

Wastelands of Baedoor Guide

as of Alpha vo.a6

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.

WORLD AND MECHANICS

AIRSHIPS

Travelling through world of WoB, you can see new structure: *airships*. These floating beasts came from lands of Baedoor, trying to conquer new lands, and they are the only source of mod's content for now. If they make you wonder "what if I pillar up to that ship? Will that make me rich?" - be aware! They got cruel crew, and while one bandit won't be that dangerous, on airships they always travel together. You need to be sneaky about these guys, because you can easily end up dead. But it's rewarding to conquer airship - you can get loot, make farms out of it, or... have floating place to rest. Just look how these cuties look at night. Aren't they perfect as a place for new home?



There are four types of airships currently spawning:

- *bandit airships* - with valuable loot stolen from cities they invaded. Beware though, as it's greatly defended on first floor.
- *mage airships* - they contain mostly items for journeys, several enchanted books. They are one of the easiest ones to come by.
- *trader airships* - certainly the best loot out there, but what does it mean? Of course the largest crew from these four airship types.
- *military airships* - being second most dangerous type, containing weapons and some schemes.

While bandit airships spawn only in overworld (they got no balls for fighting the dragon!), trader airships spawn slightly more common than the rest of them. Maybe Baedoor citizens aren't that warlike as they seem?

Currently these types of airships doesn't differ visually at all, and their crew is always bandits - which is, of course, not how it's meant to be! But you have to forgive me, because it's still alpha. Yeah, let's pretend it's good argument.

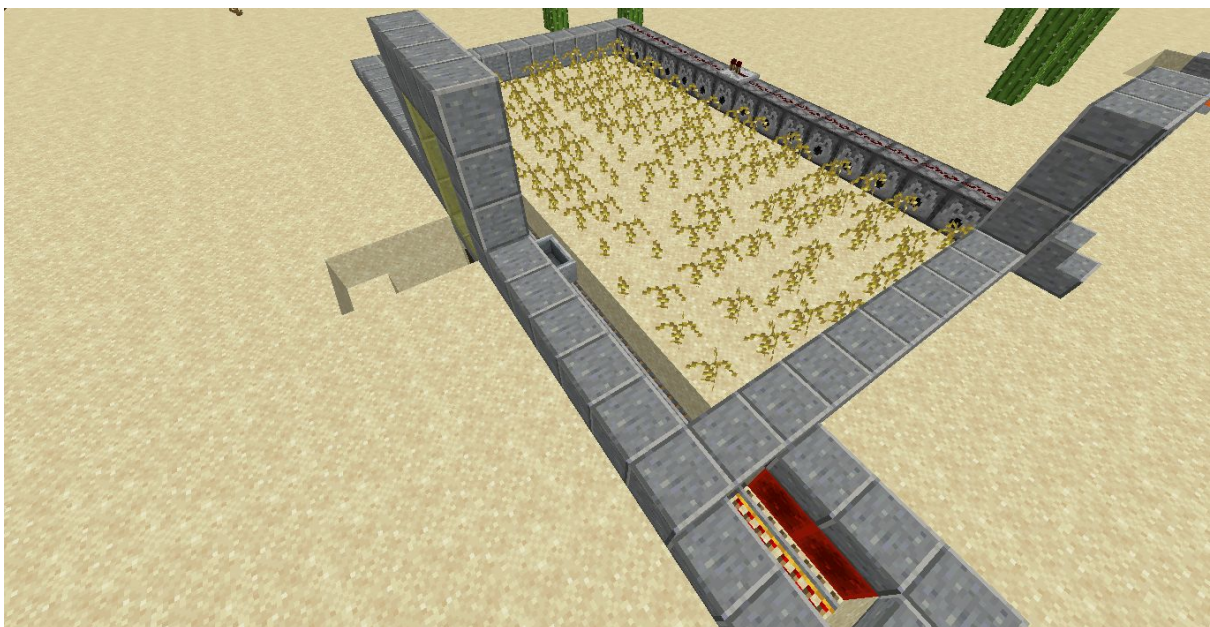
In later versions, when more items, weapons and mobs will be here, I will make dedicated models for each type of airship.

FARMS

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 vulcanic 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 with daggers, 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 table grid you can make only one type of firearm, and for the rest, you will

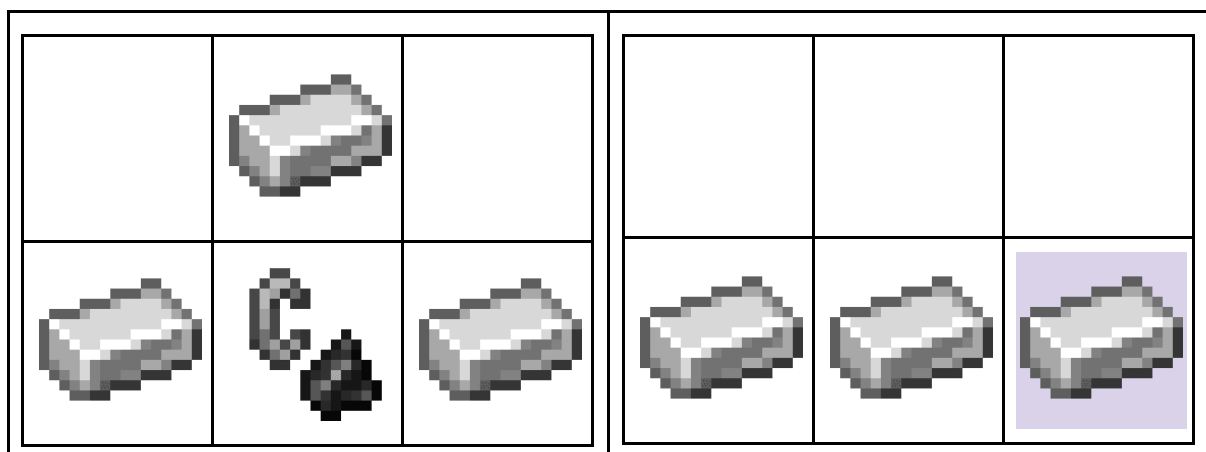
need [firearm table](#), which you can find on airships (two tables per airship guaranteed!).


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 give you ability to learn your weapon, because you can rhythm your fingers to delay ending - if you do so, you can shoot 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.



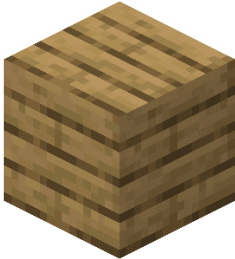
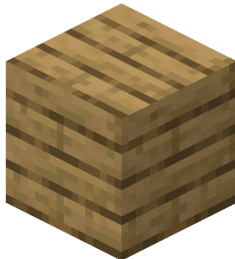
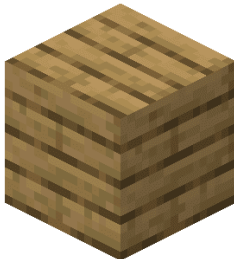
CRAFTING PARTS OF FIREARMS

Crafting firearms isn't easy thing to do, because you need to use several modules to craft them. Firstly, you can craft [firearm lock](#) and [barrel](#). They are pretty easy to craft.






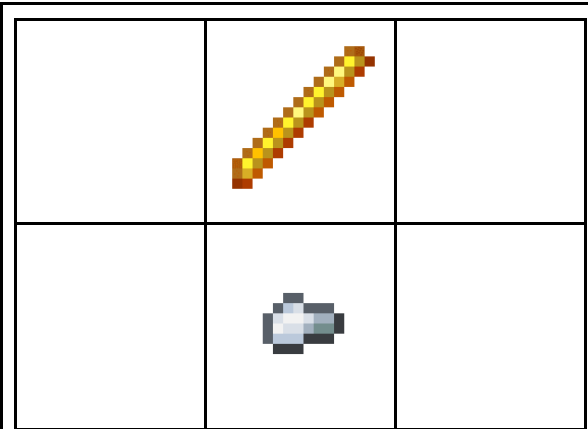
					
Firearm Lock			Gun Barrel (and shotgun one)		

We also got different grips: revolver and shotgun one. They use firearm lock and make the foundation of any firearm existing in the game, letting you choose between smaller and bigger ones.

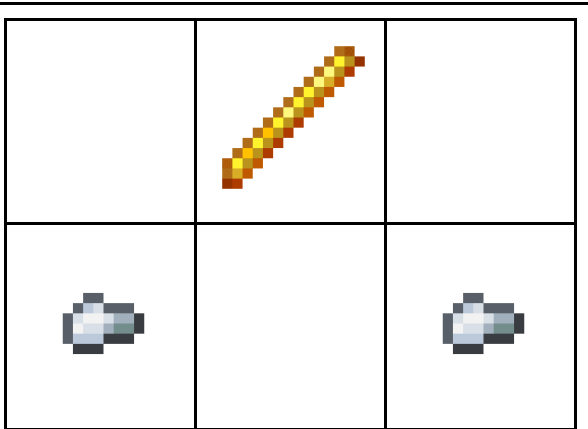
				
				
Revolver Grip		Shotgun Grip		

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

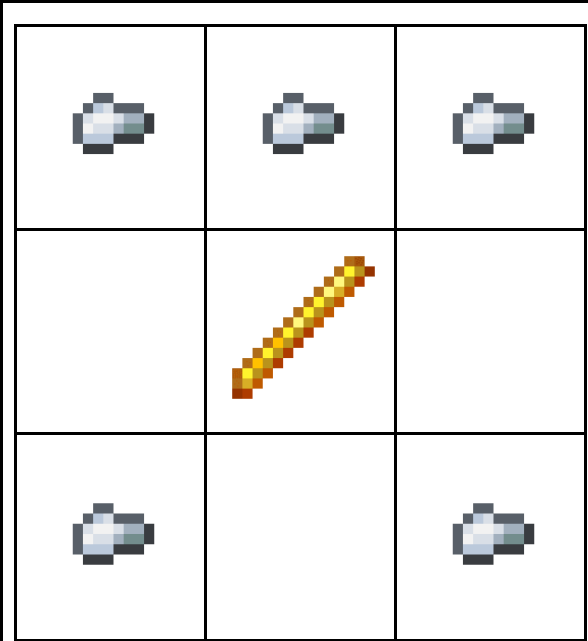
					



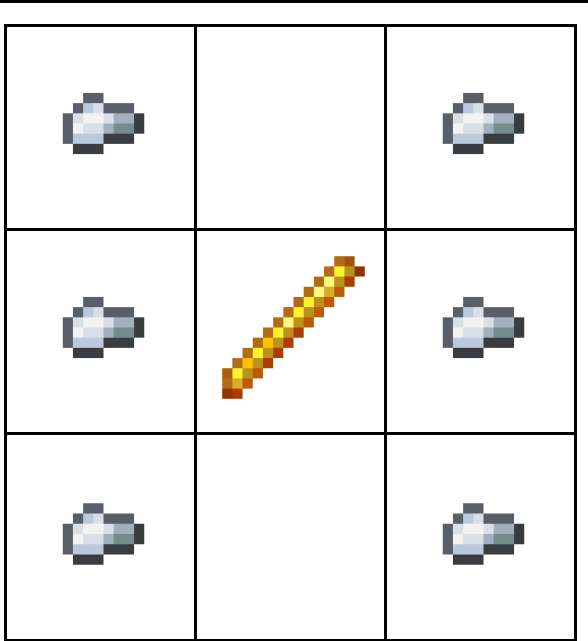
Revolver Clip (2 rounds)











Revolver Clip (4 rounds)













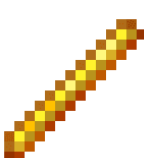
Revolver Clip (5 rounds)







Revolver Clip (6 rounds)

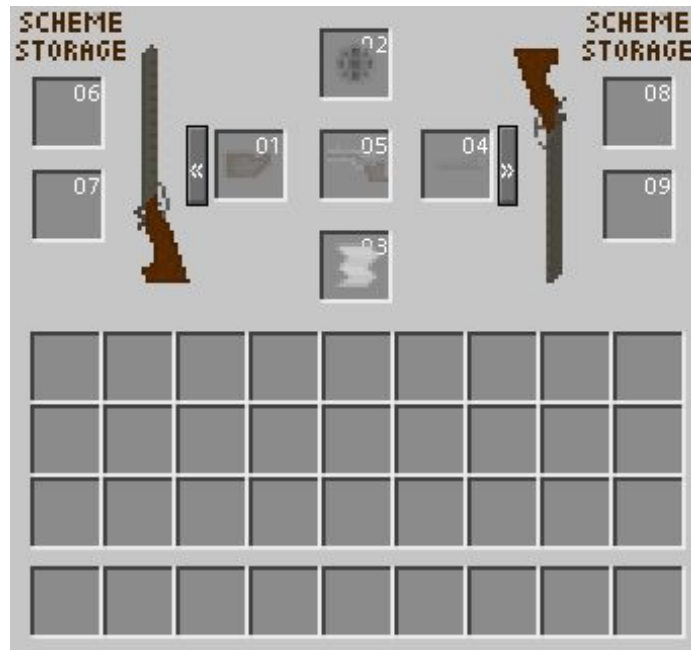
		
		
		
Revolver Clip (7 rounds)		

		
		
Rifle Clip (3 rounds)		

		
		
		
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 (1) is for grips* – slot in the right (4) is for barrels*. Upper slot (2) is for clips*, and the one below (3) – for revolver schemes. After putting all crafting parts together, press any “»” button, and this will show you if your recipe is correct. If it is, 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 in mentioned aspect.

Slots 6–9 are “scheme storage” slots, meaning you can place your effortfully gained schemes there, and when you come back to firearm table, they will wait for you. Ah, and important thing! Schemes don’t disappear after crafting, so it’s not that you need find another one after each craft.

 “»” buttons are placeholders for autocrafting I wanted to execute, but couldn’t due to [MCreator’s 62665 bug](#). If this ever get fixed or I find different solution, I will gladly update GUI to not have buttons necessary.

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, but v0.a6 settled a compromise. Still it's one of the best firearms for now, and still the fastest one. You craft this from revolver grip, 5-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: 5
- 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: 100 ticks/5s)
- shot delay: 15 ticks





































5. Elephant Gun

First rifle added to WoB, meant to be slow, but powerful. Originally used by erdan civilization to hunt elephants, it became more popular since erdan country was conquered by Imperium of Baedoor. Elephant Gun uses shotgun grip, iron ingot in clip slot (yeah, you have to reload it after every shot, sadly), shotgun barrel and no scheme is needed. Yay!

- power/dmg/knock/durability: 2/5/1/350
- ammo: large bullet
- rounds: 1
- reload type: single (reload delay: 60 ticks/3s)
- shot delay: 0 ticks

BULLETS

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

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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:

CIRTAIN 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 CERTAIN 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 by the same pattern.

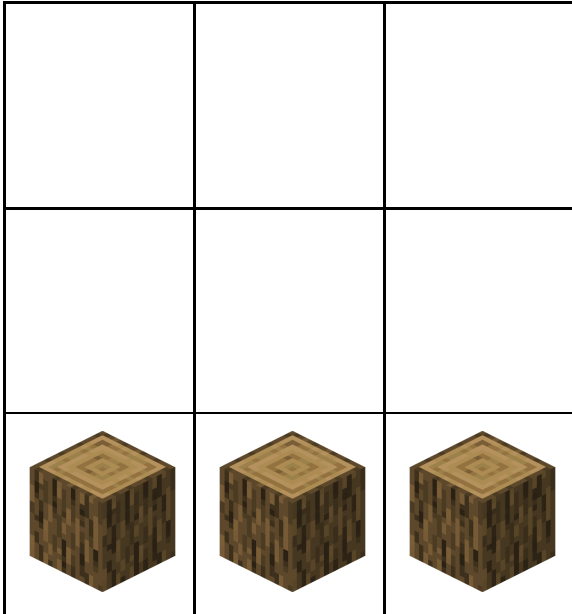
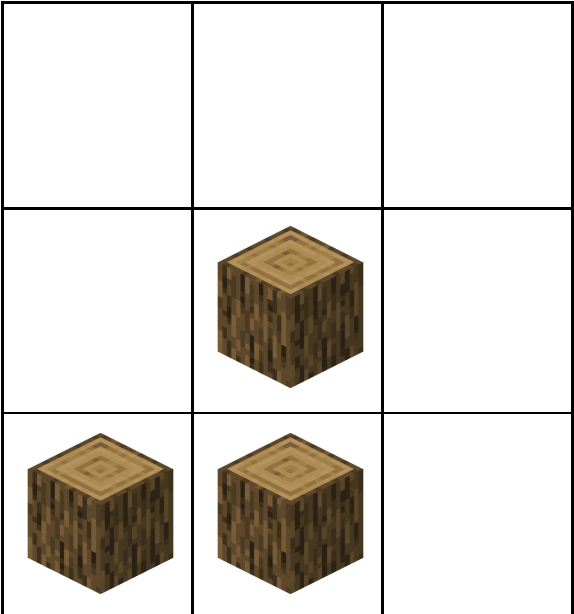
Hardened black sand can be cut in slabs and stairs, and polished one can be cut in slabs, stairs and wall – both by stonecutter or typical recipe.











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 v0.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 travelling on airships as its current crew, and don't despawn once generated. Killing him gives you random amount of bullets and gold nuggets, sometimes also golden short revolver, if you are lucky.

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 on airships, so there's a possibility to make bullet/gold farm out of that structure..

...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
- extending firearms mechanics by adding accuracy
- nether trees variants
- port Wastelands of Baedoor to 1.16 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