

Wastelands of Baedoor Guide

as of Alpha v0.a5

WHAT IS THIS MOD ABOUT? (PREFACE)

This mod is just adding my own universe into beautiful world of Minecraft. It's main purpose is to add things I miss from Balkon's Weapons Mod (which is sadly not ported for newer versions of Minecraft), add even more firearm weapons, and also give this game a bit more options vanilla lacks for long time (like renewable sand). Other than that? Introduce you all to my steampunk universe, called Baedoor, which means adding some new herbs, blocks, mobs and things I want to add. Nothing too crazy though, because this mod is meant to be mostly useful.

Mod was created based on several principles, which are:

1. Vanilla-extended. Gameplay can be slightly changed, but not more than needed, to preserve vanilla gamestyle and feeling.
2. Vanilla-balance. All weapons and items have to be fitting into vanilla balance, meaning there should be no OP weapons, items nor mobs, and you should feel the same fear facing the wither with, and without this mod.
3. Vanilla-generation. No unnecessary interference into world's generation.
4. Lore-friendly. Most things I add should be taken from my universe, just to make mod consistent. It doesn't mean other things can't be added, but they should fit the overall feeling.
5. Farm-friendly. You should be able to farm everything in that mod - if not, it should be strong reason for that.
6. Quality over quantity. This mod is rewritten version on Wastelands of Baedoor I was creating at the beginning of 2020 - from that I learned that there's no need to introduce thousands of things which are useless; it's better to make just one interesting weapon by update instead. This also mean that, if I want to add many weapons, they should differ in gameplay, like in my favourite Mount & Blade mod, 1866, where there were lots of guns, yet each was different while using, and you could pick your favourites just by that.

Most of mod's content is creative-only, because I didn't implement a way of obtaining it in survival. That will change soon.

WORLD AND MECHANICS

Travelling through world of WoB, you can see new structure: *airships*. These floating beasts came from lands of Baedoor, trying to conquer new lands. For now there are only ghosts living there (*yeah, you got it, they are empty and nothing but vanilla mobs spawns there – I will fix that bug, I promise!*), but soon there will be whole airship crew haunting you at nights, and loot to make you wonder “what if I pillar up to that ship? Will that make me rich?”.

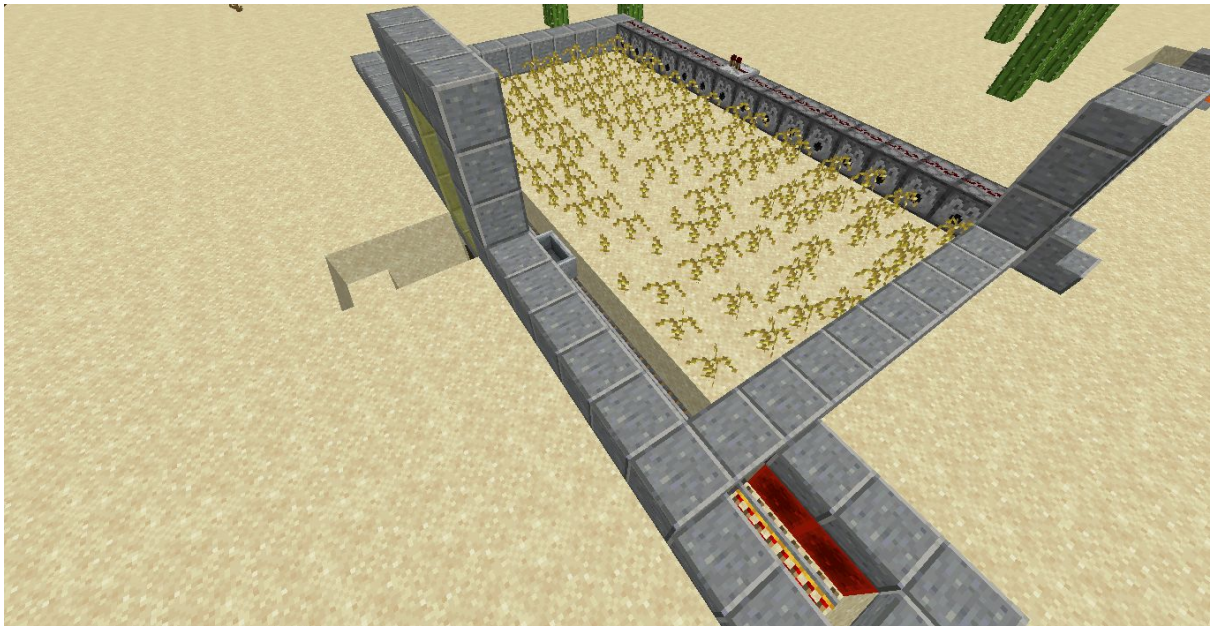
But just look how these cuties look at night. Aren't they perfect as a place for new home?



If you find yourself on more technical side, don't you worry. As I promised, farms are also supported! In WoB I can proudly introduce... sand veils! They are small herbs, delivered from dusty dunes of Vershaton, which makes us all able to farm sand. And, if you are bored with its standard version, you can also farm volcanic veils! They are just like their deserty brothers, only giving a bit darker sand, being black sand.

...and you think I forgot about red sand, huh? No option. Now you can use dye to renew red sand. It's expensive, I know, but it's better than nothing.

And if you are curious how sand farm can work, here you have small example of that. Of course it won't make you rich on sand, no matter how much sand is around that farm.



WEAPONS





And now we come to the most interesting part - because it's weapons mod, most of all.

Firstly, we have more classic weapons. In this section there isn't much yet, but don't worry, it will be.

THROWN DAGGER

Thrown daggers are meant to be great ranged alternative for bow in early-game, but I guess you can make it your weapon for whole life.

They stack in 16, and you can craft those from one stick and one cracked bone. Cracking bone means you put them just above themselves, and you got four cracked ones. Pretty cheap, I'd say.

					
					
CRACKED BONE RECIPE			THROWN DAGGER RECIPE		

If you like to be more than just man of “knives flying in the sky”, you can poison them. For that you just use red mushroom on crafting table, which gives you **mushroom poison**. Use it on your crafting grid, and you got poisoned daggers!

One fun fact, added in v0.a5: if you throw your daggers and miss, you can take them back – they just bounce off the blocks, waiting for you patiently.

FIREARMS

Firearms are meant to be not that easy to make, surprisingly. On crafting grid you can make only one type of firearm, and for the rest, you will need **firearm table**, which you can find on airships (two tables per airship guaranteed!).

How do firearms work? They got several mechanics included, and there will be more in the future. We have:

1. *clip sizes* – meaning you can shoot different amount of bullets before you need to reload
2. *reload delay* – because when you reload, it takes time; depending on quality of firearm, it takes longer or shorter
3. *shot delay* – it’s still work in progress, so your feedback is always appreciated. It makes you not spam your bullets everything to death – and learns you your weapon, because you can rhythm your fingers to delay ending – if you do so, you can shot your firearms like in spaghetti westerns!
4. *reload modes* – there are three:









- manual (not included yet) - you will need to reload manually by dragging items to clip. Not sure if that's good idea gameplay-wise, but will test it later.
- single - you need to reload bullets one-by-one, just pressing reload key after each bullet loaded; it's quite great thing if you are low on bullets.
- all-in-once - you reload maximum amount of bullets you can, meaning if revolver has place for six bullets, you load them all.

CRAFTING PARTS OF FIREARMS

Crafting firearms isn't easy thing to do, because you need to use several modules to craft them.


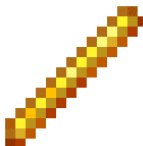


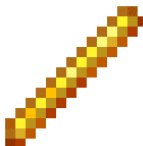



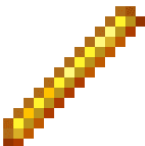




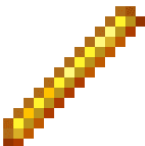



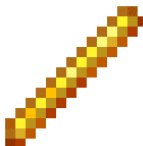



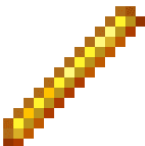





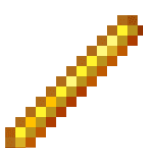






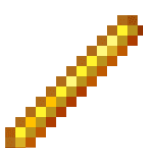














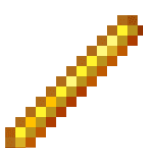







I will show crafting recipes only for guns that are available in v0.a5, but don't worry - when more revolvers, shotguns and rifles arrive, I will update everything.










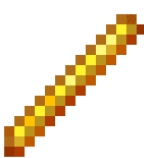

Firstly, you can craft [firearm lock](#) and [barrel](#). They are pretty easy to craft.

					
					
					
Firearm Lock			Gun Barrel (and shotgun one)		

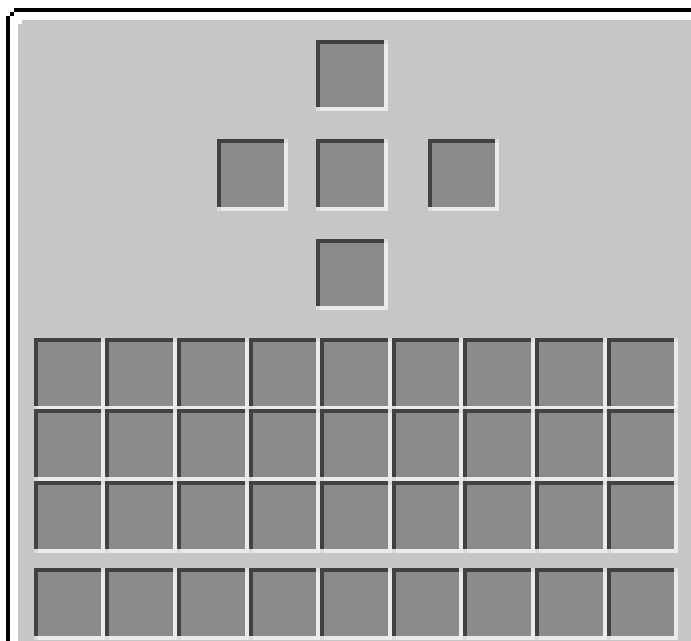
We also got different grips: [revolver grip](#) and shotgun one. They are really simple, so I will just write its recipe here: you take planks, and place firearm lock above it. For shotgun one you just add two planks in the left side (so they are both possible to make on 2x2 pattern).

After that, we have most difficult thing to remember - clips. There are many of them already, and I can make more if needed! Be aware!

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Rifle Clip (6 rounds)			Rifle Clip (12 rounds)		

FIREARM TABLE GUI



Firearm table is pretty simple, especially as in-game version contains additional images to guide you. Slot in the left is for grips* - slot in the right is for barrel*. Upper slot is for clips*, and the one below - for revolver schemes (in later version available to buy from trader or found on airships). The slot in the middle will give you firearm you want.

You can be curious what these asterisks mean – they are to say that these slots are *meant* for these parts, but also for any item that can upgrade your firearm. But let's not say too much, you will see soon.

FIREARM RECIPES & STATS

1. Handmade Revolver

It's the only one firearm you can craft without firearm table, and, as you expect, it's one of the worst ones. You can craft it to upgrade on that table, though.

Crafting recipe is simple (2x2, from left to right): revolver grip, iron ingot above it. Gun barrel, and blaze rod above it.

And some stats:

- power/dmg/knock/durability: 2/2/1/140
- ammo: gunpowder
- rounds: 1
- reload type: single (reload delay: 60 ticks/3s)
- shot delay: 0 ticks

2. Pepper Gun

If you need the reason to craft handmade revolver, here it is. It's not anything perfect, of course, but it's still pretty easy to get – you only need to place handmade revolver in grip slot on firearm table, and iron ingot in barrel slot.

Great thing in pepper gun is, you get the single shooting firearm, and you get rid of that expensive gunpowder ammo.

- power/dmg/knock/durability: 2/1/2/160
- ammo: small bullet
- rounds: 2
- reload type: single (reload delay: 25 ticks/2.5s)
- shot delay: 10 ticks

3. Short Revolver (and Golden Short Revolver)

Well, it's one of that better weapons out there. In v0.a5 it got nerfed a bit, because of existence of Long Revolver, but I'm not saying slight change won't be here soon. Still it's one of the best firearms for now, and definitely the fastest one. You craft this from revolver grip, 4-rounded revolver clip, gun barrel and appropriate scheme.

For golden version, you just place short revolver in grip slot, and gold ingot in barrel slot of firearm table. It's just aesthetic change, though.

- power/dmg/knock/durability: 3/1/0/210
- ammo: small bullet
- rounds: 4
- reload type: all-in-once (reload delay: 80 ticks/4s)
- shot delay: 10 ticks




4. Long Revolver

Newest addition to WoB, made as a slightly slower, but more powerful alternative for short revolver. You craft it from the same grip/barrel recipe as short revolver, but you use 6-rounded clip instead, and of course, different scheme.

- power/dmg/knock/durability: 3/3/0/290
- ammo: small bullet
- rounds: 6
- reload type: all-in-once (reload delay: 110 ticks/5.5s)
- shot delay: 20 ticks

BULLETS

Bullets are simply ammunition for firearms, and you can craft them from gunpowder and iron.

	
	Large Bullet / Slug will be added in later versions
	
Small Bullet	

USING FIREARMS

Firearm are pretty straightforward to use, but you need to master their mechanics to use them with Clint Eastwood's pride!

Most importantly, remember that **R** is **reload key** - so each time you need to load your firearm, you need to press that key, and depending on reload mode, it will fill your gun clip with ammunition in different way.

Reload delay is simple, it just makes you wait till the end. More interesting delay is called *shot delay*, and it means you can time your shots better or worse - after you learn your gun's delay, you can use it with pretty experienced manner!

You can also enchant your guns - for now unbreaking is guaranteed, and you can merge it with mending as well. Not sure if I have idea for any firearm enchantment - I will rather use "upgrades" to make firearms different in gamestyle, and also, a bit better everytime.

BLOCKS, HERBS and OTHER (RECIPES & INFO)

Weapons are fun and all, but Wastelands of Baedoor has more to offer. Here I will try to introduce you to new things:

I. MATERIALS

LAVA INGOT

Currently serves no other purpose but decorative, in a form of block. Ingot is made from such crafting pattern:

CIRTAİN INGOT

Currently serves only aesthetic purpose, just like lava ingot. It's planned as a new tier of weapons/tool/armor though - being above netherite in resistance. In final version it should be indestructible by not only lava, but also cacti and explosions. For now though, it's as vulnerable as a piece of string. But hey, you can get cool block out of that!

Also, as such OP material (but is it really?) it's meant to be rare - so, in the future, you will get certain ingot on airships, or by defending the boss. We will see which one.

FAKE CIRTAİN BLOCK

In case I will choose "certain ingot on airships", we have fake certain block. It's meant to be cure for sadness, when you realise you love certain block texture, yet you can't use it on survival, because, well, netherite blocks are pretty common compared to certain.

So you can fake certain block by just putting yellow and green dye around block of gold (yellow dye in "X" pattern, and green in cross pattern). This way, you will need gold, cacti and sunflower farms for pretending to be rich beyond the limits - but is that much?

SAND (CLASSIC, BLACK & RED)

For farming sand, you can use new herbs, which are used in Baedoor lore more as a seasoning than source for building. But that aside, they can be cure for the only thing Mojang never introduced properly: mining sand. Not saying that sand veil and vulcanic veil are great source of sand - because they need huge farms to make real sand income - but that's at least one possibility more for not destroying deserts, seeking for sand material.

You can plant sand veil from sand dust, which originally grow on sand, and vulcanic veil is meant to be growing on soul sand. They both grow slowly to the full form, which you can then harvest (by hand or by pistons/water). Later, you can convert veils to more dust - being seeds for next veils, or to turn it into sand (four dusts in 2x2 pattern makes sand/black sand).

To get red sand, you just place sand and orange dye in 2x2 pattern, crossing themselves - so yeah, it's not a cheap thing to get. But the original red sand wasn't cheap at all, too.

Black sand variant can be hardened by putting it into 2x2 pattern, just like you will make sandstone from regular sand. Hardened black sand then can be updated to polished variant.

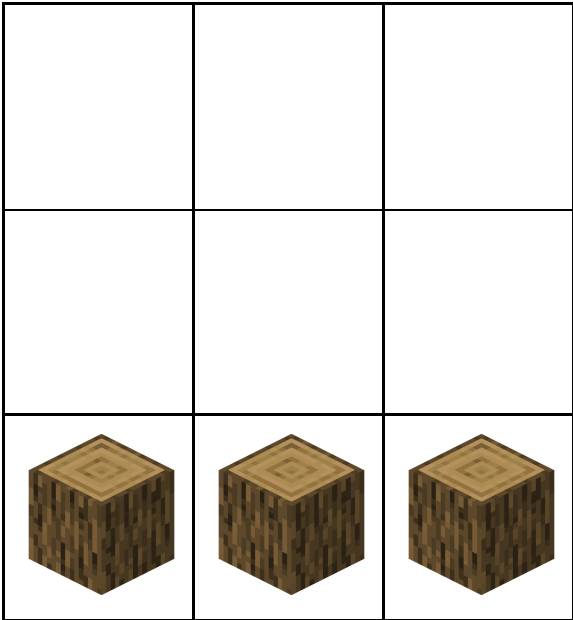
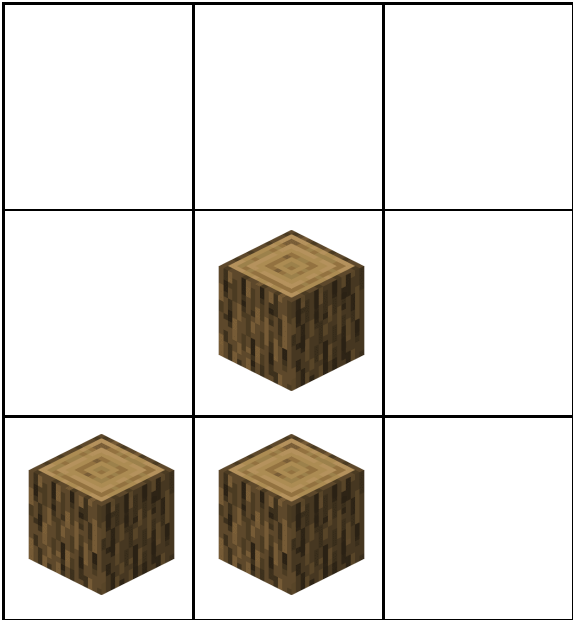
Hardened black sand can be cut in slabs and stairs, and polished one can be cut in slabs, stairs and wall - both by stonecutter or typical recipe.









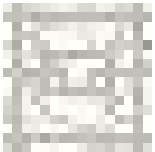
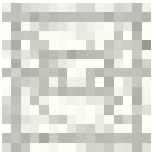
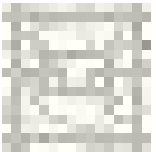
And for chiseled black sand, you just put two polished slabs, like in typical recipe. You can also cut chiseled block into slabs, which is quite new. Just put three chiseled blocks in horizontal way.

WOOD VARIANTS

And well, now we come to part which dominated vo.a4 update: wood variants! There are chiseled, stairs and slab variants for all of overworld woods - you can make your colour and texture palette a bit more diversified.

Recipes below are for any type of log (stripped and not-stripped). Birch has additionally clear variant where black stripes are removed - just place nine birch logs in 3x3 pattern.

	
Any wooden slabs (6)	Any wooden stairs (3)

					
					
					
Any chiseled wood (8)			Any chiseled slab (6) (from chiseled wood - sorry for low quality)		

MOBS

Currently, there's only one mob, called [bandit](#). It's on early-middle stage of implementing, therefore it's creative mode exclusive.

In his updated form, he will be standard crew of airships, and possibly he will also spawn just like wandering trader or pillagers.

Bandit shots not only players, but also creepers, so he can be used for creeper farming, if placed correctly. His shots aren't really strong, but can take you down fast if you are not aware.

Bandit spawner is already on airships, though there's bug BA4_0009 stating they do not spawn there in any form. I will appreciate updates on that matter if you come across bandits spawning anywhere in the world.

...and that's all Wastelands of Baedoor has to offer, for the time being.

Thanks for reading that guide, and I hope this mod will bring you fun and let you enjoy Minecraft experience even more. I always appreciate feedback and opinions, so let me know what you think, what you would add to that mod

(just remember principles from preface - not obligatory, but recommended), and I will try my best to implement the most interesting and fitting ideas.

WHAT IS PLANNED?

For now, I will definitely focus on removing bugs - ones I found and ones I hope to find thanks to public release - but that doesn't mean I will now reject new stuff added to Wastelands of Baedoor.

In closest future, I'd love to add:

- more classic weapons
- more firearms (maybe, finally, a shotgun?)
- extending firearms mechanics by adding accuracy
- nether trees variants
- port Wastelands of Baedoor to 1.16 and, even more hopefully, Fabric

For later future:

- several bosses
- wandering Baedoor trader selling guns or some other gems you won't find on airships
- introducing cirtain and lava ingots uses
- more herbs and blocks, possibly even new herb-oriented mechanic
- more light sources

Thanks once more for being here, that means for me a lot!

Toma400