ran for several years and covered hundreds of video games, comics, films, board games, events, the list goes on, but we were always so passionate about spotlighting works made by diverse and under-represented writers, artists and creators. So in that sense, it was a pleasure to be so immersed in that world. Alongside The Valks, myself and Georgie also created a TTRPG called Fright Night, which is designed to be played with a group of friends as you escape from a



Return To Camp



After spending some time away from creating to really heal after some intense burnout, finish my MA, change careers entirely and move house, I was ready to get back into that creative space. And here we are. I couldn't think of a better subject matter, nor a better creating partner.

Georgie: As Heather said, we have a long journey of creating together! Aside from this, I have another podcast that I create with my wonderful buddy Matt called Dead

Dove, which revolves around me teaching him everything about the world of fanfiction (as you can imagine BG3 gets several mentions...). I am also a published poet and writer, and I co-run a creative writing group here in Sheffield. My partner is a full-time Warhammer and 3D printing YouTuber, so a lot of my content creation now is focussed around helping out with his amazing ventures over on Hellstorm Wargaming or Hellstorm 3D.

Tell us a bit about your BG3 content creation

Georgie: So obviously, Heather and I have our podcast, and we have created together for many years, but this is certainly my favourite venture of ours to date! Getting feedback from listeners about how much they enjoy the podcast and how it has helped them through tough times has been really rewarding and it's nice to know that something we do for our own fun and entertainment is resonating with others, too. Also, I gotta say that seeing people really enjoy my BG3 fanfic is pretty awesome - I hadn't published anything in years, so thank you to BG3 for getting my back on the horse...so to speak...

Heather: The podcast itself is certainly my favourite piece of BG3 content that I've been involved with creating so far, it's such a pleasure to share the space with so many dedicated fans. Also the very scuffed messy Tiktoks!

Any plans for the future we can look forward to?

Georgie: We have already been chatting about the possibility of a Season 2, despite the fact we only planned a limited series originally, and we already have some interested guests - so watch this space.

Heather: Like Geo said, we've already discussed season 2 and the possibility of bringing guests in, which is something I'd love. It was only ever supposed to be a limited series, but our love of BG3, creating together and the wonderful reception that we've had has meant that we've just kept the party going.



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

Georgie: I am biased, but I have to say the fanfic and the fanart creators. The way that this community rallies around characters is like nothing I've had the joy of participating in since the good old days on tumblr (showing my age, there), and I have made some wonderful friends along the way. I think that these creative communities give individuals the chance to use characters as a vessel for exploring their own lives, and this kind of reclamation and transformation of narrative is really beautiful to behold.

Heather: I think the sense of family and acceptance is something really great. So many people could see themselves and their experiences in these characters and their journeys. Being able to find this catharsis for yourself, but whilst alongside so many others who are also feeling something similar, is really special.

Anyone you would like to give a shout out to, say thank you to or give credit to?

Georgie: First and foremost to Heather, my constant companion and the person who made me realize that video games are actually quite good. To be honest, you make creating feel as easy as breathing. Also, to Larian, I think the way that BG3 has brought the world such wonderful characters and created such valuable reflection and discourse around their treatment and stories is to be commended, and thank you to the community for making that discourse so valuable and insightful. Also, thanks to Larian again for being a company that released an Actually Finished Video Game.

Heather: To Georgie, always, for being my lighthouse in any storm. For being the most incredible creating partner I could ever have asked for, and also for being so darn talented at editing?! Thank you for not making me do it, sorry again for saying umm so much.

But secondly to the people behind the characters. To Neil Newbon, Jennifer English, Devora Wilde, Theo Solomon, Tim Downie, Samantha Béarta and Dave Jones in particular, for breathing this life into these characters. For loving the game as much as we do, thank you.

Anything else you would like to share with our readers?

Georgie: Just a thank you for being so supportive of this platform! The Baldur's Mouth Gazette is such a great idea and it's awesome to see such a creative and supportive community hub - keep supporting this!



Alex Inn Crafts



Introduction

My name is Alex and I'm from the Philadelphia area. Other than sewing and playing video games, I like to play board games and TTRPGs. Typical nerd stuff! A fun fact is that I've been in an ongoing Dragon Age TTRPG campaign since 2015, and it's one of my very favourite things I've ever done.

Tell us a bit about your Baldur's Gate experience

I never played BG1 or 2, nor any prior Larian games, but I am a big Dragon Age fan, and BG3 seemed like it would help fill the hole in my heart that 10 years without a DA game left. Little did I know it would be everything I love about Dragon Age but even better.

I currently have about 550 hours in BG3 across six playthroughs, five of which have been completed. Three of those have been with my redemption arc Dark Urge character, so I definitely have a favourite! I love how the Dark Urge storyline is intertwined with the plot as well as the relationship between Durge and Astarion. I played a Druid Tav for my first run, I've played a Lae'zel Origin game, and right now I am attempting Honor Mode. I still want to do more Origin games and maybe even an evil playthrough (but not too evil, I can't handle that).

Tell us a bit about your journey as an artist

I got into sewing as a teenager; my mom could sew and did a lot of upholstery and home decor projects. She taught me how to use her machine when I showed interest in making my own clothes and bags. I am primarily a sewist, but I like to try a little bit of everything. I've done hand embroidery, crochet, needle felting, machine embroidery, cosplay, even dice making, but I always come back to sewing. It took



many years to build up the skill to be able to draft plushie patterns, and I'm definitely still learning, but I've come a long way since my first misshapen blob.

No matter what I'm working on, I love the challenge of having an idea and trying to figure out how to make it happen.

Do you take commissions and if so, are they currently open?

I am currently open for commissions for custom chibi-style plush dolls. I love making plushies of folks' D&D characters, including BG3 Tavs.

What's your favourite piece of Baldur's Gate 3 art you've created to date?

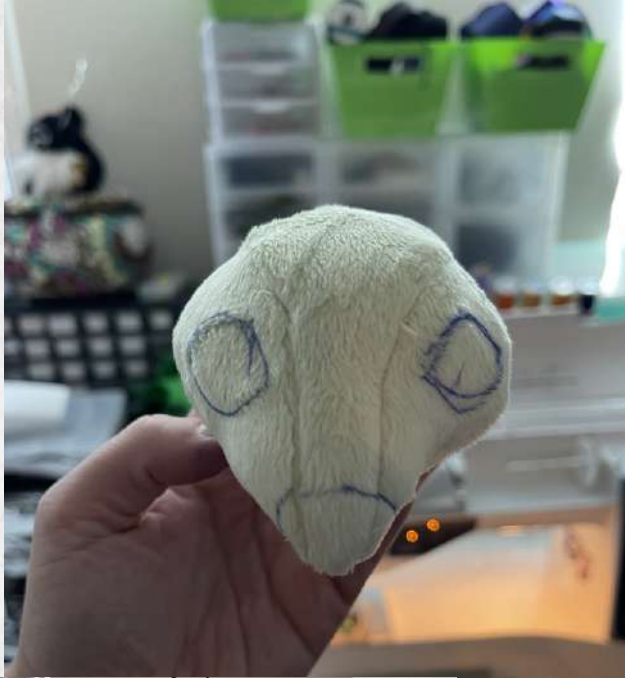
Definitely my Shovel plush. She was a real labor of love. It took such a long time to get the head shape just right. I did about 15 prototypes before settling on one, but once it was on the body I still wasn't happy with it and started over again. All of her spikes and limbs are hand sewn on as well, which was very time consuming. It was worth it, though.



alexlynncrafts



eleniel.bsky.social



Where do you get your inspiration for new art?
Everywhere! Games, books, TV, other artists, friends, everything.

Any plans for the future we can look forward to?

I am currently working on a Durge/Astarion inspired hand embroidery piece. I designed it after finishing my third Dark Urge game, and I've been working on it little by little in the evenings to relax. It's perfect for keeping my hands busy while watching TV. I'll share it on Tiktok when it's done.



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

The creativity. I love how this game has unleashed the drive to create something in so many people, whether it's drawing, cosplay, writing, anything. There is so much talent and skill in this community and it's so inspiring.

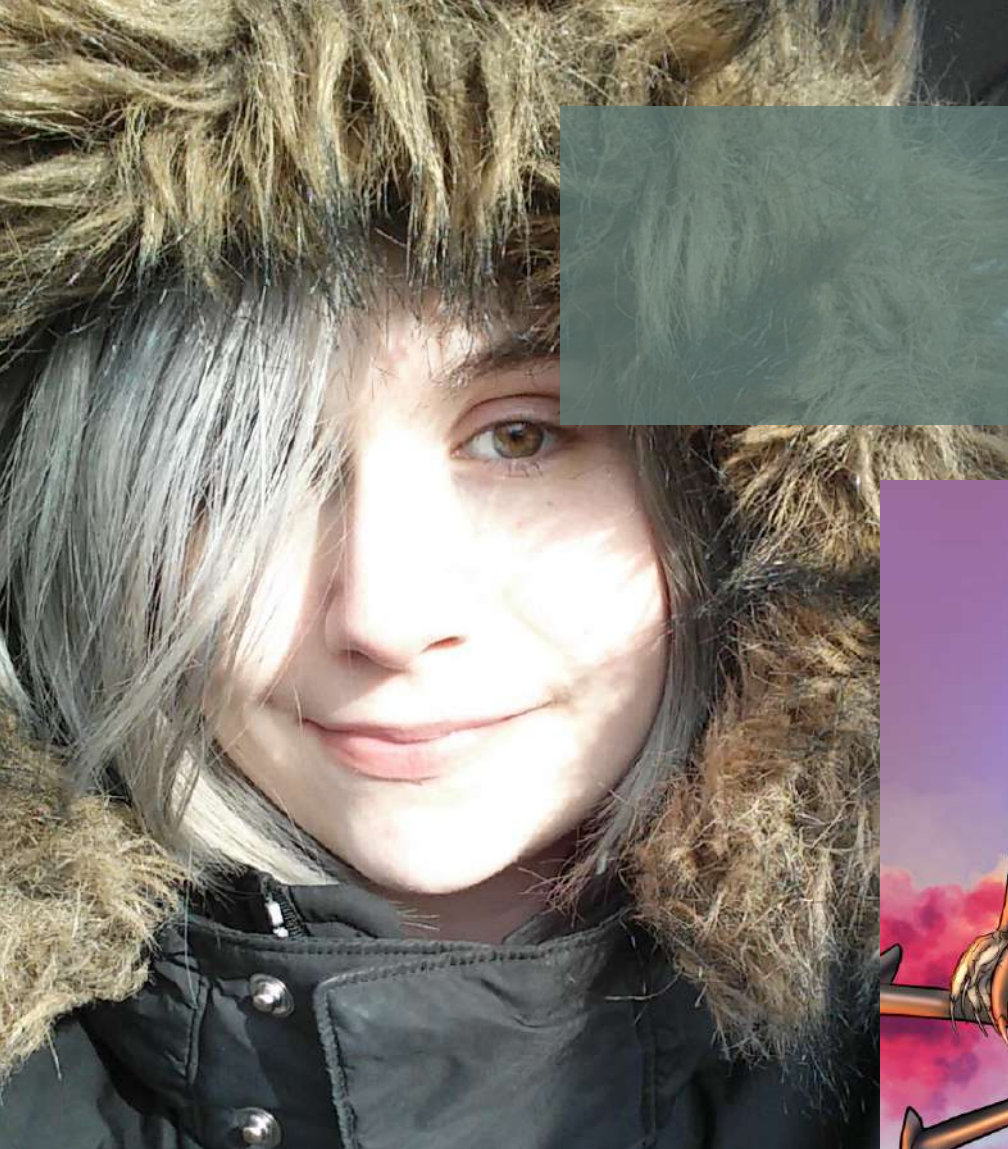
Anyone you would like to give a shout out to, say thank you to or give credit to?

Thank you to my husband for his love and support always.

Anything else you would like to share with our readers?

Just grateful for the awesome community that has sprung up around this game!





Obi



Introduction

I'm a digital artist and musician. I'm utterly fascinated with thunderstorms, black holes, and spiders. During the warmer months, I enjoy watching professional storm chasers who livestream on YouTube -- it's exciting and often educational.

I have a variety of hobbies and interests that I participate in including crocheting/knitting, writing, poetry, photography, singing, and music production. My primary hobbies are drawing and music.

A fun fact about me is that I can draw with both hands. My left hand (non-dominant hand) is better at line art, and my right hand is better at colour. However, drawing with my left hand is very draining so I don't do it often.

Tell us a bit about your Baldur's Gate experience

I've had three or four different playthroughs mainly focused on two different characters. The unmodded playthroughs feature my favourite Tav, Ilvayas, a drow who follows Eilistraee on good playthroughs and Lolth on more evil playthroughs. Ilvayas started out as the dream visitor for my very first Tav, and I got so attached to him that I officially adopted him as my main Tav.

The second character I focus on for playthroughs is a modded character that I refer to as Durge Niss. He's a drow Kar'niss who is always the Dark Urge, as I'd like to imagine that's sort of how it would be for him psychologically if someone used the Wish spell on him but it didn't completely fix everything. Durge Niss playthroughs always feature the 'Drider Twins' - two clones of Kar'niss who have taken on a life of their own.

I've played only 300hrs, but I intend on putting in more hours to this wonderful game. I grew up playing Baldur's Gate and Baldur's Gate 2: Shadows of Amn/Throne of Bhaal, so BG3 with Jaheira and Minsc (with Boo, of course!) was extremely nostalgic. Overall with playing BG3, it's been nice to experience a new chapter of a beloved piece of my childhood that had formed a large part of who I am today.



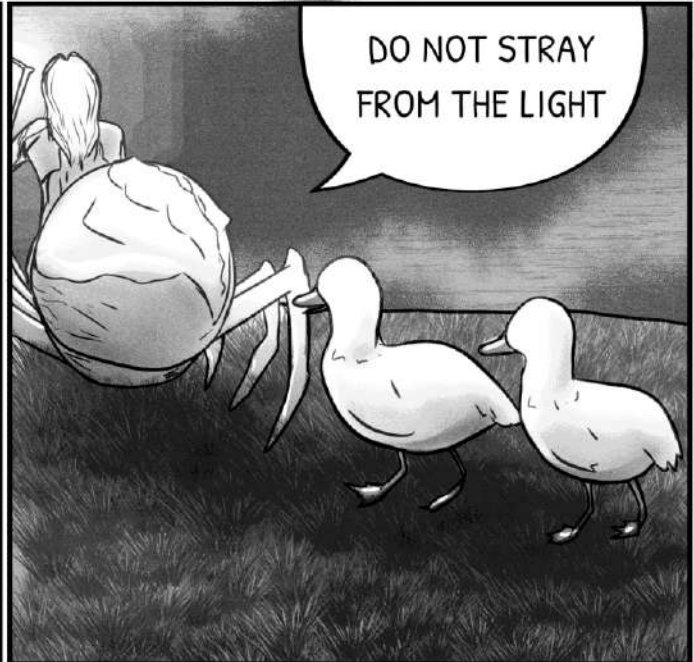
Tell us a bit about your journey as an artist

I've only been drawing for a year (as of March 31st). One evening I felt very compelled to draw, picked up a pen, found the nearest source of blank paper, and sketched out a character, and I knew I wanted to keep doing it. I then moved to using the sketchbook app on my phone, but after a while that became too painful for my hands, so I moved on to a tablet for digital art.

Drawing has been a full time endeavor, as I usually draw for eight to twelve hours per day on average. Even though it's technically a hobby, I treat it like it's a career and I'm always working to improve. At the moment I almost exclusively draw Kar'niss and the Tiny Kar'niss comics. I have drawn Kar'niss over 100 times since October 2023, but eventually I will branch out to other things.

What's your favourite piece of Baldur's Gate 3 art you've created to date?

My favourite piece is definitely the 'Kar'niss - Transformation'. It was very effortful (drow armor is surprisingly difficult to draw) and I really enjoyed drawing the sword.



Where do you get your inspiration for new art?

A lot of inspiration is just ideas that strike like lightning. My mind tends to wander to interesting places, and suddenly I've thought up a new and cute situation to put Tiny Kar'niss in. He has the blasé mischievousness and general attitude of a cat, so if I ever struggle with ideas, I like to think about what a cat would do, and then add Kar'niss' zealotry or moodiness to it.

Any plans for the future we can look forward to?

Many more Tiny Kar'niss comics to come! As long as there are ideas, there will be Tiny Kar'niss, and ideas are aplenty.

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

I love the variety of people that I have met, and it's been very meaningful overall the amount of kindness people have shown me. It has been my first proper foray into a fandom, and the specific communities I've been welcomed into have been wonderful and very kind to me.

Anyone you would like to give a shout out to, say thank you to or give credit to?

Many thanks to Kar'niss' voice actor Joshua Sklar for being an incredibly nice person, and for being exceptionally talented. His voice acting is phenomenal, and it takes true talent to capture the madness and mood swings of a drider. I wouldn't have liked Kar'niss even half as much without the character's personality having been expressed so powerfully.

I would also like to thank the community for showing such love for Tiny Kar'niss. It's very motivating and makes me unimaginably happy. Being told that I have brought a lot of joy and have even helped with arachnophobia... it's hard to put into words how amazing that is, and it makes every moment of effort and struggle worth it.

Anything else you would like to share with our readers?

I hope you all will continue to enjoy Tiny Kar'niss. Thank you, endlessly, for your support!

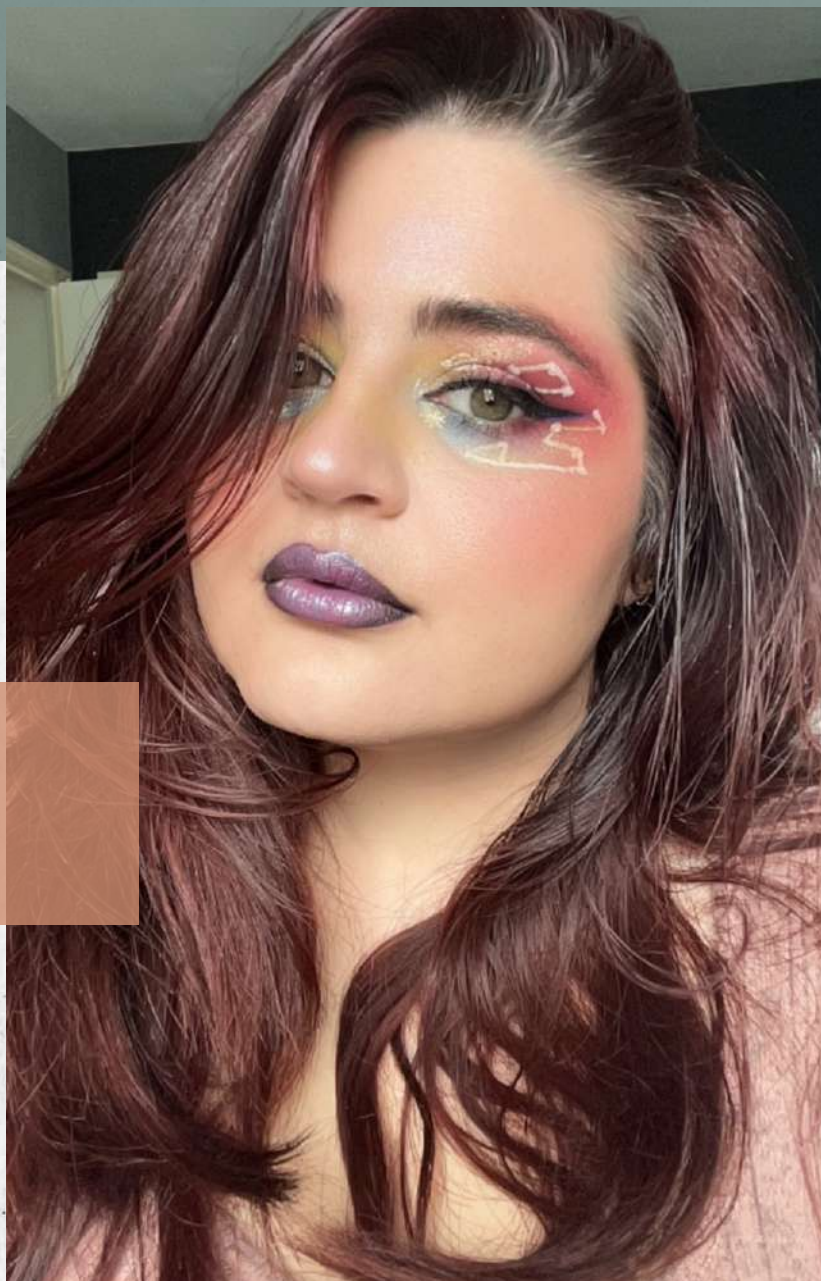


Frenja Mushi

Introduction

My name is Freyja and I am a 29 year old French woman who tries to speak English. I'm working in the medical field as an IT professional, but I'm trying to transition into social media management for video games.

I love going to metal and rock concerts, experimenting with makeup, cooking, reading and of course playing video games. Fun facts about me: I have an orange cat called Natsu, (from the anime Fairy Tail), I'm clumsy and I have an interesting story about almost getting run over by my own car!



Tell us a bit about your Baldur's Gate experience

I have 11 completed playthroughs with a twelfth almost complete and an embarrassing amount of hours to be honest, hahaha! My favourite Tav is Frey, she is my Dark Urge Tav. She is a bard and she tries to be good even if she wants you dead. She is sweet but very sassy.

I have never played BG 1 or 2 but I've read a lot about the lore.

Tell us a bit about your streaming journey

I wanted to start streaming over four years ago but I never had the courage to. I was worried about everything. The Internet can be a scary place, especially when you are a young woman.

But after years of hesitation, I found Neil's Twitch stream and decided that I should go for it. Neil and his community gave me the motivation and courage to begin streaming despite what people might say about me.

I started my channel at the beginning of November 2023 and I have loved every stream since. I play Baldur's Gate 3 but I also love playing horror games or adventure games. For example, I did Visage, Resident Evil and Deliver Us Mars.

My streams are cozy and chill. Everybody is welcome as long as they respect the number one rule "Don't be a d**k!" haha. I like that I have created a safe place for everyone. It's my favourite thing about my channel. Everyone is respectful.

Any memorable streaming experiences that stand out?

Maybe Josh's raids. Josh Wichard, aka Tav 1's voice actor, in BG3, raided me twice and both times it was so cool! He and Javi are so sweet to the community and to me. It's always super surprising and humbling.



Any plans for the future we can look forward to?

Not really a plan, per say, I just want to continue to stream as much as possible, develop my channel and continue to build something sweet with the community. For me, it's just fun and I love it, so I hope it will stay that way.

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

The friends I made in it! The community is fantastic. The majority of those people are amazing, kind, sweet and funny. They are open minded and loving.

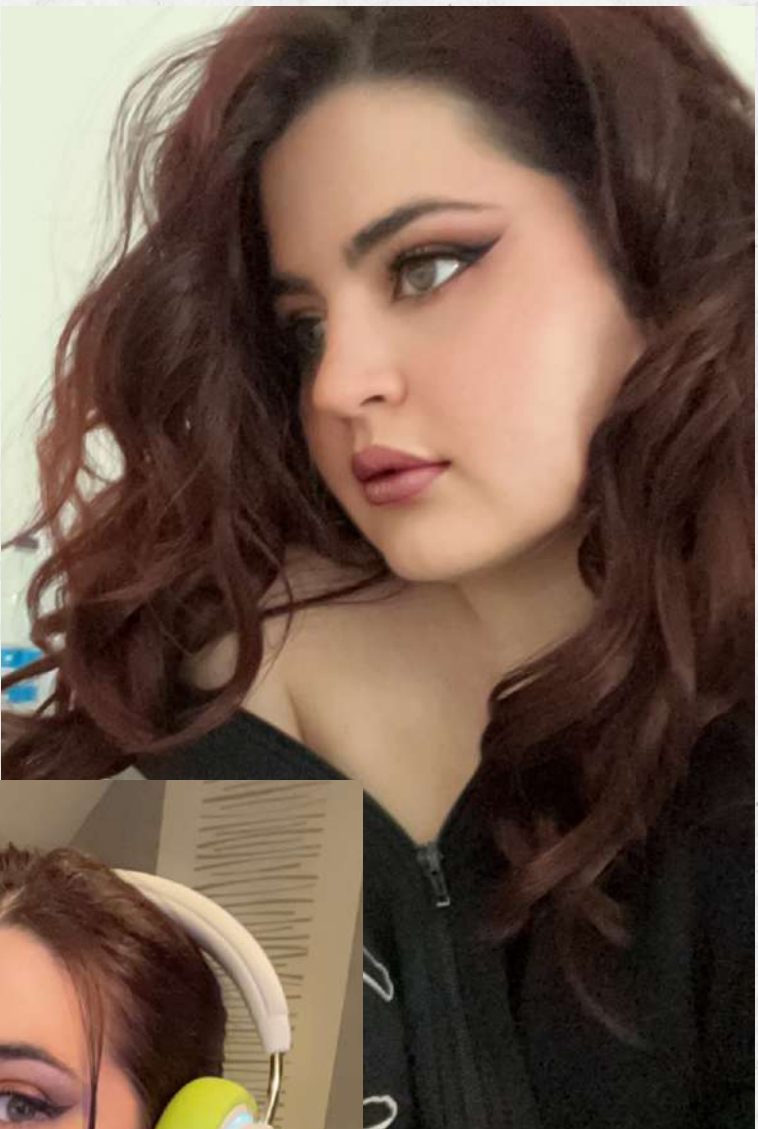
For me, it's like I finally found reasons to believe in humankind. Our world can be crazy and mean sometimes and you can easily lose faith in humanity. But not here ! It's refreshing and I found my chosen family through it. I'm very grateful to Larian for that.

Anyone you would like to give a shout out to, say thank you to or give credit to?

I want to thank the community for their kindness and good vibes, Larian for this incredible game who brought me amazing friends, Neil Newbon, because he gives me courage to follow my dreams, regardless of any fear or doubt and Andrew Wincott because, well, he knows. And a special shoutout to my husband because he is brave to stay with me despite the fact that I'm crazy for a vampire.

Anything else you would like to share with our readers?

Stay yourself! You are perfect as you are. You are loved. And you matter.




frenjamushi






Baldur's Mouth Community Gazette

   @BaldursMouth

 BaldursMouth@gmail.com

 BaldursMouth.com
