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Baileywiki Installation Guide & Foundry Setup FAQ

Become a Subscriber at Baileywiki.com

This is a working document for setup instructions, frequently asked questions, tips and troubleshooting with both Baileywiki modules and Foundry and Dungeondraft at large.

If you think that something is missing or needs an update, ping @temery#4770 on the Baileywiki Discord (displays in the server as Frequent Answerer of Questions)

How to use this FAQ:

Option 1: Use the **navigation pane** (top left icon) to browse sections
Option 2: Use the **Table of Contents** (below) to browse sections
Option 3: Use Control+f or Command+f to **search keywords** in this document

Important Note

Baileywiki maps fuse technology and artwork to push the limits of Foundry VTT. This means leveraging modules, scripts and macros to give DMs amazing tools to impress and entertain their players. There is a fairly significant learning curve, but it's worth it. Just learn the basics of Mass Edit, Monk's Active Tile Triggers (MATT), and Levels modules, and you'll have a great start.

Get help anytime on Baileywiki Discord.

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Important Links (Bookmark These)

Baileywiki.com Home

This is the main hub for managing your direct subscription and accessing Baileywiki content.
https://baileywiki.com/

Main Patreon Post (Updates Monthly)

This leads you everywhere you need to go.
https://www.patreon.com/posts/42129012

Main Dungeondraft Post (Updates Monthly)

This has the Dungeondraft files for the month.
https://www.patreon.com/posts/44502678

Modular System Guide (may be out of date currently)

This document catalogs all the major elements of the Baileywiki modular systems.
Baileywiki Modular System Guide

Step 1: Create an account or log in on Baileywiki.com

This will be the primary way to access Baileywiki content and manage your subscription.

1. Go to baileywiki.com and click “Get Started Free.”
2. Choose either a monthly or annual subscription, then click “Get Started” below your desired tier.
3. Create an account or log in and complete the subscription process.

Step 2: Choose a Subscription Tier

We offer several different subscription tiers to choose from, because we know that not everyone needs or wants the same content. You can also save 15% by subscribing annually instead of monthly. We recommend subscribing directly through baileywiki.com via Stripe, although you may still choose to subscribe via Patreon. However, note that Patreon subscribers do not gain access to TurnSheet.

If you are currently a Patreon subscriber and wish to switch to a direct subscription, you can easily migrate your subscription by clicking the “Migrate Patreon” button on your account tab at

the top right of baileywiki.com and following the prompts to choose a direct tier. The direct subscription will not charge you until your current Patreon subscription period ends.
Important: After migrating your subscription, be sure to cancel your Patreon subscription to avoid being double charged.

Free Tier ($0/month)

This tier doesn't unlock any special benefits, but it allows you to link your Discord account for access to the Baileywiki server. It also provides 30 AI credits per month; these credits do not roll over. If you use the Baileywiki Content Module, you'll have access to a limited set of free Foundry assets, but you won't have access to the massive and growing library of assets that come with paid tiers.

Basic ($6/month or $61.20/year) - Dungeondraft Content Only

Equivalent Patreon Tier: 2b
This tier unlocks our 2D tiles to be used in Roll20 or other VTTs, as well as asset packs for creating your own tiles in Dungeondraft and Arkenforge, but does not unlock any Foundry content. It also provides 10 AI credits per month (120 credits per year); these credits roll over. Choose this tier if you only wish to use the Dungeondraft/Arkenforge packs or you want the tiles for use in a VTT other than Foundry.

Starter ($8/month or $81.60/year)

Equivalent Patreon Tier: 2a, 3b
This tier unlocks our 2D modular Foundry content as well as our Dungeondraft/Arkenforge asset packs and 2D tiles to use in other VTTS. It does not unlock our 3D Foundry content or landing pages. It also provides 30 AI credits per month (360 per year); these credits roll over. Choose this tier if you wish to use our modular Foundry content but don't plan on using theripper93's 3D Canvas module.

Supporter ($14/month or $142.80/year)

Equivalent Patreon Tier: 3a
This tier unlocks all of our 2D and 3D Foundry content and landing pages, but does not unlock our Dungeondraft/Arkenforge content. It also provides 200 AI credits per month (2400 per year); these credits roll over. Choose this tier if you want full access to our Foundry content but don't plan on using Dungeondraft/Arkenforge or other VTTs.

Balanced ($20/month or $204/year)

Equivalent Patreon Tier: 4

This tier unlocks all of our content - 2D and 3D Foundry content including landing pages, and Dungeondraft/Arkenforge content. It also provides 400 AI credits per month (4800 per year); these credits roll over. Choose this tier if you want everything that Baileywiki has to offer.

Ultra ($25/month or $255/year)

Equivalent Patreon Tier: 5
This tier unlocks all of our Foundry and Dungeondraft/Arkenforge content. It also provides 800 AI credits per month (9600 per year); these credits roll over. Choose this tier if you want additional support to help improve your Foundry skills.

Step 3: Install Baileywiki Modules and Dependencies

Transition Note: while the Baileywiki Content Module is currently listed in the Foundry module directory and Forge Bazaar, it will eventually be delisted and will be available to download from baileywiki.com and this FAQ document will be updated accordingly.

How to Install Baileywiki Modules

1. Ensure that your Patreon is properly linked to Foundry and The Forge (if applicable).
2. Navigate to the Module Browser within your Foundry instance and install these modules:
    a. **Baileywiki Content Module**. This manages all of your downloadable content.
    b. **Baileywiki Mass Edit**. This serves as a browsing interface for your Baileywiki content (and other content you own).
3. Install any optional dependencies listed in the required and recommended modules from the Module Browser or the Bazaar. Note that while these modules are technically optional, you will not be able to use the full functionality of Baileywiki content without them.

For Forge Users

The modules are available in the Forge Bazaar. To install, connect your Patreon to The Forge and navigate to the Bazaar.

Installation Troubleshooting

- Verify that Baileywiki shows up under https://foundryvtt.com/me/subscriptions. If Baileywiki does not appear as expected under your "Subscribed Content" page of your user profile, you may need to Refresh your Patreon link using the 'Refresh' button next to your linked account name, or even unlink and relink your account. If you use the Forge, you'll need to make sure your account is properly linked to **both** Foundry and the Forge.
- If you are unable to link or refresh your Patreon, try to do it in a private window.

- If the premium content still does not appear you can check more detailed instructions here or contact Foundry VTT support.
- For Forge users: Note that, while uncommon, it can take up to 24 hours for your subscription to be updated on The Forge. If you are still having issues after 24 hours, please contact Forge support.

Step 4: Authenticate your Subscription in the Baileywiki Content Module Settings Page

1. Open your world and navigate to **Configure Settings** (at the top of your settings tab)
2. Find **Baileywiki Content Module**, and press the **Authenticate** button to connect your subscription.
3. Once authenticated, use the **Mass Edit Presets** button on the left-hand tool panel to browse all Assets and Scenes by category.
4. OPTIONAL. Right-click any category from the asset or scene browsers to **download all assets** to your local instance. Alternatively, the system will just download what you use when you use it, saving on space.

Baileywiki Utility Modules

Baileywiki Mass Edit

Mass Edit is required to access the massive library of Baileywiki prefabs. Mass Edit is a free module that is full of helpful utilities for GMs. Its main uses include:

1. Creating, storing, and sharing Prefabs including Baileywiki's library of 3,000 prefabs
2. Finding and editing multiple entities in your scenes at once. This is SO helpful!
3. Creating macros with a GUI interface without learning javascript
4. Manipulating Token Magic FX filters

For more information, check it out here.

Baileywiki Advanced Foundry Content Modules

Baileywiki Landing Pages

Various systems, templates, assets, and automations for making interactive landing pages for your games. Requires and heavily leverages Monk's Active Tile Triggers

Baileywiki 3D

Scenes, props, light effects, and interactions for building and playing 3D scenes directly within Foundry.You can review the general contents of the Modular System in the Modular System Guide

Required and Recommended Modules (All Free Unless Specified)

Module Name	Developer	Required?	Function	FAQ and Troubleshooting
Baileywiki Mass Edit - video tutorial - additional v13 functionality	Baileywiki (Aedif)	Required	Powers delivery of prefab assets and other types of presets. Allows entities to be linked to one another to create your own prefab assets and save them as presets. Also has very helpful QOL functions in general.	Jump to
Baileywiki Content Module	Baileywiki	Required	Allows access to Baileywiki prefabs and scenes, which can be dynamically downloaded to reduce storage space.	
LibWrapper	ruipin	Required	Required for Token Attacher.	
socketlib	manuelVo	Required for Baileywiki 3D	A library for simplifying working with Foundry's sockets. This module does not have any user facing features.	
Wall Height	theripper93	Required	Establishes height for walls so players can see over them. Good for tactical battles and for multilevel prefabs and maps.	Jump to
3D Canvas	theripper93	Required for Baileywiki 3D	Enables the use of 3D scenes and placeables. Normally a premium module through theripper93's Patreon, but included in your Baileywiki subscription at Tiers 3a, 4, 5, 6, and 7.	
3D Canvas Mapmaking Pack	theripper93	Required for Baileywiki 3D	An asset pack that includes tons of 3D Tiles, Skyboxes, and Materials for making 3D maps..	
3D Canvas Token Collection	theripper93	Required for Baileywiki 3D	A Collection of 3D Miniatures ready to use in 3D maps.	
Levels	theripper93	Highly recommended; required for multilevel scenes/prefabs and Baileywiki 3D	Enables powerful vertical mapping and is used heavily by many of the maps and prefabs in the BW modules.	Jump to
Better Roofs [video tutorial]	theripper93	Highly recommended	Expands and improves upon the core FoundryVTT overhead tiles system. Automatically hides roofs in all building prefabs.	Jump to
Dig Down	theripper93	Highly recommended	Allows search functions to look inside of folders for results. Incredibly useful for finding different images etc.	
TheRipper93's Module Hub	theripper93	Highly recommended	Alerts you of critical updates and provides easy access to documentation for theripper93's modules in the Configure Settings screen.	
Scene Packer	Blair	Highly recommended	Allows the preservation of journal entry data for map notes and other quality of life flags for compendium imported content.	
Monk's Active Tile Triggers	Ironmonk	Highly recommended; required for most automation pieces and for Baileywiki Landing Pages	Powers many of the automation pieces and interactive elements within BW modules. Allows for tiles to be "triggered" in various ways to activate complex sequences of actions.	Jump to
Tagger	Wasp	Highly Recommended	Allows the "Tagging" of various assets. Used with Monk's Active	

[video tutorial]			Tile Triggers and Mass Edit to create re-deployable traps and more.	
Multiface Tiles	Freeze_RPG	Highly recommended	Allows quick swapping between different roofs and prefab variants. Can be done manually, but significantly more time-consuming.	
Token Magic FX	SecretFire	Highly Recommended*	Enables a wide range of visual effects in maps and on tokens including unexpected functions like generating terrains, randomly coloring roofs, and adding drop shadows. Powers many of the macros used in BW content.	Jump to
Monk's Token Bar	Ironmonk	Recommended	Companion to Monk's Active Tile Triggers, allows Active Tiles to request rolls from players (ie: strength check to flip a table)	
FXMaster	U-man	Recommended; can be taxing on resources	Allows the placement of special effects and weather patterns to create an immersive atmosphere.	Jump to
Dungeon Draw [video tutorial 1] [video tutorial 2]	mcglintlock	Situational	Used to rapidly create dungeons and maps. Combine with the Cabal Dungeon for more styles and flexibility	
Tile Scroll [video tutorial]	theripper93	Situational	Enables the animation of otherwise static tiles. This is used for our traveling maps and other special pieces like the carousel.	

Example 2D Module Loadouts

Loadout	Modules Included	Description
All the Bells and Whistles	Baileywiki Mass Edit Baileywiki Nuts and Bolts LibWrapper Scene Packer Dig Down Better Roofs Levels Wall Height Tile Scroll FXMaster Token Magic FX Multiface Tiles Monk's Active Tile Triggers Tagger Monk's Token Bar Dungeon Draw	Choose this loadout if you want all of the features. These are all of the modules that are leveraged with the Baileywiki modules. Get everything: special visual effects, moving tiles, multi-level prefabs, and automatic unpacking. If you choose to include 3D content, you will also need: • Baileywiki 3D • 3D Canvas • 3D Canvas Mapmaking Pack • 3D Canvas Token Collection
High Performance Mode	Baileywiki Mass Edit Baileywiki Nuts and Bolts LibWrapper Scene Packer Dig Down Better Roofs Levels Wall Height Multiface Tiles Monk's Active Tile Triggers Tagger Monk's Token Bar Dungeon Draw Token Magic FX	Choose this loadout if you want all of the core features, but need to save on performance. These modules provide all of the core features that are used in the Baileywiki modules, but do not include some of the more performance intensive visual fx modules. Token Magic FX may be performance intensive, but is used in many scenes and macros.
Bare Bones	Baileywiki Mass Edit Baileywiki Nuts and Bolts Monk's Active Tile Triggers Tagger LibWrapper Scene Packer	Choose this loadout if you are extremely pressed for performance and do not want all of the features. This loadout does not allow the use of multi-story prefabs and not all example maps will function properly without Better Roofs and Levels, however, this is the most minimal loadout of modules we would recommend. Although everything but Mass Edit, Token Attacher, and LibWrapper are technically optional.

Installing Baileywiki 3D Content

In order to use the 3D content available to tiers 3A and above, you need to have the following modules installed. Swift has an excellent installation tutorial video here.

Baileywiki 3D

Once your Patreon is linked to Foundry (and the Forge if applicable), you can install Baileywiki 3D in the module browser within Foundry.

3D Canvas

3D Canvas is a required module to use Baileywiki 3D content. Fortunately, we have a partnership with TheRipper93 which unlocks 3D Canvas for free with your Baileywiki subscription. Just install 3D Canvas from the Foundry module directory once it's unlocked with your Baileywiki subscription.

3D Canvas Mapmaking Compendium

This one can be installed using this manifest link, which can also be found on theripper93's website.

3D Canvas Token Compendium

This is another of theripper93's modules, which can be installed using this manifest link

Step 4: Access Baileywiki Content

Where can I find my Baileywiki content in Foundry?

- All prefabs are located within the Mass Edit preset browser (look for the blue book icon on the left side of your screen). Clicking the button will give you options to open the standard preset browser or any of the Baileywiki category browsers that you have access to based on your subscription tier.
- Premade scenes are located within the Baileywiki 2D Scenes category browser and Baileywiki 3D Scenes category browser, which can be found alongside the Mass Edit browser mentioned above.
- Important and useful macros can be found in the Baileywiki Content Module compendiums

Baileywiki Sidebar

On the right side of your screen with the various sidebar tabs, you will see a Baileywiki tab. This tab shows which Baileywiki modules you have active, provides quick access to some of the most useful and relevant Baileywiki macros, and houses short in-Foundry tutorials covering basic topics to help you get started using the tools available to you.

Importing Compendium Content

Once your modules are active, your Foundry screen will refresh, and you will find new compendiums in your Compendium tab under the "Baileywiki Content" folder.

What should I import from Compendiums?

Just import Macros you think you'll want. Everything else is better to download from the Scene and Category browsers.

Why only scenes that I "need?"

Having a large number of complex scenes inside your Foundry world (not stored in compendiums) can have very negative performance impacts on a server, particularly those that do not have a lot of hardware resources. For this reason, you should *never* import all of the scenes from the Baileywiki compendium. Instead, import similar scenes or a folder of scenes to compare and find the ones that you want to use for your games and delete any excess. You don't need to worry about your Foundry instance having poor performance after importing a few dozen complex scenes, but you may have issues if you import *hundreds* of those scenes.

What Kind of Macros Should I Import?

The Nuts and Bolts module contains many macros that can be used in your world for prep, and a large number of macros that are only referenced by Monk's Active Tile setups inside of Prefabs and Scenes. Macros with "MATT" in the name can generally be ignored when you're looking for useful macros to use outside of tile setups. You'll find helpful macros in the following folders:

- For Building Scenes
- MacroWheel (and it's child folders)
- Token Magic FX
- Utilities

Updating Modules Ongoing

Now, with FoundryVTT Patreon integration, the Baileywiki modules can be updated just like you would update any other module. Simply select "Update" on the individual modules, or use the "Update All" button on your Add-On Module setup screen.

Forge Note:
Because of the sheer size of Baileywiki Maps Towns and Baileywiki 3D, combined with the known issues in the installation process, we recommend updating those two modules individually before

To get the latest content

Your Scene and Asset Category browsers will always have the latest content. You can even see all past releases by Year and Month. Right-click a release to download everything from it.

The Modular System Catalog

To see all of the available assets in the modular system, just install and activate the Baileywiki

Mass Edit module. Once active, launch a world and open the Mass Edit preset browser, and then begin typing under one of the tabs at the top. The majority of prefabs are in the Actor/Token tab.



Releases, Mid-Month Updates, and Hotfixes

Just click ‘UPDATE’ to get the latest version of modules. New content is available instantly through the Baileywiki Content Module, but in general, new releases drop on the first Monday of each month.

Guides and FAQs

Baileywiki Module Content FAQ

What do the “Classes” mean in the Modular Town system?

The classes roughly correspond to the wealth/fanciness of the buildings. Class 1 is the most "upper class" with Class 3 being the most rustic and simple. This tends to also correspond with complexity:

Class 3

“Lower” class. rural/rustic/simple buildings. Mostly homes and very small shops. Stonework that is present is usually pretty simple and rustic in nature.

Class 2

"Middle" class. Wide variety of shops and homes. Stonework varies, first appearance of stone steps to doorways etc. The largest and most varied of the "classes" in the system.

Class 1

"Upper" class. Fanciest and most complex town buildings. Most multi-story town buildings are in this class. Most buildings have more ornate stonework etc. This does also include things like apartment buildings (whether they're fancy or not)

Dungeondraft Guide

Where can I find the Dungeondraft asset packs?

You can find the Dungeondraft packs via the main Dungeondraft post on patreon, or in the easy download table. You can also check out the archive on Patreon to find older maps.

For large .zip files

Some packs exceed the file size limit of Patreon. Use 7zip (free). The packs are downloadable in .ZIP files separated into parts (001, 002, etc).

How do I download the asset packs that come in multiple .zip files?

1. Put the packs in the same folder.
2. Right-click Part 001 and select "Extract Here". It should automatically detect, unzip, and combine all parts.
3. You won't see a visual indication that anything happened, but you should see a new .dungeondraft_pack file in the folder, and its size should be larger than the sum of its parts.

How do I access the assets within Dungeondraft?

This video by Hell Scape VTT gives a clear and concise walkthrough of the steps to import the assets to Dungeondraft.

What is the recommended DPI to export at?

Foundry Content

All of the “modern” Baileywiki assets are exported at 150 DPI in WEBP format with a quality of 60-70%. This has given us the best “quality to size” ratio in our experience.

For less detailed pieces such as roofs, we frequently use 100 DPI as the loss in detail isn’t very noticeable and the size savings can be very helpful when working with hundreds of roof tiles.

Dungeondraft Packs

If you are exporting for the purposes of making a DD pack (ie: turning “kitbashed” assets and prefabs into single placeable objects.) export at 256 DPI in WEBP format with a quality of 60-70%. Dungeondraft’s visual interface is based off of a 256 pixel size grid, so it is very important to keep this DPI if you are wanting to maintain the same size for your assets. WEBP format also greatly reduces the file size of your packs, but you may find a different quality ratio is better or worse for your purposes

What Assets do the Baileywiki Maps Use?

Baileywiki maps uses artwork that we create ourselves and also artwork from other artists. For a complete list of artwork that we have used in the past (or currently), visit the Archive.

Where can I get Forgotten Adventures 1.x Assets?

The older Forgotten Adventures assets are needed for editing some of the older DD files. These are still available to download from FA with the direct links below:

- Props & Decor v1.7: https://www.patreon.com/file?h=17713082&i=7069609
- Wood Variants v1.7: https://www.patreon.com/file?h=17713082&i=6826899
- Buildings & Structures v1.8: https://www.patreon.com/file?h=17713082&i=6685013
- Tile Sets v1.2: https://www.patreon.com/file?h=17713082&i=6685012
- Winter Wilderness v1.1: https://www.patreon.com/file?h=17713082&i=6669266
- Nature & Wilderness v1.3: https://www.patreon.com/file?h=17713082&i=6669261
- Textures - Terrain v1.3: https://www.patreon.com/file?h=17713082&i=6458614
- Textures - Terrain Patterns v1.0: https://www.patreon.com/file?h=17713082&i=6458592
- Textures - Floors v1.4: https://www.patreon.com/file?h=17713082&i=6246629

Note that you must be a Patron of Forgotten Adventures to access these older assets.

If you have converted an older map to FA 2.x or 3.x and would like to share it, please let us know on the discord!

Where can I get Forgotten Adventures 2.x Assets?

The older Forgotten Adventures assets are needed for editing some of the older DD files. These are still available to download from FA with the direct links below:

- Artificial_A_v2.08
- Artificial_B_v2.08
- Artificial_Floors_A_v2.03
- Artificial_Roofs_A_v2.02
- Artificial_Terrains_A_v2.03
- Artificial_Tiles_A_v2.03
- Effects-and-Overlays_A_v2.0
- Legacy_v2.02
- Natural_A_v2.04

- Natural_B_v2.01
- Natural_Patterns_A_v2.01
- Natural_Terrains_A_v2.03
- Natural_Tiles_A_v2.01
- Winter_A_v2.03

Note that you must be a Patron of Forgotten Adventures to access these older assets.

If you have converted an older map to FA 3.x and would like to share it, please let us know on the discord!

Mass Edit FAQ

How do I edit multiple entities at once?

To edit multiple entities in the same way, select all of the entities you wish to edit and press **Shift+E**. This will open a config window similar to how you would normally edit a single entity. Make your adjustments as needed, then click the checkboxes to the right of each field you wish to edit for all your selected entities and press Apply for your changes to take effect.

How do I find and edit entities with Mass Edit?

You can search for and edit entities by pressing **Shift+F** to bring up the search window, which looks almost the same as the edit window described above. Choose the type of entity you wish to search for, then you can adjust the fields and click the checkbox on the right and press Search to find entities with attributes matching your criteria, or Search and Edit to bring up the edit window for those matching entities.

How do I use Baileywiki prefabs?

All Baileywiki prefabs can be found in the Mass Edit preset browser at the left of your screen (look for the blue book icon), primarily in the “Tiles” tab. Simply drag out the prefab onto the canvas, or double-click it to see a preview and click to place. Right-clicking the prefab in the browser allows you to use the prefab as a brush, view documentation by opening corresponding journal entries, etc. You can select multiple prefabs at once using Ctrl and Shift keys.

Preview Mode
If you double-click a prefab or right-click one or more prefabs and add them to a Mass Edit Brush, then you will enter **Preview Mode**.

While previewing a prefab, you can see exactly how it will drop onto your scene. You can rotate it with **Shift+Scroll** or **Ctrl+Scroll** as normal, or resize it with **Alt+Scroll**. If it’s a brush or tile set preset, you can use **Ctrl+Shift+Scroll** to cycle the images.

To **reenter preview mode** for an asset already placed in the scene, select the tile and press Shift-D.

How do I use Mass Edit to make my own prefabs?

See the video tutorial on creating prefabs with the Mass Edit “Linker” function here.

1. You want to use the hotkeys [L]ink and [U]nlink for creating prefabs.
2. Select the main tile (or other entity) that you want to attach everything to. Press L for the Linker menu
3. A small window will open up with tools to either add a single entity to the main entity, or to lasso all entities at once (walls, lights, tiles, etc). This makes it easy to create a prefab with a couple of clicks.
4. To **unlink** one more more entities, select them and press U (Unlink)
5. If you want to see all prefabs in a scene and their attachment relationships, press **SHIFT-Q** to open the Linker window
6. If you desire for certain placeables to be moved independently of the others, click on the connections between those placeables to cycle between connection types. You also do this in bulk by clicking “Cycle through types for all connected nodes of the selected link.”
7. To remove certain placeables from the link, right-click on their connections, or click “Remove all links from selected placeables” to break all the connections. Right-clicking the link itself will delete the link entirely.

I’ve made a prefab, how do I save it so I can deploy it whenever I need it?

To save a new Mass Edit preset, simply select part of it and drag it into the Mass Edit preset browser on the desired tab. The thumbnail image will be whatever image you drag it in by.

How do I delete prefabs or individual parts of prefabs?

To delete a prefab, you can simply select part of it (a tile, wall, light, etc.) and press **Delete**. If you want to delete only certain pieces of the prefab while leaving the rest, select those pieces and press **Shift+Delete**.

How do I separate a part from the rest of a prefab?

If you wish to disconnect individual parts from the prefab that they’re attached to, you can easily do so by selecting the relevant part and pressing **U**. Alternatively, you can also disconnect the part from within the linker UI by right-clicking either the node representing that part or the connection line attached to it.

What about TILE SET and BRUSH prefabs?

Tile sets and Brushes are special prefabs which provide a palette of various tiles to use in your scenes. As you’ll notice upon dragging out the tile set or using it as a brush, it places all the tiles as a set.To separate individual tiles from the tile set so they can be used, simply select the tiles

you don’t wish to use from the set (hold shift while selecting to grab several of them at once) and press **Shift+Delete** to delete them. Alternatively, you can open the linker UI with **Shift+Q** and break off the pieces that you want to keep by right-clicking the connection lines for them, then delete the unwanted pieces together with **Delete**.

Why are the diorama tiles or terrain spawner tiles just a black square?

Our terrain spawner tiles and diorama tiles are TMFX-based. If you don't have TMFX installed and activated, those tiles will simply show up as black squares.

Levels

Video Resources

Levels Module and Building Levels-Enabled Scenes Playlist

https://www.youtube.com/playlist?list=PLbNUuLLqMgaAQfpz4HDoDucf68B-AIwbR

How do I place multilevel prefabs?

When placing prefabs with the Levels UI open, everything you place will automatically fit within the elevation range of the level you're currently viewing. To place a prefab that spreads across multiple levels, close the UI before placing the prefab. Otherwise the whole thing will be condensed into the current level.

Monk’s Active Tile Triggers

Video Resources

Overview Video

Module Walkthrough: Monk's Active Tile Triggers, Automating Foundry without Writing Ma…

Automating Foundry Series Playlist

https://www.youtube.com/playlist?list=PLbNUuLLqMgaDtCS9bUF7iSbu52anen7tx

Dungeon Draw

How do I get the latest custom Dungeon Draw themes?

Using Dungeon Draw's import feature, import the following .json file:
https://download.bailey.wiki/media/module-extras/baileywiki-dd-custom-themes.json

Video Resources

Recreating Dungeondraft in Foundry (Dungeon Draw + Mass Edit)

Recreating Dungeondraft in Foundry VTT - Advanced Mapping and Module Tutorial

Overview and Tutorial Part 1

Foundry VTT Module Tutorial: Dungeon Draw. Drawing Dungeons Directly Inside Foundry!!

Overview and Tutorial Part 2

Foundry Module Tutorial: Dungeon Draw Part 2 with New Capabilities and 3d Canvas Inte…

FXMaster

This causes performance issues!

This module requires more resources, so expect it to tax your machines more. You can disable the weather effects on a particular scene by clicking the trash can icon under the FXMaster toolset on the left. I have included a couple convenient macros for you to quickly re-add effects like clouds or rain.

Token Attacher

Note: Token Attacher and Mass Edit

Baileywiki content has transitioned from using Token Attacher prefabs to using Mass Edit prefabs. That being said, some older premade scenes may still contain Token Attacher prefabs. For these, the information below should give you enough to work with. However, when adding new prefabs to the scene and creating your own, we recommend using Mass Edit (brief tutorial above).

How does it work?

Watch the video tutorial of Token Attacher here.

Quick Edit Mode

Quick Edit mode is a Token Attacher function that lets you edit and move attachments and change metadata within a prefab. You can activate Quick Edit (QE) mode in two ways, from the Actor tools (a feather icon), or using the handy Toggle Quick Edit Mode macro that comes in the Token Attacher macro compendium. If you want to make changes to tiles, walls, drawings, or even just to move the Control Token somewhere else, QE mode is your best friend. Just be sure to TURN IT OFF when you're done making changes. This tells Token Attacher to save

everything in the new configuration. YOU CANNOT leave Quick Edit mode on while you drag out prefabs. They will get screwed up.

I can't move anything on the screen. It's frozen.

This will mostly come up on older BW scenes, or scenes in which you're actively using Token Attacher. This is normal functionality and happens because Token Attacher locks all attachments from interaction during normal state. You must unlock attachments using Quick Edit mode, which can be found in the Token Attacher UI, or as a convenient macro inside the Token Attacher macro compendium (recommended). **Just remember to turn off QE Mode when you're done!** This is what saves all of your changes. If you forget, you may find your attachments all in disarray when you reload your map.

There are tiles or other elements still on my screen after deleting a prefab. I can't delete them.

Attachments can remain if you make changes too quickly. Use the Delete Broken Links macro from the Token Attacher macro compendium to remove them.

Token Magic FX

Token Magic FX (TMFX) is a great module that provides a ton of options for visual effects for your game. It can also tax your machines, so you may want to try disabling it if you're looking for performance gains.

How do I use TMFX?

TMFX doesn't normally have a UI, but rather it uses a collection of macros to apply effects to tokens, tiles, or drawings. Simply select an entity, execute whichever macro you choose, and watch how the applied filter changes the appearance. For convenience, Baileywiki Nuts and Bolts includes the `BW FX - All TMFX Filters` macro, which opens a GUI with all of the available TMFX filters. To use it, simply select whatever entity you wish to add effects to, search for a filter, and click the filter to apply it to your selected entity. To clear any filters you've added to a given entity, select the entity and click the broom icon in the top right corner of the GUI.

How do I edit the filters I've applied to an entity?

Nuts and Bolts includes the `TMFX Edit - Mass Edit` macro, which allows you to edit the config settings for TMFX filters that you've applied to an entity. To use it, select the entity whose filters you wish to edit, then click on the desired filter within the GUI that is opened by the macro. Make any changes you wish, then click Apply to save them.

How do I delete a filter from a tile, drawing or token?

There are a few convenient macros that come with TMFX. The most important one is the `Delete filters on Selected` macro, which can be found in either the TokenMagic Portfolio

compendium or the Baileywiki Nuts and Bolts Macros compendium. This will clear any TMFX filters you've applied to an entity.

How do I make entities look like they're burning?

Baileywiki Nuts and Bolts contains several TMFX macros to add flames to entities or remove them. Formerly, this was done with the `Environment - Fire - Set Ablaze! #ec8b09` and `Environment - Fire - Douse! #ec8b09` macros, which are still present in the compendium but no longer function. Instead, there are a few other options.

- `TMFX - Light Stuff on Fire` to add the fire effect to individual entities
- `TMFX - Toggle Fire - Light Everything on Fire` which searches for entities with the "fire-object" tag and toggles the fire effect for those entities. It also searches for "fire-tile" tags (for any pre-placed fire asset tiles you have) and toggles those on/off.
- `Toggle "Fire" Tiles On/Off` to just search for entities tagged "fire-tile" and toggle them on/off.

Wall Height

What does it do?

Wall Height applies new metadata to walls to give them a height measurement. Many prefabs have such data applied to them, so if you have Wall Height active in your world, you may notice that a player at 15 feet altitude (flying or standing on something high up), can see over buildings, bushes, fences, etc. This may be interesting or helpful to you for more tactical battlemaps, but it's entirely optional.

Scene Packer

What does it do?

Scene Packer is a utility that we use on the development side to "pack data" for scenes. It sets up specific linking instructions for scenes so that, when they are imported from your compendiums, map notes and more will be automatically linked to the appropriate entries by automatically importing those entries (ie: the stairs entry) or finding it in your already imported data.

How do I use it?

As a user, you only need to have the module installed and activated. Then, the first time you view a scene that has been "packed" you will receive a blue message indicating that it is being "unpacked" and links are being created. From there, just relax until you receive the completion message. All of your map notes should be good to go!

Troubleshooting & Common Problems

Performance Optimization

Everyone should follow this guide from the Anathama (Foundry Staff). Optimization for both the Foundry client and your browser(s) - ie: Chrome and Brave - is crucial for performance. **This includes your players.**

You want to click on the "PERFORMANCE ISSUES" circle, and then click EACH of the other circles around that one: BROWSER HARDWARE ACCELERATION, FOUNDRY HARDWARE ACCELERATION, WEBGL2.0, and I AM USING A NOTEBOOK PC (if it applies).

These tweaks greatly improve performance on all but the most modest of hardware.

Last Updated: 12/04/2025
FVTT Version: 13 build 351

Baileywiki Video Catalog

Below will be a chronological list of all Baileywiki videos for easy searching, with the most recent videos at the top. This is a massive work in progress, so it will take some time to add all of the older videos. New videos will be added as they are released.

2025

December

Baileywiki 12 2025 release - The Long Winter, 2D and 3D assets, #dungeondraft #foundryvtt

Monthly release video showcasing the new content available to Baileywiki subscribers:

- 2D Content: massive expansion of snowy themed assets/scenes, new ambient audio loops
- 3D Content: various scenes, sci-fi themed assets
- Dungeondraft Content: massive expansion of snowy themed assets

November

#FoundryVTT Overview 2025 - What To Know About Foundry and Is It The Right VTT For You?

A brief overview of Foundry VTT and the functionality that it provides, geared toward those who are deciding whether to pull the trigger on buying a license.

Make cinematic cutscenes like a pro using the Cutscene Tool #foundryvtt 3D Canvas

A short tutorial explaining the Cutscenes tool of 3D Canvas and how to make dynamic cutscenes with camera movement directly within Foundry.

Baileywiki Nov 2025 Release - New Animated Doors! Modular Catacomb Dungeon, 3D maps and props

Monthly release video showcasing the new content available to Baileywiki subscribers:

- Baileywiki sidebar tab
- 2D Content: catacombs themed assets/scenes, new animated doors
- 3D Content: various scenes, ruins themed assets
- Dungeondraft content: catacombs themed assets

New module for easily working with Monks Active Tiles! #foundryvtt #module #tutorial

Last Updated: 12/04/2025
FVTT Version: 13 build 351

A showcase and tutorial of the new Dorman Lakely's Tile Utilities module, which provides "recipes" for common MATT tiles such as switches, lights, reset tiles, etc.

October

FXMaster for #FoundryVTT Just Got Even Better! - Gambit's FXMaster v7 Major Module Update Deep dive

An in-depth tutorial of the major v7 update for the FXMaster module. A continuation of the series of deep dives into each of the top 25 Foundry modules.

DC20-to-Foundry Episode 14: Items Slots, Infusions, GM Tools, and more! #FoundryVTT #dc20

An update video showing off the latest improvements to the official DC20 premium module.

Animated 3D Minis with Digi_DM

A spotlight video showcasing the work of Digi_DM, creator of the 3D Animations module.

Add new animated doors in any battlemap in #foundryvtt #tutorial #modules

A tutorial demonstrating how to create cleaner-looking animated doors, even in scenes that already have static doors in the background artwork, using Mass Edit and the new animated door functionality of Foundry v13.

Baileywiki Oct 2025 "Harvest Calling" Release - Witches, Halloween and Autumn Assets #foundryvtt

Monthly release video showcasing the new content available to Baileywiki subscribers:

- Easier access to category browser macros via Mass Edit sidebar button
- 2D Content: harvest/Halloween/witch themed assets/scenes, animated doors, upgraded unlimited terrain spawner interface
- 3D Content: various scenes, autumnal campsite themed assets
- Dungeondraft Content: harvest/witch themed assets

September

The Ultimate Automated Animations Module Deep Dive - October 2025 #FoundryVTT Module Tutorial

An in-depth tutorial of the extremely popular Automated Animations module. A continuation of the series of deep dives into each of the top 25 Foundry modules.

Create killer Landing Pages in 10-minutes #foundryvtt using 3D Canvas

Last Updated: 12/04/2025
FVTT Version: 13 build 351

A short tutorial on how to utilize 3D Canvas to create a 3D landing page for your game, even if the rest of your scenes are 2D.

#FoundryVTT Top25 Most Popular Modules: What You Don't Know About Monk's TokenBar

An in-depth tutorial of the Monk's Token Bar module, covering some of its lesser-known features. A continuation of the series of deep dives into the top 25 Foundry modules.

Massive new Mass Edit update with v13! Mass drag-and-drop, terrain controls, expanded presets

A showcase of several new and improved features of Mass Edit in Foundry v13.

Baileywiki Sep 2025 Release - Gray Harbor Docks / 3D Boardgames and Scenes #FoundryVTT #dungeondraft

Monthly release video showcasing the new content available to Baileywiki subscribers:

- 2D Content: distressed dock/harbor themed assets/scenes
- 3D Content: game boards, various other assets/scenes
- Dungeondraft Content: distressed dock/harbor assets

August

July

June

Last Updated: 12/04/2025
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May

April

March

February

January

2024

December

November

October

September

August

July

June

May

April

March

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February

January

2023

December

November

October

September

August

July

June

May

April

March

February

January

2022

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December

November

October

September

August

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February

January

2021

December

November

October

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September

August

July

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March

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January

2020

December

November

October