

 r/BaldursGate3 • 4 mo. ago

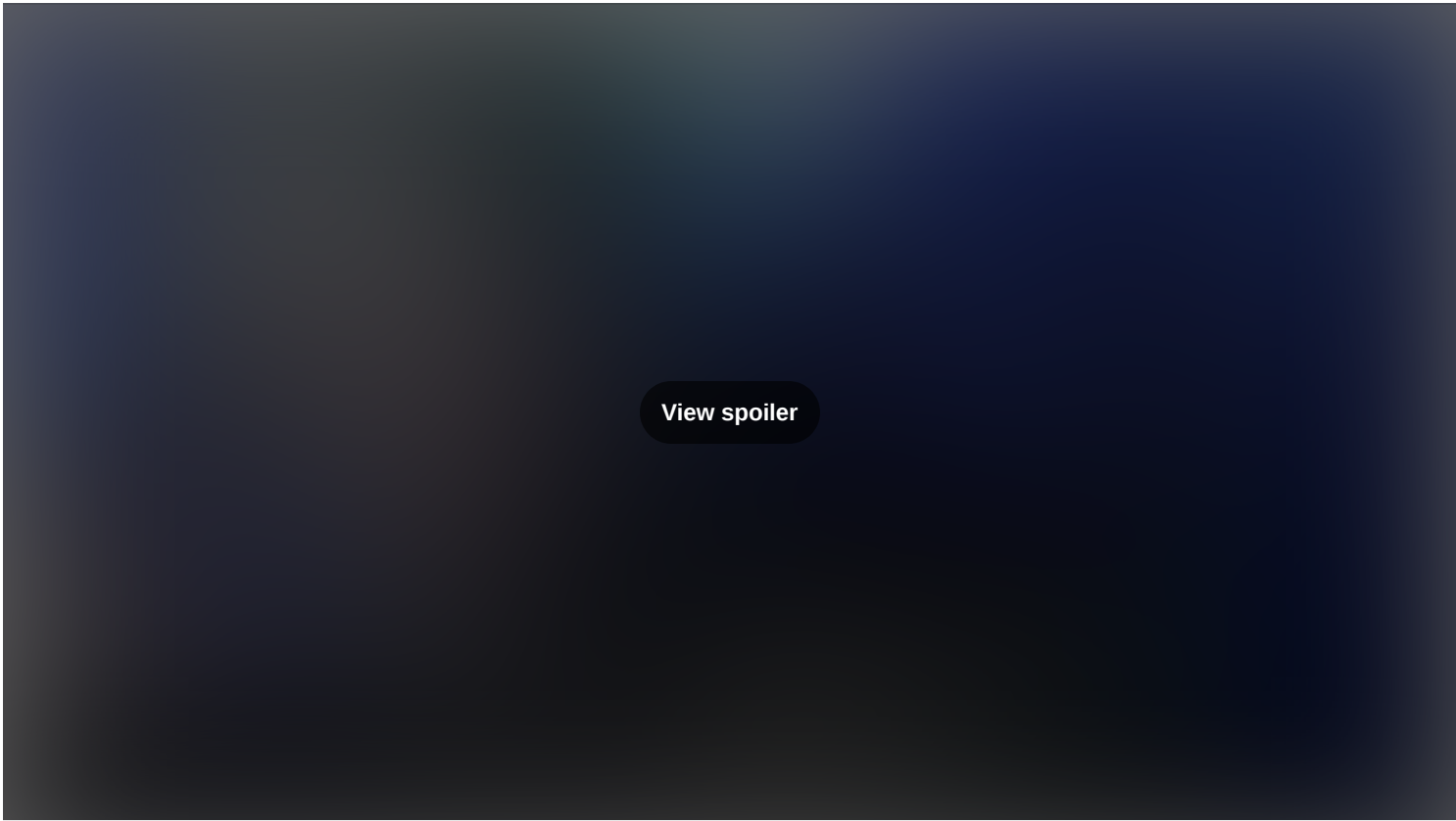
Automatic_Can_9823  Top 1% Poster

...

 SPOILER

BG3 custom campaigns hit official mod manager

Mods / Modding



videogamer.com

Open

 2.9K 

 127



 Share

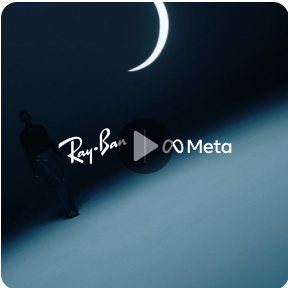
 raybanmeta • Promoted

...

Ask your Ray-Ban Meta glasses about... anything. 🌙🕶️

Learn More

meta.com



[Skip to main content](#)[Log In](#)

Sort by: Best

[Search Comments](#)**Friendly_Ram** • 4mo ago

Campaign(s?)

Todays a lucky day.

767 Reply ...

**AvengedTenfold** • 4mo ago

Give me another reason to sink 500 hours into this game

955 Reply ...

**Jake123194** • 4mo ago

*another 500

72 Reply ...

**Magnus_Temerarius** • 4mo ago

You missed a comma.

7 Reply ...

**Butthole2theStarz** • 4mo ago

Well i guess it's back to BG3 after KCD2

236 Reply ...

**Lost_And_Found66** • 4mo ago

I accidentally deleted my second playthrough of KCD2. Going back to BG3 so I don't feel depressed.

43 Reply ...

**danawhiteismydad** • 4mo ago

Save game menu option replaced with new game?

8 Reply ...

**Butthole2theStarz** • 4mo ago

On the plus side you got your first play through done

4 Reply ...



[Skip to main content](#)[Log In](#) **FanClubof5** • 4mo ago<https://mod.io/g/baldursgate3/m/features-from-dnd-5e-spelljammer> **gorramfrakker** • 4mo ago

Spelljammer!? Well holy fuck, there goes my weekend.

 **LowVegetable9736** • 4mo ago

Ok for some reason, i thought it was just a set of custom spells/abilities, but it has a new area...

 **acemorris85** • 4mo ago

Thoughts on it? Been playing BG3 exclusively since last year and ready to try something new and this one is top of my list.

 **LowVegetable9736** • 4mo ago

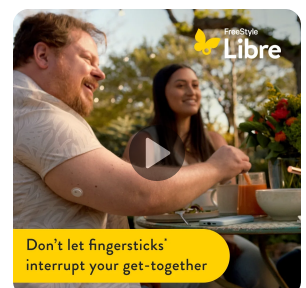
You're prolly replying on wrong thread cuz I haven't played bg3 since patch 8 was announced

 **acemorris85** • 4mo ago

Oops yup I meant to respond to someone who mentioned Kingdom Come Deliverance 2

 **YogaMushy** • 4mo ago**Abbott-FreeStyle-US** • Promoted

With the FreeStyle Libre 3 system, you'll know when glucose is too low, too high, or right where it should be so you can make more confident choices^{^1}.

[Learn More](#)freestyle.abbott**Sinisterslushy** • 4mo ago

[Skip to main content](#)[Log In](#)**TheBurkel** • 4mo ago

Yes

21 Reply ...

**Magnus_Temerarius** • 4mo ago

Welcome to the club.

I strangely, felt perfect alright buying this game again for my PC last year.

3 Reply ...

**Sinisterslushy** • 4mo ago

I bought digital than collectors because I loved the game that much

I honestly don't think I'll hate buying it a 3rd time

1 Reply ...

**Magnus_Temerarius** • 4mo ago

I would like to take the 5th at this time.



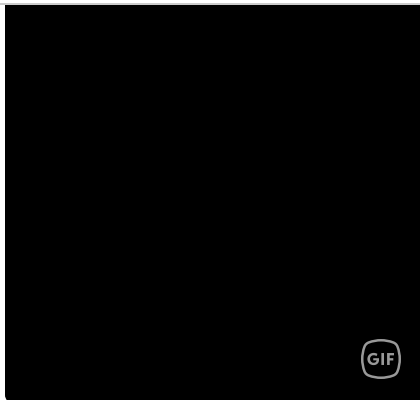
1 Reply ...

**Common-Patience-6922** • 3mo ago

I'm about to buy a new gaming laptop for my birthday and then the game on PC... god help me

1 Reply ...

**copperblood** • 4mo ago

[Skip to main content](#)[Log In](#)

↑ 140 ↓ [Reply](#) ...



Lithl • 4mo ago

> "custom campaigns"

> looks inside

> single mod that isn't a campaign

↑ 29 ↓ [Reply](#) ...

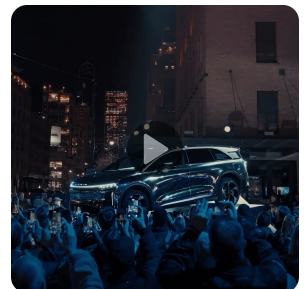


lucidmotorsofficial • Promoted

BREAKING: The Lucid Gravity has arrived in NYC. Encounter Extraordinary —
Explore the Lucid Gravity.

[Learn More](#)

lucidmotors.com



Mr_Kittlesworth • 4mo ago • Edited 4mo ago

So, my understanding was that licensure and IP rules prevented this type of thing.

If we can get custom campaigns - in this engine - via mods, I would keep paying Larian indefinitely for access to the mods.

⊖ ↑ 117 ↓ [Reply](#) ...



Maico_oi • 4mo ago

From what I understand, Larian accidentally left the tools in for this to be possible.

⊖ ↑ 70 ↓ [Reply](#) ...

[Skip to main content](#)[Log In](#)

72 [Reply](#) ...



Maico_oi • 4mo ago

Sshh :D

21 [Reply](#) ...



Luxury-Problems • 4mo ago

They explicitly didn't develop anywhere near the tools they did for D:OS 2 and said it was their choice.



14 [Reply](#) ...



Maico_oi • 4mo ago

Ya but Divinity is theirs. I'm sure there was more discretion with WotC IP.



6 [Reply](#) ...



Luxury-Problems • 4mo ago

Larian made it clear it was their choice, not WotC. They squashed that theory and said it was specifically so few people used it for DO2 and they want to save development resources.

Hasbro, and by extension WOTC suck ass for so many reasons, but this one didn't come from them.

12 [Reply](#) ...



bibioop • 4mo ago • Edited 4mo ago

Hi, I'm the mod author, here some clarification about the mod:

- The mod have been released for some months, but yes it is very niche
- As the title of my mod suggests: it is the adaptation of as many features as possible from the 5E Spelljammer sourcebooks into BG3
- It's not a custom campaign, but you have new area to visit during Act 3 with your space ship
- The mod is short, like a mini free dlc
- You can find a full documentation on Nexus <https://www.nexusmods.com/baldursgate3/mods/13195>
- Mod is playable only on PC and MAC, don't hope for a console release
- Voice acting is coming soon (only for Nexus)



14 [Reply](#) ...



sicksixgamer • 3mo ago

[Skip to main content](#)[Log In](#)**Various_Thing1893** • 3mo ago

In case no one has said it, thanks for developing this. It's really cool and I'm sure it was a ton of work. You're awesome.

↑ 3 ↓ [Reply](#) ...

**astromedia** • 2mo ago

I wonder why its hidden on official mod manager atm - were there some license issues or so? Im still waiting if some custom campaign will make it there and this is a bit troubling.

↑ 1 ↓ [Reply](#) ...

**No_Reporter_4563** • 4mo ago

If only PS5 players could experience it. Nvm, apparently there is hope. I would pay to get more content

⊖ ↑ 61 ↓ [Reply](#) ...

**Kelvara** • 4mo ago

[Not much hope.](#)

⊖ ↑ 7 ↓ [Reply](#) ...

**No_Reporter_4563** • 4mo ago

Lots of things can change in a month

⊖ ↑ 2 ↓ [Reply](#) ...

**Kelvara** • 4mo ago

A month? Probably 6+ months even if it were to be approved.

⊖ ↑ 5 ↓ [Reply](#) ...

**No_Reporter_4563** • 4mo ago

Nah I meant the article is from March, and what you posted is from February. For me if there is hope, it's good enough

⊖ ↑ 1 ↓ [Reply](#) ...

**headpool182** • 2mo ago

Mod author replied in this thread a month ago saying there isn't any hope for it being on console.

↑ 1 ↓ [Reply](#) ...

asqwzx12 • 4mo ago

[Skip to main content](#)[Log In](#)

7 [Reply](#) ...



Roflpidgey • 4mo ago

The article says "custom campaign" but what it really means is "mod that introduces a new campsite and some spells, backgrounds and other features from the spelljammer campaign." As far as I can tell it's not an actual campaign, but I could be wrong.

52 [Reply](#) ...



IronycalX • 4mo ago

Are there actual camping mods already?

1 [Reply](#) ...



maxwellalbritten • 4mo ago

Not yet, but there are several active projects.

2 [Reply](#) ...



therealbobcat23 • 4mo ago

There's a couple in development. The one I'm most excited for is a full adaptation of Curse of Strahd

2 [Reply](#) ...



Munnin41 • 4mo ago

No

1 [Reply](#) ...



sicksixgamer • 3mo ago

Oh damn. Hype train derailed.

1 [Reply](#) ...



super_fresh_dope • 4mo ago

[Skip to main content](#)[Log In](#)

↑ 31 ↓ [Reply](#) ...



Darth_Scotsman • 4mo ago

100+ hours and 12 months on my first Bard playthrough. Want to go again with mods and a new class but my unplayed game pile is growing.

⊖ ↑ 25 ↓ [Reply](#) ...



Naridos • 4mo ago

Be honest, you won't play those other games. BG3 beckons you!!!

⊖ ↑ 45 ↓ [Reply](#) ...



killerbeeszzzz • 4mo ago

I played Avowed for a couple of hours then went back to BG3 because I had an idea for a build. I don't know when I'll ever finish these other games.

⊖ ↑ 6 ↓ [Reply](#) ...



hausdorffparty • 4mo ago

Ok but to be fair avowed did really get me, I have 30+ hours in and I'm not even done with the second main area. But I wasn't hooked until the first part of the main quest.

↑ 6 ↓ [Reply](#) ...



Secret_University120 • 4mo ago

Play something else until Patch 8 drops. Then forget about your friends, family, and other games again once that Swashbuckler hits the scene.

↑ 14 ↓ [Reply](#) ...



WhiteLama • 4mo ago

[Top 1% Commenter](#)

To be fair, once you've gotten bit by the BG3-bug, other games (especially RPGs) just don't feel as good.

⊖ ↑ 5 ↓ [Reply](#) ...



Faleya • 4mo ago

[Skip to main content](#)[Log In](#)

felt great for a short 120h break between playthroughs

↑ 4 ↓ ○ Reply ...



OrchidLover259 • 4mo ago

I will say after streaming a bit of Avowed the ability to be able to actually cook up meals that give better benefits than just the ingredients themselves is such a missing feature from BG3

↑ 2 ↓ ○ Reply ...



Darth_Scotsman • 4mo ago

Started playing Kingdom Come Deliverance 1 since completing BG3. Got Space Marine 2 and not touched it.

↑ 1 ↓ ○ Reply ...



Dangerous_Jacket_129 • 4mo ago

Easy fix: stop buying games and follow your heart.

↑ 1 ↓ ○ Reply ...



Edgery95 • 4mo ago

Mr. President, a second campaign has hit the mod manager.

↑ 8 ↓ ○ Reply ...



East-Specialist-4847 • 4mo ago

ON CONSOLE?



↑ 11 ↓ ○ Reply ...



PervyelfTahk • 4mo ago

Not yet, the article is saying theirs hope for it. Since custom campaigns aren't supposed to be allowed on the official mod manager but this one is

↑ 11 ↓ ○ Reply ...



asaphbixon • 4mo ago

Answer the man's question!



↑ -2 ↓ ○ Reply ...



East-Specialist-4847 • 4mo ago

Oh it's in the article, it mentions we'll eventually get mod campaigns. Not yet though!

[Skip to main content](#)[Log In](#)

The answer is in the article.

↑ 1 ↓ [Reply](#) ...



replacementdog • 4mo ago

Does anyone have any recommendations for these?

↑ 3 ↓ [Reply](#) ...



malkamok • 4mo ago

Oh shit. There goes my free time.

↑ 2 ↓ [Reply](#) ...



TheCaffeineWriter • 4mo ago

Article is misleading in suggesting this could come to console.

It's not quite impossible, but without any kind of map-maker being officially part of the game, any mod that adds locations or animations etc would be subject to Sony/Msoft approval. Because creators could introduce exploits through external assets, it's an automatic no from them. Less likely but still a factor, the game was not rated by the ESRB/ratings boards for having user generated content, which could jeopardize their classification and ability to sell current physical copies.

Basically, Larian would have to repackage and submit any custom campaign like dlc for Sony/Msoft to review (even if it didn't go through their stores), and it's just not realistic to expect them to put that time and effort in.

However, it is Larian and if any studio were to pull it off, it'd be them because of how well they've treated the community.

⊖ ↑ 2 ↓ [Reply](#) ...



jimreapa • 4mo ago

Skyrim mods on Xbox allow new assets and not every mod is curated by Xbox - there is way too many

↑ 1 ↓ [Reply](#) ...



Financial-Key-3617 • 4mo ago

LETS GOOO

↑ 2 ↓ [Reply](#) ...



Cyrotek • 4mo ago

[Skip to main content](#)[Log In](#)  2  Reply ...**Lithl** • 4mo ago

From the description on Nexus, it's got a single new quest. Nowhere near a campaign, but pretty cool.

 2   Reply ...**elembivos** • 4mo ago**TELLYUU__WORUDO** • 4mo ago

HOLY FUCKING SHIT. —my entire reaction reading everything

 0   Reply ...**CriplingD3pression** • 4mo ago

And this is why Iarian is the best

 0   Reply ...**DCastianno21** • 4mo ago

Can we change the companion's body type? (Making them more muscular)...if not is there a mod that does so?

 -4   Reply ...**itsghostmage** • 4mo ago

Whaaaaaaaaat

 1   Reply ...**xa3D** • 4mo ago

this is huge hoeleeshiddddd

 1   Reply ...**Interesting_Owl_1815** • 4mo ago

Wait, was that mod already released or not? I can't find it anywhere, but the article talks about it as if it has already been officially released.

  1  Reply ...**FanClubof5** • 4mo ago

[Skip to main content](#)[Log In](#)

4 [Reply](#) ...



Interesting_Owl_1815 • 4mo ago

Thank you so much for giving me the link 😊

3 [Reply](#) ...



TL749 • 4mo ago

Is patch 8 gonna break this mod though?

1 [Reply](#) ...



Independent_Plum2166 • 4mo ago

So, like, how does this work? I've heard about it but never fully understood. Is this just a fully brand new story?

1 [Reply](#) ...



Varitan_Aivenor • 4mo ago

It's gear, backgrounds, spells and a new area to explore in Act 3.

5 [Reply](#) ...



Independent_Plum2166 • 4mo ago

Okay, cool.

1 [Reply](#) ...



remotectl • 4mo ago

Whoa

1 [Reply](#) ...



jwumb0 • 4mo ago

Are there any that are out on pc that are worth playing already?

1 [Reply](#) ...



MommasDisapointment • 4mo ago

Yes

1 [Reply](#) ...

[Skip to main content](#)[Log In](#)

Oh shit, I better finish act 3 then

↑ 1 ↓ [Reply](#) ...



Cardinal_and_Plum • 4mo ago

Oh sweet never heard of this one. Anyone played it? Sounds cool and somewhat similar to a story I have designed for a campaign.

↑ 1 ↓ [Reply](#) ...



Human_Cell3090 • 4mo ago

Let me see if I understand. Does this mod adds areas as big as the ones in act 1-2-3? Each of them with NPCs, quests and characters that you can recruit?

⊖ ↑ 1 ↓ [Reply](#) ...



Lithl • 4mo ago

No

↑ 1 ↓ [Reply](#) ...



CrimsonPresents • 4mo ago

Please tell this is for console too

↑ 1 ↓ [Reply](#) ...



Varitan_Aivenor • 4mo ago

I'm into Act 1 of this. So far it's just the SJ gear and backgrounds. Have to get to Act 3 to do the rest.

↑ 1 ↓ [Reply](#) ...



10Hoursofsleepforme • 4mo ago

What does this mean. Can someone explain it?

↑ 1 ↓ [Reply](#) ...



Electronic-Tooth-324 • 4mo ago

i can't wait to check this out

↑ 1 ↓ [Reply](#) ...

Agamer0914_wastaken • 4mo ago

[Skip to main content](#)[Log In](#)

which ones do people recommend?

⬇️ ⬆️ 1 ⬇️ 🗨️ Reply ...



Lithl • 4mo ago

i didn't know custom campaigns were a thing yet?

Because they aren't. This article is about a single mod that brings in content from Spelljammer campaign setting, not a custom campaign.

⬆️ 1 ⬇️ 🗨️ Reply ...



OkCelebration6408 • 4mo ago

If they are sure they don't wanna sell the cut content as DLC, hopefully some concept art or internal draft will be released in the future and let modders do some work base on those data.

⬆️ 1 ⬇️ 🗨️ Reply ...



Benfica1002 • 4mo ago

Does any streamer do a playthrough of these mod campaigns? I couldn't find a single one on YouTube.

⬆️ 1 ⬇️ 🗨️ Reply ...



[deleted] • 4mo ago

Wait so is this a campaign and what's the mod name to download it?

⬇️ ⬆️ 1 ⬇️ 🗨️ Reply ...



Lithl • 4mo ago

is this a campaign

No

what's the mod name

Features from DnD 5E Spelljammer

⬇️ ⬆️ 1 ⬇️ 🗨️ Reply ...



[deleted] • 4mo ago

So what is it lol

⬇️ ⬆️ 1 ⬇️ 🗨️ Reply ...

[Skip to main content](#)[Log In](#) 2   Reply ...**Mahngoh** • 4mo ago

Does that mean also for ps5?

 1   Reply ...**RagingSteel** • 4mo ago

Ik what I'm playing after this MH Wilds fixation runs out. That's so long as ER Nightreign hasn't dropped by then

 1   Reply ...**erased_your_facEe** • 4mo ago

Sorry for the noob question but does it work on Mac?

  1   Reply ...**bibioop** • 4mo ago

yes (download the mod on Nexus)

 1   Reply ...**Hurrashane** • 4mo ago

Now I just need an infinite dungeon for BG3

 2   Reply ...**KyuuMann** • 4mo ago

Finally, I can play the entirety of the balders gate series in bg3

 1   Reply ...**Suspicious_bot4023** • 4mo ago

Can you play these kinds of mods in ps5???

  1   Reply ...**bibioop** • 4mo ago • Edited 4mo ago

[Skip to main content](#)[Log In](#) 1   Reply ...**XDrustyspoonsXD** • 4mo ago

How do you do these custom campaigns on pc? And how in depth/long are they?

 1   Reply ...**Lotrich3** • 4mo ago

Hell yeah!!!!

 1   Reply ...**avandra970** • 3mo ago

I cant seem to find it. Has it been taken down?

 1   Reply ...**Eric1230321** • 3mo ago

official mod manager? Does this mean it could come to consoles?

 1   Reply ...**Dezzleon** • 3mo ago

Glorious! My victims on Frag Punk are safe for an extra 500 hours!

 1   Reply ...**sicksixgamer** • 3mo ago

Oh damn. This could be amazing.

 1   Reply ...**r/BG3mods** • 4 mo. ago**What BG3 Mods would you never play without?**

220 upvotes · 128 comments

BG3 modders figure out entirely custom companions

3K upvotes · 222 comments

 r/BaldursGate3 · 3 mo. ago

 SPOILER

BG3s biggest mod team now has 100s of devs working together

5.2K upvotes · 182 comments

 r/BaldursGate3 · 5 mo. ago

 SPOILER

Get ready for a new Custom campaign mod in BG3

185 upvotes · 9 comments

 r/BaldursGate3 · 6 mo. ago

 SPOILER

New BG3 campaign mod combines RPG with World of Warcraft

3.6K upvotes · 192 comments

 r/BaldursGate3 · 9 days ago

 SPOILER

New mods available for console

378 upvotes · 35 comments

 r/BaldursGate3 · 15 days ago

 SPOILER

New mods available for console

439 upvotes · 74 comments

 r/BaldursGate3 · 1 mo. ago

 SPOILER

If you had the chance to play BG3 for the first time again...

64 upvotes · 97 comments

 r/BaldursGate3 · 22 days ago

 SPOILER

New mods available for console

Skip to main content

Log In

 **SPOILER**

New mods available for console

313 upvotes · 72 comments



 r/BaldursGate3 • 2 mo. ago

 **SPOILER**

New mods available for console

337 upvotes · 53 comments



 r/BaldursGate3 • 2 mo. ago

 **SPOILER**

New mods available for console

330 upvotes · 83 comments



 r/BG3mods • 7 mo. ago

What's the best mod manager to use for a multiplayer run nowadays?

5 upvotes · 19 comments

 r/BaldursGate3 • 1 mo. ago

 **SPOILER**

New mods available for console

57 upvotes · 11 comments



 r/BG3 • 5 mo. ago

BG3 Mod Manager instant crash

2 comments

 r/carmods • 6 mo. ago

CG3 CAS PROJECT UPDATE

2 upvotes

 r/3Dprinting • 4 mo. ago

Tenlog d3 pro print failure

2 upvotes



Log In

1:44

1 upvote



r/TimePatrollerNation • 6 mo. ago

Modded Cac Photo Mode Dump 2

3 upvotes



r/unioncircle • 5 mo. ago

BBQ GROUP QUEST GRINDING

1 upvote · 1 comment



r/BaldursGate3 • 7 mo. ago

! SPOILER

Lesser known mods you can't play without?

39 upvotes · 77 comments



r/BaldursGate3 • 5 mo. ago

! SPOILER

Huge BG3 custom campaign is adding 6 to 8 voiced companions

4K upvotes · 228 comments



r/BG3mods • 2 mo. ago

BG3 Class Mods that offer a novel way to play the game?

23 upvotes · 10 comments



r/BaldursGate3 • 2 mo. ago

! SPOILER

If you're planning on playing with mods on console.

8 upvotes · 7 comments



r/BaldursGate3 • 1 mo. ago

People who went from BG3 to DOS2, how did you feel about it?

57 upvotes · 197 comments