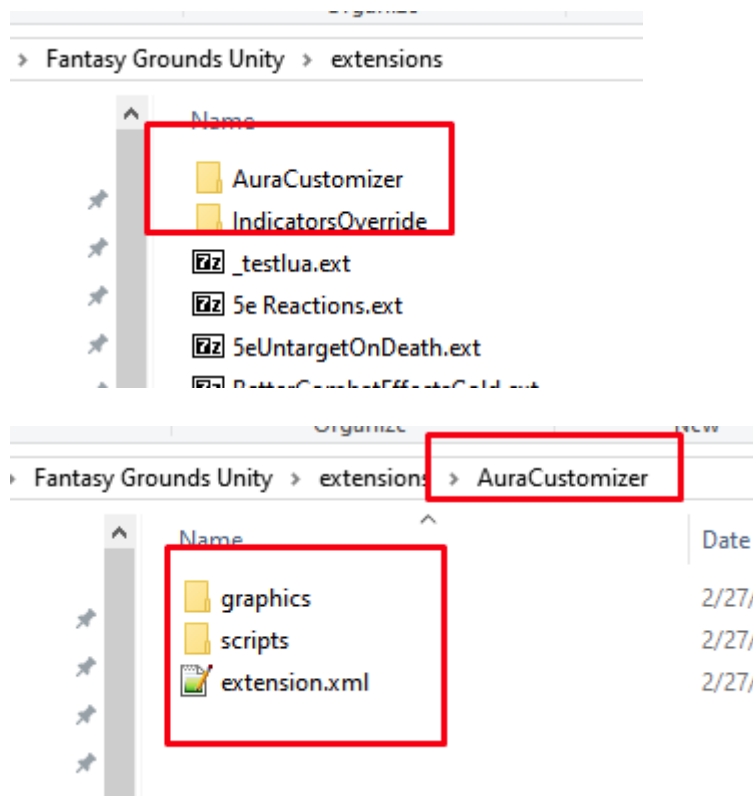# Aura Customizer

The Aura Customizer extension is a free, optional enhancement to the Auras Visualized extension. This extension is intended to be edited by the user, and so is not packaged in the traditional .ext format. Aura Customizer can be downloaded at the link below. The reason this extension is not offered on the forge is that any changes made to the forge product could be overwritten by the FG update process.

One of my favorite art packs that contains many images that work well is the Dungeons and Dragons 5e spell tokens pack by G Jensen. Get the art files here: DUNGEONS AND DRAGONS 5e Spell Tokens 2.1 For easy setup, I have included instructions and the files in the **Spell Tokens Setup** section below.

Download and Install

Download the extension zip file **https://mattekure.com/overrideExts/AuraCustomizer.zip.**

Extract the zip directly to the Fantasy Grounds **extensions** folder. This should create a new folder "AuraCustomizer" in the **extensions** folder that contains the files.
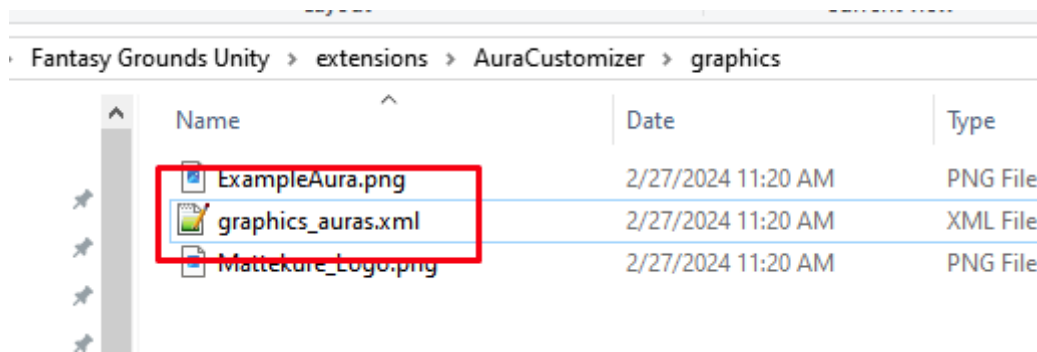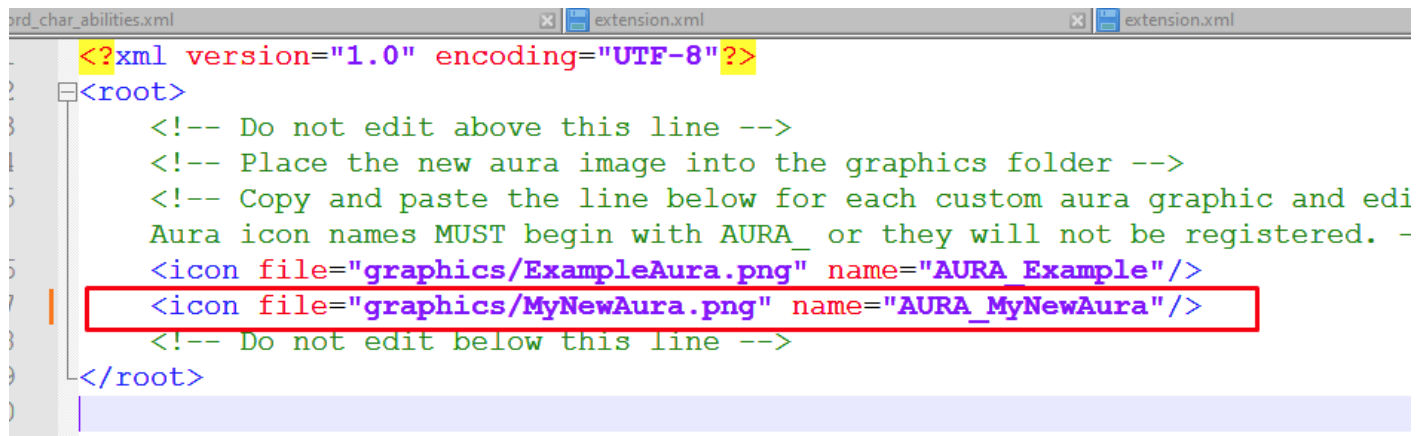
Adding a new custom Aura

Use the following process to add new aura images.

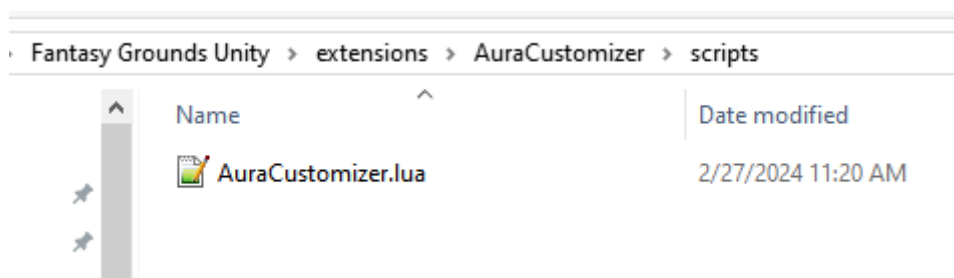Copy the new Aura Image into the graphics folder.

Using a text editor such as notepad++ (recommended), open the AuraCustomizer/graphics/graphics_auras.xml file for editing located in the graphics folder.

Copy and paste the icon example line. Then edit the newly created line. Change the **file=** section to point to the newly added image. Change the **name=** section to give your new aura a unique name. The name must begin with "AURA_" and the name should consist of only letters. No spaces, numbers, or special characters.

Using a text editor such as notepad++ (recommended), open the AuraCustomizer/scripts/AuraCustomizer.lua file.

Copy and paste the example line, then edit the newly created line. Change "example" to be a new unique name that will identify your specific aura image. The name should consist of letters only, it should contain no spaces, numbers, or special characters. This name will be used for the Aura Effect as a modifier.

> **DO NOT** use any of the existing modifier words including color names, "cube", "point" or any of the modifiers defined by the Aura Effect extension. Also do not use any word which could be interpreted as an 8 character hexidecimal number (8 characters consisting of 0-9A-F)

Change "AURA_Example" to be the same name defined in the graphics_auras.xml file.

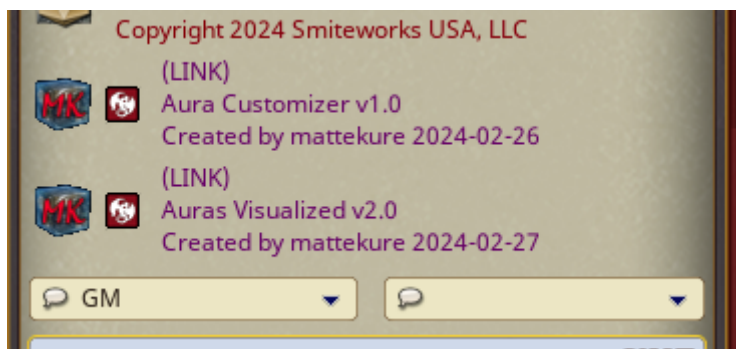```
AuraVis.registerCustomAura("example", "AURA_Example")
```

```
    -- iconName   This is the name of the icon resource defined in the graphics_auras.xm
    name="AURA_xxx" field.   All AURA graphics must be named AURA_XXX where xxx is a uni
    AuraVis.registerCustomAura("example", "AURA_Example")
    AuraVis.registerCustomAura("water", "AURA_MyNewAura")
        do not edit below this line
  end
end
```

Enable the Extension

As with all extensions, this extension is enabled on the campaigns load screen.
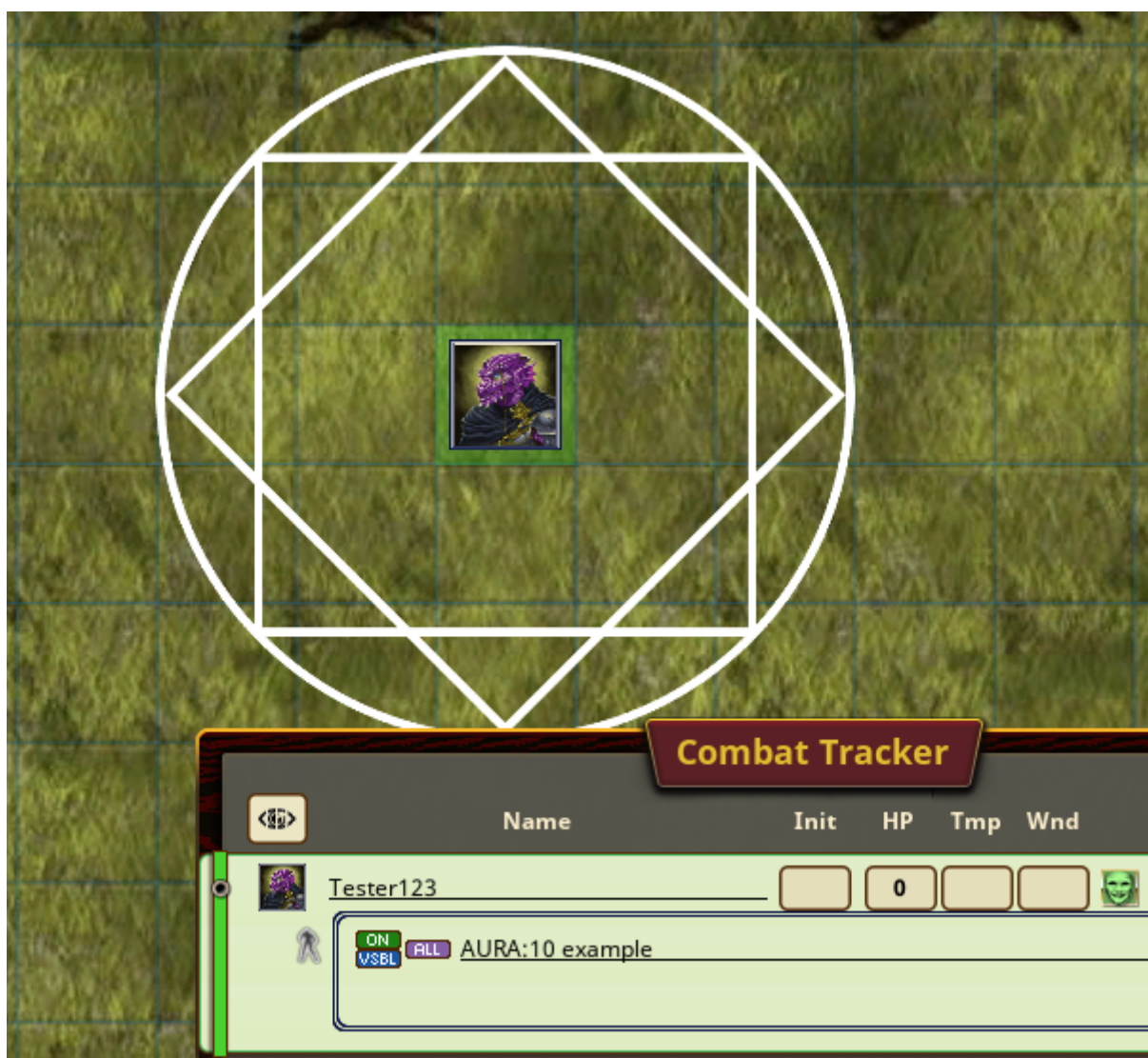
(LINK)
Aura Customizer v1.0
Created by mattekure 2024-02-26

(LINK)
Auras Visualized v2.0
Created by mattekure 2024-02-27

GM ▼

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Using the new Aura

With both the Auras Visualized and Aura Customizer extensions enabled, you can use your newly defined auras on tokens. Add the newly defined aura modifier to the AURA effect. Included in the extension is an example aura using the modifier "example".

> AURA: 10 example

The newly created auras can be used in the same way as the default auras, including adding color, shape, point, modifiers etc.

> AURA: 10 example,red

Spell Tokens Setup

The instructions below are for easy setting up the Aura Customizer with the Spell tokens pack

[DUNGEONS AND DRAGONS 5e Spell Tokens 2.1](#)

1. Download the zip file version of the spell tokens.

   https://mattekure.com/overrideExts/AuraCustomizerSpellTokenVersion.zip

DUNGEONS AND DRAGONS 5e Spell Tokens 2.1

From G Jensen

Multiple Formats — $6.00 $10.00

You Have Purchased This Title
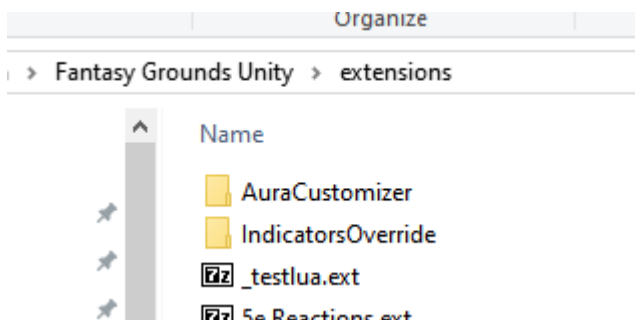(Dungeons_and_Dragons_5e_Spell_Tokens_Small.mod)
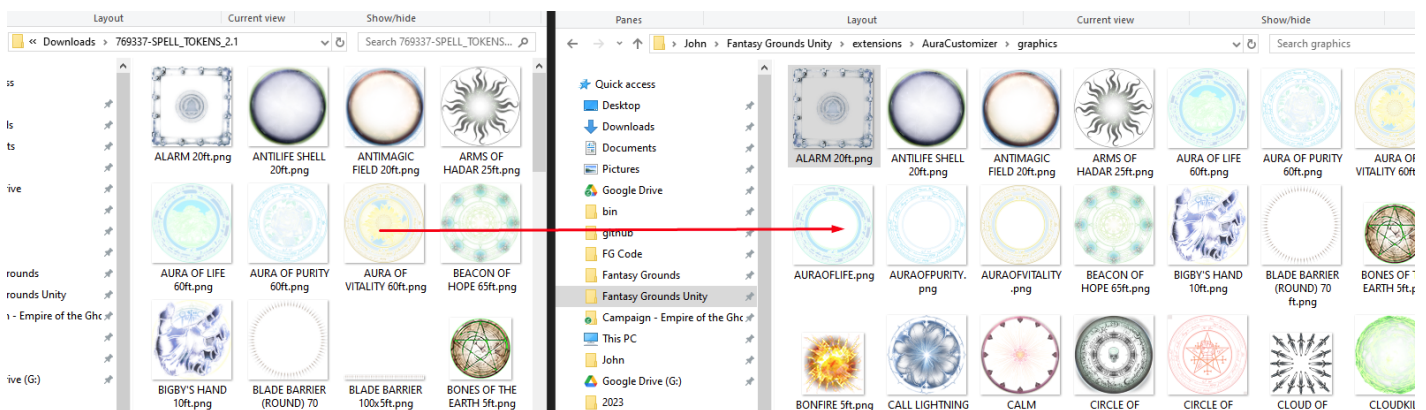(SPELL_TOKENS_2.1.pdf)
(SPELL_TOKENS_2.1.zip)
(SPELL_TOKENS_2.1.mod)

Quick Preview

2. Download this version of the extension

As described above, extract the extension into the Fantasy Grounds Extension Folder. It should remain as a folder with all the contents inside.

3. Copy the graphic files from the zip file into the AuraCustomizer/graphics folder.

4. Reload Fantasy grounds and enable the extension.

This version does not include definitions for all spell token images as some do not make sense, such as straight line wall images. But it includes all of the obvious square/round type images.

In fantasy grounds, you can define your auras using these keywords

octogram
alarm
antilifeshell
antimagicfield
armsofhadar
auraoflife
auraofpurity
auraofvitality
beaconofhope
bigbyshand
bladebarrier
bonesoftheearth
bonfire
calllightning
calmemotions
circleofdeath
circleofpower
cloudofdaggers
cloudkill
controlwinds
crownofmadness
crownofstars
crusadersmantle
dansemacabre
darkness
dawn
daylight
delayedfireball
destructivewave
divinefavor
druidgrove
dustdevil
earthbind
ensnaringstrike
entangle
eruptingearth
blacktentacles
faeriefire
fear
fireshieldcold
fireshieldhot

fireball

firestorm

flamingsphere

fogcloud

forcecage

gate

globeinvulnerability

graspingvine

grease

guardianoffaith

hailofthorns

hallow

healingspirit

holyaura

holyweapon

hungerofhadar

hypnoticpattern

iceknife

icestorm

illusorydragon

immolation

incendarycloud

insectplague

investitureflame

investitureice

investuturestone

investiturewind

tinyhut

light

maddeningdarkness

maelstrom

magiccircle

magicmouth

minutemeteors

mightyfortress

moonbeam

mordfaithfulhound

mordsword

privatesanctum

resilientsphere

prismaticwall

shadowofmoil

shatter

sickeningradience

silence

sleep

sleetstorm
snowballswarm
spikegrowth
spiritguardians
stinkingcloud
stormsphere
sunburst
synapticstatic
templeevil
templegood
floatingdisc
thunderwave
transmuterock
wallfire
wallforce
wallice
wallthorns
wallwater
wardingwind
waterysphere
web
whirlwind
wrathofnature
zoneoftruth