

Layer Slayer

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Layer Slayer Documentation

This module is in active development and this is a living document. Not all information or screenshots may accurately represent the current state of the module. View the latest Changelogs for the most up-to-date information. [Questions, issues, or suggestions can be submitted here.](#)

This module is totally **FREE**. All you need to do is be at least a **Free Member** of my [Patreon](#).

About

Layer Slayer is an incredibly simple module that does **only one thing**: it eliminates one of the biggest hassles for GMs working in Foundry VTT- selecting objects on other layers. Tokens, Templates, Tiles, Drawings, Walls, Lights, Sounds, Notes, and now Regions: all of them live in their own little worlds and getting to them used to mean first selecting the proper Control Button from Foundry's left-side menu. Not any more!

Layer Slayer uses one single configurable hotkey (Left CTRL by default) that forces all layers to show you their contents and allows you to select anything, automatically switching you to that item's layer!

<https://www.youtube.com/embed/e7b1A5lcwAg>

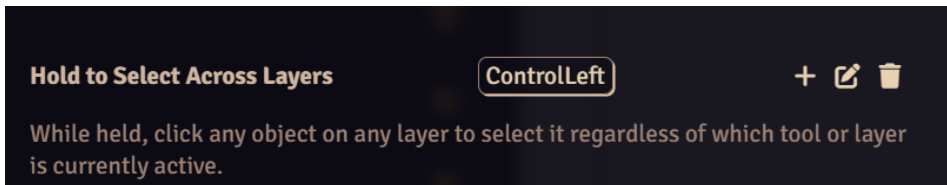
Installation

Installing this module follows the same process as installing all Fuligin Heart modules:

- Make sure you are a [Free Member at my Patreon page](#).
- Head to <https://fuliginheart.dev> and use the Login with Patreon button to access any entitlements you have with me.
- Add your custom manifest link to your Foundry installation.

Usage

There isn't really all too much to write about this one. Once you enable Layer Slayer it's good to go. It ships with the one-and-only hotkey set to the Left Control button on your keyboard. If you don't like that you can head in to Foundry's Configure Controls and set it to whatever suites you better.



PROTIP: With your hotkey pressed you can hit **Shift** to **lock Layer Slayer on**. This means that you no longer have to hold your hotkey when clicking about. Hotkey + Shift again will toggle Layer Slayer off again.

While you're messing around with Foundry's internals you may also want to limit what things Layer Slayer has access to. If you do, there are setting for each of Foundry's layers and object types that you can toggle on or off. Unchecking a box will prevent the module from showing those items when the hotkey is pressed and also prevent you from switching to that layer via the module. You can even uncheck all of them if you don't want to make your life easier and just like having modules with cool names installed.

Enable all layers



Tokens



Measured Templates



Tiles



Drawings



Notes



Ambient Sounds



Regions



Walls



Lighting



Changelogs

Changelogs

1.1.0 - 2026-04-07

Several small changes to checks to ensure Foundry v14 compatibility.

Changelogs

1.0.7 - 2026-3-19

Just cleaning up some visual artifacts and console logging.

Changelogs

1.0.6 - 2026-03-04

- Added more checks to exclude Players and Trusted Players from gaining access to Layer Slayer.

Changelogs

1.0.5 - 2026-03-02

- Removed errant UI button
- Added lock toggle hotkey combo (Hotkey + Shift) to lock Layer Slayer ON/OFF
- Added explicit highlight for Tiles both visible and invisible.

Changelogs

1.0.2 - 2026-03-01

Initial Release