

Shadowdark VTT Tokens for Foundry

This is a collection of tokens based on both AI Art and Real Art to use in Virtual Table Top Games. While this module is specifically designed for Foundry, the actual tokens and artwork can be used in any VTT game.

This is a community effort, and as a result the art may change or be updated from time to time. Artists have given their consent to use their property, but at any point in time may revoke it and changes will be made as soon as possible.

The initial work is based on a module by BAK, also known as bakbakbakbakbak, and is being modified with new images and tokens.

None of this is original work by myself, it is all modification of what is already in place. I am standing on the shoulders of giants.

You can find Bak's original work here:

<https://github.com/bakbakbakbakbak/shadowdark-art-template>

The ShadowDark module for Foundry can be found here:

<https://foundryvtt.com/packages/shadowdark>

And within that module we will need to find the monster DB. As of the time of this writing, a link to this is here:

<https://github.com/Muttley/foundryvtt-shadowdark/tree/develop/data/packs/monsters.db>

We are trying to maintain some consistency within the art itself, and while there will be a varying of style, in general the art used will be black and white, line art or drawn, and tokens will use a specific boarder. Some of the tokens will be coming out of their boarder and I have achieved that effect using layers in GIMP, though I'm sure many programs can be used.

In this example I am going to show you how to change the art to something else so that it is mapped to another image, something more personalized. And how to map a new image to a creature in the compendium that hasn't been added yet. I will be updating the art that is being used in my module, and adding creatures from the Base Shadowdark book. The Cursed Scrolls or 3rd party supplements such as Unnatural Selections are not licensed and do not have monster entries unless you create them yourself.

The token project will be stored here:

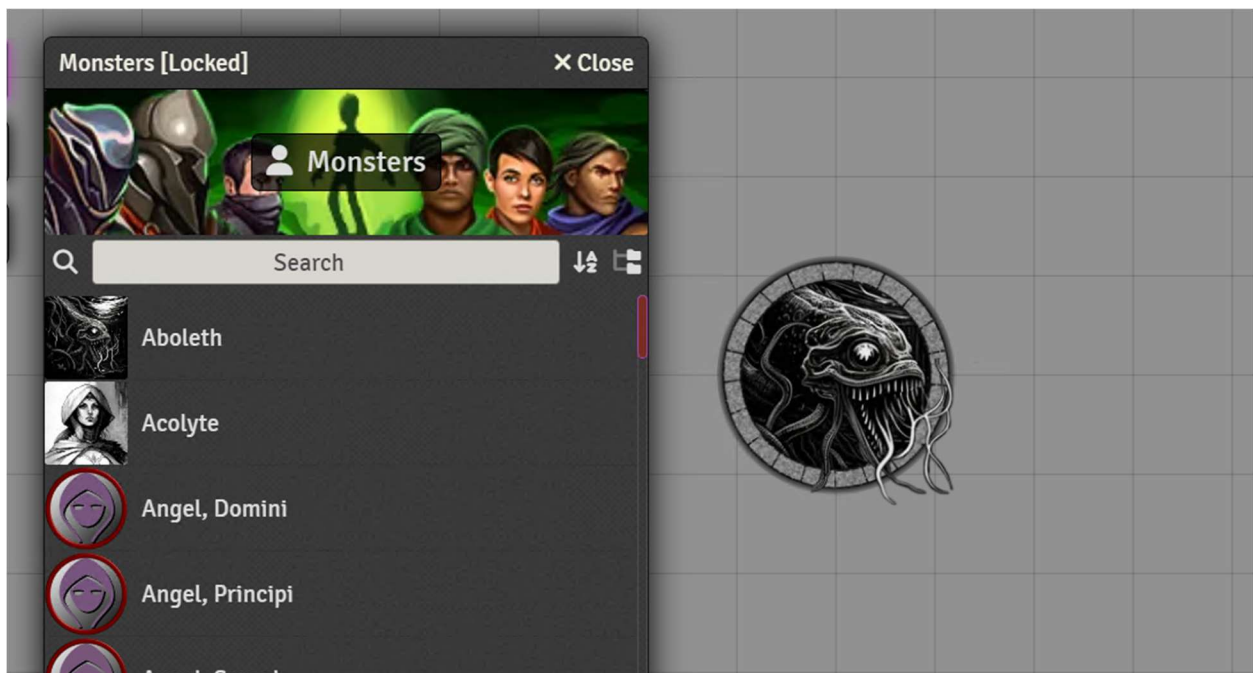
<https://github.com/Delgored/shadowdark-vtt-tokens>

In your world, extract the modutle from GITHUB to your foundry game and enable it in foundry.



In the following example we will replace the aboleth with a new image.

Bak and LiquidSn8ke have done a wonderful job setting this up. But we are going to replace their image of the Aboleth with the new one.



Go to the Shadowdark-Art-Template module. The default location is:

C:\Users\Admin\AppData\Local\FoundryVTT\Data\modules\shadowdark-art-template

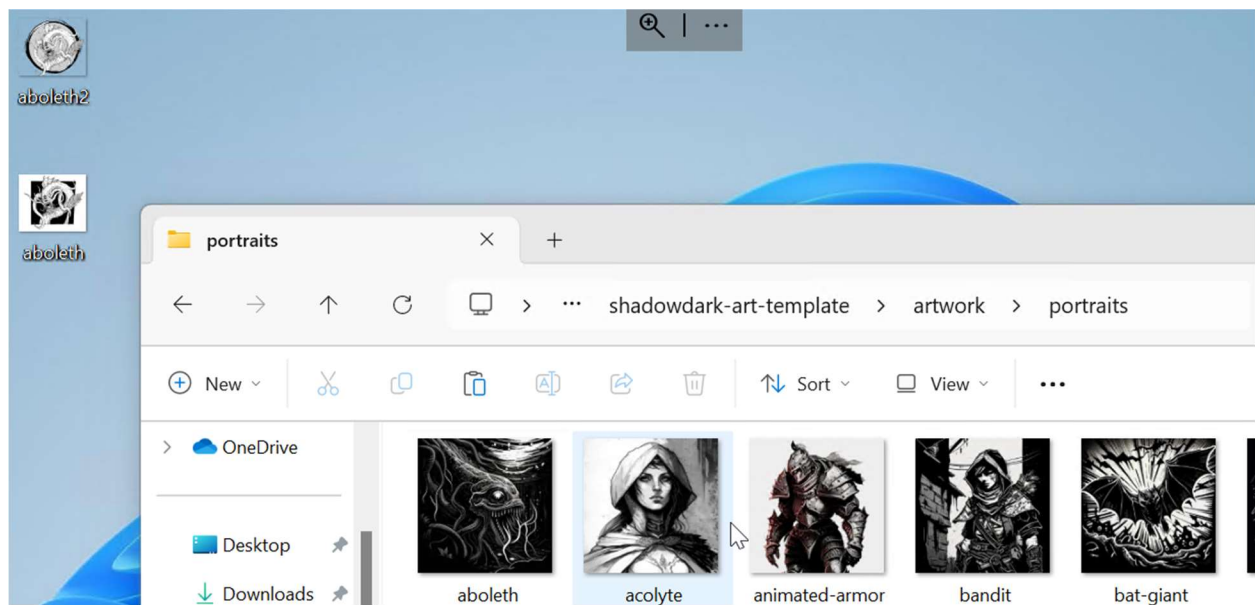
artwork	2024-04-13 5:16 PM	File folder	
mappings	2024-04-13 5:16 PM	File folder	
.gitattributes	2024-04-13 5:15 PM	GITATTRIBUTES File	1 KB
LICENSE	2024-04-13 5:10 PM	File	35 KB
module	2024-04-13 5:10 PM	JSON File	1 KB
README.md	2024-04-13 5:10 PM	MD File	1 KB

Under Artwork you will see Portraits and Tokens.

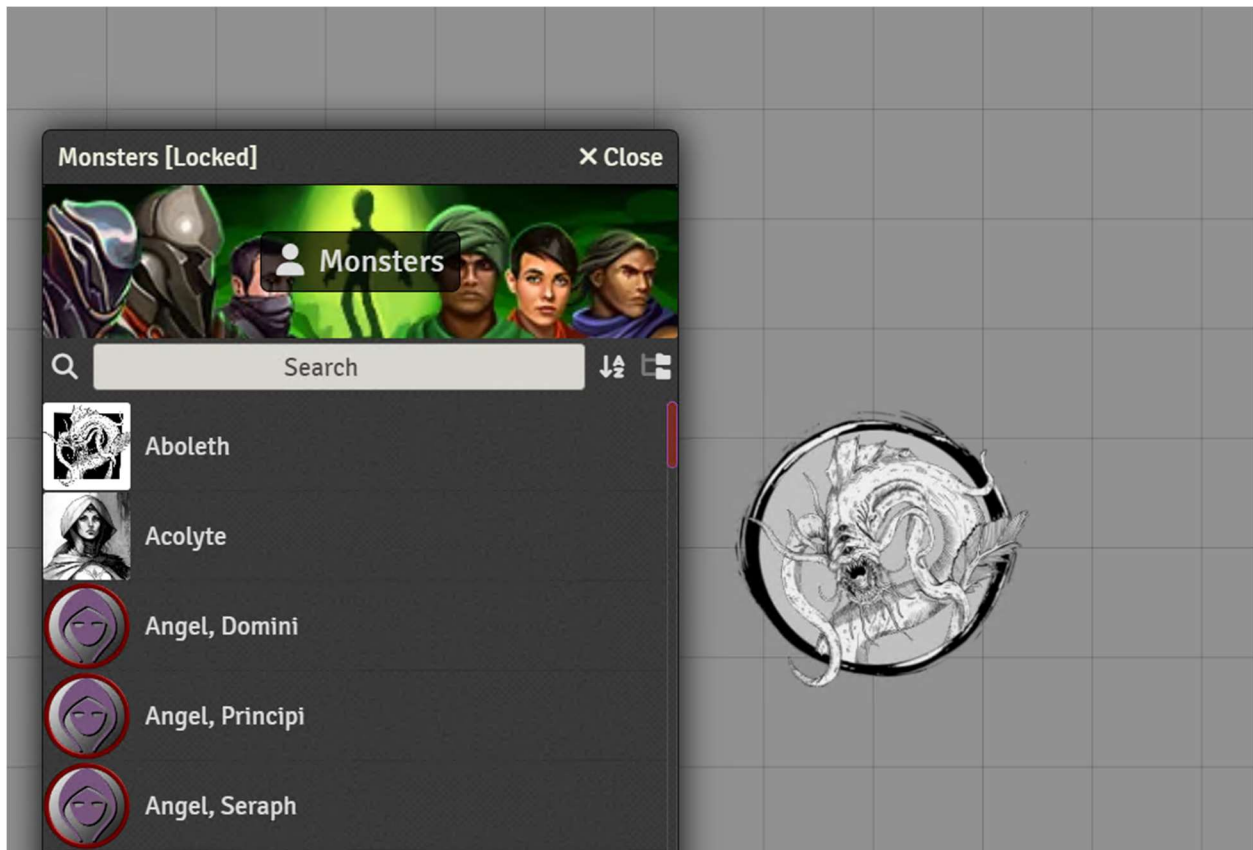
portraits	2024-05-22 7:36 PM	File folder	
tokens	2024-05-22 7:35 PM	File folder	

For this example I have prepared replacement images already and saved them as webp

To replace, just drag the new token into the folder and make sure the name is the same.



Reload the foundry game and you have the new artwork mapped



The next part is to add artwork for a monster that doesn't have it already.

Under the mappings folder you will see the map-template json file.

The default path is

C:\Users\Admin\AppData\Local\FoundryVTT\Data\modules\shadowdark-art-template\mappings

Under this you will see a bunch of mappings....

```
"sgVqRuCaadRK1P7R": {
  "__MONSTER_NAME__": "Aboleth",
  "actor": "modules/shadowdark-art-template/artwork/portraits/aboleth.webp",
  "token": {
    "texture": {
      "src": "modules/shadowdark-art-template/artwork/tokens/aboleth.webp",
      "scaleX": 1.5,
      "scaleY": 1.5
    }
  }
}
```




```
"vXaqgfDykZPdXnIm": {  
  "__MONSTER_NAME__": "Dryad",  
  "actor": "modules/shadowdark-art-template/artwork/portraits/dryad.webp",  
  "token": "modules/shadowdark-art-template/artwork/tokens/dryad.webp"  
},
```

For this next part we will need to look at the Shadowdark template code.

From the GITHUB page, the monsters codes are found here

<https://github.com/Muttley/foundryvt-shadowdark/tree/develop/data/packs/monsters.db>

Looking for harpy, we see.

 half_amphibious_KOWS2ZDR1iVcWnW.json	Added all core rules monsters	5 months ago
 harpy_CsQXDNmBDfao8hij.json	Added all core rules monsters	5 months ago
 heads__YPK9WrDIMTqGMXSZ.json	Added all core rules monsters	5 months ago

First we copy a section of code used previously into the system. I'm going to use Harpy since it's a regular sized token.

```
"vXaqgfDykZPdXnIm": {  
  "__MONSTER_NAME__": "Dryad",  
  "actor": "modules/shadowdark-art-template/artwork/portraits/dryad.webp",  
  "token": "modules/shadowdark-art-template/artwork/tokens/dryad.webp"  
},
```

Then I replace the vXaqgfDykZPdXnIm with CsQXDNmBDfao8hij which is the ID for Harpy, the monster name with Harpy, and the names of the images we are using.

```
"CsQXDNmBDfao8hij": {  
  "__MONSTER_NAME__": "Harpy",  
  "actor": "modules/shadowdark-art-template/artwork/portraits/harpy.webp",  
  "token": "modules/shadowdark-art-template/artwork/tokens/harpy.webp"  
}
```

Save the file

Place the tokens as named in the tokens and portraits folder (as above).

Reload your game and

