

# Wastelands of Baedoor Guide

*as of Alpha vo.a8*

## 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* - the only empty airship, therefore easiest to conquer. It contains mysterious structure, which can be known for some players knowing Minecraft's classic lore. Though mages failed to summon what they wanted, they still left some leftovers...
- *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?

Mage airships are a bit rarer, though it can change in the future.

Currently these types of airships (except for mage) 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.

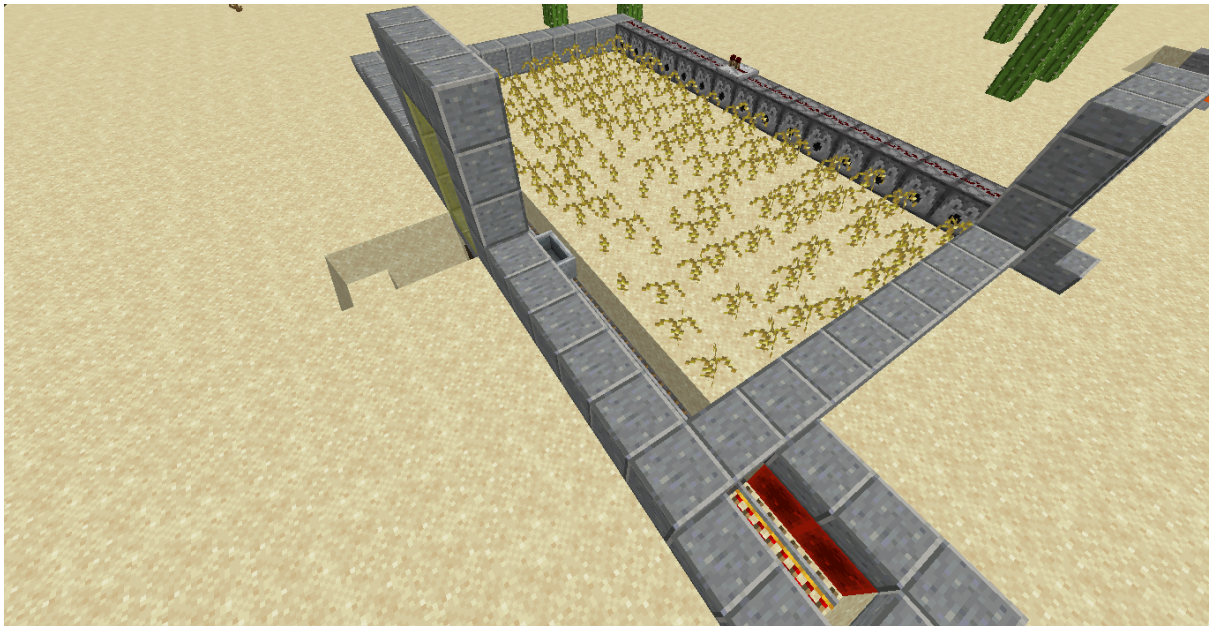
In later versions, when more items, weapons and mobs will be here, I will make dedicated models for each type of airship.

## 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.



### MOBPROOFING LARGE AREAS

I don't know how many of us dreamed to have beacon effect giving us ability to mobproof our beloved city or base, to keep it safe with darker corners and not slab/carpet everything. Well, I guess some of us dreamed. And this is available now, with block called Nether Avider. It's technology which jitado's technology masters explored, analysing blocks such as nether obsidian variants. Crying obsidian was interesting, but glowing obsidian... here it is! These masterful technicians fused glowing obsidian with ender eye and Nether Star into ring which is very blood-thirsty!

If you do such recipe, you obtain Nether Avider: block with four eyes looking around. If these eyes are closed, it does nothing. But activation of Avider (by right-clicking it) opens its eyes, meaning every classic night mob in range of 50 blocks, not being previously nametagged, will die. Relevant effect is added after coming to area where Avider is working - you will see effect image telling you it's activated.

You can use that block to mobproof your beloved area, or to make easier farm based on killing mobs right on spawn, as they still drop loot. Though I'm not sure if this option will be for final release. It's kinda OP, even with that expensive recipe, isn't it?

**Important note:** if you want to use that block in area where you have entities tagged before installing Wastelands of Baedoor v0.a8 (or higher), nametag them once again after installing/updating WoB v0.a8. The function "shielding" nametagged mobs is available since this version, and it shields them after detecting event of nametagging.

Therefore if you activate Avoider without taking this step, they will probably die if in range of its effect.

*Glowing obsidian is found on mage airships, if you are not sure where to find that pricy ingredient.*

**Nether Avoider recipe:**

## CLASSIC 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.

### BROTHERHOOD SABRE

Do you miss a bit faster fight before 1.9? We got the solution: brotherhood sabre.

It’s a sabre used by well-known Baedoor’s pirates, calling themselves “Seashore Brotherhood”. Their sabres are powerful, light-weighted bringers of death – you can cut with them much faster than with traditional sword. They got also really great enchantment bonus.

Bad side of that weapon? It has only iron tier, it is weapon-only, and you can’t craft them: some of these sabres are left on bandit airships, though.

One additional note: sabres (generally, as a type of weapon, if I decide to make more than only Brotherhood’s one) are planned to have special defence mode, similar to **sword’s blocking technique removed in 1.9 version of Minecraft**. That’s still an idea to implement, though, as it needs much more experience on modding than I actually have.

### 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



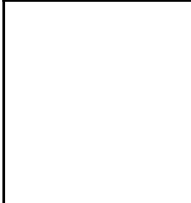


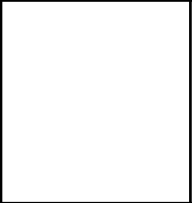
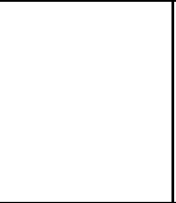






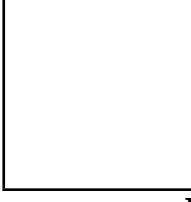
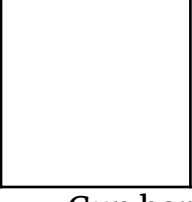
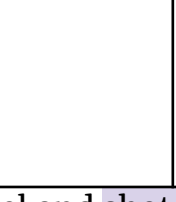

need **firearm table**, which you can find on airships (two tables per airship guaranteed!).

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.
5. *shooting modes* - giving you possibility to use firearm in different way while shooting

## 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. Also, if you put two shotgun barrels vertically, you can get double shotgun barrel.

					
					
					
Firearm Lock			Gun barrel and <a href="#">shotgun</a> one (for double shotgun barrel put two of them vertically)		

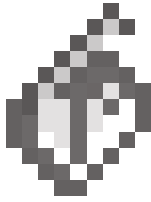
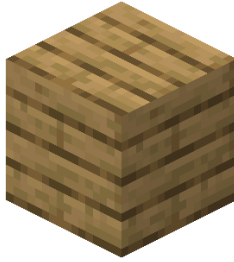


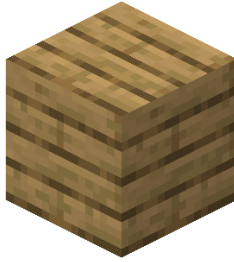
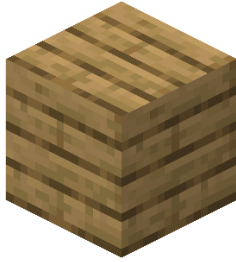
Firearm locks and barrels are necessary items for firearms crafting, same as grips – the main changes you will see in crafting recipes will be on clips and schemes.

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So, I told you about grips.

We got different grips: small and large one. Small is used mostly for revolvers, as it can't hold anything heavier than that. Large grips are used for both rifles and shotguns, no matter their specification.

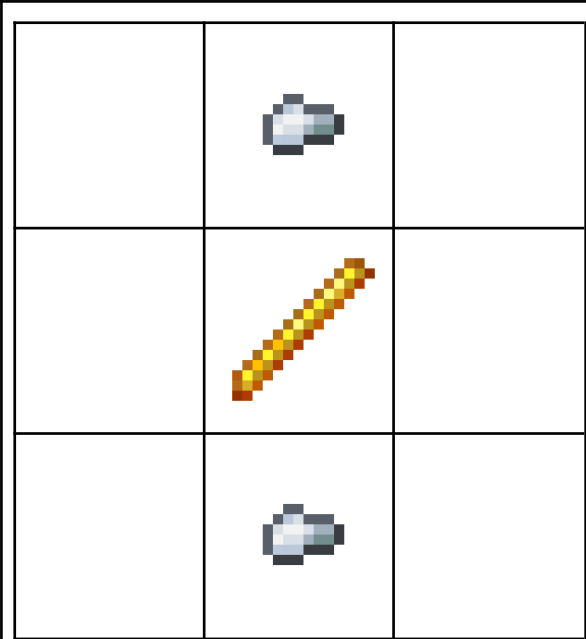
For crafting grip, you have to use firearm lock and different amount of planks – one for small grip, and three for large grip. Their recipes are possible on 2x2 pattern, though, so you can craft them easily even without crafting table.



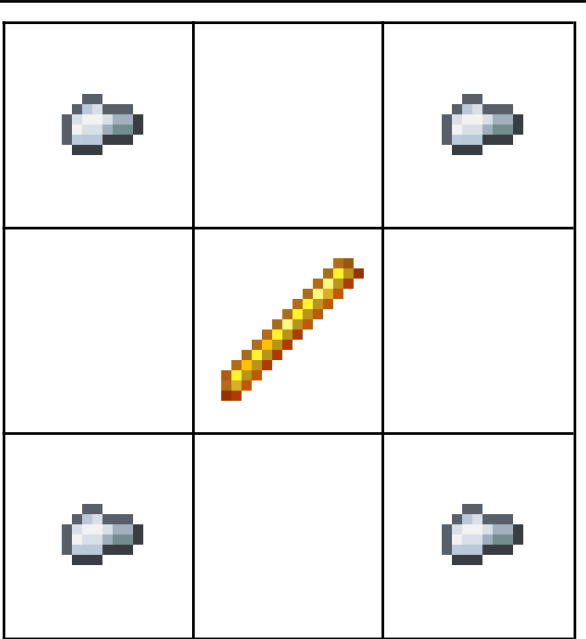
			
			
Small Grip		Large Grip	

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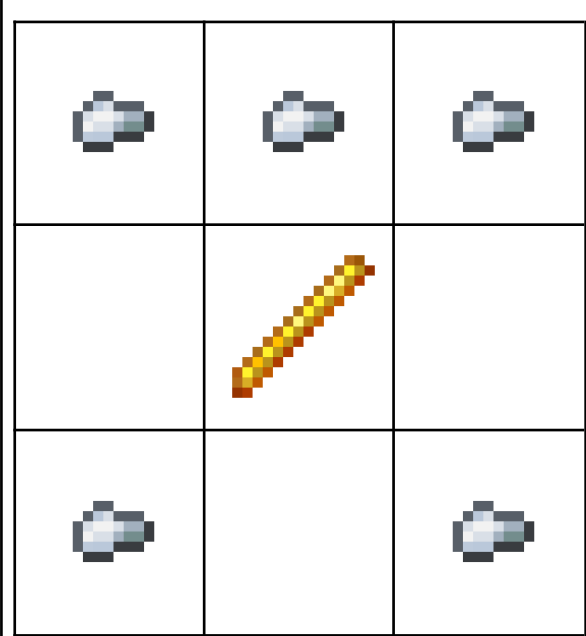
After that, we have most difficult thing to remember - clips. There are many of them already, and I can make more if needed! Be aware!



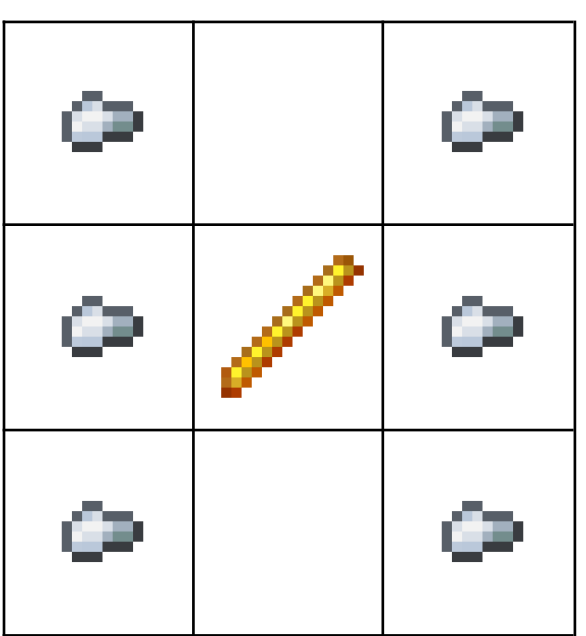
Revolver Clip (2 rounds)



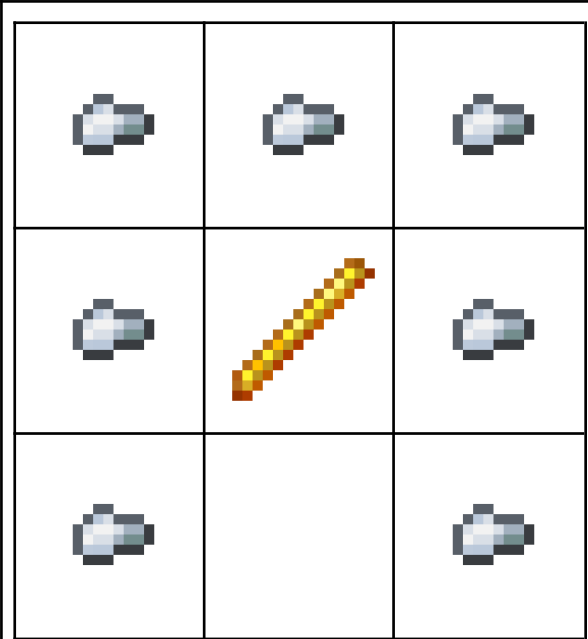
Revolver Clip (4 rounds)



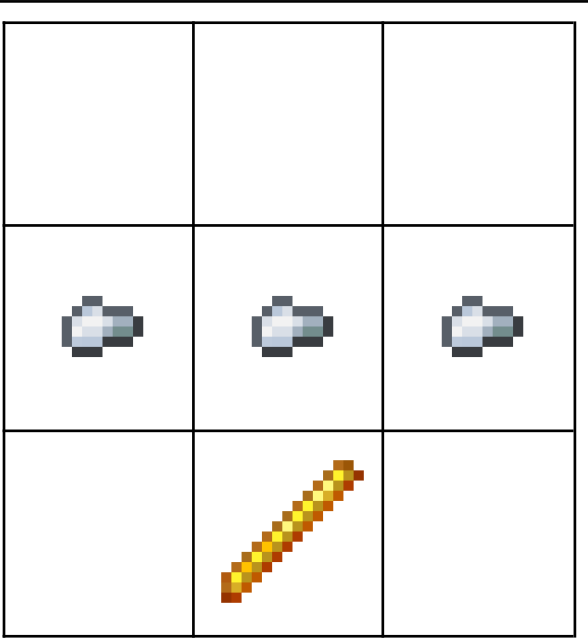
Revolver Clip (5 rounds)



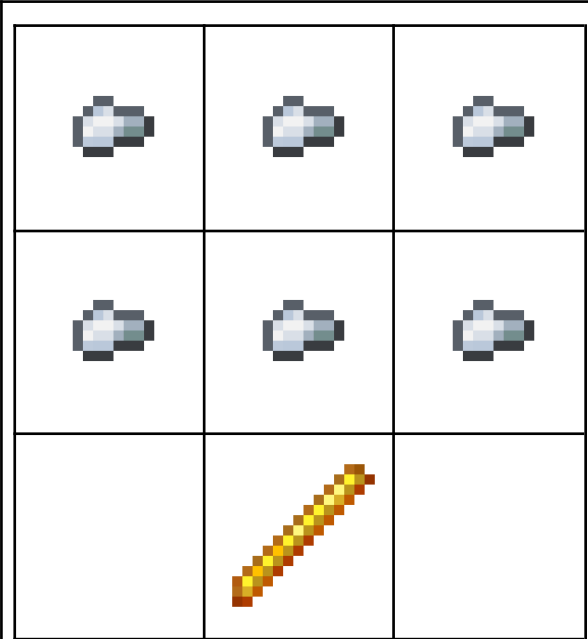
Revolver Clip (6 rounds)



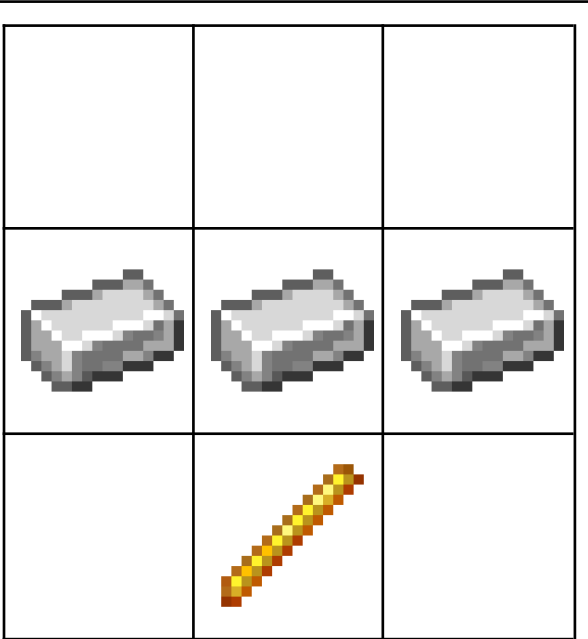
Revolver Clip (7 rounds)



Rifle Clip (3 rounds)



Rifle Clip (6 rounds)



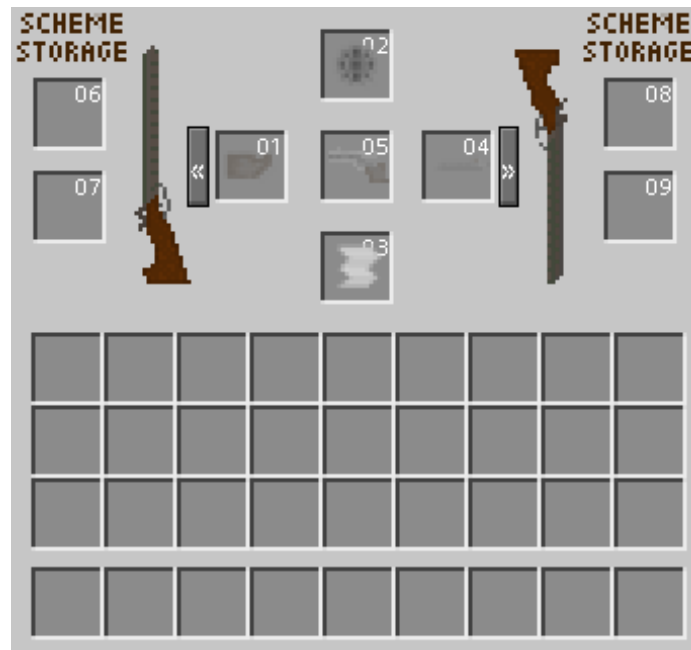
Rifle Clip (12 rounds)



2-Rounded Shotgun Clip

More coming soon?

## FIREARM TABLE GUI



Firearm table is pretty simple. 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.

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“»” 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 large 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

#### 6. Crocodile Shotgun

Crocodile Shotgun is powerful weapon, possible to shoot two bullets without any hesitation! You can choose between its modes: standard one gives you possibility for better managing the bullets, shooting them one-by-one, and alternative mode gives you possibility to shoot both at the same time. They can one-shot even two zombies, if they are close each other enough!

You craft that shotgun from large grip, two-rounded shotgun clip, double shotgun barrel, and crocodile shotgun scheme you can craft.

- power/dmg/knock/durability: 4/3/2/320
- ammo: slug
- rounds: 1/2 (depending on mode)
- reload type: single (reload delay: 40 ticks/2s)
- shot delay: 30/0 ticks (depending on mode)

## 7. Jitado Shotgun

Here comes the classic. Jitado shotgun is the most known shotgun known in universe of Baedoor, created by technology masters from land known as Jitado, from what it takes its name. Its powerful and precise shots made it weapon awaking fear in others' hearts.





































As so powerful firearm, it's currently unavailable in survival gameplay - it's planned as a reward after winning duel with one of mod's bosses coming. You can still try to find it and test in creative gamemode, or by using commands. Jitado shotgun will be also the only renewable method to obtain certain ingots, by blasting it in blast furnace.

- power/dmg/knock/durability: 4/9/2/400
- ammo: slug
- rounds: 3
- reload type: single (reload delay: 30 ticks/1,5s)
- shot delay: 30 ticks



## BULLETS

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

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## SCHEMES

The last thing left in crafting firearms is schemes. Scheme is necessary only with more advanced firearms, and because of that, you won't get them by crafting... or at least most of them. One of schemes is actually craftable, but the rest you will find on airships.

Actually there are three schemes: the one for short revolver, the one for long revolver, and craftable one – for crocodile shotgun.

Crocodile shotgun recipe needs just feather, green dye, paper and prismatic crystal. You can place them in any order you want, it's a shapeless recipe.



## 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. The only difference between reload types is that you can load all bullets at once, or one by one, meaning you need to press reload key several times.

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!

Some firearms have also different shooting modes, which you can switch between pressing **mode changing key**, M.

If you want to know how many ammunition is left in your weapon, there's **ammunition check key** – just press Z and you will get message about how many bullets you have.

Of course you can also **unload** your ammunition, if you want – pressing U gives you back all the bullets from actually hold weapon.

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.

## AMMUNITION BOXES

In the world of Baedoor, there are no Steves carrying thousands of anvils inside one small inventory. So people worry about carrying ammunition a bit more than our beloved Minecraft character. But you can also get in trouble sometimes, trying to carry more bullets than you want – like, you can stack many of them, but who wants whole inventory full of garbage?

So, here we have the solution! In Baedoor world there are two types of ammunition boxes, being iron and lava – the difference in lore is only in ammo capacity and effect... we will come back to effect after a while. The capacity, though, is thing I had to remake for Minecraft mod slightly. Therefore the difference between these ammo boxes are just – they hold different type of ammo – iron ammo box can hold up to 200 small bullets, and lava one holds 120 large bullets maximum.

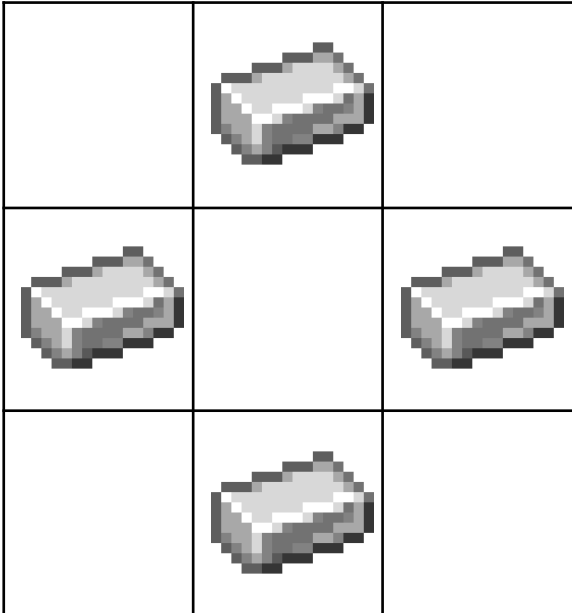
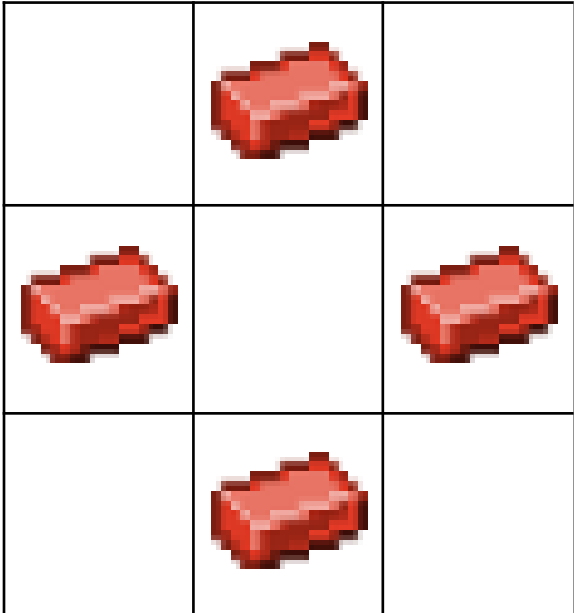
You can fill them by pressing **reload key** while holding in main hand, which will fill them by 10 bullets each time you press reload. The same goes with unloading, but when ammo box contains below 20 bullets, it will unload everything. You can also check amount of bullets, as with firearms.

There's also **explosive** side of these boxes. Because, you see, they have two functions: mainly, of course, they hold ammunition. But they can also be used as an offensive, strong weapon. It does not comes without costs! But if you fill them with enough amount of bullets (30 for iron, and 20 for lava), they can be thrown by pressing right-click on mouse. When touching something, these thrown boxes explode as if they were grenades!

Since version v0.a8 you need to use alternative mode (choose between them by pressing **M**) to throw ammo box. Decided about that change because I started to have paranoia while holding ammo box during play, haha. Now it should be safer to use as a container.

Iron ammo box explodes at strength of 3, which is a bit weaker than TNT power, and lava box has power of 5, so a bit stronger than TNT.

Of course that's not the weapon you will prefer above TNT, doesn't even think you will use it frequently without efficient iron and gunpowder farms! For iron ammo box-grenade alone, you will need at least 14 iron ingots and 20 gunpowder, so it's really pricy item. On war, though, it can be game-changing, not to say that it's useful in its container form.

	
Iron Ammo Box	Lava Ammo Box

## 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

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#### LAVA INGOT

Currently used only for lava ammo box, but can be also used as decoration, in form of block. Its recipe is quite simple:



You can also make cracked version of lava block by smelting normal version. It can't be recrafted into lava ingots, but it has different texture you can use.

### CIRTAİN INGOT

Currently serves only aesthetic purpose. 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 it by duel with one of the bosses. But not directly... you will get only jitado shotgun! And then you will need to blast it in blast furnace - and finally then you will get your ingot.

For now, though, certain ingot can be found on airships. It's more as a placeholder, but you can find it anyway.

### FAKE CIRTAİN BLOCK

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 volcanic 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 volcanic 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 can be crafted into:

- hardened black sand – by putting black sand into 2x2 pattern
- polished black sand – by putting hardened one into 2x2 pattern
- chiseled black sand – by putting two polished slabs, like in typical chiseled recipe
- smooth black sand – by smelting polished black sand in furnace


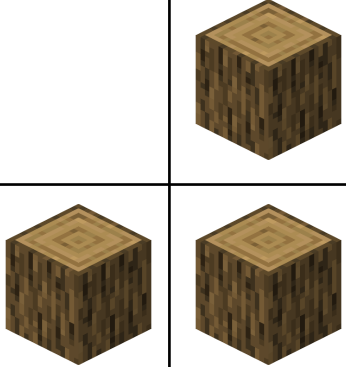
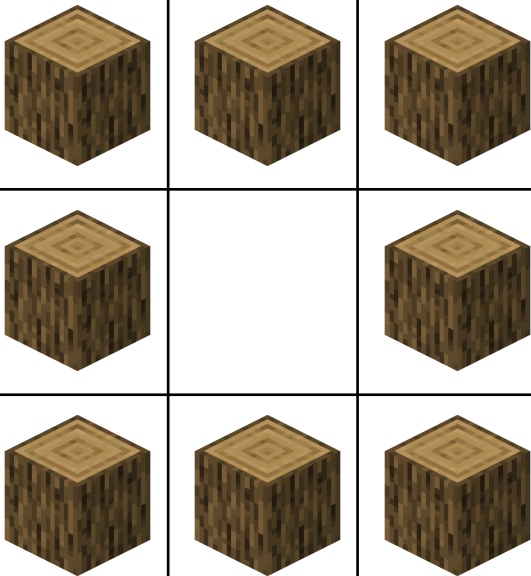
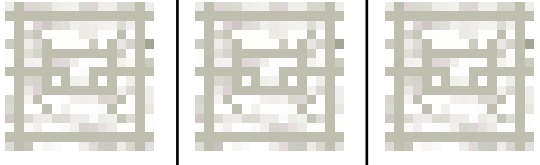
Hardened black sand can be cut in slabs and stairs, and polished one can be cut in slabs, stairs and wall – both by stonecutter or typical recipe. Smooth black sand has both slab and stairs variant.

Chiseled black sand has also slab variant, made from three chiseled blocks in horizontal way.

## WOOD VARIANTS

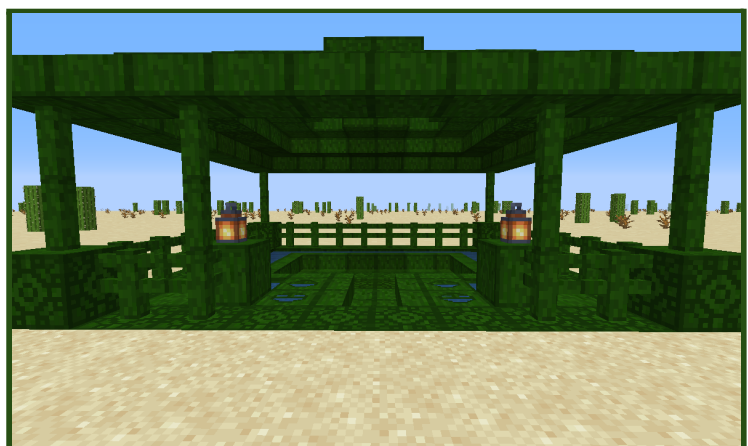
And well, now we come to part which dominated v0.a4 update: wood variants! There are chiseled, stairs and slab variants for all of overworld woods – you can make your colour and texture palette a bit more diversified.

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)

## BAMBOO WOOD

In v0.a8 there was introduced new storage block, being bamboo block, crafted from nine bamboo. It has different variations, being in fact another wood material - with





slight changes, as it's more decorative use than real wood (you can't make most of woody recipes through bamboo block, you don't have also planks/log difference).

Bamboo block is still possible to be used as a fuel, powering furnaces for 20 seconds (enough to smelt two items), craft crafting table (simply by putting it on 2x2 pattern). It also has different variations to use – stairs, slabs, trapdoors, chiseled versions (crafted the same way as wood variants listed above) or fences.

Bamboo wood was created as a tribute to mod I saw month ago, introducing similar idea. Unfortunately I couldn't find it to write its name, and I'm pretty sure it wasn't supporting 1.16.4 version of Minecraft.

The closest alternative I found is [Bambootiful Mod](#) (which is beautiful as well).

## GLASS

Glass was the theme of whole v0.a8 version of mod, and it was the main reason why it was called “biggest update to date”.

I guess many people wondered “why there are no vertical slabs... or concrete stairs... or glass stairs...”. That's quite fair, but making such would be hardly vanilla-friendly. Framed glass, in the other hand...?

- HORIZONTAL STAINED GLASS

There is new type of glass, being glass pane mixed with trapdoor. This way you get horizontal stained glass, which you can place on both bottom and top part of block. You can also use it as a standard pane, but moved from center to corners.


















You craft these from exactly the same recipe as classic stained glass pane – just rotate it in 90 degrees.

- FRAMED STAINED GLASS

This type of glass works on exactly the same rule as horizontal stained glass, but it introduces also several types of wood, making frame around glass.

Unluckily, I decided to not make each wood with stripped and non-stripped version, but I included two stripped variants (acacia & birch), because I thought they differ too much to not be included.

You craft these framed versions of glass by just putting related planks, covered by matching coloured glass pane (classic one, not horizontal).

					
				ORANGE or YELLOW (DYES)	
					
Normal variants of framed glass			Acacia / birch stripped framed glass		

In 1.15 version you can craft nether wood framed glass by using cyan and purple dye instead of crimson and warped planks.

## NETHER BRICKS

When Nether Update came in, we saw beautiful crimson forests, giving us an answer why red colour is possible to use in nether bricks recipe. But well, we got another question – why, with existence of warped forests, we don't have blue nor cyan variant of such blocks?

WoB makes this question answered – there is an option! You just make your standard red nether brick, switching nether wart for lapis lazuli. That gives you blue nether brick. You can then create slabs, stairs, walls or chiseled versions out of that.

Chiseled versions? Do I hear correctly?

Yes, you do. There are two versions of chiseled blue nether brick – first one you obtain just like you craft any chiseled variant ever.

Second, darker one, is obtainable just by putting chiseled version with black dye on crafting table.

Now you probably guessing... well, blue nether bricks have chiseled version now. That's cool, but what with red nether bricks? Vanilla was lacking chiseled versions of them!

And exactly, red nether brick has now also chiseled variant of it. Though you have only one option, like with all vanilla chiseled blocks. Blue is special, always will be.

### VANILLA-EXTENDED (BLOCKS & ITEMS)

There are plenty of blocks which were not used in vanilla, leaving empty space for us to guess why such situation happened. Wastelands of Baedoor try to make that hole complementary by adding some new blocks in that space, having in mind to not cross the border of vanilla too much.

Firstly, [charcoal block](#), which is simply additional storage block for that different coal variant. It's slightly more brown-ish, just like its item adaptation.

Secondly, [blue nether brick](#). But I wrote something about it above. So it's here just for reference.

Thirdly, there is comeback of [glowing obsidian](#), the type of obsidian neglected at early stage of game. As crying obsidian came back with Nether Update, glowing obsidian came with baedoor mages trying to get it from Minecraft dimension. They somehow recreated nether reactors inside their airships, but something went wrong... reactors aren't there anymore, but glowing obsidian remained intact.

Some jitado technicians, finding empty airships floating in the sky, tried to experiment with glowing obsidian recipes, and they invented something. But... they are also gone. Maybe Nether Avider they invented, can kill them too?

We also have some mechanics lacking from vanilla, not allowing us to obtain some items nor use some mobs. There are few things WoB changes in that matter.

Firstly, you can now [obtain chainmail armor](#) by recipe. To do that, you just use iron nuggets and iron ingots instead of iron ingots only. You can use JEI to see recipes precisely, or test it by yourself. I will help a bit: recipes match armour textures a bit, so it should be intuitive.

Secondly... well, is it something? Maybe not yet. But maybe it will be. But don't forget about illusionist. That's really dope vanilla mob.

## II. LIGHT SOURCES

### ALWAYS LIT LAMP

Did you ever want to have redstone lamp not needing redstone to be powered? Like... in small room, where you just can't fit redstone torch anywhere?

Now worry no more. Take redstone lamp and redstone torch on crafting table, and you will have Always Lit Lamp!

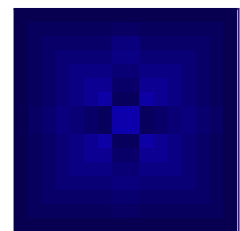
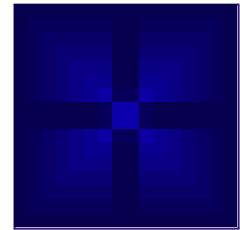
That construction is used on airships, so if you are that lazy, you can just go there and try to figure out - which lamp is powered by redstone, and which one is Always Lit!



### LAPIS CRYSTALS & LAPIS LAMPS









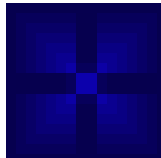




There is some new blocks related to lapis. If you think "man, this dude is crazy about lapis", you are right - it's one of my favourite materials, and dark blue is one of the most underappreciated tones in Minecraft colour palette.

But coming to new block - it gives you light, most importantly. You can craft it just like redstone lamp, but instead of redstone, use lapis. Glowstone stays at the same position. There's also dark version of lapis crystal, it needs four black dyes additionally.



After obtaining lapis crystal, you can place it, and after that you will see it can change its pattern, when you right-click it.

There's also lamp version of both crystals - you just need to frame crystal with sticks.




					
					
					
Lapis Crystal (and dark one)			Lapis Lamp (and dark one)		

### III. RARITIES

#### MUSIC DISCS

There are actually two music discs you can find in Wastelands of Baedoor mod - one magic disc and one classic disc (types are relating to atmosphere, but they are also different in colour type). They can be found on airships.

All discs' music is made by mod's creator, believing in free access to culture, therefore you can use links below to download tunes, if you like them.

	<b>Drganie - Inside the Hidden Forest Temple</b> Mystic, magical tune from woods of baedoor's temples. You can listen whole mini-album <a href="#">here</a> (with free download).
	<b>The Book of Seth - Oneironaut</b> Music from the depths of soul, haunting you with thoughts of divine realms. <a href="#">Single</a> for upcoming EP.
	More music discs to come!

## 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..

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...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 diverse airships
- 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 ingot use
- more light sources
- more steampunk-themed blocks
- maybe some collectible items like playing cards

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

Toma400