



Spires of Baedoor Guide

as of Alpha v0.a1

WHAT IS THIS MOD? (PREFACE)

This mod is standalone expansion to **Wastelands of Baedoor** mod, focusing on magic, herbalism, alchemy and more lore expansion, as well as utilising all vanilla-extended ideas not fitting for WoB.

Its idea emerged as creating magic-themed content for Wastelands of Baedoor could be too different for its theme, and also not meet everyone's needs (you know, something for everyone is in fact something for noone).

Why magic though?

Firstly, because magic is important part of my universe, as much as steampunk and firearms. But also from similar thing that WoB emerged of - from absence of vanilla-themed mechanics around it and other mods not fulfilling my needs.

The idea of magic mods in Minecraft is really odd, because despite being popular, they tend to be 1) overpowered, 2) not-vanilla-at-all, 3) for older versions, 4) exclusive for some APIs. So, we have, for example - Blood Magic (1), Mahou Tsukai (2), Electroblob's Wizardry (3), Bewitchment (4). The idea behind Spires of Baedoor is the simplest one: let's make third one a thing for newer versions. I won't try to make EBW clone by any means, as Baedoor universe remains as a main inspiration, but if anyone misses such

magic mods as Electroblob's Wizardry - SoB will try to follow similar rules: being as vanilla and balance friendly, yet powerful after enough dedication.

Spires and Wastelands will try to have mutual connections, as well as they share the same lore and atmosphere. SoB, though, will try to put WoB's principles for more hyperphysical spectrum.

PRINCIPLES

Mod was created based on several principles, which are the same as WoB, with extremely slight changes:

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 **overworld'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. Spires of Baedoor have even more odd history, this version being **third** iteration of mod. The rule mean that "if I need to decide to add really small amount of things, but making that mod interesting, I will rather do that instead of making bigger update I have no idea on". Things should be varied and make people want to achieve them, not to collect all the junk for sake of collecting.



LORE BACKGROUND

(not necessary to play)

WAYS OF REALITY

There are four *ways of reality* in Baedoor universe, being metaphysical forces driving the world somehow. In SoB, though, I want to simplify that a bit, so you don't need to feel overwhelmed with unnecessary features. So, three ways of reality in SoB include:

- Connection {CON} – force of wild nature phenomenons, ruling the world as the grey eminence;
- Regular Magic {RM} – synthetic power between nature and void, being the most controllable force of them all, giving the broadest choices if learned properly;
- Void {VOI} – the most chaotic power, taking its source from **The Void**, the ultimate birthplace of anything. The most deadly and uncontrolled force, often seen as forbidden;

VOI and CON forces are opposite in lore, although I don't know if I would make that mechanics appear in SoB. What is important, though, is that all these ways are extremely different in how you can practice them.

- I. **Regular Magic** is focused on small tasks you can do, usually gathering resources can be enough to make it work – but this also means you are the most limited in what you do.
- II. **Connection Magic** is focused on dealing with nature and interacting with it; expect a lot of rituals and specific events you need to awoke while bearing with it.
- III. **Void Magic** is related to nothingness. This could mean it is connected to death – and although it's mostly true – it's not fully true. Void magic relies on sacrifice and contact with Destroyer Gods, so expect a lot of troubles. But also, a lot of power. But nothing is as obvious as it may seem.

MAGIC PATHS

Within these three magic ways of reality, there are several schools of magic taught by different civilisations and cultures. There are countless numbers of them, so not all will be included, but you can have a short sneak-peek of most known ones here (**orange** ones will be surely included in mod, **purple bold** ones are already included):

- **Ormath Magic** - connected with winds and connection with elder spirits
- Latoka Magic - connected to telekinesis and deity adoration
- Etts Magic - connected to architectural manipulation and mechanisms (dwarven magic basically)
- Pahtris Magic - connected to water and fertility
- Erds Magic - magic of levitation and manipulation of universe laws
- Ghlood Magic - magic of various uses, connected with sun/moon deities (fire and spirit)
- Human Magic - most common, magic of various uses, connected to ceremonial rituals
- Holy Magic - magic of some human civilisations (such as Ms Inpea), connected to higher deities, incl. The Crucified, One of Bleeding Out Spine
- Tri Magic - magic of various uses, connected to alchemy, herbalism, crystals and various spirits and dryads
- Keht Magic - blood magic, individual and vampiric
- Voitri Magic - death magic, connected to one of Destroyers, most destructive "legal" magic
- **Terten Magic** - necromantic magic, connected to Plague Destroyers (being Terten deities)
- Necromantic Cult of Vancuerto - necromantic individual magic, established by most known human necromant, Vancuerto
- Sect of Destroyer of Sun - ghlood sect using fire magic of sacrifice for Apocalyptical Deity, Y'sh', "The Master of Beginning"

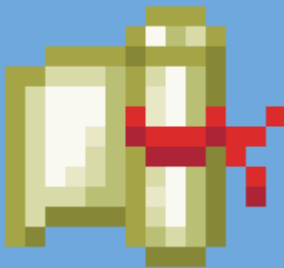
MAGIC

OUTSIDE OF PATHS

Magic outside of paths is ideal for anyone who doesn't want to invest much in mastering specific path, or to limit itself within boundaries of connection/void specific rituals. It comes with a price though:

SCROLLS (BASICS)

Scrolls are one of these ways how you can deal with magic without even trying to do much effort. The only requirements are just like that: you need to have resources. And a bit of experience.



First thing you need to make is just **empty scroll**. You need 6 pieces of paper and 3 lapis lazuli for that. Then, usually you need to have souls. They drop rarely from killed beings, respectively different with each dimension.

After gathering scroll, soul and a bit more lapis, you need to craft yourself **scroll table**, on which you can create scrolls (and runes, but these will come in later versions). **You need to have at least level 6 to create scrolls properly.** Once you open your scroll table, you will see such screen:



As you can see, there is quite a lot of options. Let's write them down:

- 1) **spell selectors (00-06)** - here you put your lapis lazuli to confirm that you want your spell to be written; only one selector can be used at the time
- 2) **soul storage (on left and right side)** - here you put your gathered souls; different spells need different souls or their amount
- 3) **scroll and ingredient (slot with scroll and above)** - here you put your scroll and ingredient (the latter is sometimes unnecessary)
- 4) **modifier** - modifiers are used to decide whether spell is used on yourself, on specific target, or if it's spell affecting specific territory (called "field spells")

If you want to **expand spell level** (it can have 1, 3 or 5 levels), you need to use more ingredients (if spell use ingredients) or souls (if it doesn't use them).



Spell modifiers are:

- * **self** - emerald
- * **target** - gold ingot
- * **field** - diamond

Self modifier isn't always needed.

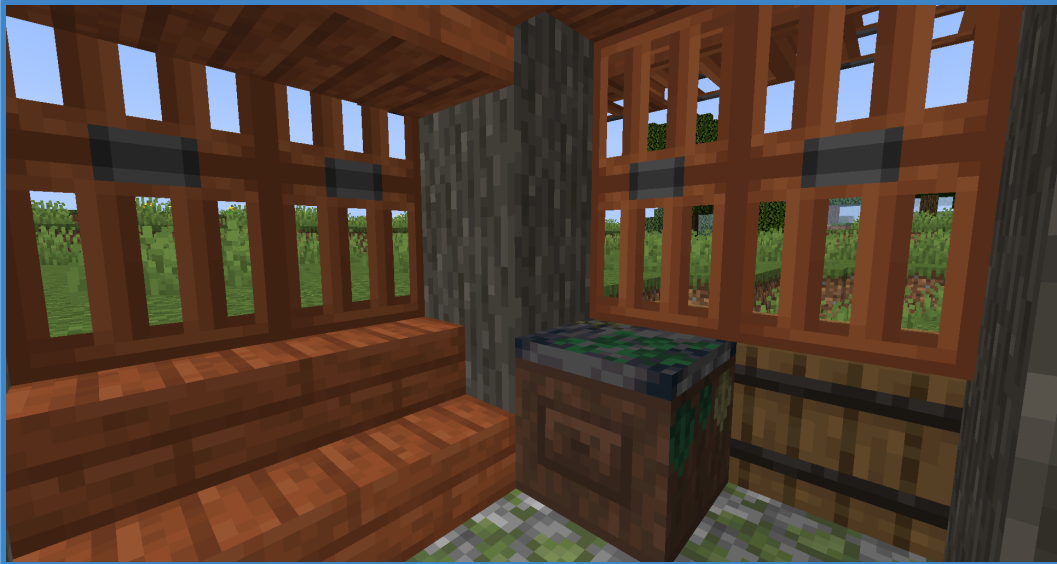
SPELLS (LIST)

If we know everything about scroll creating, let's list scroll spells then!

IMAGE	NAME	DESCRIPTION	RESOURCES NEEDED
	LUMIO	<i>Allows you or others to see in the dark much better.</i> <i>Has self, target and field variant.</i>	* empty scroll * any soul * glowstone dust * don't need modifier
	BLOU	<i>Pushes entity</i> <i>Has self and target variant</i>	* empty scroll * overworld soul * don't need modifier

HERBALISM

There's no herbalism mechanics as of yet, but you can already craft beautiful herbalist table! (crafted from wood planks, mossy cobblestone and flower)



BLOCKS & MATERIALS

I. BLOCKS

STORAGE BLOCKS

In Spires of Baedoor, there is added block of rotten flesh, currently serving as storage block, making great compacting block.

In further SoB versions, it will expand its functionalities, being bound to terten's path.



II. MATERIALS

SOULS

Souls are basic material for a lot of magic paths, and also for magic practiced outside of them. They drop from all entities killed in any dimension, but they drop rarely, and differ between dimensions.

	SURFACE SOUL Can be found in Overworld		END SOUL Can be found within End dimension
	NETHER SOUL Can be found while traversing The Nether		STRANGE SOUL Can be found in other dimensions