

ANIME • GAMING • COSPLAY • TECH | OCTOBER 2025 | ISSUE #6

CERTIFIED GEEK
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THE SPOOKY ISSUE



DARK PASSIONS. BRIGHT SCREENS.

The worlds of horror, fandom, and performance — under one eerie light.



Letter from the Editor

OCTOBER 2025

OTAKU ASYLUM MAGAZINE

Dear Otaku Asylum Magazine Readers,

This issue means more to me than I can explain. I've been planning it since the moment Otaku Asylum Magazine began, and seeing it come to life feels surreal. So many of the creators and wrestlers featured here are people I've admired for years—artists, streamers, and performers who embody everything I love about fandom.

Last month, we said goodbye to the Phoenix Sisters as they move forward with their own podcast network, and I couldn't be prouder of them. Taking up the torch this issue is Rangers & Arrows, a local powerhouse in the cosplay community whose voice represents the spirit of Memphis creativity and resilience.

There's a lot on the horizon for Otaku Asylum—inside and outside these pages. This is also the first issue of the magazine available directly on our website, something I've been working toward since the start. Thank you for continuing to believe in this vision and this community.

I can't wait to share what's next—especially our biggest event yet, Otaku Asylum: AFK (Away From Keyboard).

See you soon, and as always—thank you for being part of the Asylum.

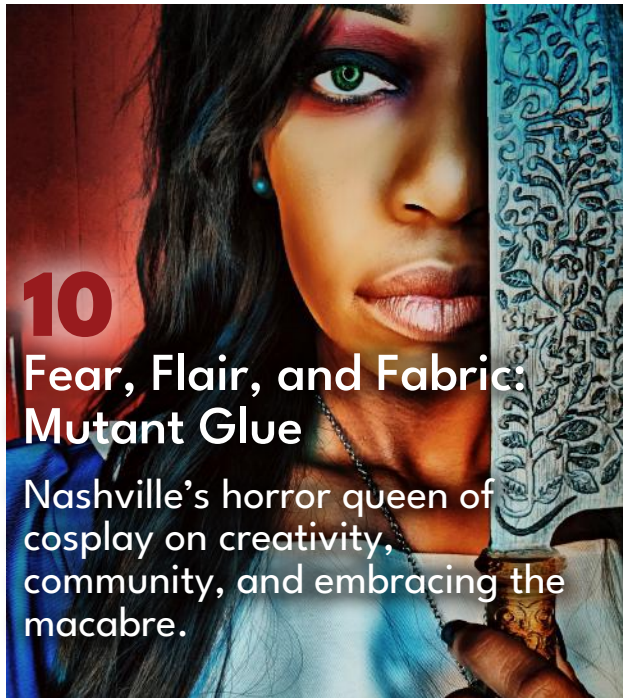
Until next time,

Omar, TheOtakuSauce
Editor-in-Chief
Otaku Asylum Magazine

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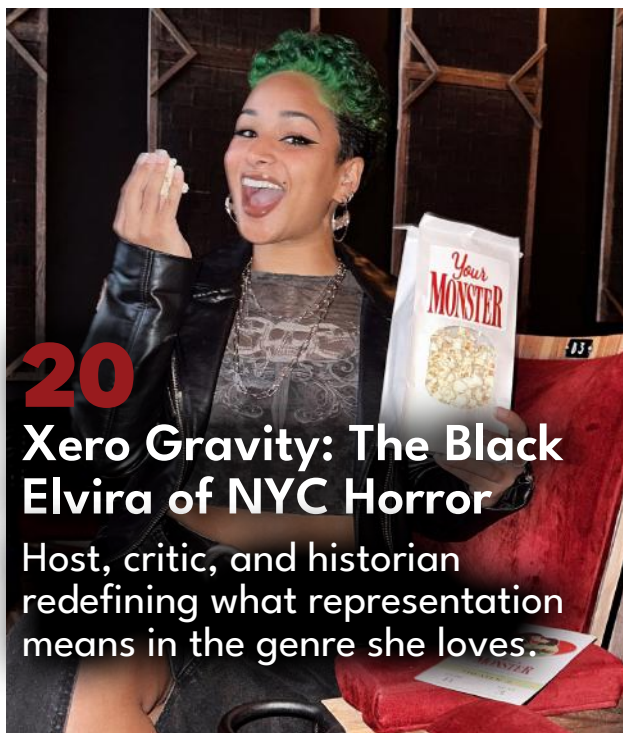
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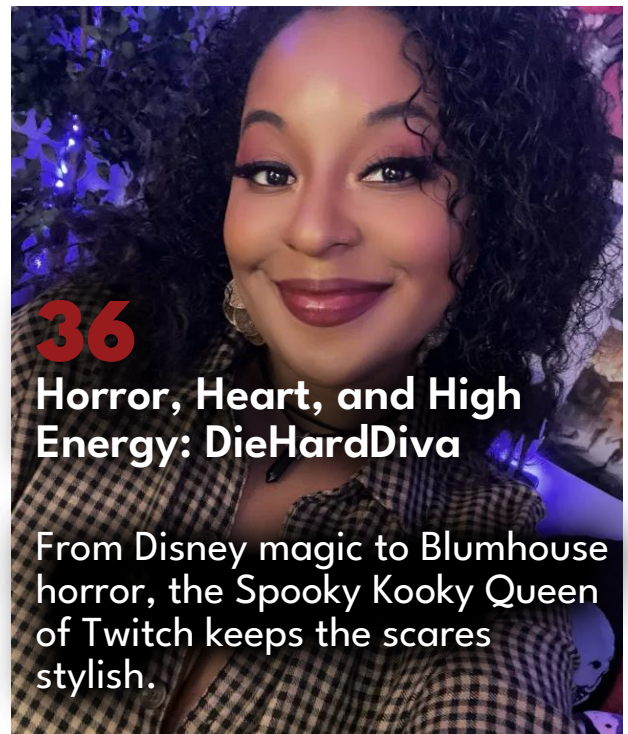
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2026 COSPLAY CALENDAR



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NO FEAR, JUST FABRIC:

CON PREP TIPS FOR YOUR KILLER COSPLAY DEBUT

Written by Eileen (Rangers & Arrows)

Going to a con can be exciting—especially if you’re debuting a brand new cosplay!

However, in all that excitement, we often forget there are steps we can take to have an even better first outing in that fresh cosplay.

1. Don’t Con Crunch

You’ve heard it before, you’ll hear it again. Eventually, you’ll have that experience that will drive that lesson home.

If at all possible, avoid con crunching. You want to ENJOY the convention, right? Then make sure your costume is done with enough time to relax and get good sleep! If you’re stress sewing in the car on the way to the event, chances are you’re going to be stressed upon arrival.



*Riia Nova as Edward,
my_neverending_dreamz as
Alponse, AWA 2023*

2. Try-On Test

If you’ve avoided con crunch CONGRATULATIONS!!!, it’s time for a wear test.

Try on your cosplay, your shoes, your wig, and your makeup at home. Wear it around the house for 30 minutes. Walk around, have a seat—

is there anything you can’t do in this cosplay that you’d want to do at a convention?

Wearing your cosplay before the event is a great way to stress test it for a much longer day where the last thing you want to be worried about is whether that snap is going to hold.

This is also a good chance to practice your makeup and hair routines so they don’t slow you down the day of!

3. Pose References

It’s the day of the con and you are looking amazing, of course!

Someone approaches you and wants a picture—but OH NO! This is the first time you’re wearing this cosplay and you haven’t thought about how you might pose.

Before the day of the convention—or maybe even the morning of while you’re getting ready—google photos of the character or get inspiration from cosplayers on Instagram.

While you’re applying your makeup, strike a few of these poses in the mirror to get a feel for them in your own body!



Pokemon VS shoot in the lobby, AWA 2018

4. Survival Guide

So you've got the cosplay done, you've tested it out, and you know how you might pose—but are you really prepared for a 12-hour day on concrete floors?

How are you going to carry your essentials? When are you going to eat?

Some things to bring/plan:

1. Food – especially if you have a dietary restriction
2. A Bag – (bonus points if it fits your cosplay) for your wallet and phone
3. Important medication – bring it, and maybe even set an alarm for it
4. Your convention badge – PLEASE DON'T FORGET IT
5. Water – Hydrate or Die-drake



Eileen “Rangers & Arrows” is a Memphis-based cosplayer, storyteller, and performer known for her creativity and community involvement. She has guested at conventions across the city, hosted and judged cosplay contests, and continues to inspire others through her craftsmanship, passion for fandom, and dedication to uplifting the Mid-South cosplay scene.



Fear, Flair, and Fabric

MUTANT GLUE

From haunt stages to convention halls, **Mutant Glue** has become one of Nashville's most recognizable creative forces. Since starting her cosplay journey in 2017, she's built a reputation for blending horror, artistry, and performance—whether she's hosting, judging, or breathing life into iconic nightmares. Her story isn't just about scares—it's about evolution, community, and staying true to her own creative pulse.

Photo Credit: PhotoJonin

When Mutant Glue first stepped into a convention in 2017, she wasn't thinking about guest tables, judging panels, or horror icons. She was just there with a friend, dressed up for fun. But that single event changed everything.

"The first step was literally going to a convention for the first time with a friend and dressing up," she recalls. "After that one convention, I was hooked and wanted to do more. I ended up doing one con a year, which evolved into three, which evolved into whatever con I could afford that would have me as a guest or that I simply enjoyed."

That steady climb—built on curiosity, consistency, and community—has made her a recognizable presence at Music City Multi Con, Nashville Horror Con, and beyond. Though her aesthetic leans toward the macabre, Mutant Glue's creative journey is anchored by authenticity and experimentation. "As far as style evolution goes, I would say I get a lot of inspiration from my peers. I don't consider myself to have fashion sense, but my peers would DEFINITELY argue otherwise," she laughs. "I have used a lot more tools such as Pinterest and our handy dandy Google."

Horror, Identity, and Self-Invention

While cosplay lets her relive the joy of childhood stories, her horror-focused personas come from a more visceral place. "My horror-themed personas definitely come from the haunt I work at," she explains. "Not only that, but I've started to see horror icons in a different light and want to portray them."

Her Freddy Krueger cosplay, for example, became a way to merge admiration with self-expression. "I like adding a little bit of me in every cosplay I do. Freddy is no different. Yes, I want to keep the essence of him throughout the set, but at the same time, it will always have that MG flair to it that makes it mine."

Mutant Glue finds her horror inspiration in unexpected places—digital ones, mostly. "Creepypastas are my go-to," she says. "I also watch people go through the houses of Halloween Horror Nights since I can't go just yet. I don't do haunted houses, so I watch them on YouTube (lol). I take inspiration from the scare actors and the haunt scenes themselves."



Hosting, Judging, and Giving Back

In addition to performing, Mutant Glue has stepped into the role of emcee and judge, shaping experiences for others in the cosplay community. "Hosting is new to me. The Nashville Fair Cosplay Contest was the first time I have been the main emcee," she says. "There's a lot that I need to work on, but I have a feeling that it will open up a lot more doors for me that I am excited to travel through."

Judging, however, is something she's been doing for years. "I have been judging contests since 2019. The thing about that is I have not won one single competition, aside from being in a group. However, I've taken everything I have learned from veteran competitors, cosplayers, and seamstresses to judge other cosplayers planning to compete. I am able to judge fairly with each and every competition."

Her preparation style? There isn't one. "I don't prepare myself AT ALL. The cosplayers always make it INCREDIBLY difficult to judge, which is a VERY good thing. As far as hosting goes... I literally wing it and pretend I'm talking to a crowd full of my peers—which normally, that's exactly who I'm talking to."

Among her many experiences, one judging memory stands out above the rest. "It was at Anime Blues Con. A little girl came in with her mom. This little girl made her ENTIRE cosplay BY HERSELF, with her mom's help of course. The judges literally got on the floor with the little girl as we talked to her while looking over her cosplay book. It was the most adorable moment I have ever had while judging. I will never forget it."

Panels, Community, and Philosophy

Whether she's leading a panel with Remy Dee at a horror convention or being interviewed for MomoCon, Mutant Glue thrives on audience connection. "I do enjoy doing feedback sessions. These sessions let me know that the people are engaged, they are paying attention, and they are asking me questions as well. Engaging with the audience is an incredible way to connect with your people."

Her guiding philosophy, whether in front of a crowd or on camera, is refreshingly simple:

"I think what I usually say is just have fun with it. Everything else comes after. If you are not having fun, you are going to burn out quickly and want to quit."

Beyond Nashville: Expanding the Reach

While Mutant Glue is well-known in Tennessee's cosplay and haunt scene, her growing reach is stretching across regions. "Well, I was never a guest at BlerdCon—I was just there to enjoy the vibes like everyone else," she clarifies. "The con that really made an impact in my contributions was being a guest at MomoCon. Not to mention my affiliation with the House of SoveReign will extend that reach further. With them, I was able to be on the cover of a comic book."

For her, these milestones point to a bigger purpose. "The more opportunities like this that I receive, the bigger my reach will be. It will also keep my goal of being representation for others in clear focus."

Looking Forward

When asked about what's next, Mutant Glue doesn't hesitate: "I will be doing more when it comes to collaborative art. Performance is something that I've actually been working on more through haunt acting and being a mermaid as well. There will definitely be more of that in the near future."

And as for storytelling? It's already a cornerstone of her creative path. "I would love to make stories and videos to explain my original characters' stories. I had fun creating them for the haunt and would love to continue to use them as well."

Even with her haunting aesthetic and growing portfolio, she's quick to keep her perspective grounded. "Even though I am a haunt actor, I am not really into horror as much as you'd think," she admits. "On the original character circuit, however, there are a few characters I would love to try such as elves, kitsune, werewolves, etc."

Mutant Glue has come a long way from that first con with a friend—now blending horror, performance, and creativity into something uniquely her own. Whether she's behind the mic, on stage, or in the haunt, she continues to evolve while reminding others of the core truth behind it all:

Have fun, make it yours, and never stop creating.



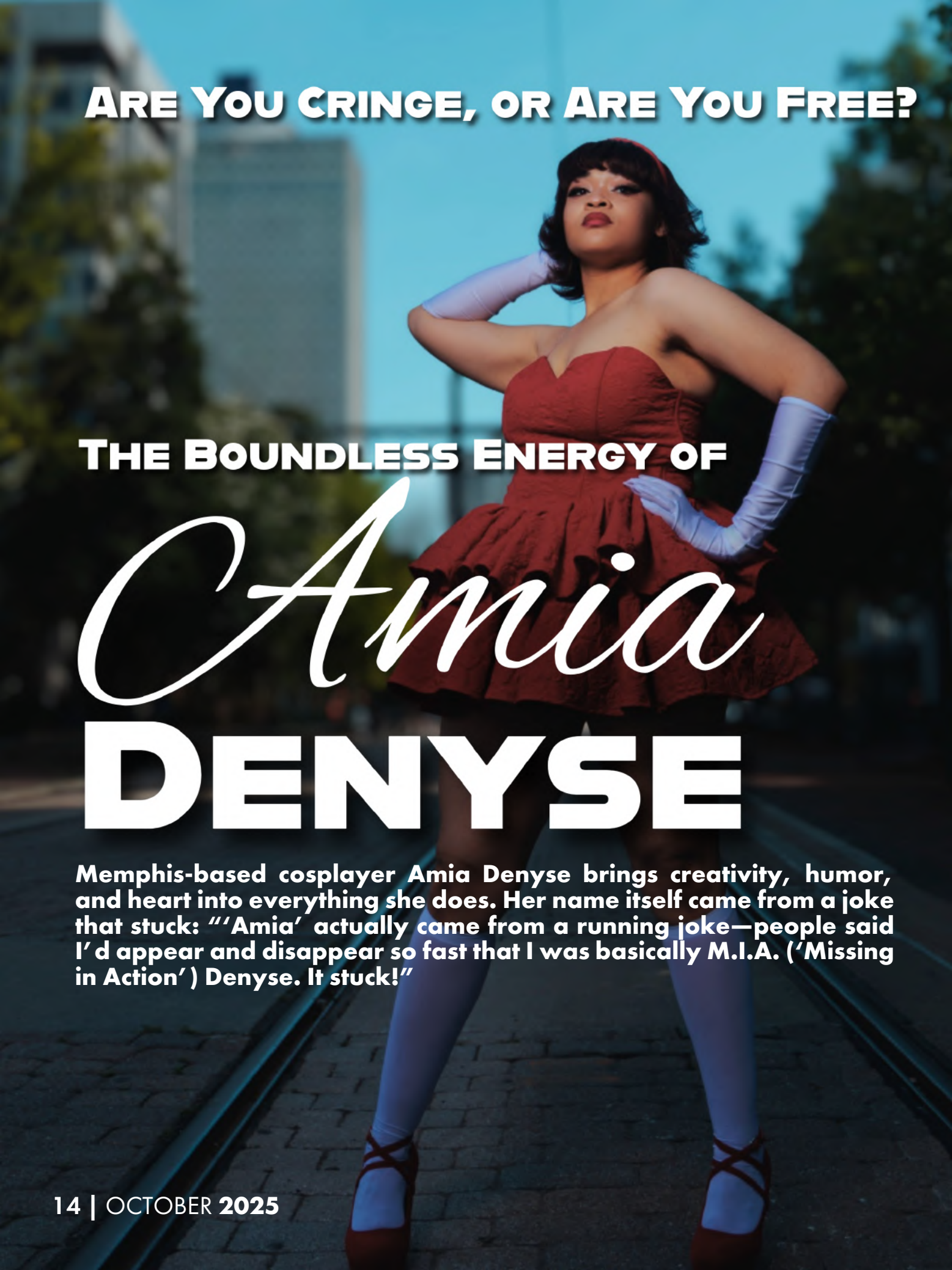


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A woman with dark hair and bangs, wearing a red strapless dress with a full skirt, white gloves, and white shoes with red bows, is posing on a city street. She has her hands on her hips and is looking towards the camera. The background shows a city street with buildings and trees.

ARE YOU CRINGE, OR ARE YOU FREE?

THE BOUNDLESS ENERGY OF

Amia
DENYSE

Memphis-based cosplayer Amia Denyse brings creativity, humor, and heart into everything she does. Her name itself came from a joke that stuck: "'Amia' actually came from a running joke—people said I'd appear and disappear so fast that I was basically M.I.A. ('Missing in Action') Denyse. It stuck!"



Her inspiration to begin cosplaying came from a place of appreciation for design and history. "I was inspired by historical preservation, fashion and costume designers." That mix of influences shows in her approach to cosplay — methodical, stylish, and always evolving.

Amia gravitates toward characters that either reflect her personality or push her to grow. "I love characters that feel like me or push me to try something new," she says. "Honestly, I've been gravitating toward the tougher builds lately. I keep thinking—there's someone out there 5–7 years in the future who's going to need a tutorial, just like I once did. I want to make it easier for them."

Her creative rhythm strikes a balance between practicality and passion. "A little bit of everything! I buy, make, and definitely modify. I also rewear my costumes in rotation—unless one has been officially decommissioned for repairs. My current rhythm is: buy one, rewear one, make one. It keeps things fun (and sane!)"

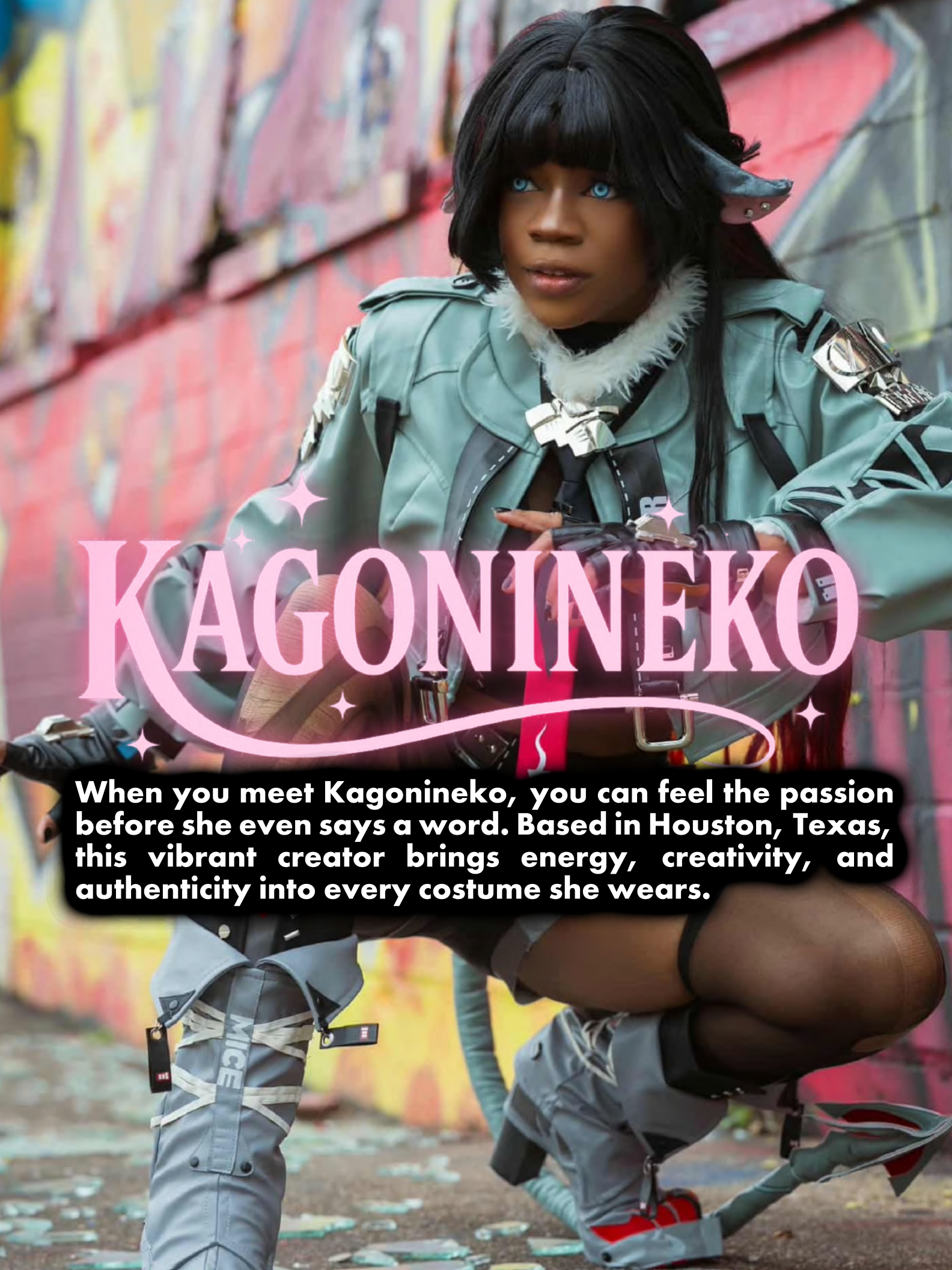
While Amia began her journey within a cosplay group, she now thrives as an independent entertainer. "I started in a group, but these days I fly solo as an independent cosplay entertainer. That said, I love collaborating and often work with Otaku Asylum and The Ramen Socialites."

For her, cosplay is where all her passions meet. "Cosplay is the perfect mashup for all my hobbies. Where else can I mix weapon-smithing with fashion, then go strut around like a Stand user? It's creativity, community, and playtime all rolled into one."

When it comes to advice for new or aspiring cosplayers, Amia's words reflect both compassion and wisdom:

"Take your time and follow your heart. Don't worry if your character isn't the 'popular' pick—you never know whose day you'll brighten just by showing up. And please, never sacrifice your health or financial stability for a costume or convention.

At the end of the day, it's Costume Play. Make friends, laugh a lot, and maybe even film those delightfully cringe YouTube videos at the mall. Again, ask yourself: Are you cringe, or are you free?(>~<)"



KAGONINEKO

When you meet Kagonineko, you can feel the passion before she even says a word. Based in Houston, Texas, this vibrant creator brings energy, creativity, and authenticity into every costume she wears.



Her story started back in 2013, when her graduation gift became a life-changing experience. "My graduation present was going to my first convention," she recalls. "I didn't know anything about cosplaying, but when I went to Maturi 2013, I saw all the beautiful and handsome talents. I was inspired to be a cosplayer since that day, so I tried my very first cosplay in 2014."

That first cosplay—Yuki from xxxHOLiC—didn't go perfectly. "I learned my full lesson on buying a cosplay from the app called Wish," she laughs. But the experience lit a spark that's been burning ever since. "From there, I wanted to be a professional cosplayer and take it to another level. I decided to learn how to do certain things... and inspired myself to enjoy, have fun, and never deviate from what I love. Never give up your dream because others are telling you to."

Over the years, Kagonineko has brought countless characters to life, but a few stand out as her absolute favorites. "My God, I love this question," she admits. "It's always hard to pick because there are so many characters. But if I have to pick from my list, it's Bayonetta, Drolta, Storm, and Dark Princess Peach."

Her craftsmanship has grown just as diverse as her roster. "I actually do both. I buy my cosplays, but I also make them too," she explains. "My recently made cosplay was Marvel Rivals Mohawk Storm, and I actually won Best in Novice at Colossalcon Texas. It was an honor to see that cosplay revamped twice—yes, I made the cosplay twice."

While she loves connecting through cosplay, Kagonineko also values peace and safety in her community spaces. "Most events and cosplay groups I'm part of are with a few of my friends that I'm really close to, only because of keeping my peace and keeping a safe haven, just because of all the things I have gone through."

For her, the best part of cosplay isn't the spotlight—it's the shared creativity. "I enjoy definitely having group cosplays. It's also special with your friends, especially when you do online collaborations and have your online friends join the fun. I love everything about it," she says. "I believe that's where the most creation comes from—because everybody puts their own taste in their cosplay. I don't look for accuracy. I look for me to put my own taste into the cosplay. It makes it feel like it's me, and not only me—it's also the character."

Her advice for newcomers is simple, but powerful:

"Remember to always have fun when you're cosplaying, and it's not a competition. The only time you should be competing is when you're in a cosplay contest. Love yourself and never give up."



For Memphis-based cosplayer OniKeyz, cosplay isn't about perfection — it's about people. A member of Code Bluff 901, he's built his reputation on positivity, connection, and the belief that anyone can belong in this community. From Naruto's masked trickster to One Piece's mighty Kaido, OniKeyz embodies characters that challenge, inspire, and unite fans of all kinds.

OniKeyz



Finding His Place in Cosplay

OniKeyz's story started with a little encouragement from a friend. "Plushee Cosplay — now known as Mia Denay — got me into it," he says. "She had an event, and I finally had the courage to go. I had so much fun and felt like I knew I should be doing this."

That first step into the cosplay world changed everything. Surrounded by creativity and community, he found a space that felt like home — a place where expression outweighed expectation.

Characters with Meaning

When it comes to favorites, OniKeyz leans toward characters with depth and lessons behind their stories. "Tobi is fun and layered — he makes me always remember not to judge a book without reading it," he says. "Kaido... I feel as a big guy, at a time I felt alone, 'til I made my own crew."

Both choices reflect his personal philosophy — that strength doesn't come from solitude but from connection.

Craft, Community, and Joy

For OniKeyz, cosplay is a mix of creativity and practicality. "Mix really depends on time frame," he explains, balancing between making and commissioning costumes depending on the build.

He's also quick to give credit to his creative circle. "Code Bluff 901 is my home base," he says proudly, referring to the Memphis cosplay collective known for its inclusive spirit and team support.

But what drives him most isn't the spotlight — it's the smiles. "The joy of people and kids who want to do it. Cosplay is for everyone."

Advice from the Heart

When asked what message he'd share with new cosplayers, his answer is simple but powerful:

"Day one is better than someday — just have fun. It's just playing pretend with extra steps."

It's the kind of energy that defines OniKeyz — humble, welcoming, and full of heart. Whether he's behind a mask or standing in front of a crowd, his message stays the same: cosplay isn't about looking perfect. It's about showing up, sharing joy, and being part of something bigger.



**Revenge,
Representation,
& Renaissance of Horror**

XERO GRAVITY

There's a certain electricity to speaking with Xero Gravity — a spark that lives somewhere between academic precision and late-night horror marathon energy. She's been called "The Black Elvira" for good reason: a sharp wit, a passion for all things macabre, and an ability to command a room — whether it's at Salem Horror Fest, on the mic of her podcast *Blerdy Massacre*, or in a packed Harlem theater introducing the next generation of horror icons. However, what makes Xero Gravity truly special is that she doesn't just love horror — she understands it. Through her work as a critic, host, and historian, she reminds fans that horror isn't only about fear; it's about reflection, identity, and community.

For many, horror is a thrill. For Xero Gravity, it began as a confrontation with fear itself. “As a kid, I had issues controlling fear,” she recalls. “Around middle school it became pretty irrational, and as a pre-teen I became aware of how it impacted my quality of life. Thirteen-year-old logic led me to the internet to consume lots of horror content in hopes of growing a thicker skin. We call that exposure therapy today, haha.”

That early act of self-therapy evolved into a lifelong fascination. The pandemic, she says, was a turning point. “I’ve always been at the nerdy table fighting over fiction, but the pandemic forced me to move that part of me to my social life online. I realized that having my quips and thoughts on pop culture posted somewhere permanently didn’t have to be for nothing—it can serve a purpose. It also led me to a community I would have trouble finding in person.” The online horror space, she notes, became a space for growth: “Having a community like that makes you a better nerd, and probably a more well-rounded person in general.”

Horror’s Golden Age and Beyond

When asked which era most shaped modern horror, Xero doesn’t hesitate: the 1980s. “Those are the years when the balls hit the wall—especially with advancements of makeup FX led by Rick Baker, Tom Savini, and others. Nostalgia is a hell of a drug, too.” Still, she notes that 90s and 2000s horror is enjoying a comeback. “The girls are going up for I Know What You Did Last Summer.”

Representation and the Future of Fear

Representation in horror has evolved, but Xero believes the most meaningful progress will come from behind the camera. “Seeing diverse faces on screen is way more common than it was 10 years ago—awesome. But the hardest-hitting changes we can ask for are diversity behind the camera; in writers’ rooms, producers’ chairs, and the technical side of filmmaking. There are probably tons of killer scripts written by any random group of multicultural people that deserve to be bought and produced.”

She’s encouraged by the rise of mentorship and grant programs that support emerging creators: “We’ve seen more of that recently, and I’m sure it’ll keep going.”

The Evolution of the Final Girl

“Being Christian, thin, hetero, and a virgin aren’t prerequisites anymore,” Xero laughs. For her, the final girl archetype mirrors the evolution of women’s equality. “Movies mimic the world they’re made in, and you can see a handful of comparisons to our own history. Final girls evolved to stay relatable, which above all else, makes for a better viewing experience for any gender.”

She highlights Coralie Fargeat’s *Revenge* as an example: “A get-back story of a woman fighting for survival after a sexual assault. The main character is promiscuous and an over-the-top representation of the feminine—historically, that was a death sentence. But the current social values of women are represented in this final girl. Everyone makes mistakes, and women don’t need to be executed for it.”

Xero also celebrates filmmakers like Fargeat, whose *The Substance* won an Oscar, and the trend toward equal representation: “Other subgenres move away from the final girl completely. Equal representation means we’re allowed to be the problem too. I love when that happens. *Sissy* is a great example.”

Continued on next page....



Xero hosting Salem Horror Fest

Critic and Fan in Harmony

As a Tomatometer-approved critic, Xero finds balance between fandom and professionalism. “I’m not afraid to admit that many of the movies that mean the most to me are objectively not good,” she says. “Part of being a good entertainment critic, especially in genre fiction, is reviewing honestly on top of the common ground that this kind of art is often very subjective.”

Shining Light on the Underrated

Xero champions indie horror: “Indie horror is having a come up, thanks to fan-fueled franchises like Terrifier, Hell House LLC, and V/H/S. Horror owes everything it has become to independent filmmakers and their collaborators.” She encourages fans to explore international creators: “Shudder is an excellent place to get hip to filmmakers like Demián Rugna, Alice Maio Mackay, and Timo Tjahjanto.”

Hosting, Community, and the Black Elvira Legacy

Known affectionately as the Black Elvira, Xero thrives when engaging horror fans in person. “Love movies, but my #1 jam is community. Hosting lets me facilitate a celebration of awesome art. I take pride in helping give filmmakers their moment, or conducting a crowd into a fun group experience.”

One of her proudest moments was hosting the Mr. Crocket NY premiere. “A friend of mine, Brandon Espy, landed his first feature on Hulu. It stars the first Afro-Latino horror villain—a blend of LeVar Burton off Reading Rainbow and Freddy Krueger. I hosted the premiere in Harlem to a sold-out theater of Afro-Latin artistic excellence. That standing ovation was heavy. That Q&A could’ve lasted three hours if we had the budget.”

Connecting with Fans and Looking Ahead

While Xero is active on multiple platforms, Instagram and podcasting are her preferred mediums. "I'm a real yapper and love that my community is comfortable enough to have genre conversations under my posts. But podcasting has the accessibility that works for everyone—like debriefing at a bar after a movie." Her show Blerdy Massacre even has listeners in Norway.

She's equally excited for the future of horror: "Independent horror is rising. Fans have proven that these releases are just as deserving as big studio titles. Late Night With the Devil, Good Boy, and Skinamarink show that fans will spend money to experience independent art on the big screen. Money moves opportunities—and as long as fans support, more doors will open."

Leaving a Legacy

When asked about her legacy, Xero reflects on the woman who inspired her nickname. "Elvira was the first woman I saw who had the undoubtable trust of horror fans. She celebrated underground art that might not get its applause otherwise. That's what I'm chasing too—just in a different font."

Her goal is to be remembered as "an intersectional pipeline to bring f* *ked up art of all shades, languages, and subgenres to the public." She adds with a grin, "Elvira's in her mid-70s now and still going strong. Why would I stop after ten?"



Cocaine Bear Premiere



Elvira Cosplay @ Cosgala 2023



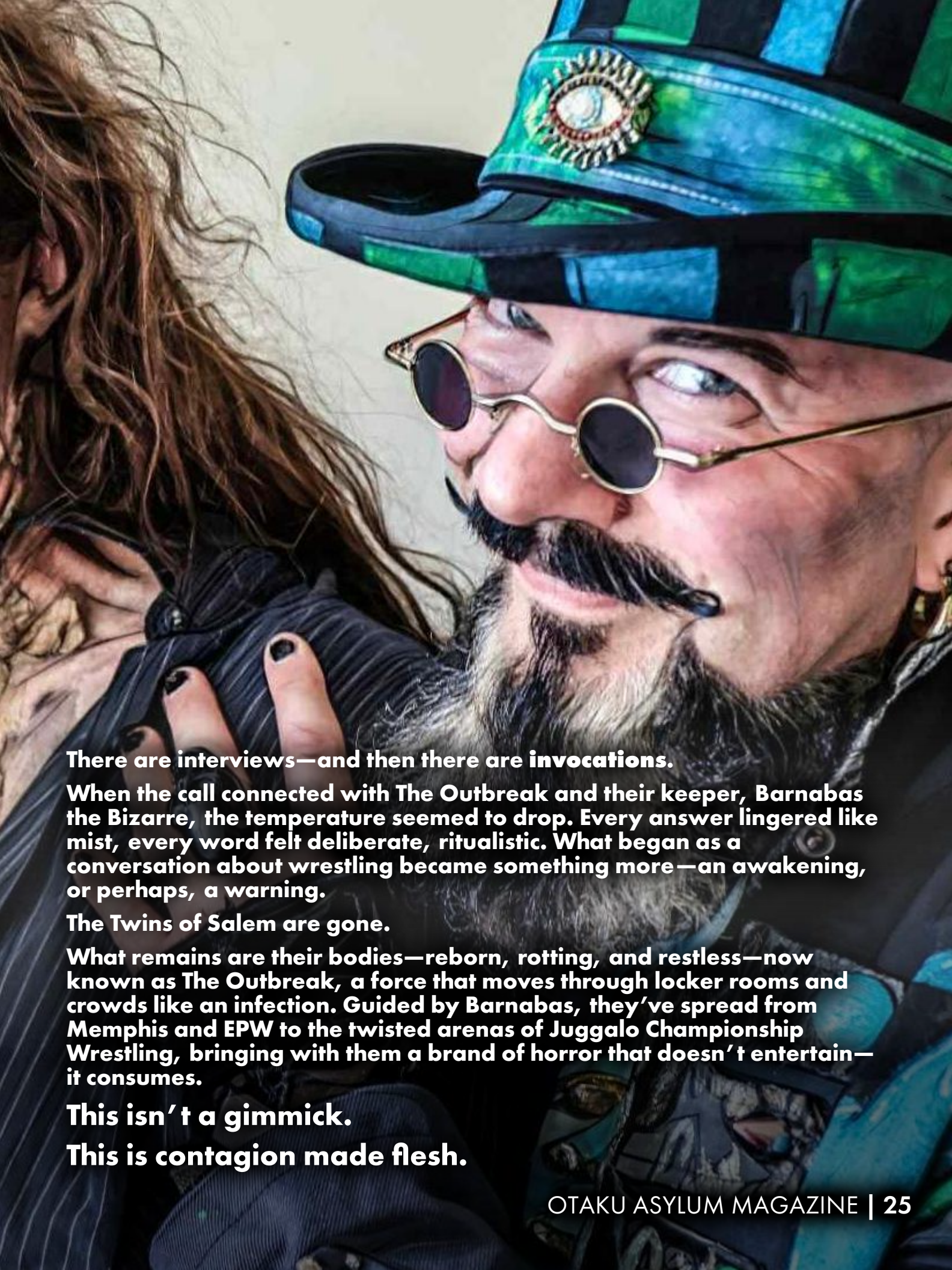
THE OUTBREAK

BARNABAS

THE BIZARRE

24 | OCTOBER 2025

Photo Credit: Sean Lawrence



There are interviews—and then there are invocations.

When the call connected with The Outbreak and their keeper, Barnabas the Bizarre, the temperature seemed to drop. Every answer lingered like mist, every word felt deliberate, ritualistic. What began as a conversation about wrestling became something more—an awakening, or perhaps, a warning.

The Twins of Salem are gone.

What remains are their bodies—reborn, rotting, and restless—now known as The Outbreak, a force that moves through locker rooms and crowds like an infection. Guided by Barnabas, they’ve spread from Memphis and EPW to the twisted arenas of Juggalo Championship Wrestling, bringing with them a brand of horror that doesn’t entertain—it consumes.

This isn’t a gimmick.

This is contagion made flesh.

Origins & Inspirations

You've been known as the Twins of Salem and now The Outbreak under Barnabas the Bizarre's guidance. What inspired this transformation of identity?

Jacksyn: "Transformation? No...this is decay. Salem cursed us, left us rotting. Barnabas did not change us—he dragged us out of the grave...gave us purpose."

Abel: "They all accused us of witches and the pale ones who live in darkness, feeding on life...now the rot has settled in. The Outbreak is not a mask. It is our flesh, our hunger, our truth."

Barnabas: "The Twins of Salem still reside...deep within the ravaged catacombs that once represented the earthly presence of Jacksyn & Abel. The metamorphosis into The Outbreak was a necessity. The true tale of how the change came to be will remain a mystery...until I deem otherwise!"

Horror and wrestling often share themes of spectacle, fear, and the supernatural. Who or what influenced your characters the most?

Abel: "Folklore. The stories of the damned who never... stay... buried."

Jacksyn: "But cinema painted our shadows. From Romero's dead to Nosferatu. Wrestling only gave us a stage to spread the outbreak."

Barnabas: "WE ARE NOT 'CHARACTERS'!!! ...Romero, Carpenter, Barker, Burton... all bring such joy through exquisite morbidity. In their human forms, Jacksyn & Abel admired Matt & Jeff Hardy. Barnabas has long studied Gary Hart, Kevin Sullivan, Jake Roberts, Percy/Paul Bearer, Jimmy Hart, Bobby Heenan."

Wrestling as Horror Storytelling

Abel: "We shamle through smoke... the crowd smells decay before they see us."

Jacksyn: "And when the bell tolls... it is not a fight. It is a feeding."

Barnabas: "Once the bell rings, the true horror begins. Jacksyn & Abel are relentless, emotionless, void of empathy or restraint."

They do not perform — they infect. What happens between the ropes feels less like a contest and more like the third act of a horror film where the audience has forgotten to breathe.

Jacksyn: "Horror villains don't fight...they haunt. In wrestling, haunting is power."

Barnabas: "WE are neither heroes nor villains. We are the otherworldly entity entirely. They feel our essence. They know it's real."

The Outbreak Dynamic

Jacksyn: "Barnabas doesn't manage. He resurrects."

Abel: "He doesn't guide us, he unleashes us."

Barnabas: "I go above and beyond—creative, contracts, travel, marketing. WE are creating something never seen before."

The connection between them is unnatural—too synchronized to be human.

"Twin bodies, one conjoined brain," Barnabas calls it. And when they enter together, it's like an old film reel flickering to life. The audience doesn't cheer. They watch.

Abel: "Blood bound us in Salem. Death binds us now."

Jacksyn: "The Outbreak is never just us. Every scream... every gasp... every tear cried... is a part of us."



Photo Credit: Sean Lawrence

Horror, Legacy, and the Future

Even their influences read like a séance roll call.

Abel: "Scarecrow from Batman."

Jacksyn: "Pennywise, the dancing clown."

Barnabas: "Pinhead and Vincent Price. Both emphasized the voice as a weapon."

When asked who could survive them, the chill deepens.

Abel: "No one escapes."

Jacksyn: "If they live... they won't leave the same."

Barnabas: "PCO. The sole entity to survive the Double Death Mist. We respect this monster."

They speak of future victims — and championships — like a prophecy already written.

Barnabas: "Adaptation ensures survival. The Outbreak will continue to evolve, and soon, capture the JCW World Tag Team Championships. Under whatever unscrupulous means necessary, WE will control those titles—and the fate of anyone who dares stand in our way."

Epilogue: A Warning from the Bizarre

If Memphis Wrestling taught them to tell stories, Barnabas taught them to twist the ending.

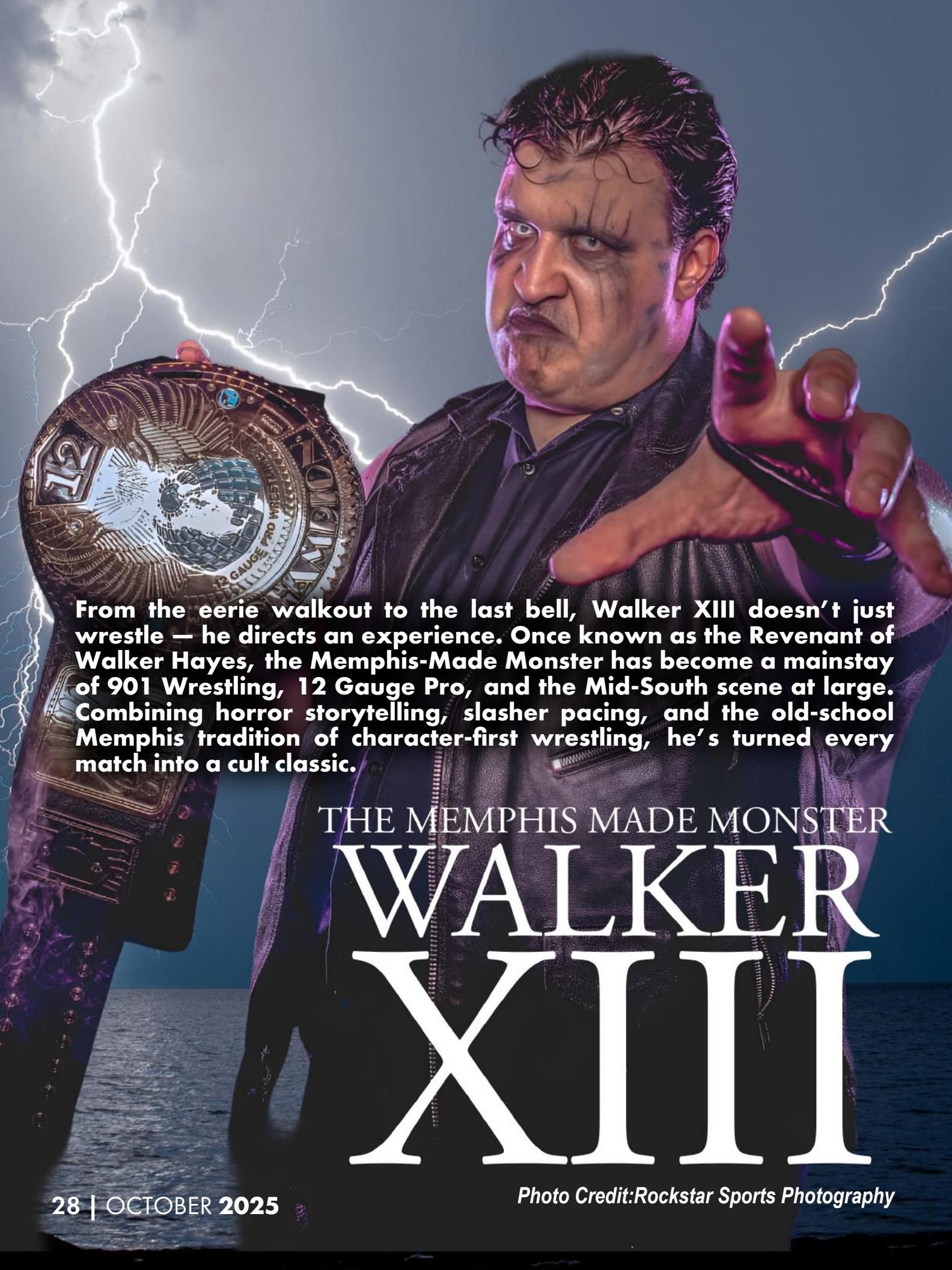
Abel: "Memphis taught us the story is the infection."

Barnabas: "Emotion drives fans to desire more. Emotion causes our opponents to lose focus."

And if you find yourself in the crowd when the fog rolls in — when the lights turn crimson and the smell of decay hits the air — remember:

You weren't watching The Outbreak.

You were breathing them in.



From the eerie walkout to the last bell, Walker XIII doesn't just wrestle — he directs an experience. Once known as the Revenant of Walker Hayes, the Memphis-Made Monster has become a mainstay of 901 Wrestling, 12 Gauge Pro, and the Mid-South scene at large. Combining horror storytelling, slasher pacing, and the old-school Memphis tradition of character-first wrestling, he's turned every match into a cult classic.

THE MEMPHIS MADE MONSTER

WALKER XIII

Act I — Becoming the Monster

For Walker XIII, every entrance begins like a movie opening. "It starts with the music and the walk out of the curtain," he says. "There's a certain aura I try to carry, because when I feel it, I know the fans do too. It's all about giving every match a big fight feel — or in my case, a 'cult classic' feel."

The moment the mask of the Revenant came off, the Memphis-Made Monster was born. "After I took off the Revenant mask, I knew something had to change. The Monster is the culmination of years of ideas and experiences that finally materialized when the mask came off."

His mantra — Never Stay Down — came from a mix of pain and persistence. "In my younger years, I was made fun of for loving wrestling and horror," he says. "Slashers never stop. They keep getting back up until they finish their mission. There's something inspirational in that."

That blend of grit and horror translates through every part of his craft — even outside the ring. As a scare actor at Wicked Ways Haunted House, Walker has found unexpected overlap between haunts and headlocks. "Both rely on improv based on crowd reaction, but in completely different ways," he explains. "Each performance teaches you timing — knowing when to move, when to hold, and when to make them scream."

Act II — From Revenant to Monster

As the Revenant of Walker Hayes, his performance was silent and brooding. "The slasher presence stayed," he says, "but the stoic demeanor had to change. The Revenant and the Monster are two sides of the same coin, but now I have the freedom to show more agility and emotion in the ring."

During the Hollywood Horror Show, he learned how to tell stories without words. "That was definitely challenging — no voice, no facial expressions, and I was one piece of a larger group. It forced me to use body language to make everything look more brutal."

His Halloween Hardcore Match against the late Ivan Warsaw became a defining chapter. "We wanted to build a sense of unrest — like a classic horror film. The thumbtacks were the 'shotgun blast' moment when the killer finally goes down. It was my first time taking tacks, and yes... they hurt."

The Crowleys' betrayal of the Revenant became another turning point. "They looked out for me early in my career. The betrayal felt less like a betrayal and more like them saying, 'You don't need us anymore — go fly.' It was bittersweet, but I still carry their knowledge with me."

Act III — 901 Wrestling & Beyond

Today, Walker XIII stands tall as the 901 Wrestling 1819 Champion, a cornerstone of the Memphis indie scene. "There is no crowd like the 901 Wrestling crowd, and they'll always be my home," he says. "901 gave me my start — shoutout to Tommy Jax, my mentor and one of the greatest minds I've met. I consider the 1819 Championship the workhorse title. My goal is to make sure that every time fans see it on the card, they know they're in for a treat."

He credits opponents like Insane Dane and Crazy Jack for shaping his versatility. "Dane is controlled chaos. Jack is unpredictable — he could hit you, or he could throw you no matter how big you are. Both pushed me in different ways."

Across the Mid-South, his work has earned him championship gold in 12 Gauge Pro Wrestling, which he calls a proving ground. "That locker room is full of the hungriest young talent in the game today. They keep me on my toes and remind me to stay sharp."

For new fans, he points to one match as his calling card: "Walker XIII vs Brayden Toon from the June 28th episode of 901 Wrestling. It's old-school Memphis storytelling with modern indy flare — the best of both worlds."

Continued on next page....

Act IV — Craft & Cinematics

Every piece of the Monster is intentional — from his music to his movement. “My theme, ‘Soft Spine’ by Spiritbox, creates an ominous energy before I even walk out. The riff, the lyrics, the synths — it all sets the tone. The goal is to make it feel like the start of a film you can’t look away from.”

As for his visual identity, Walker mixes his passions for music, design, and horror. “I’ve made a few of my own shirt designs inspired by movie posters and death metal art. Expect more of that style in upcoming merch.”

The Monster’s DNA is pure slasher. “Walker XIII was built on the slasher genre, but I’d like to explore the supernatural next — maybe with some folk elements. Stay tuned.”

His cinematic influences range wide. “My pace is inspired by 80s slashers like Jason Voorhees and Michael Myers, but also characters like Captain Spaulding from Rob Zombie’s Firefly Trilogy. I try to find inspiration in everything — comedy, action, any genre that tells a story.”

Act V — Mindset & Legacy

Even monsters have off days. “A lot of times it’s the brain more than the body that says no,” Walker says. “I focus on perspective — finding positives even in the struggle. Some days the negative thoughts win, but thankfully those days are rare now.”

Carrying Memphis-Made in his name means honoring a legacy. “Memphis fans have always been here for the story, not the moves. This city was built on connection — good vs evil, heroes and villains they can believe in. That’s what I aim to keep alive every night.”

When asked what advice he’d give young big men, his words cut through the noise:

“Take your time; it’s a marathon, not a sprint. Make them believe — get them invested in who you are, not just what you can do. If you know who you are, the people will get behind you to love you or love to hate you.”

Act VI — Looking Ahead

With his 901 reign in full swing, Walker XIII still has monsters left to face. “In the Mid-South, Dorian Vain, Prestigious P, and MJ Davis are on my radar. Nationally, the dream match is Killer Kross. We were booked once in Missouri, but it fell through. Now that he’s back on the indies... it’s time to circle back.”

And if he ever gets his cinematic match? “A haunted house. It’d be fun — for me, at least. I know every corner and crevice, so my opponent would have nowhere to hide.”

As for what’s next for the Monster:

“Evolution isn’t about becoming someone new. It’s about holding onto the core of what you are while still expanding. Everyone must evolve, but holding onto what you built and making it better is usually the best way to go.”

Memphis-Made. Horror-forged. Never staying down. Walker XIII isn’t just wrestling in Memphis — he’s redefining what it means to build a monster.



Photo Credit: Nick Clark



THE GOTHIC VOICE HAUNTING MEMPHIS WRESTLING.

Keres Vue

Before she's even stepped between the ropes, Keres Vue has already made an impression. The gothic and witchy voice of Memphis Wrestling's next generation, she's turning heads behind the mic and preparing to make her in-ring debut. Part mystic, part menace, Keres Vue brings something that Memphis wrestling hasn't seen before — a performer who embraces darkness not as a gimmick, but as truth.

Becoming Keres Vue

Keres Vue's path to wrestling started like many others — watching Monday and Friday night shows with her family. "My older brother Devon actually!" she says. "Since I'm the youngest, I had no say in what we watched... I loved it immediately and ten-year-old me said, 'I wanna do that someday!'"

Her mom wasn't thrilled, but years later, the women's division reignited that dream. "They're strong, beautiful, confident women... I was, and still am, a Paige and AJ Lee girl, but when I saw Naomi, Nia, and Bianca, they showed me I could do this too."

Training hasn't been easy. "I have asthma and I've never been very athletic," she admits. "In the beginning I'd get attacks that led to panic attacks... but everyone pushed me." She credits King Cobra and Dustin Starr for helping her adjust. "There are days when I ask myself, 'Can I really do this?' but I'm reminded I have people who check on me. I'm grateful to have them as friends."

The Power of the Dark Feminine

While most new wrestlers are still finding their look, Keres already has one — a gothic enchantress commanding attention. "My look is based on myself. I'm a witch. I wanted everyone to see this sexy, powerful being and make them hate that they loved me," she says.

Her influences bridge horror, music, and wrestling. "I love Motionless In White... you see a lot of gothic women, but not many Black women with that look."

"Horror has influenced me for years," she continues. "Bray Wyatt showed me I didn't need to fit a mold, and Rhea Ripley showed me I can be both masculine and feminine. When I dress, I want to be beautiful like lilies, deadly like crows, and mysterious like a thick fog."

Even her name tells a story. "Keres comes from the Greek goddess of death. My real name translates to life, so I wanted the opposite — for people to feel a chill, their chest tighten, and not know if it's fear, nerves, or attraction."

Voice Before Violence

Before stepping into the ring, Keres found confidence behind the mic. "Announcing helped me with my anxiety and stage fright. Every time I pick up the mic, I can't tell if I'll have a panic attack," she says. "It's gotten better. I've learned I have other options if wrestling doesn't work out. Wrestling is dangerous, and I'm glad Dustin gave me this chance — now I know I'm capable of more."

That time on the mic didn't just calm her nerves — it sharpened her delivery, tone, and stage presence, all part of what will make her in-ring debut unforgettable.

The Future Awaits

Keres knows exactly the reaction she wants when she finally debuts. "I want them to hate loving me," she says. "To cower before the one who is beautiful and grotesque. I'm not the good girl — I'm the necessary evil. Whether they like it or not, they need me."

Her goals reach beyond the women's division. "I don't think Memphis Wrestling is ready for someone like me yet. I want the Heritage Championship — man or woman. The women's title is nice, but I'm not like the others. I want to be the first."

Beautiful and grotesque, light and shadow, witch and warrior — Keres Vue stands on the edge of her debut, ready to redefine what power looks like in Memphis Wrestling.



THE PSYCHOLOGY OF FEAR: WHY WE ENJOY HORROR

Written by Katie Robinson-Mays
(Pikachulita)

When one thinks of the word "horror", negative thoughts and feelings typically come to mind. You likely associate horror with things like crying, screaming, sweating, and general discomfort and anxiety.

So why do people (myself included) enjoy scary games? Believe it or not, the possible answers lie within our brains and are rooted in science—specifically, neuropsychology.

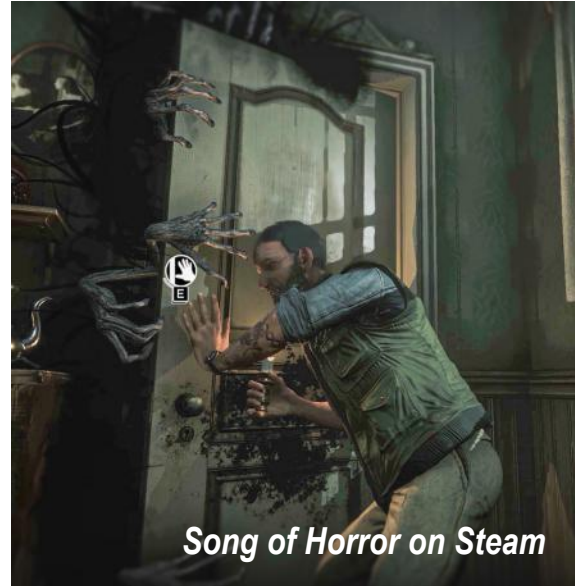
The Science Behind the Scare

According to Haiyang Yang, behavioral scientist and associate professor at John Hopkins University, and his colleague Kuangjie Zhang, assistant professor of marketing at Singapore's Nanyang Technical University, one of the biggest reasons people consume horror media is stimulation.

The terror or anticipation of terror that we feel can provide both mental and physical stimulation—a mix of feelings of pleasure or 'thrill' and the release of adrenaline, which heightens our senses and gives us a surge of energy. These feelings are often followed by a release of endorphins after the terrifying situation has ended, making us feel relaxed and relieved.

Facing Fear and Finding Reward

Another reason is the 'novel experience' and learning that horror provides, allowing us to visit alternate worlds and realities. Directly facing or overcoming these experiences can allow us to push our boundaries and offer feelings of accomplishment once the experience has ended or the feelings of fear have subsided.



In an interview with NPR, behavioral scientist and pioneer of the psychological study of morbid curiosity Coltan Scrivner, Ph.D., shared that the desire to seek out this kind of stimulation and experiences is part of humans' common and natural curiosity about the unknown or 'darker' sides of the world at large. Some even use these dark themes to cope with or regulate their own emotional and existential issues.

But this doesn't come without stipulations. Yang and Zhang say that for us to take pleasure from fear, we have to be under some sort of "protective frame." This includes feelings of physical safety and the detachment of knowing that these experiences are fictional and that no real threat is present. The ability

to enjoy the horrors hinges on 'controlled' fear: when we know we aren't truly in danger.

A Personal Connection to Horror

My own personal love for horror feels like an amalgamation of these motivations. I'm a bit of a thrill seeker, specifically when it's in a controlled environment. I enjoy consuming scary media across games, books, film, and television.

I feel powerful, accomplished, and relieved after clearing a particularly terrifying section of a horror game or beating it entirely (I took great pride in beating *Outlast* and its *Whistleblower* DLC). But horror also serves as a distraction from my own personal issues and worries.

One of my go-to methods for stress management and relief from foul moods is watching commentary-free horror game "Let's Plays." This allows me to experience new games that I can't get around to playing due to my schedule, viewing it as a sort of "movie." What better way to avoid overthinking and life's troubles than to direct my attention to a fictional, significantly more stressful situation?

I also unironically like to temper bad moods and wind myself down for bedtime by browsing r/nosleep—much to my partner's bewilderment. There's just something about reading a short story about a giant Lovecraftian sea monster terrorizing an oil rig or a mysterious emergency alert that orders residents to stay in their homes or face demonic, otherworldly entities that helps lull me to sleep.

It's All in Our Heads

All of this may sound wild (arguably even borderline masochistic) to someone who's not a fan of scary games or the horror genre in general—and understandably so. There's also research that points to factors like personality type, gender, and socioeconomic status that can impact one's ability to consume scary media positively.

But the reality of horror and the ability to enjoy it is pretty simple: it's all in our heads.



Katie Robinson-Mays (aka PikaChulita) is a Memphis-based streamer, content creator, and former Community Manager at Compulsion Games, an Xbox Game Studio. With over a decade of experience in digital content creation and community management, she helped shape the launch of *South of Midnight* while fostering inclusive gaming communities. A longtime Twitch Partner and diversity advocate, PikaChulita champions authentic representation and uses her platform to inspire connection and belonging in gaming culture.



HORROR, HEART, AND HIGH ENERGY

DIEHARD *Diva*

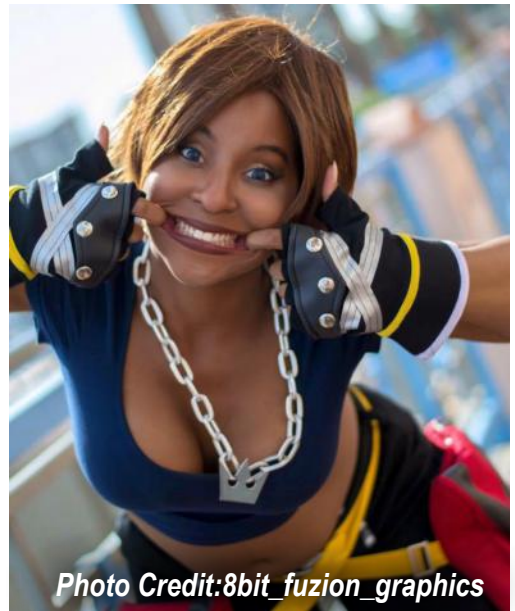
Before there was the Spooky Kooky Queen of Horror, there was ChasingDreams28 — a crafter, cosplayer, and streamer finding her footing online. I still remember joining her Twitch community back in 2017, long before the partnership badges and Dead by Daylight lore reviews. What began as a creative outlet after an accident has since grown into one of the most passionate horror communities on Twitch. From Disney and cosplay to gothic gaming and Blumhouse collaborations, DieHardDiva has built a world where horror meets heart, and every scream comes with a smile.

Origins and Evolution

Halloween was always more than a holiday for DieHardDiva — it was the spark that set her creative world ablaze. “Halloween has always been my favorite time of the year,” she says. “Growing up, some of my favorite ‘family-friendly’ movies I would love to watch would be Hocus Pocus, Casper, The Addams Family (1990s), Nightmare Before Christmas, and Beetlejuice. It wasn’t until I was in high school and college that I started to understand the genre and sub-genres within horror and dark fantasy.”

She began streaming under the name ChasingDreams28, a cosplayer and crafter exploring Kingdom Hearts and Disney games. But as her confidence grew, so did her taste for something darker. “I’ve always played horror games outside of stream/content, I just never thought my community at the time would want to watch me play. It wasn’t until I started playing Dead by Daylight or choice-based horror games like Until Dawn or Man of Medan when I decided to switch more into horror on the channel. Plus, everyone was LIVING for my reactions at the time.”

That shift — from cosplay to content, from crafting to catharsis — helped shape what would become her signature space online: a stylish, safe haven for horror fans. “I always love to cosplay due to my background working in theater and entertainment, but fashion has always played a part within horror. Think of Victorian gothic fashion in movies like Sleepy Hollow or Nosferatu, or something modern like grunge fashion in The Craft or Scream. No matter if it’s movies, TV shows or even gaming, horror and fashion go hand in hand.”



Finding Balance in the Dark

Going full-time as a content creator came with its challenges. “This was my first time ever being self-employed, so I had no idea what I was going to get myself into, but I knew I wanted to continue to follow my passion within the arts and entertainment,” she explains. “The first few years were good... and then there were some bad years where I couldn’t even make enough for rent. I was very close to giving up in 2024 after hitting burnout for the first time ever in the career but at that moment I learned you MUST take care of yourself. Take breaks, step away from the work desk, rest and recharge.”

Her honesty about burnout and boundaries has made her not just a creator — but a mentor for others navigating the same terrain.

Continued on next page....

Crafting the Horror Aesthetic

When reviewing new skins or DLC drops for Dead by Daylight, DieHardDiva brings her background in theater and fashion to every critique. "I think it depends on the theme of the collection itself," she says. "There are a variety of things I look for — the hairstyle, amount of detail on the clothes, accessories, and if it fits the character personally. Like I said, fashion and horror go hand in hand."

She approaches new horror releases with care, balancing genuine reaction with research. "It depends on the game. There are times where a game will offer a demo prior to you purchasing the full game. If it's something like a choice-based game and fully based on reactions, that's a day-of kind of game. Of course, it's always good to do a little research and background check, like who the devs are or if there are any trigger warnings we should know about before showing to our community."

And that community — the DieHardDarlings — has become an integral part of her process. "It really depends on the comments from my videos," she says. "With streams, I try to be as engaging as possible — whether that's community members creating chaotic builds or outfits through Discord or having them interact with the game I play live through Crowd Control."



From Blumhouse to the Big Picture

Recently, Diva's horror journey came full circle when she joined Blumhouse Games as an official creator. "I'm still in shock that two years ago I made the original announcement about Blumhouse Games and now I'm officially a creator for Blumhouse," she says. "It's exciting to see that film companies like Blumhouse are stepping into the gaming industry, helping indie developers publish their games."

That crossover — film and gaming, screen and stream — perfectly captures what makes her content special. She's not just reviewing horror; she's living it, styling it, and sharing it in real time.

Representation and Reclamation

Diva also uses her platform to advocate for more layered representation in horror. "I think topics within the Black community itself — beyond the racism themes we see in mainstream horror — deserve more attention," she says. "Give me something interesting like generational divisions, or the exploration of Black womanhood or the psychological toll of survival. Give me more supernatural and psychological horror, give me sci-fi horror or more vampires. We can be a little more creative than going the 'easy' way out."

It's a sentiment echoed in her work with panels like *Sistas Unfiltered: Black Representation in Modern Day Horror* and her push for genre diversity. "We can take a break on the theme of racism. There is so much more to be explored in the Black community besides racism. I've seen it all."



Humor, Horror, and Humanity

"Hands down my favorite is comedy horror," she says with a grin. "I know that horror can be a lot to many, but having that mix of comedy and horror elements makes those who are newer to horror enjoy it a little bit more. No matter the type of horror game or content we review on the channel, I try to give that small amount of relief that comedy horror provides."

That balance — tension and laughter, style and scares — is what defines her streams. It's why fans keep coming back, and why the DieHardDarlings have become a family of their own.

Moments that Matter

Not all of her highlights come from screams or scares. "It wasn't really horror, but it was when I saw myself being featured in an ad for a dark fantasy game," she remembers. "There was a sponsorship I did a while back for New World: Aeternum, and they included one of my reaction clips. I had no idea until friends and relatives outside the streaming space reached out and said they saw me in the ad. It was that moment I knew I made the right decision — that people I knew outside the internet could see how much I love what I do."

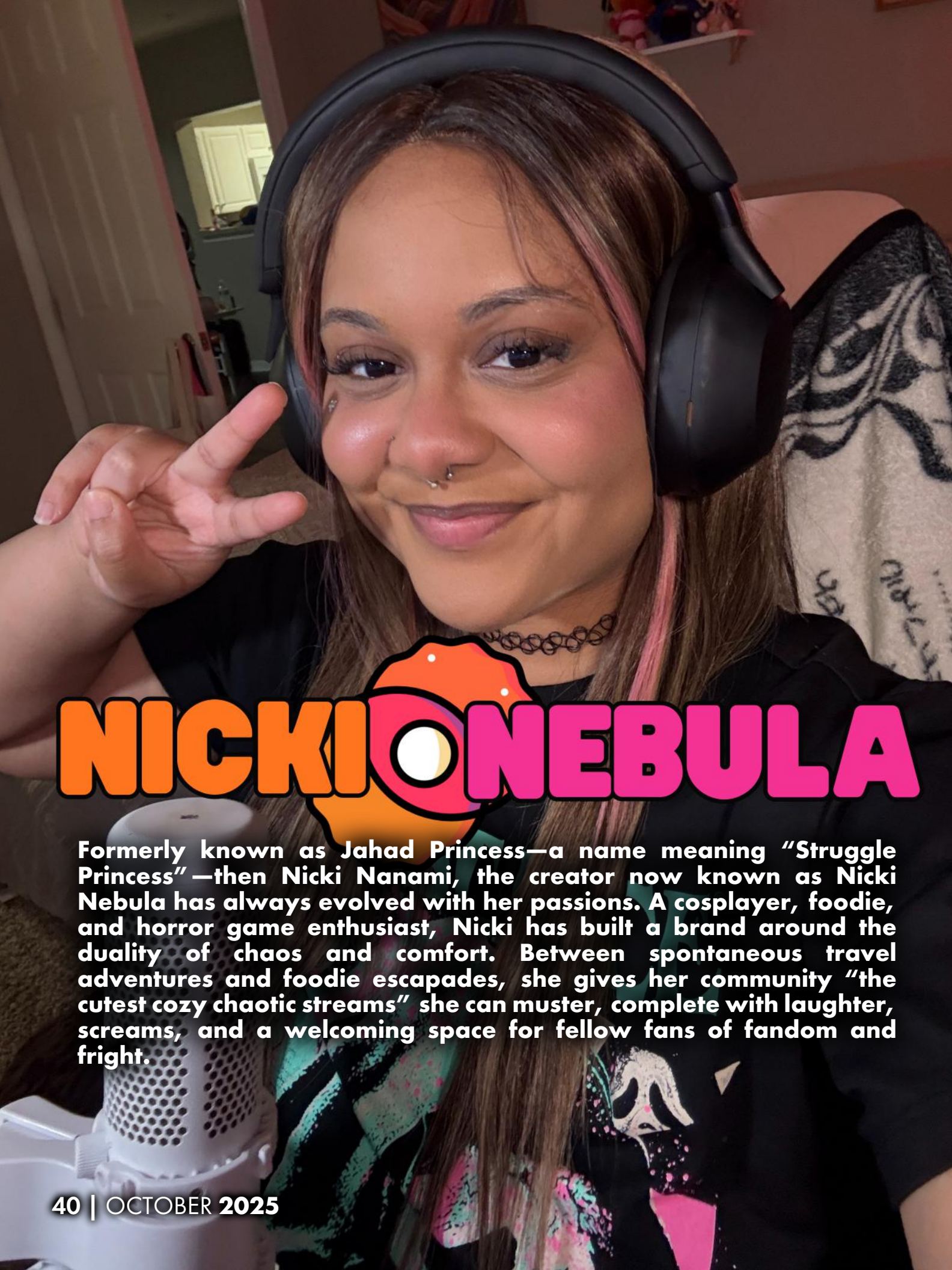
Looking Ahead

With collaborations on the horizon and a packed release schedule, DieHardDiva's 2026 already looks promising. "Little Nightmares 3 and Resident Evil Requiem," she says, "and 2026 will also be an exciting year for Blumhouse Games as more titles like Crisol: Theater of Idols, Sleep Awake, and Grave Seasons release."

When asked to design her perfect horror game, her answer blends her two favorite worlds. "Anything Victorian vampire goth. Whether it's a walking simulator in a castle or RPG, I just love combining my two favorite genres: horror and dark fantasy."

As for advice to other creators? "Don't worry about being trendy or keeping up with the hype; make content because it's something you really enjoy. And don't ever feel rushed to do something if you're not up for it. If your body is telling you to rest, listen to your body and rest!"

And for anyone planning to meet her at a future event: "Fair warning — the high energy you see on stream is the same energy you'll get in real life, so don't be afraid to say hello or receive big hugs."



NICKI ONEBULA

Formerly known as Jahad Princess—a name meaning “Struggle Princess”—then Nicki Nanami, the creator now known as Nicki Nebula has always evolved with her passions. A cosplayer, foodie, and horror game enthusiast, Nicki has built a brand around the duality of chaos and comfort. Between spontaneous travel adventures and foodie escapades, she gives her community “the cutest cozy chaotic streams” she can muster, complete with laughter, screams, and a welcoming space for fellow fans of fandom and fright.

From Struggle to Stardust

Nicki's creative evolution is written in her names. "JahadPrincess was my most difficult era," she recalls. "I think I was still trying to find myself in the content creation space." Inspired by Tower of God's Androssi, that phase reflected her love for strong, determined women and her own struggle to find her footing online.

Then came Nicki Nanami, a rebrand drawn from Chiaki Nanami of Danganronpa. "That era felt like my prime," she says. "I learned the most about myself and what I wanted from content creation and life in general." But after taking time away for self-care, she reemerged as Nicki Nebula—a name symbolizing rebirth. "It represents me feeling reborn. After my hiatus and mental health healing journey, this is the name that gave me the strength to not identify with my 'prime' and focus on the best stage of my life—my true prime."

Gamer. Period.

One of her most viral moments came from a simple statement: "I'm a gamer, not a gamer girl." "It was banter between me and one of my best friends," she laughs, "but it came from real frustration. I dealt with plenty of opinionated people who didn't take me seriously as a woman, a Black woman at that. I've been playing games since I was five years old—I wanted people to know that I really do this. This isn't a game; this is my life."

Streaming became real for Nicki the moment strangers started reacting to her clips. "When complete strangers thought I was funny or entertaining, I realized this could be something real." Games like Final Fantasy X, Tekken, and Danganronpa brought together a nostalgic and tight-knit audience that grew with her over time.

Building a Community

Nicki's turning point came during one of her hardest life moments. "I was going through my first heartbreak, and my grandmother was sick. I've always been transparent about my mental health, and when I opened up to my chat, they came together to motivate me to keep going. We cried together and laughed together in the same stream."

From that point forward, her stream became more than entertainment—it became family. Still, she learned valuable lessons in pacing and self-care. "Cosplay helped grow my channel, but sometimes it was quantity over quality. I had to learn to value my personality as much as my visuals."

A set streaming schedule now helps her stay balanced: "It gives me time to even out my horror, story-driven, and reaction content." And with each rebrand, she's refined her style: "I toned myself down a lot in my early eras to be more 'digestible' for brands, and I hated that. As Nicki Nebula, I found my middle ground. I stopped emulating others and started creating from within."

The Halloween Baby and Her Love of Fear

"So horror has been my thing since birth—literally, my birthday is on Halloween," she laughs. Raised in a gaming family, Nicki was introduced early to Silent Hill and scary movies before bedtime. "Even though horror games terrify me, the thrill I get is like no other."

Today, her favorite flavor of fear is "psychological weirdness—something so deep that I think about it even off stream." She's also drawn to panic survival, "because my best reactions come from pure fear in my entire being." Her 2024 highlights include No, I'm Not a Human and 1000xResist, two titles she calls "hall of fame streamed games."

But not everything lands. "Dead by Daylight didn't work for me—it's hard to stay engaged with chat when you're in voice comms. Now I only stream it solo or without comms."

Continued on next page....

Crafting the Perfect Scare

Nicki keeps her reactions authentic by avoiding over-preparation. “I scare easily, so it doesn’t take much,” she admits. “But after years of watching horror, it gets numbing—so when something hits, it really hits.”

Her setup is key to immersion: “My Sony WH-1000XM5 headphones are a MUST. I can’t hear anything around me—it’s terrifying. I hear every step, every breath, every sound effect.” For the right vibe, she kills the lights. “Only my stream lights and background light stay on. My mods handle trolls so I can stay locked in.”

And soon, she’s merging cosplay with fear. “I’m planning my first horror cosplay playthrough—it’ll be my first time doing one!”



Networks, Growth, and Grounding



Nicki credits programs like Noir Network and Capcom Creators for broadening her reach. “They showed me how wide the horror community really is, and taught me how to brand myself, talk rates, and keep my content visible.” Collaboration has also deepened her comfort zone—especially streaming with her boyfriend: “He isn’t scared of anything, so it helps me lock in. But if I play too many horror games in a row, I’ll switch to story-driven ones to recharge.”

Boundaries, Balance, and the Long Game

Even the queen of cozy chaos knows when to step back. “I only play horror games I’m genuinely interested in. I get a lot of gifted games, but it has to be on my time or it’ll feel draining.”

After streams, she resets: “I always eat, shower, and watch TV before bed. I never end stream and crash—I have to give energy back to myself.”

For Nicki, success isn’t just numbers. “Did I have fun? Did I make someone laugh? Seeing people spend time with me is an honor. Numbers matter, but my foundation has to be solid first.”

The Nebula Expands

Looking ahead, Nicki envisions expanding her brand with Spooky Horror Wednesday merch—a nod to CoryxKenshin’s Spooky Scary Sunday. “I’d love for my community to flex cool merch while I react to amazing videos and grow through shorts and VODs.”

And if she ever consulted on a horror title? “I’d love to add jumpscare that aren’t loud. Silent enemies that watch you unnoticed until playback—THAT would terrify me.”

Whether she’s laughing through a scare or vibing with her community over ramen and retro games, Nicki Nebula is proof that cozy and chaotic can coexist beautifully. With every stream, she reminds her viewers that fear, fun, and authenticity can all live in the same galaxy.



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Sp000kyQueen

The queen of cozy chaos, Sp000kyQueen proves you don't need social media to build a movement. Through screams, laughter, and kindness, she's redefining what it means to stream horror with heart.

Sp000kyQueen: The Cozy Chaos of Horror and Heart

In an era where visibility often depends on social media presence, Sp000kyQueen took a different path. Building her platform entirely through Twitch and Discord, she's proven that authenticity and word-of-mouth can be more powerful than algorithms. "When I got started on Twitch, I was very aware that having a larger footprint on social media might be beneficial," she explains, "but as someone who has an aversion to platforms like Twitter and Facebook, I decided to focus more on a grassroots approach. I wanted to see what my reach could be like just through word of mouth and organic views." Less than a year later, her community has surpassed 3,000 members. "It still blows my mind every day. The community we've built is flourishing, and I have no regrets about doing it this way."

The Birth of a Horror Streamer

For Sp000ky, the seeds of her horror fandom were planted long before Twitch existed. "I was introduced to horror games in the 90s—my all-time favorite being Phantasmagoria, a point-and-click horror game with live actors," she recalls. "I played it over and over at nauseam, so I guess you could say I caught the horror bug early." That early fascination evolved into a love for indie horror games—small developer titles that often get overlooked. "It was really a no-brainer when I started streaming. My focal point is indie horror—small devs and productions. I love bringing their games to the public, where they're often overlooked."

Cozy Meets Chaotic

Fans describe her as both "cozy" and "chaotic," a combination she fully embraces. "Anyone who's spent time in my stream knows that I'm very hyperactive," she laughs. "I have ADHD, so my thoughts are here, there, and everywhere. Most people just roll with it and enjoy the chaotic energy I bring." But she's also known for her slower-paced "Evil Kermit After Dark" sessions—an ASMR-style stream where she dons a giant green hoodie, speaks softly, and plays cozy games. "I don't know if I balance the two," she admits. "It's just a natural part of who I am. Wherever my energy is, that's where we go for the day."

The Accidental DBD Main

While she's often associated with Dead by Daylight, Sp000ky insists it wasn't planned. "I was a reluctant DBD player—accidental, some might say. Someone gifted it to me in my second month of streaming, and I have a rule: if anyone buys our community a game, I'll play it." The rest is history. "The number one thing that brings me back is the 'Survivor with Friends' aspect. I love any game that has co-op. It gives me the opportunity to connect and make new friends."

Her favorite lesser-known horror title? Dredge. "It's a cosmic horror fishing game—the first of its kind. Beautiful art, outstanding music, an incredible storyline. It fills you with dread and wonder all at once. I wish more games like it got the recognition they deserve."

Lore, Fear, and the Uncanny

When it comes to horror, Sp000ky is drawn to the psychological side of fear. "I love the unexplained—ghosts, folklore, haunted asylums, creepy neighbors with chained-up cellars," she says. "I enjoy horror that makes you think, that leaves you speechless by the end." But there's one thing she can't handle: mannequins. "KEEP MANNEQUINS AWAY FROM ME. The stillness, the uncanny—'Did that thing just move?!'—I hate it very much."

Continued on next page....

A Lighthouse for the Lost

Beneath the jump scares and laughter, Sp000ky's stream carries a deeper purpose: care. "As someone who suffers from decades of depression and mood disorders, I know how daunting life can be," she says. "When we're at the bottom of that well, it's dark, and we feel alone. I try to toss people a flashlight and a ladder—reminding them to eat, take their meds, and be kind to themselves."

Her community reflects that compassion. "They've gotten me through times I thought were impossible," she says. "They lift me up every day. I'm filled with energy every time I sit down before going live because I know they'll be there—ready to greet me, share good news, or just hang out." That energy also fuels her charity work. "We raised over \$4,000 for the Children's Sickle Cell Foundation. My niece has the disease, and she came on stream to share her story. We laughed, cried, and came together for a great cause."

Keeping It Positive

Streaming horror can mean confronting dark themes—and dark corners of the internet—but Sp000ky handles it with humor and perspective. "Games are just pixels; there's no point getting rowdy over it," she says. "Sometimes we win, sometimes we lose. Becoming toxic just doesn't make sense to me." Trolls don't stand a chance either. "I'll use my Mom voice, make them sit in the corner, and give them a timeout for one million seconds. Or gift them a sub so they have to act right."

For heavier games like *What Remains of Edith Finch*, she practices "after-care." "We'll play a cozy game afterward so people can decompress. You don't ever leave someone sitting in those feelings."

Life Beyond the Stream

Outside of Twitch, Sp000ky finds her peace with her cats, Lil Boosie Bad Azz and Shai Ronni. "We cuddle, watch *Adventure Time*, and eat junk food—me, not them," she laughs. She also loves crafting miniatures—tiny dollhouses, book nooks, and greenhouses. "It's a labor of love, and I like to be alone when I craft. Talking for nine hours is draining on the soul, but I bounce back quickly."

Despite gentle nudges from family to expand her online presence, she remains content in her current orbit. "I enjoy knowing every person by name—knowing their pets, babies, and families. If or when I branch out, it'll probably be YouTube or TikTok, begrudgingly," she says with a grin. "For now, I'm happy growing organically."

Sp000kyQueen proves that you don't need every platform to build something powerful—you just need heart, community, and a willingness to scream at the dark together. With her blend of humor, honesty, and horror, she's more than just a streamer; she's a light for anyone finding comfort in the shadows.





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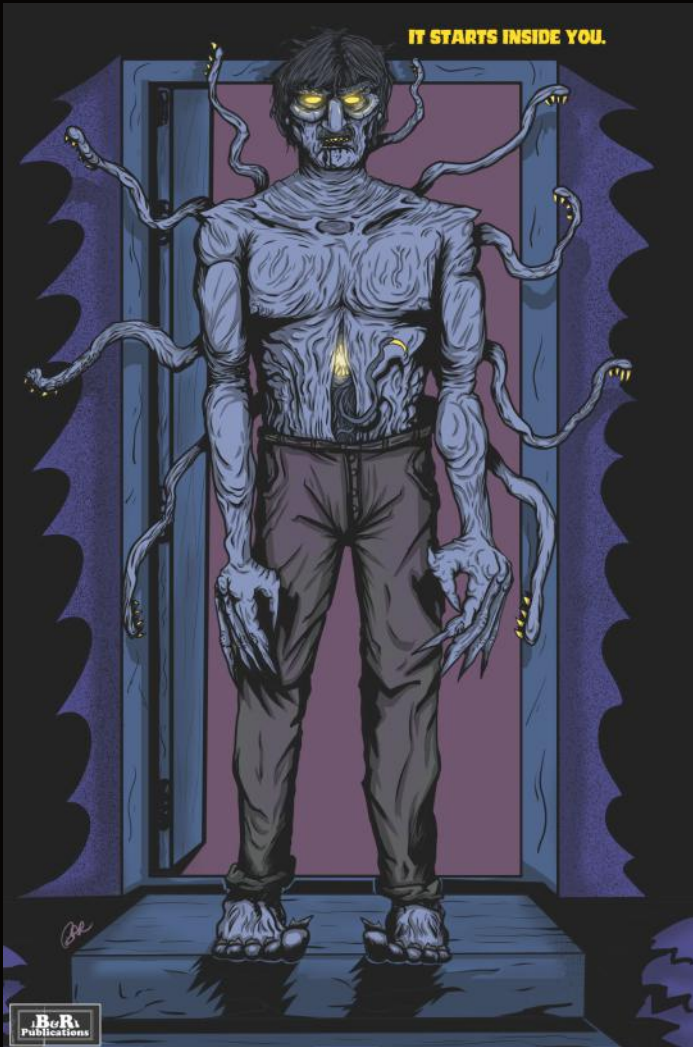


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ARTIST FEATURE



Brian Rodman is an independent author/illustrator living in Louisville, Kentucky with his wife/business partner, Robyn, and their three cats, Phoebe, Beesly, and Niko. He has been creating comics and writing stories professionally since 2015. Brian has written and illustrated *Memoirs of an Angel*, the comic book series and the illustrated prose novel, *Memoirs of an Angel: The Grey Pilgrim*. He's also published *The Nebulizer* comic book series; all of which have totaled

eight successful and fulfilled Kickstarter campaigns from 2018 to 2025 and published through B&R Publications owned by him and his wife.

Brian's had short comics, prose work, illustrations, and poetry published in various anthologies from Louisville Cartoonist Society as well as the Pulp Factory Award Winning anthology, "Pulp Reality No.4" as well as Pulp Reality No.5 from Stormgate Press.

You can find his published works or reach out to him for freelance work at brianrodman.com. You can follow Brian on Facebook @theartofbrianrodman or on instagram @brodman_comix.

