



# Wastelands of Baedoar Guide

*as of Alpha vo.a10*

## 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 Baedoar, 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.

## PRINCIPLES

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.



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# WORLD & MECHANICS

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Wastelands of Baedoar is mod aiming mostly for weapons and materials, but it also contain some minor generation changes and survival mechanics making this gamemode a bit different (I'd say "easier", but it depends on how you play Minecraft – and of course, on balance, which I feel is quite well-executed even for hardcore fans).

## AIRSHIPS

Travelling through world of WoB, you can see new structure: *airships*. These floating beasts came from lands of Baedoar, 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 five types of airships currently spawning:

### BANDIT AIRSHIP

They are one of the most common airships. They contain some loot related to bandits, as well as bandits themselves and their own spawner.

Bandit's airship spawn only in Overworld (they got no balls for fighting the dragon!) and is greatly defended on first floor.

### MAGE AIRSHIP

It's a bit strange airship... some may say it's haunted by ghosts of dead souls. But you need to find it by yourself.

Aside from that - it's the place you seek if you need **nether avoider** block in your life. They spawn in End and Overworld, and they are a bit rarer than their non-magic counterparts. They have characteristic white-blue colour, making them instantly recognisable.

### TRADER AIRSHIP

The most wealthy airship out there, and so, it's the most dangerous one, having the largest crew of all airships.

Spawns a bit more frequently, in both End and Overworld.

### MILITARY AIRSHIP

Second most dangerous airship, but most useful in terms of firearms - it contains schemes which you can use to craft more advanced guns!

Spawns in both End and Overworld.

### JUNGLE AIRSHIP

These one are a little special. They don't contain "loot & enemies" stuff, like we have in most Minecraft structures, but rather whole civilisation.

Ormaths, nomad residents of Arennan deserts, came to lands of Minecraft, conquering some of airships... but not being technical race, they didn't know how to manage the airship. They found themselves stuck on airships, so they tried to remodel it to suit their own needs.

Therefore you will find whole tribe living on that airship, with their own problems and joys. Ormaths are rather friendly, at least if you don't want to conquer their home... that can put you in trouble.

For more information about ormaths, come to [mobs section](#)! Airship spawns in Overworld, only in Jungle biomes.

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Currently these types of airships (except for mage and jungle) doesn't differ visually at all - 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.

## FARMING

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If you find yourself on more technical side, don't you worry. As I promised, farms are also supported! Actually they are supported quite heavily, as I'm farm guy myself.

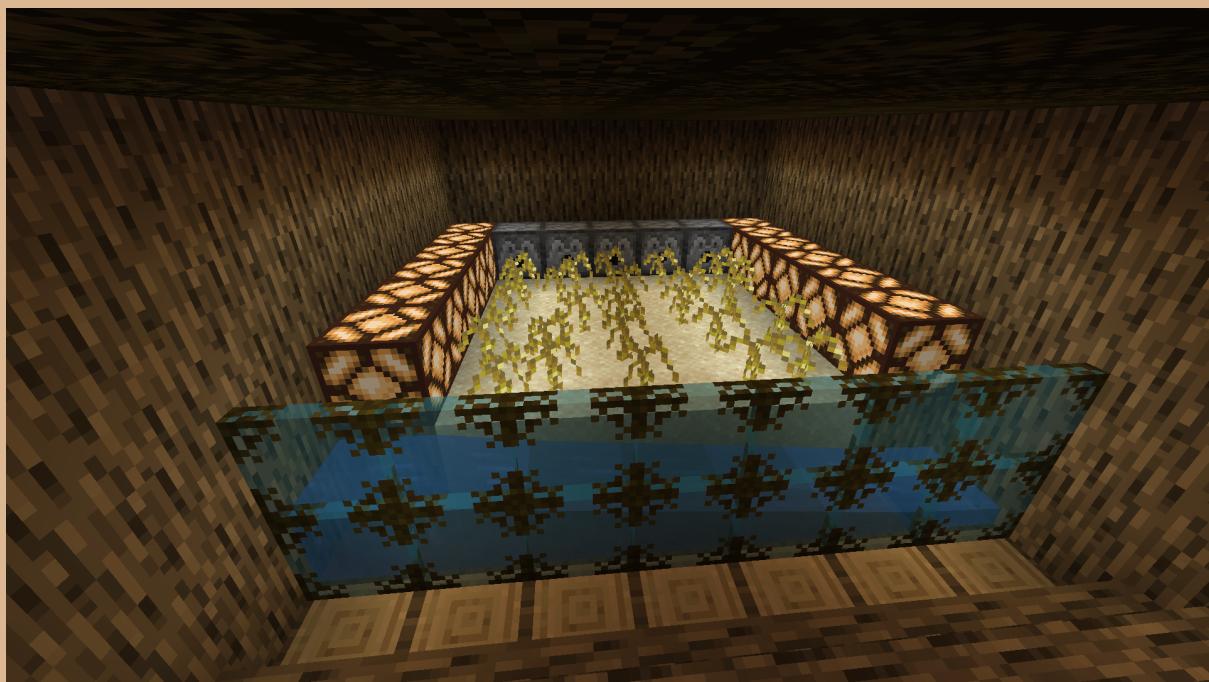
If I have enough time and courage, I can create videotutorials for each material someday. They will be linked in future wikis then.

### SAND

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 volcanic 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, at least until you make it really big and automate it somehow.



## INK SACKS

In version vo.a9 there was also added a possibility to farm ink sacks by bonemealing tsua flowers, just like double tall flowers known from vanilla. You can read about it more in [section dedicated to herbs](#).

## END STONE & GLISTERING SAND

Version vo.a10, this time, added a lot of farming possibilities. One of the biggest features of that version is end stone, which you can get without even going to End dimension. End Stone can be crafted from smelting Glistering Clay, and Glistering Clay is created from Clay and Glistering Sand. Glistering Sand is renewable resource – you can trade it with ormath shaman or make farm out of hostile shaman spawning wind spirits.

There's no real tutorial on that wind spirits-based farm, but there's a possibility I will make it one day. It can be imagined by crossing wither rose farm with spawner one.

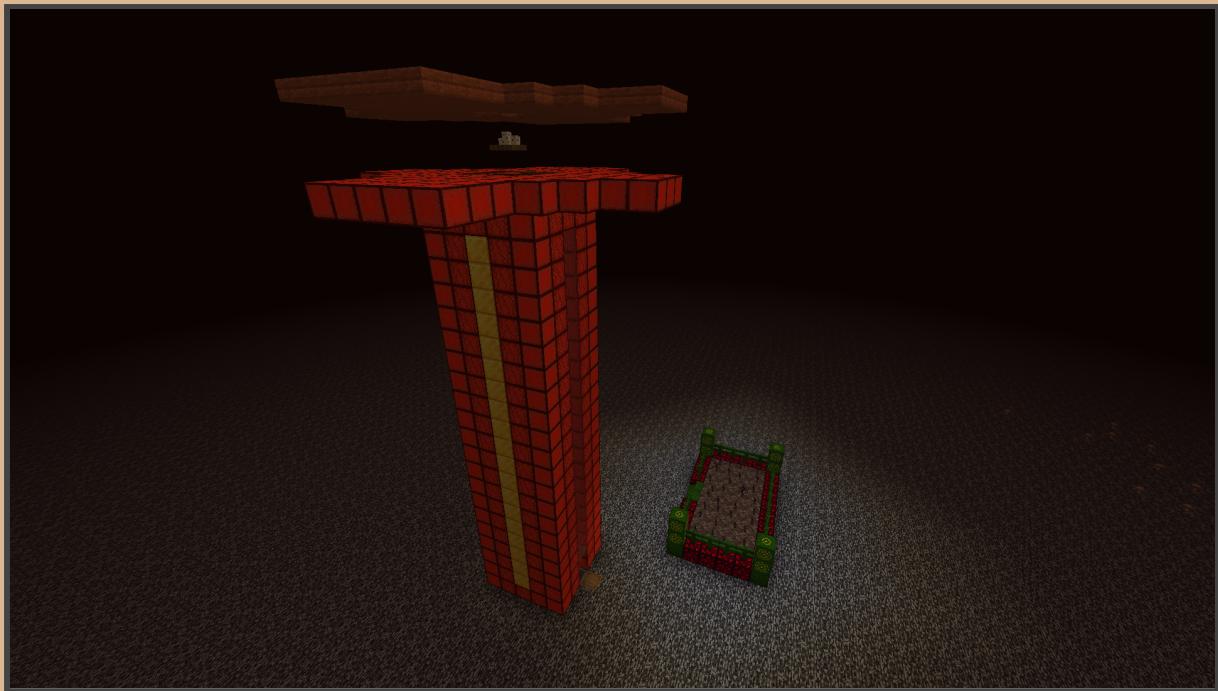
## SOUL SOIL & SOUL SAND

Soul soil can now be obtainable, as well as there is new way to obtain soul sand (for 1.15.2 version – it's the only way). Mobs killed in Nether now drops rarely (6%, up to 24% with Looting III) Nether Soul essence. Mixing that item with Vulcanic Sand gives you soul sand. It's just like putting souls into sand, like you can guess somehow happened with soul sand.

Soul sand merged with even more vulcanic sand will give you soul soil.

There's a possibility of me making videotutorial for that farm one day.

Fun fact: soul sand renewability came to my mind due to beautiful soul sandstone blocks added by [Quark & Immersion](#) mods. I wanted them being commonly used on my 1.15.2 world, and I reminded myself that there's also soul soil being forgotten part of 1.16 in terms of renewability.



## CLAY & ORMATH TRADES

Ormath trades are powerful and so they can give you huge amount of resources, if you focus yourself on making farms supporting ormaths (they buy cooked tropical fish, chicken meat, honey bottles and wheat). In exchange, you can buy clay and jungle wood from basic villagers. Ormath shaman also sells curare poison, tsua flowers, wither roses and glistering ash. Details are available under [trading mechanics explanation](#).

## SHULKER BOXES

I can't promise that this mechanic will stay in WoB for long, as it feels a bit weird and cheaty. In case you want to have renewable shulker boxes within more vanilla experience, I really recommend using [Quark](#) additionally.

Shulker boxes are renewable by using Rod of the Winds, an item obtainable by killing Ormath Shaman. If you shoot block with it, there's small chance (3%) of generating shulker, if the block you shoot has space above it.

## MOBPROOFING LARGE AREAS

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I don't know how many of us, city and mega base builders, 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 Avoider](#). It's technology which jitado's technologists 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 Avoider: block with four eyes looking around. If these eyes are closed, it does nothing. But activation of Avoider (by right-clicking it) opens its eyes, meaning most hostile mobs in range of 50 blocks, not being previously nametagged, will die.

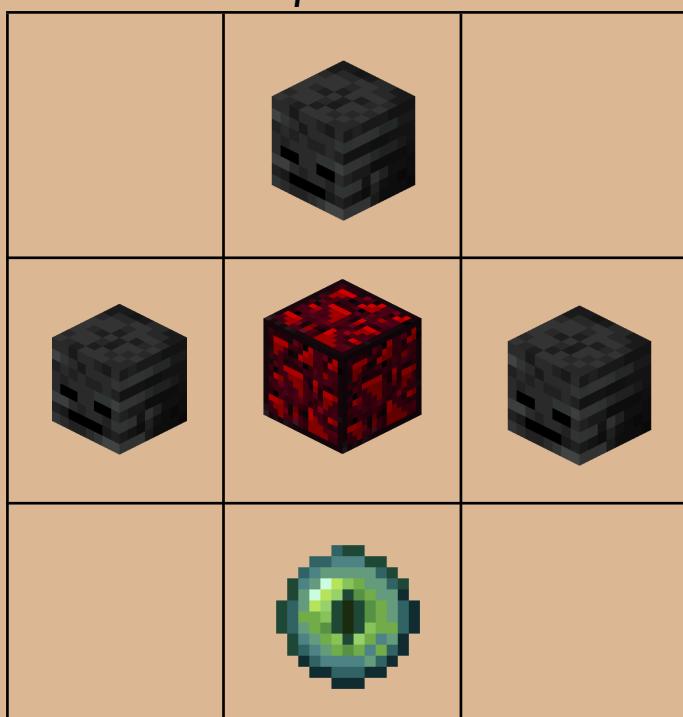
Relevant effect is added after coming to area where Avoider is working - you will see effect image telling you it's activated. You can use that to easier mobproofing your beloved area.

To not make this block too powerful for farming, there's also bad side of its effect: it makes all items related to "night mobs" disappear. The only mobs not affected by that effect are strays and drowned (so you can place avoider strategically and use it as a form of help in farms).

**Important note:** if you want to use that block in area where you have entities tagged before installing Wastelands of Baedor, nametag them once again after installing this mod. The function "shielding" nametagged mobs shields them after detecting event of nametagging and won't know about your previous use of nametags, before WoB was installed.

Therefore if you activate Avoider without taking this step, your mobs "tagged long ago" will probably die if in range of its effect.

#### *Nether Avoider recipe:*



## MAPMAKERS SUPPORT

There's also similar function Nether Avoider uses, possible to obtain by commands: block called "avoider\_block" uses the same mechanics Nether Avoider uses, but it's fully transparent and can be placed almost anywhere. It also doesn't give any form of information of "pulsating" effect. That can be used in any time you want your map/structure to be protected, without player getting Nether Avoider.

Avoider block doesn't work with reaper mode (explained below).

## OTHER MODS SUPPORT

Version v0.a10 introduced huge support for other mods on Nether Avoider function. That means there is now possibility to use Nether Avoider power on other mods' entities.

For back-compatibility and for mods not supporting Nether Avoider there's also additional feature called **reaper mode**. Reaper mode can be activated by console command "wobrRule\_Avoider" (you can check its status also from "wobrGetAvoider" command). Reaper mode kills all living entities that are not tagged in its range. Therefore it's advised to not use avoider near mobs that you need - and also if you need to breed tagged animals, remember that child isn't tagged and will die instantly. Better move animals outside the area before you breed them and tag their child.

Reaper mode is bound to dimension, so you need to turn it on for every dimension you are in. That can be useful if you need universal avoider effect only in more dangerous places.

Mods currently supporting Nether Avoider (details on which entities are killed can be found in [compatibility section](#)):

- [Upon Infernal Depths](#)

## TRADING

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Ormaths can trade items, if you have not turn yourself into their enemy. You can sell them several items (cooked tropical fish, chicken, honey bottles or wheat), and get baedor funt coins in exchange. You can then buy clay balls and jungle logs from them, or use that currency in a bit more valuable trades with shaman.

There's one important thing though. While trading goods for coins, you need to hold them, for ormaths to recognise the quality of what you brought. They will only buy what you show before them, so do not hide your goods in your inventory if you want to sell it!

#### TABLE OF ORMATH TRADING

PRICE	OFFER	PRICE	OFFER
16 raw chicken	1 baedoor coin	32 wheat	1 baedoor coin
8 cooked tropical fishes	1 baedoor coin	1 baedoor coin	32 clay balls
8 honey bottles	1 baedoor coin	1 baedoor coin	4 jungle logs

There are also trades exclusive for ormath shaman which can give you more rare resources, of course with respectively higher price.

#### TABLE OF SHAMAN TRADING

PRICE	OFFER	PRICE	OFFER
1 baedoor coin	16 glistening ash	1 baedoor coin	1 wither rose
1 baedoor coin	4 tsua flowers	1 baedoor coin	1 curare poison

### MINOR GAMEPLAY CHANGES

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#### LANTERNS

Lanterns, when hold in hand, now emits light (of level 13). This can be helpful while exploring underground, for example.  
You can turn that feature off by using `wobrRule_Light` command in console.

#### FORCELOADING CHUNKS

It's not minor gameplay change, but it's still available only in developer's mode. Activating Nether Ticker (craftable by putting nether star, three ender eyes and glowing obsidian on crafting table) can make chunk this block is in always loaded. Deactivating resets that chunk from being always loaded, and exiting developer's mode resets all forceloaded chunks.

Be careful using this block, as using it too often can cause huge lag. It's meant to be helpful only for some cases.

# WEAPONS

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There are lots of new weapons introduced in Wastelands of Baedor, as it's main focus of this mod. Even though majority of care goes for firearms, there also a lot of classic melee & ranged weapons, paying tribute to Balkon's Weapons Mod and being attempt on improving what vanilla is lacking - weapon diversity.

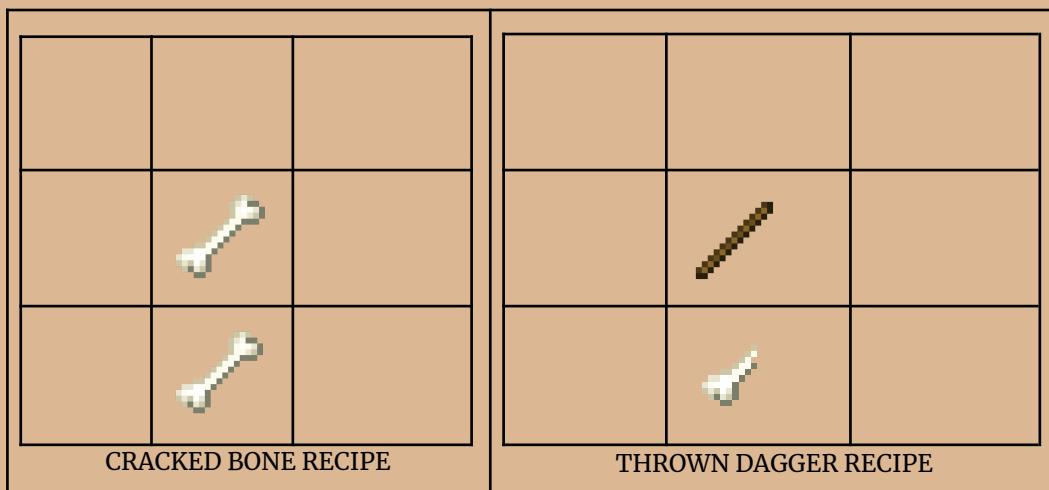
## CLASSIC WEAPONS

Firstly, we have more classic weapons. This section contains few new types of weapons (knives, sabres, spears) and ranged ones. They will be extended in the future, and if you have any idea on that, it would be much appreciated to letting me know of that.

### THROWING 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.



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!

If you throw your daggers and miss, you can take them back - they just bounce off the blocks, waiting for you patiently.

## KNIVES

If you prefer not throwing knives, but rather using it, you have also standard knives available. There are currently four types of knives.

bone knife	weakest of them all	3	10
ayer knife	iron-based knife used by bandits	5	10
wither knife	obtained by forging wither skeleton skull into a knife	8	5 + W
assassin's knife	essence of knife's special ability	2	22

They all have special ability that can be used on first attack, increasing strongly amount of damage. Wither knife additionally withers an enemy, and assassin's knife deals exceptionally strong first damage, losing on regular attacks instead. First attack is shown as a purple part of table above.

After using special attack, knife has cooldown lasting about 15 seconds (or 20 on assassin's knife). Have that in mind while planning your actions. You can check its cooldown by right-clicking.

There's also interesting possibility to use knives alongside with sabres, one with main-hand and one in off-hand. Switching between them can give you both knife's special attack and quite fast work of a sabre when knife's cooldown is loading.

				bone knife
				ayer knife & assassin's knife
				wither knife

If you want to craft assassin's knife,  
add emeralds on sides

Use these items on center to craft  
specific knife

## JAVELINS

Javelins are stronger, but less practical alternative for throwing daggers. They deal more damage, but throwing them mean longer cooldown. They also stack only by 4, which means you can't hold much of them unless you have javelin sack. What compensates that bad side is that they're fairly cheap, especially stone variant, crafted from one of the easiest materials to obtain - cobblestone and sticks. Additionally, bone javelin affect target with slowness for one second, and stone javelin has small knockback.

Crafting recipe:

				Bone javelin
				Stone javelin

You can store javelins in javelin sack – made from leather, in pattern looking exactly the same as chest. You can store both versions, but each sack must contain only one type of them, in amount of eight. To unload sack, simply right-click it while holding in your hand.

You can see javelin sack's recipe on next page.

Javelin sack recipe		
Placing javelins into sack		

### THROWING AXES

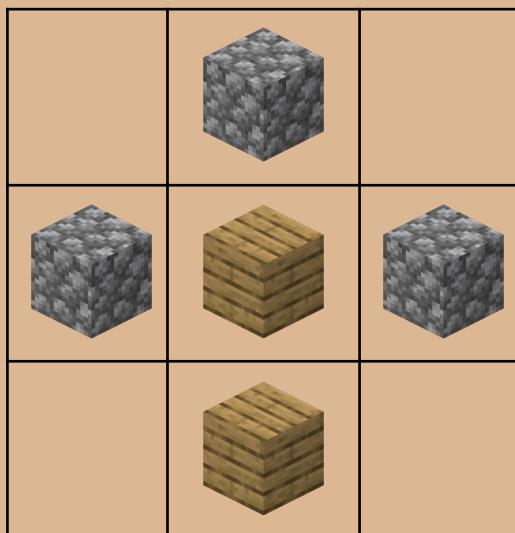
This is third type of ranged weapon in WoB. It tries to make a compromise between javelin's brutality and dagger's quickness. Therefore it's faster, hits harder, and has more stack capacity (8) than javelin, but eventually loses on its initial power.

Throwing axe recipe		
	Bone throwing axe	
	Stone throwing axe	
	Iron throwing axe	
Different variants		

## SPEAR

Spear is assault weapon, therefore it has more of a use in close fight. Its special ability is connected to using shield, so you can turn it for your benefit. When its special ability loads, right-clicking while having shield in off-hand will give you protection III for few seconds.

Spear crafting recipe is similar to javelin, using planks instead of sticks. You can craft both [stone](#) and [iron](#) versions of spear.



There is also an idea of introducing heavy spears, giving longer protection, but also slowing you down. This can be considered in the future.

## SABRES

Do you miss [a bit faster fight before 1.9](#)? We got the solution: sabres! They introduce much faster fights, and also blocking mechanic. You simply need hold your sabre right before enemy's attack, and it will protect you from it. Beware, though, as you need to time it perfectly! It also gives you a bit of a cooldown after that, when your attack won't be successful – it's a really minor cooldown, though, being maximum of one second.

Sabre have also self-harm penalty that depends on sabre experience. The more you fight with sabre, the smaller chance of self-harm, but at the beginnings that can be tough.

Sabre experience raises after each critical attack or five successful blocking

defences. Reaching certain amount of experience though, can be really rewarding...

### 1. Iron Sabre

The most simple sabre you can use, made with simple iron. It has some flaws, like really weak durability, but it's decent if you want to start with sabre tier.

You can later upgrade it with four iron ingots (in "o" shape) to get stronger version of this sabre - but you will lose enchantments, if you already placed any.

Attack: 5 (6 after upgrade)

Speed: 2.2

Sabre cooldown: 1s

Durability: 110 (190 after upgrade)

### 2. Golden Scimitar

Golden alternative for iron sabre. It doesn't have hardened version, but it slays even faster.

Damage: 5

Speed: 2.7

Sabre cooldown: 0.5s

Durability: 100

### 3. Brotherhood Sabre

It's a sabre used by well-known Baedor'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? You won't craft it, and it's really rare.

Attack: 10

Speed: 2.5

Sabre cooldown: 0.5s

Durability: 210

#### 4. Prismarine Sabre

Sabre created from various prismarine crystals and emeralds. As rough as it sounds to be, it offers you interesting deal, because after creating it, you will get conduit power, as long as you hold it in your hand. It can be repaired with prismarine crystals.

It also has extremely good enchanting bonus.

Attack: 6

Speed: 2.2

Sabre cooldown: 1s

Durability: 160

#### 5. Black Sabre

The most deceptive sabre of them all. It can create a king, but it can also swipe him to the depths of underground! It has extremely good stats, but holding it makes you weaker with each second... this sabre absorbs life, so you either kill enemies, or die yourself really soon.

It is repaired with wither skulls.

Attack: 14

Speed: 2.7

Sabre cooldown: 0.5s

Durability: 200

#### 6. White Sabre

Safer alternative for Black Sabre, though crafting it requires more sacrifice - it needs nether star instead of wither skulls.

While in use, gives the player Speed II effect. It's also in fastest trio of sabres.

Attack: 8

Speed: 2.7

Sabre cooldown: 1s

Durability: 220

Recipes:

Iron Sabre (change to gold for golden scimitar)		
Prismarine Sabre		
Black Sabre		
White Sabre		

## SPECIAL WEAPONS

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Currently, there's only one special weapon in this game, being reward for defeating ormath shaman.

### Rod of the Winds

It's rod of the Grand Ormath Shaman, and it behaves like you aren't the one who should hold it... using rod deals high knockback and make enemy levitate, but except for that, it's quite worthless in fight.

Also, if you shot the block, you have small chance of generating shulker. That's a bit weird, isn't it?

Beware though, you can be poisoned with curare sometimes... I said, it's not you who should hold that rod.

## FIREARMS

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### 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. Short 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/1.25s)
- shot delay: 10 ticks

### 3. Short Revolver (and Golden Short Revolver)

Well, it's one of that better weapons out there. In vo.a5 it got nerfed, but vo.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, short 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), large 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: 105 ticks/5.25s)
- 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 large 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: 55 ticks/2s)
- shot delay: 40/0 ticks (depending on mode)

## 7. Jitado Shotgun

Here comes the classic. Jitado shotgun is the most known shotgun known in universe of Baedor, 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

## 8. Lefs9 Infantry Revolver

A bit rough-hewn revolver created for armies by well-known Lef factory. Not as fast as any short or long revolver, but it serves its purpose well. Created from short grip, 7-rounded revolver clip, short barrel and Lefs9 scheme.

- power/dmg/knock/durability: 3/1/0/200
- ammo: small bullet
- rounds: 7
- reload type: quick single (reload delay: 25 ticks/1.75s)
- shot delay: 30 ticks

## 9. Ayer Shotgun (and Ayer Sawed-Off)

Ayer shotguns are known for its use by ayer bandits. Its simple and cheap crafting popularised it among many adventurers.

Ayer shotgun is crafted from large grip, double large barrels and 2-rounded shotgun clip. For sawed-off version, just put your shotgun on stonecutter. It deals slightly more damage in favour of a bit lower durability.

Also be careful, because ayer shotguns are by default aligned to both-barrel-shooting mode. If used in different mode, they lose their durability much faster.

- power/dmg/knock/durability: 2/3-4\*/0/230\*-245
- ammo: slug
- rounds: 1/2 (depending on mode)
- reload type: all-in-once (reload delay: 80 ticks/4s)
- shot delay: 30/0 ticks (depending on mode)

\* for sawed-off

## 10. Windsweeper

Windsweeper is evolutionary form of elephant gun. As a rifle it is focused on damage and serves greatly as a weapon for hunters or snipers. It needs additional scheme, though, and also pricy diamond (netherite scrap in 1.16) in clip slot to be crafted.

- power/dmg/knock/durability: 2/7/0/400
- ammo: large bullet
- rounds: 1
- reload type: single (reload delay: 140 ticks/7s)
- shot delay: 0 ticks

## 11. Rusty Reaper

Rusty Reaper is early game alternative to Ayer Shotgun. While Ayer Shotgun is unreliable, yet powerful shotgun, Rusty Reaper rely on patience and general better performance.

You craft Rusty Reaper from long grip, double long barrel, 2-rounded shotgun clip and scheme.

- power/dmg/knock/durability: 3/3/0/266
- ammo: slug
- rounds: 1/2
- reload type: quick single (reload delay: 80 ticks/4s)
- shot delay: 20/0 ticks (depending on mode)

## 12. Sand Wanderer

Sand Wanderer is rifle allowing you to shoot two times, for the cost of damage. It works really well though, as there are not many mobs surviving two shots of a rifle!

It can be crafted from long grup, long barrel, gold block in place of clip, and its own scheme.

- power/dmg/knock/durability: 3/5/1/415
- ammo: large bullet
- rounds: 2
- reload type: single (reload delay: 80 ticks/4s)
- shot delay: 40 ticks

## FIREARMS: MECHANICS

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! 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.
  - quick single - it's basically the same as above, but you don't need to wait until cooldown is off to use reload button again; reload option refreshes after about 35% of cooldown time.
  - 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
6. *gun jamming* - depending on your gun use experience, you can jam your gun, resulting with no shot fired. The more you use firearms, the less the chance for jamming is. Firearms created with scheme has smaller chance of jam. Using [Cylinder Inspection](#) enchantment reduces the chances greatly as well.
7. *accuracy* - depending on several factor, but including gun experience; it makes your screen go up a bit, as a recoil effect. You can reduce that effect by training shooting with firearms, using gogles (not yet introduced to game) or [Stabilisation](#) enchantment.

Shotguns has naturally higher recoil, so expect bigger penalty using that type of firearm.

If you don't want your accuracy to improve, you can also use [Quick Draw](#) enchantment to recreate recoil effect. This enchantment works only after reaching 350 level of firearm experience, though.

## HOTKEYS

**R - reload key** - make you load your ammunition; depending on reload mode, it will fill your gun clip in different way

**M - mode changing key** - gives you possibility to change shooting mode (if firearm has more than one)

**Z - ammunition check key** - gives you information about remaining bullets in your weapon

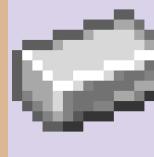
**U - unload key** - unloads all bullets remaining in your firearm; especially useful when upgrading, when bullets are automatically reseted

## ENCHANTING

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.

## FIREARMS: CRAFTING

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 large barrels vertically, you can get double large barrel.

		
	 	
		
Firearm Lock		
		
		
Short barrel and large one (for double large barrel put two of them vertically)		

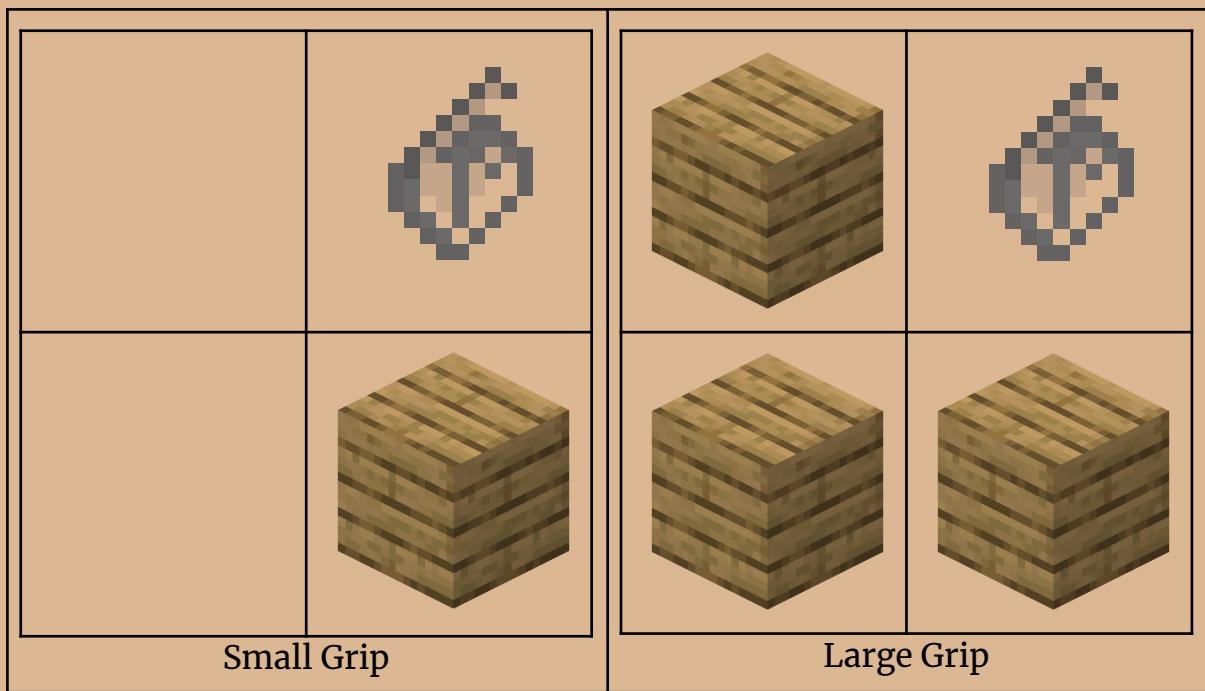
Firearm locks and barrels are necessary items for firearms crafting, same as grips – the main changes you will see in crafting recipes will be on clips and schemes.

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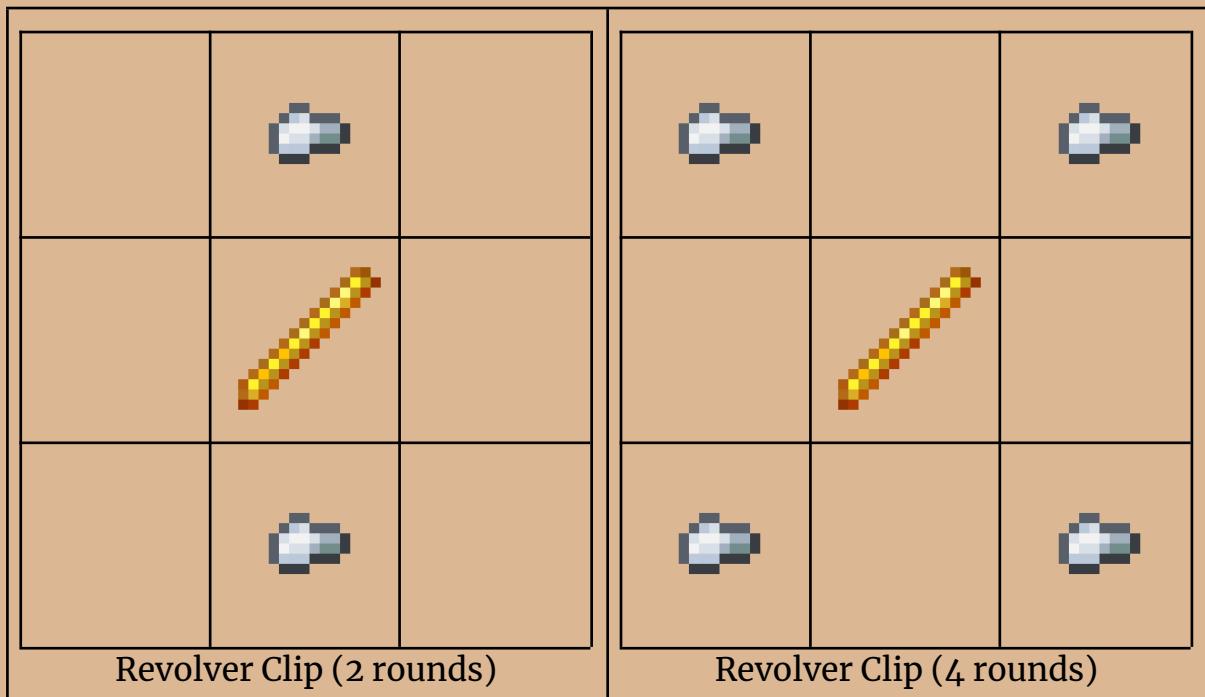
So, I told you about grips.

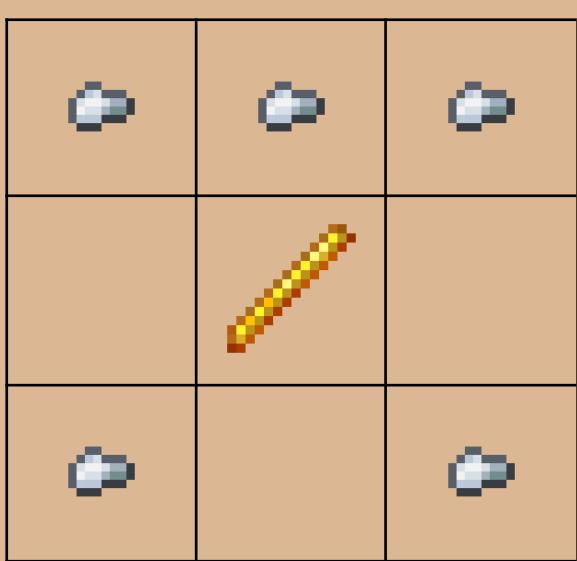
We got different grips: small and large one. Small is used mostly for revolvers, as it can't hold anything heavier than that. Large grips are used for both rifles and shotguns, no matter their specification.

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.

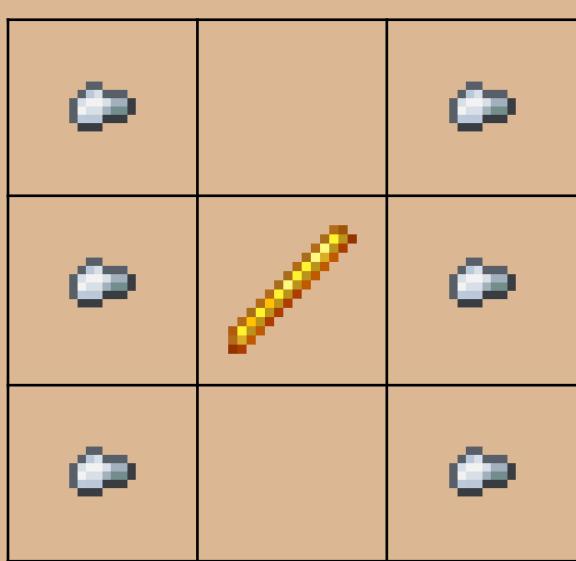


After that, we have most difficult thing to remember - clips. There are many of them already, and I can make more if needed! Be aware!

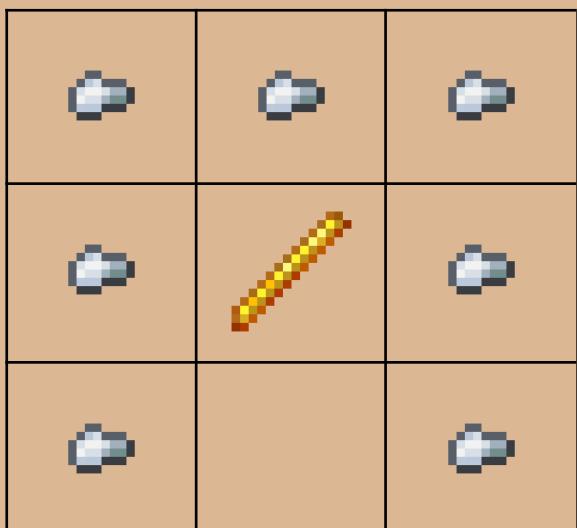




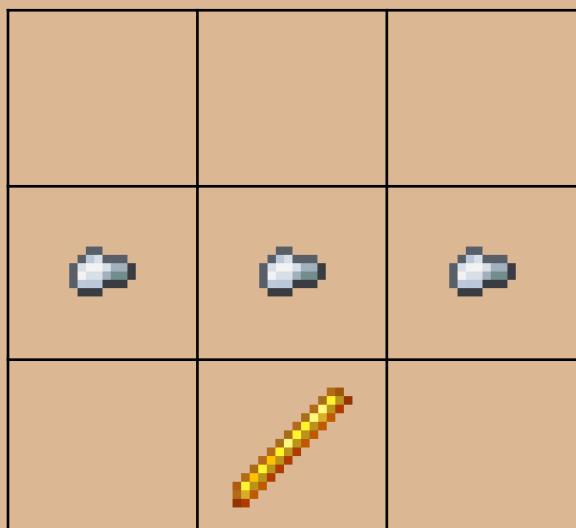
Revolver Clip (5 rounds)



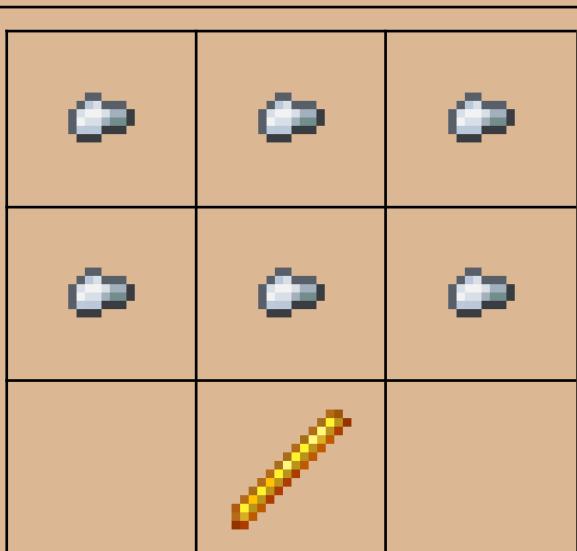
Revolver Clip (6 rounds)



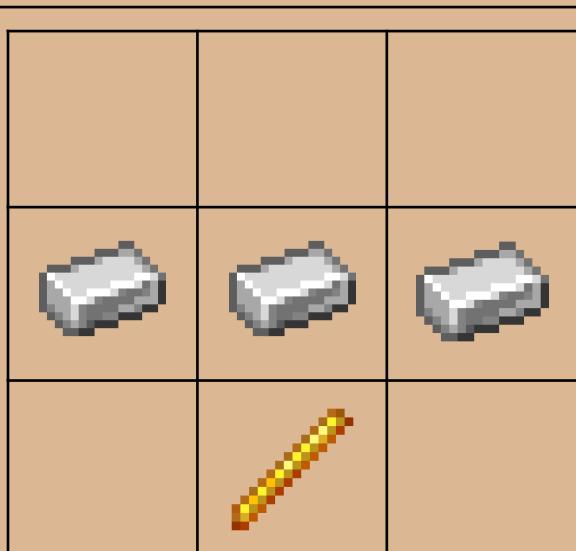
Revolver Clip (7 rounds)



Rifle Clip (3 rounds)



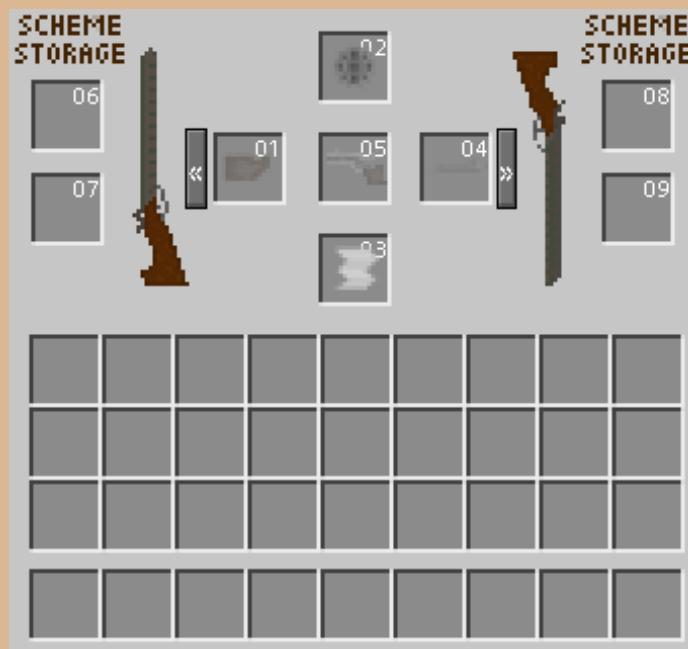
Rifle Clip (6 rounds)



Rifle Clip (12 rounds)



### FIREARM TABLE GUI



Firearm table is pretty simple. 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.

## BULLETS

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



Small Bullet



Large Bullet



Slug

More ammo types can come soon!  
(we'll see)

## 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 or by lucky shot at bandit.

Actually there are seven schemes: non-craftable ones, for short revolver, long revolver, Lefs9 revolver and Windsweeper. There is also craftable three - for crocodile shotgun, Rusty Reaper and Sand Wanderer.

**Crocodile shotgun** recipe needs just blaze rod, green dye, paper and prismarine crystal.

**Rusty Reaper shotgun** needs paper, diamond, black dye and blaze rod;  
**Sand Wanderer** uses gold block, blaze rod, paper and yellow dye.

You can place items of schemes in any order you want, it's always a shapeless recipe. Below it's scheme example for crocodile shotgun.



I am aware that there's not all schemes available (by crafting or conquering airships) to obtain in survival. I will try to fix that problem in the future updates, most probably in v0.a11 being next update.

## AMMUNITION BOXES

In the world of Baedor, 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 Baedor 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.

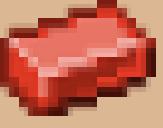
You can fill them by pressing *reload key* while holding in main hand, which will fill them by 10 bullets each time you press reload. The same goes with unloading, but when ammo box contains below 20 bullets, it will unload everything. You can also check amount of bullets, as with firearms.

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.

		
		
		
<b>Iron Ammo Box</b>		
		
		
		
<b>Lava Ammo Box</b>		

## TRAPS

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If you ever wanted to use traps instead of direct fight, you can. For now there is only one trap available, but that is thing to change soon.

### LEGHOLD TRAP

Mechanics of leghold trap are simple: you just place it somewhere, activate it, and when mob steps on it, it's caught for you to decide what to do with it.

You can craft leghold trap from this recipe:

After placing it down, it will be in *passive state*. You can activate it with tripwire hook in your hand, so it will become much much harder to break, and, more importantly, it will be able to catch any entity.

Yes, players and owner including.

So if you ever trap yourself in that trap, you want to break it easier, or unleash caught mob, just use tripwire hook on it again - it disables both *activated state* and *caught state* of trap.



## ENCHANTMENTS

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Wastelands of Baedor isn't mod that focuses on enchantments (for that case I'm working on magic-related expansion to it, called Spires of Baedor), though there are some enchantments related to steampunk content that WoB introduces and will introduce in the future.

### DISMANTLE

Dismantle enchantment is another "increase damage to specific entity" type of enchantment, exactly like Sharpness, Smite or Bane of Anthropods. Dismantle, though, is directed at mechanical entities, like Iron Golem or automatons. Though there's no automatons in mod yet, they will be main purpose that enchantment exists.

Dismantle adds 1.25 attack points per level to mechanical entities, meaning maximum level of Dismantle (V) can result in additional 6.25 attack (~3 hearts).

Dismantle enchantment can be also used by other mod creators. Currently Dismantle is supported by Adventures and Adversaries and Upon Infernal Depths mods.

If you are the author of mod adding mechanical mobs and want that feature to be cross-compatible, message me (contact ways are listed in the end of wiki).

### CYLINDER INSPECTION

Cylinder Inspection enchantment works for firearms and it decreases chance of jamming, making the firearm work more reliably. Maximum level can decrease chances of jamming for even 15%.

### STABILISATION

Stabilisation enchantment is next quality-of-life upgrade for firearms, reducing their recoil penalty resulting in weak accuracy. Having 3 levels of enchantment, it can reduce recoil penalty pretty heavily.

### QUICK DRAW

Quick Draw enchantment is dedicated for people not wanting to lose recoil penalty while shooting. It's weird, but sometimes when someone get used to something... he can not want to give it back. So here it is!

This enchantment has five levels and decreases accuracy, making firearm shooting similar to what you could experience during first days playing them.

Quick Draw enchantment works only after reaching 350 firearm experience, though.

# BLOCKS, HERBS and OTHER (RECIPES & INFO)

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

## I. MATERIALS

### 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.

### CIRTAINT 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, cirtain ingot can be found on airships. It's more as a placeholder, but you can find it anyway.

### FAKE CIRTAIN BLOCK

Fake cirtain block... it's meant to be cure for sadness, when you realise you love cirtain block texture, yet you can't use it on survival, because, well, netherite blocks are pretty common compared to cirtain.

So you can fake cirtain 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?

### BAEDOOR GOLD

Baedoor Gold is material similar to gold, but produced with different technique. It's forged in Baedoor universe, so you can't really know how to get it from there, but fortunately - in Wastelands of Baedoor, baedoor gold comes to you either way!

While trading with ormaths, you can encounter they sell baedoor funts. These coins are useful for trading, of course, but you can make golden block out of it. It will be still block of coins, though. In order to melt it into pure gold, put it in your furnace. It will become baedoor gold block then, giving you ability to craft various gold-related decoration blocks. There are slabs, stairs, chiseled blocks, doors, trapdoors, fillars, walls and chiseled slabs available. You can also craft neat lamp, crafted from prismarine crystal wrapped by baedoor golden blocks around it.



## SAND (CLASSIC, VULCANIC & RED)

For farming sand, you can use new herbs, which are used in Baedor 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 **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/vulcanic 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 volcanic sand – by putting volcanic sand into 2x2 pattern
- polished volcanic sand – by putting hardened one into 2x2 pattern
- chiseled volcanic sand – by putting two polished slabs, like in typical chiseled recipe
- smooth volcanic sand – by smelting polished black sand in furnace

Hardened volcanic 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 volcanic sand has both slab and stairs variant.

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

## GLISTERING SAND & CLAY

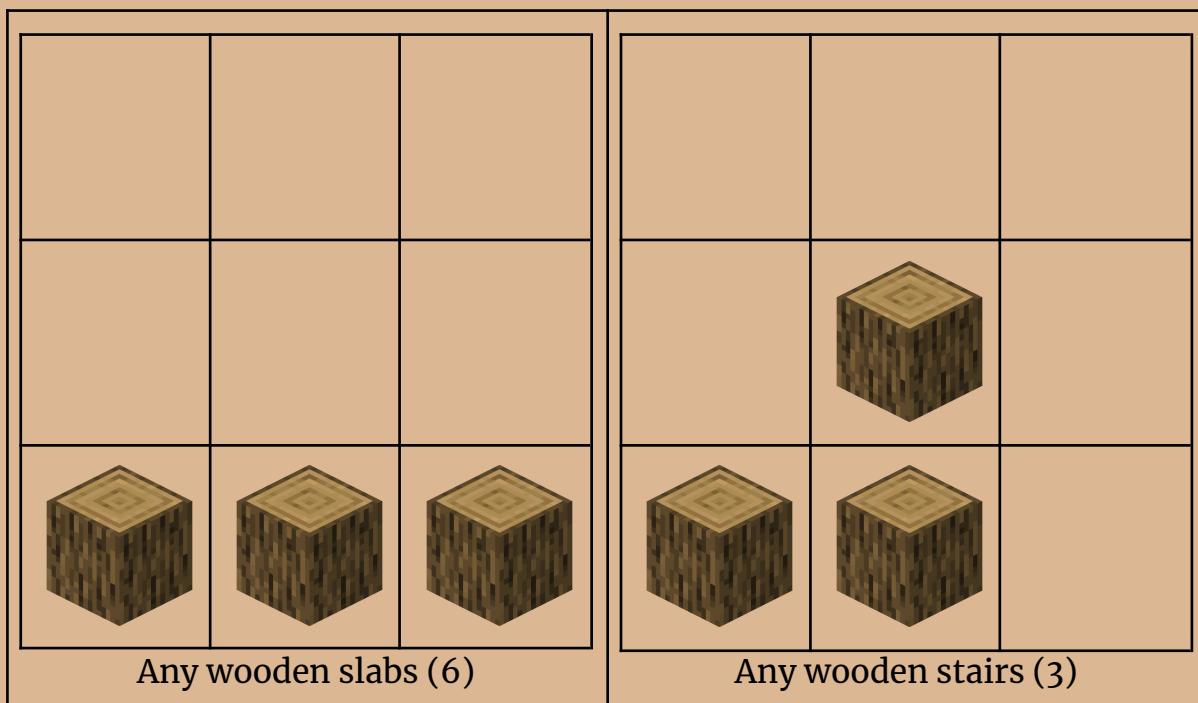
Glistering sand is another variant of sand introduced in WoB. It's bright and resembles ice with its white-blueish colour. It can be crafted from glistering ash you can buy from ormath shamans, or obtain by killing wind spirits. It's used exactly the same way as normal sand and has the same variants (though they are much more limited to only classic sandstone & smooth sandstone – that can change in the future).

Glistening sand has one more use though - it can be mixed with clay to create glistening clay. Glistening clay has no use on its own (except for more chaotic texture), but can be smelted in furnace to give you end stone.

### 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.





## BAMBOO WOOD

In vo.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 bamboo panels (simply by putting it on 2x2 pattern). It also has different variations to use - stairs, slabs, trapdoors, doors, chiseled versions (crafted the same way as wood variants listed above) and fences/fence gates.

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 to what I remember is [Bambootiful Mod](#) and it's possibly what I saw, though I'm not 100% sure - but it's beautiful and useful mod, I really

recommend it. Wastelands of Baedoar is fully compatible with Bambootiful Mod, its recipes don't break each other.

Here you can see comparison of textures, showing how each mod complements each others:



## 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.

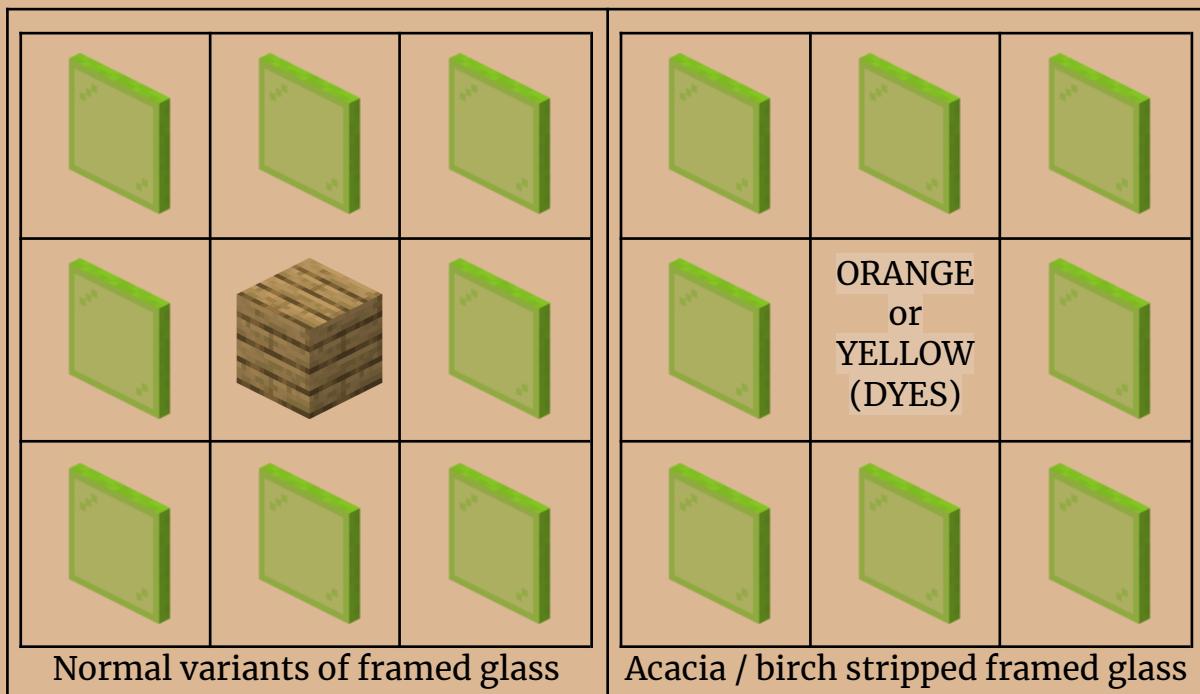
You craft these from exactly the same recipe as classic stained glass pane - just rotate it in 90 degrees.

- **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).



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

Framed glass is a tribute to [BetterNether mod](#), which I see as one of the best vanilla-extended mods for Minecraft. Golden framed glass was added there, so I thought about expanding that idea to wooden frames.

#### HARDENED STONES (STORAGE & DECORATION BLOCK)

There is currently three types of hardened stones - one for cobblestone, one for netherrack and one for end stone. It's created from putting them in 1x2 pattern (so it's basically like 2-wide slab). That can help you with storing them while mining large areas, but also it's quite nice material in some occasions (for example, as a floor design).



## 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.

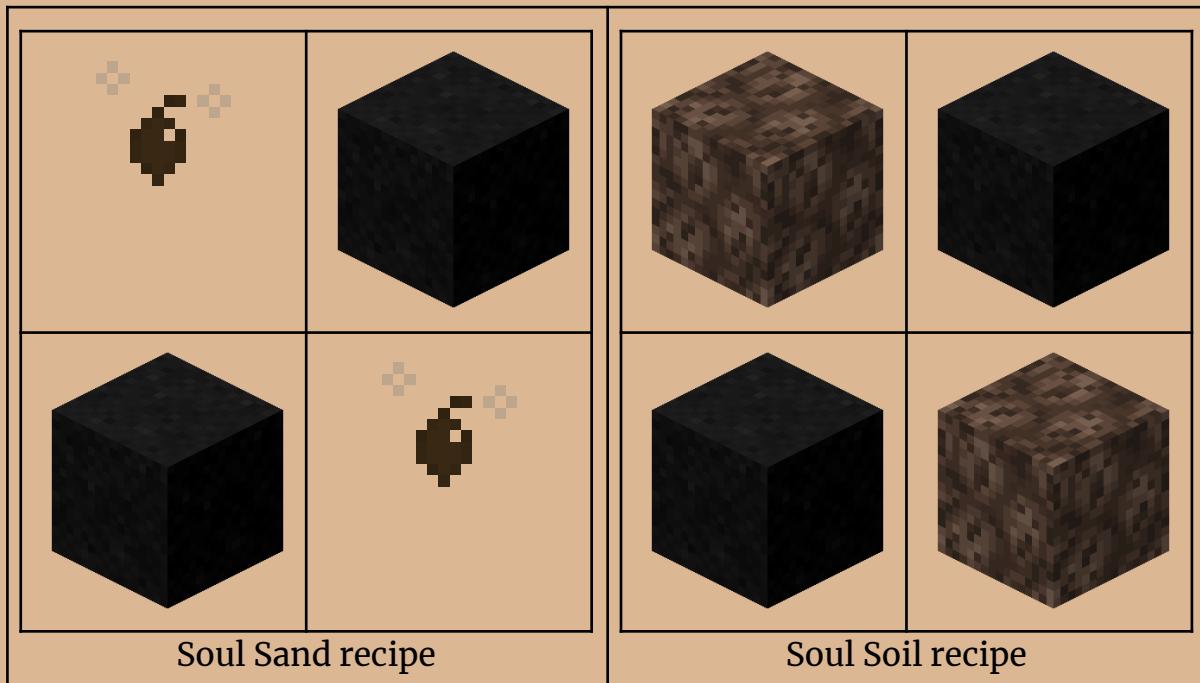
Now you probably guessing... well, blue nether bricks have chiseled version now. That's cool, but what with red nether bricks? Vanilla was lacking chiseled versions of them!

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.

## SOUL SOIL & SOUL SAND

With vo.a10 version you can now also farm soul sand and turn it into soul soil, meaning both materials are easily renewable.

You simply need Nether Soul essence, which drops sometimes from mobs killed in Nether (using weapon with Looting increases the chance for it greatly).



Putting souls inside the volcanic sand like this make it soul sand. Now you know how these souls got there.

Also, smelting soul sand can turn it back into volcanic sand – the souls flees from them with fright.

## 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 Baedor 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 baedor 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 Avoider 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, there were some items which were either useless, or difficult to obtain with no real reason. [Mushroom poison](#) solves two birds with one stone: it gives one more purpose for red mushrooms to be, and gives you the way to obtain poisoned tipped arrows without using dragon's breath. Just have standard arrows in your inventory and right-click while holding mushroom poison.

Red mushroom can now also create [fermented spider eye](#). For that, create standard recipe for it, but instead of brown mushroom place red one. Add one sugar more, and voila! - fermented spider eye ready to be used.

There's also really convenient new recipe, inspired by vanillatweaks, and also used in Quark: you can create [dispensers](#) by using string, sticks and droppers. Simply try to make bow, and put dropper in center.

Now you can also [cook tropical fish!](#) It's not the best food in terms of restoring hunger, but it gives you additional 3s haste effect and can be eaten any time, even if your hunger bar is full.

You can cook tropical fish only in smoker or through campfire, though.

## II. USEFUL TOOLS

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### LOCKABLE CHESTS

Lockable chests are fusion of end chest and normal chest - you can store your items there, but you can lock it additionally. Locking the chest will make it extremely resistant for mining and immune for explosions. You will be able to unlock it with the personalised key, and so will be able anyone with who you shared the name of the key.

To lock your chests you will need two keys named on anvil with your own password - putting key on key slot and confirming it by pressing the button will lock the chest and make it able to open only if you hold the right named key in your hand. This way you can use it as personal safe storage, or as a storage shared with limited amount of people.

Locked chest's hardness depends on used material, so using obsidian, netherite or cirtain can assure you that anyone wanting to mine locked chest will need to spend several minutes on doing so. You can link the area with additional redstone interrupting mining if you want to be sure that noone tries to break it during your absence, without hurting anyone innocent.

## III. LIGHT SOURCES

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### EVERLIT 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 Everlit 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 (For)ever Lit!



After finding Quark mod I found out that this feature was already added there. Fun fact, idea about Everlit Lamp came to me while creating airship structures - because there was not enough space to fit all these lamps with redstone </3

## BAEDOOR GOLDEN LAMP

As mentioned slightly above, there is whole new set of baedoar golden blocks - including lamp! You simply need to put prismarine crystal on the middle of crafting table, and wrap it up with baedoar golden blocks around (in “o” shape).

## WOODEN LAMPS

There are also different lamps based on wood - you can create them by placing wood logs around glowstone block (in “o” shape).

There are all kind of lamps for all overworld wood types, including bamboo wood introduced in WoB. All gives light of level 15, except for bamboo one giving light level of 13.

All lamps for vo.a10:



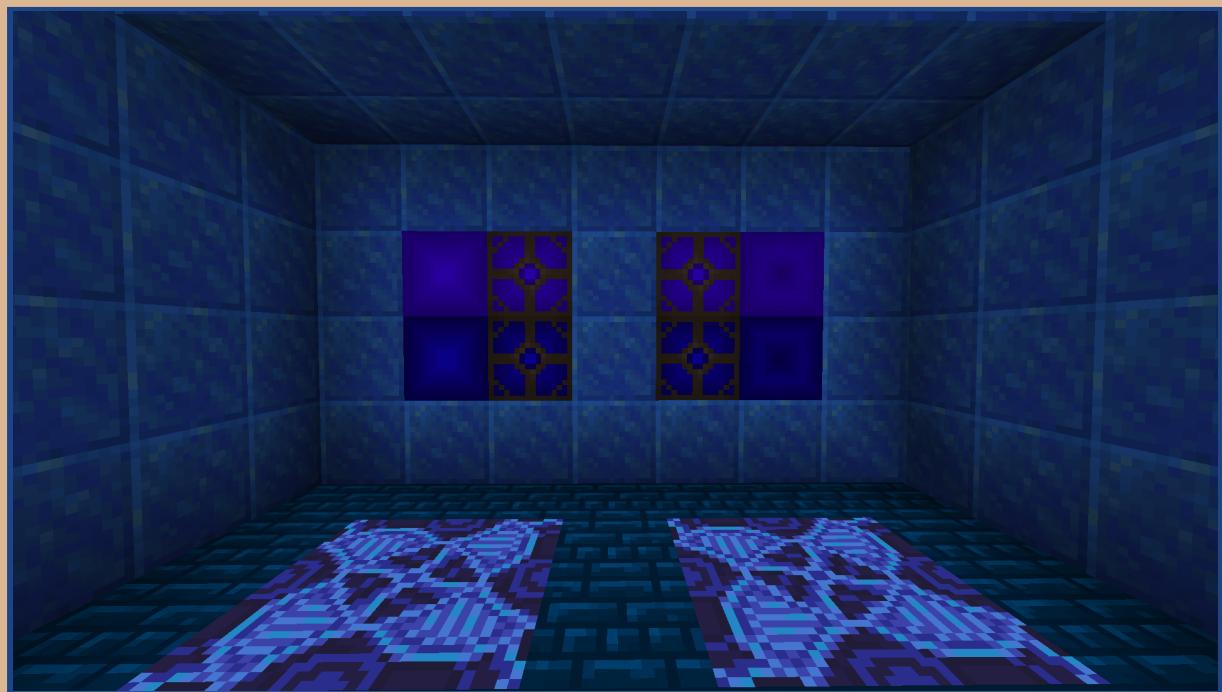
## LAPIS CRYSTALS & LAPIS LAMPS

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)

The crafting grids show the required items for each item:

- Lapis Crystal (and dark one):** 2 Lapis Lazuli, 1 Cobblestone, 2 Coal.
- Lapis Lamp (and dark one):** 2 Lapis Lazuli, 4 Wood Planks, 1 Cobblestone, 1 Coal.

## IV. DECORATIONS

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### LAPIS TOWERS

If you want to obtain lapis tower, just put lapis crystal inside a stonecutter - you can cut its edges and get lapis tower! Currently there are two lapis towers available - lighter and darker one, just like lapis crystals. They symbolise Lapis Towers of Tri, being baedor equivalent for elves.

Since vo.a10, lapis towers also gives you enchantment bonus for enchantment table. You can use them as an alternative for books. Each one gives 3 enchantment power, so fully levelled enchantment table can look like this:



## V. HERBS

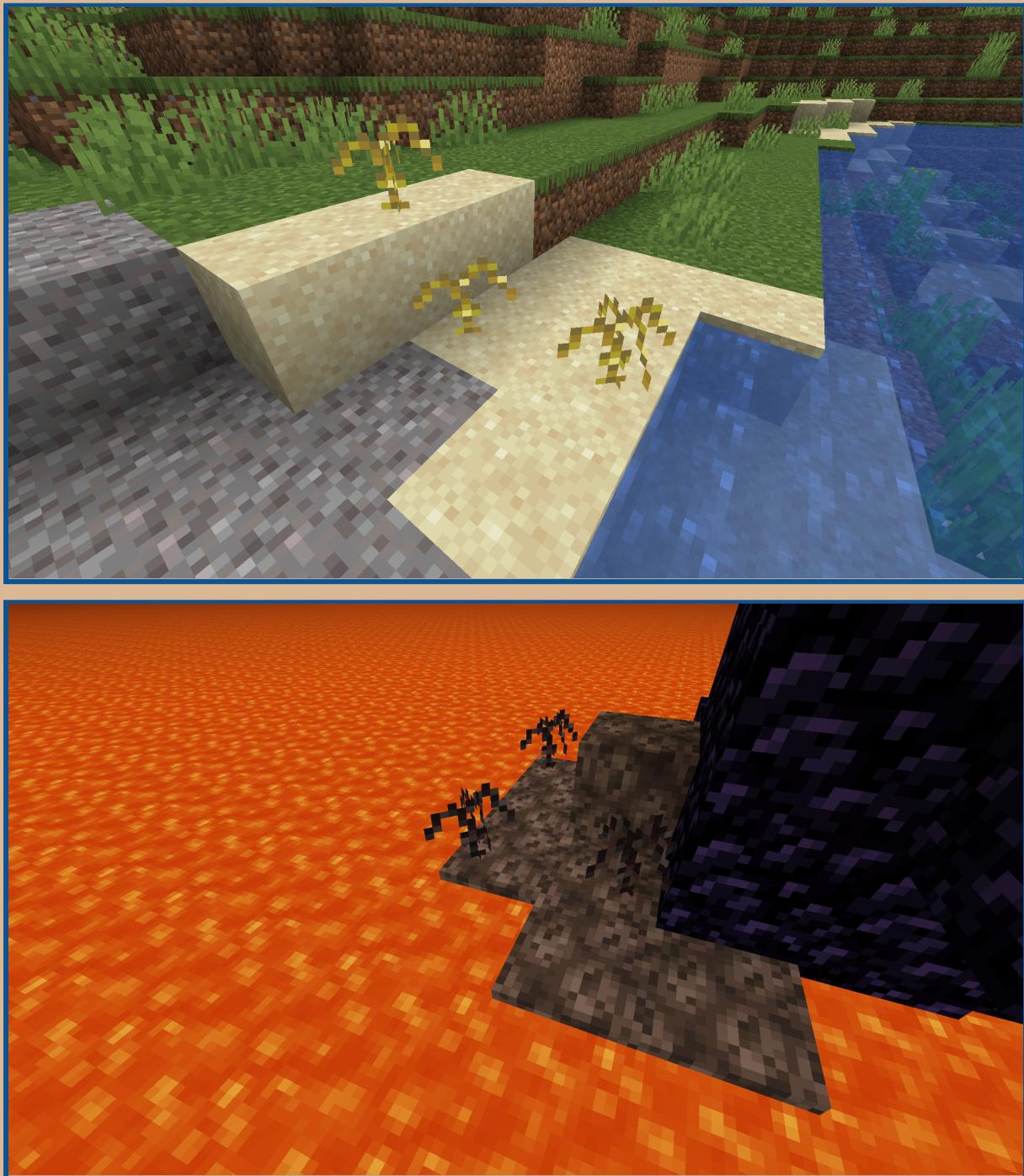
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### ASH VEIL & VULCANIC VEIL

Ash Veil and Vulcanic Veil are herbs growing on sandy lands of Vershaton, being used mostly as a decoration and for some weird alchemic recipes. In Minecraft, though, they are a bit more useful - due to their no real purpose (in alchemic use they can be easily replaced), they are source of sand.

Ash Veil should be placed on sand, and Vulcanic Veil on soul sand - though you can place vulcanic veil on normal sand, it will pop off if it has any block near on X/Z axis.

Since v0.a10, vulcanic veils grow faster in Nether dimension, and both veils can be bonemealed (sand veil has 45% chance to grow and vulcanic veil - 40% chance).



### TSUA

Tsua is weird, but beautiful flower, usually found in WesternWald's forests. It comes with different variants, but most of them have similar colours and

use – they produce small amounts of ink. As you can guess, that can be easily reproduced in Minecraft mod – so Tsua in mod is exactly the same. The difference is, you don't need to wait for it to grow up, it's renewable by just bonemealing it.

If you get one, you can then craft it into “Star of Rising Day”, being just flower without stem. From that you can craft ink, you need nine of these.



In next versions there can be also added coronet of these flowers. You will get no armour, but some passive buffs maybe? We'll see!

## VI. RARITIES

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### MUSIC DISCS

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

“Oneironaut” has also a really small chance (1%) to be dropped by bandit after his death.

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.



#### Drganie – Inside the Hidden Forest Temple

Mystic, magical tune from woods of baedor's temples. You can listen whole mini-album [here](#) (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

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There are still not a lot of mobs in Wastelands of Baedor, but they are slowly getting there... you will now be able to find some of them while travelling through vast lands of Minecraft.

### BANDIT

They are rare badlands visitors and they travel commonly on airships (the ones on airships don't despawn).

Killing him gives you random amount of bullets and gold nuggets, sometimes also revolver they use, if you are lucky. It has also rare drops being baedor funt coin (5%, up to 11% with Looting III) and "Oneironaut" music disc (1%).

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

### WIND SPIRIT

Wind spirits are souls that appears summoned by ormath shaman. They are not fast or powerful, but in large quantities they can be deadly. Upon death, they drop glistening ash. They attack vexes and endermen, as well as iron golems.

If developer's mode is enabled, they also spawn naturally at night (on desert, swamp and frozen river biomes).

### ORMATHS (ON AIRSHIPS)

Ormaths are race having origins on Arennan desert, in the lands of Baedor universe. They somehow landed on Minecraft world though, and conquered

some airships. Discovering they are not able to use them, they converted airships into stationary home in the sky...

Their tribe has specific hierarchy, when there's shaman guarding all other ormaths. Being obedient to that wise man is ormaths' central point of life, around which whole social life is focused. He protected them from destructive powers of wind back then, and now he protects ormaths from any danger.

Hurting ormaths result in really fast drop of reputation points, and killing any - in so huge drop that you need to be ormath's best friend for them to being forgiven. Also, ormath remember that much better, so you can't "deaggro" them. Once you made tribe hostile - they are now always going to kill you, so it's better to leave them alone after such event. Death of a shaman is always going to make them mad, even if it's not you who did this - but believe me, shaman isn't easy to kill. I don't think there's possibility for him to be killed without player's intervention.

Also, don't try to use iron golems near shaman, if you don't want to make huge loss on iron - they are instantly destroyed, if shaman targets hostile iron golem.

Ormaths are divided into four types:

- Shaman - passive, you can interact with him if tribe is not hostile, you can trade, talk with him, or he can even heal or bless you. If hostile though, it became a mini-boss, being a bit weak, but extremely resistant enemy. Expect a long, tough fight. And better beat other ormaths' before, because without that, it can be impossible for you to survive for even few seconds.
- Warrior - the most standard guardian of ormaths. It rushes at you with great speed if hostile, and has pretty good armor points, even if fighting half-naked.
- Javelin warrior - the same warrior as above, preferring shooting javelins instead of melee rush though. It's not as fast as standard warrior, but he has good armor points as well.
- Villager - passive, you can trade with them if tribe is not hostile. When hostile it's just terrified of what's going on.

Ormaths has something which is called "ormath reputation" and it's generally bound to each tribe. It raises when you trade with ormaths, and drops when you hurt or kill any of them. Having higher reputation can

protect you more from stupid mistakes (like making ormaths hostile after missclick).

### **ORMATHS (ON LAND)**

Ormaths sometimes come out of their airships to hunt some animals for their tribe. You will be able to see them in jungles and dark forests. Usually they form small hunting group, being one ormath on buffalo and few hunters following him. They wander searching for animals to hunt, but can be deadly if you attack them.

Attacking them uses similar mechanics as regular ormaths, but it's slightly different in this case: you can aggro hunting ormaths much faster, but this aggro will not persist forever, if you don't drop in reputation to that hostile level.

Though, in most cases, you won't be able to upgrade your reputation with ormath hunters, so be careful. There's of course possibility to move ormath villager nearby, trade with him and upgrade reputation within hunting tribe, but that's tedious task to do.

### **ORMATH BUFFALOS**

Ormath Buffalos are animals tamed by ormaths, kept on their airships as a source of food, skins and as a help with hunting.

They are pretty strong, but do not attack if not provoked. They come in red and green variants.

You can also ride them if they allow you to do so...

## **ADVANCEMENTS**

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There are not many advancements available in the moment in Wastelands of Baedor, but I hope you will find joy using them anyway.

### **HUNTER PATH**

Hunter Path is dedicated for people using hunting weapons and tactics, so you can expect that being the way to obtain them.

You enter the path by crafting (or getting somehow else) any hunting ranged weapon - bow, javelin, throwing axe or dagger. Next steps will guide

you through different ways of hunter, with some less expected (=hidden) advancements waiting for you along the way.

## LORE PATH

Lore Path is the most general advancement path, and you will receive advancements on it for the whole time playing Wastelands of Baedor. It serves as a pathway for all lore-related events and structures, also showing a bit of hints of what you can expect.

## COLLECTIBLES

It's subtype of lore path, dedicated for all collectors out there.

There will be a lot of items bound with idea of collecting them, without genuine use within typical Minecraft play. Of course you can use your creativity here and, for example, play poker with your friends, using collectible cards and a bit of redstone.

And exactly, as I just mentioned, there is advancement for obtaining ace deck of Winfleton's cards – really famous card deck inside Baedor lore. The thing is, this is the only collectible advancement for now, and also it's unobtainable without cheats, as there's no way to get Winfleton's Aces – for now! So don't worry. It is coming. But at least you can watch their precious design, made by none other than famous artist, Heim Winfleton!



## ORMATHS

Ormath subtype is dedicated for everything related to mysterious civilisation of ormaths. They came from almost nowhere and they hold their airships regardless the danger.

The interaction with ormaths' tribes can expand that advancement path, leading you to be their most faithful friend, or the most forceful destroyer. The decision is in your hands.

### **FIREARM PATH**

Firearm path is focused on polishing your shooting skills, but also contains some challenges, like using Quick Draw enchantment (generally being understood as downgrading for firearm).

### **SABRE PATH**

Sabre path is melee alternative to firearm one. It focuses on mastery of fighting with sabre, which can lead to additional bonuses after time. The patience and persistance is the way.



## DEDICATED COMPATIBILITY

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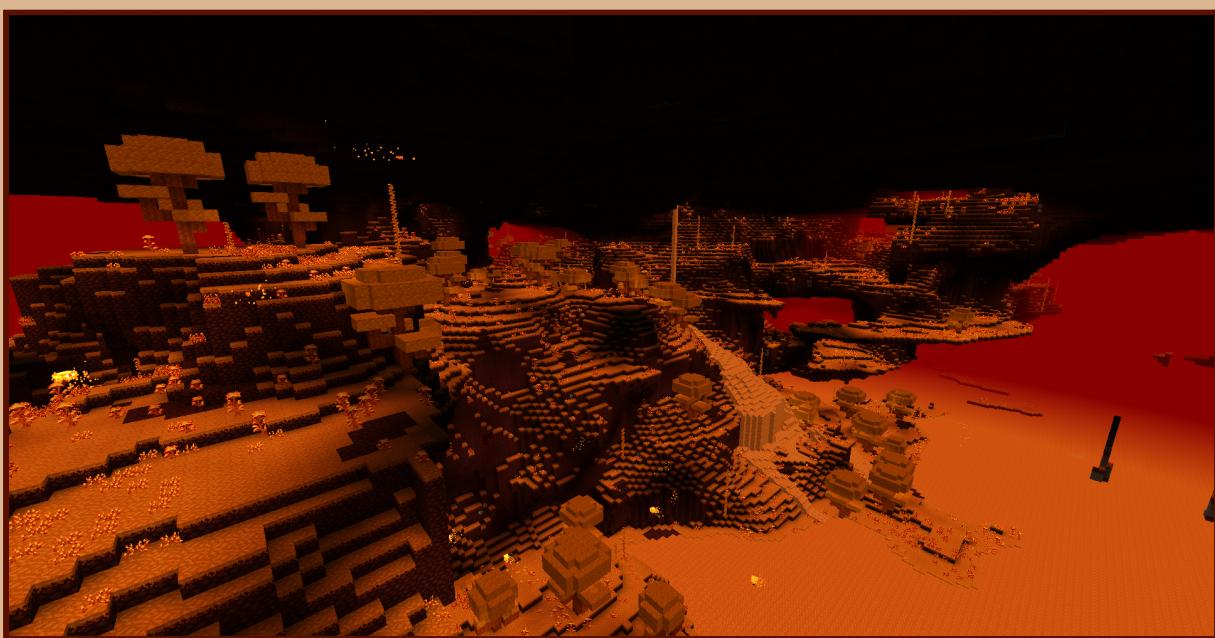
v0.a10 version introduced the features of dedicated compatibility. Thanks to them you can use Nether Avoider effect in other mods, as well as Dismantle enchantment. **Mods using compatibility features are:**

### ADVENTURES AND ADVERSARIES



Dismantle enchantment is supported since Beta 0.2.1 version. It affects Mechanical Mimics.

### UPON INFERNAL DEPTHS



Since 210602a snapshot, Nether Avoider is able to affect Burnstorm, Burning Glungus and Pyroculus. There is also Dismantle enchantment use on Depthferrum Warden.



(the list will be updated after any confirmed submission)

Mods that are planning to support these features are:

THE ARCANEUM (waiting for update)



Will work with The Arcaneum version 1.13 and higher.

In The Arcaneum, Nether Avoider will be able to kill maniacs, hunters and all creatures related to The Barrens biome.

## OMEGA ADVENTURE (waiting for update)



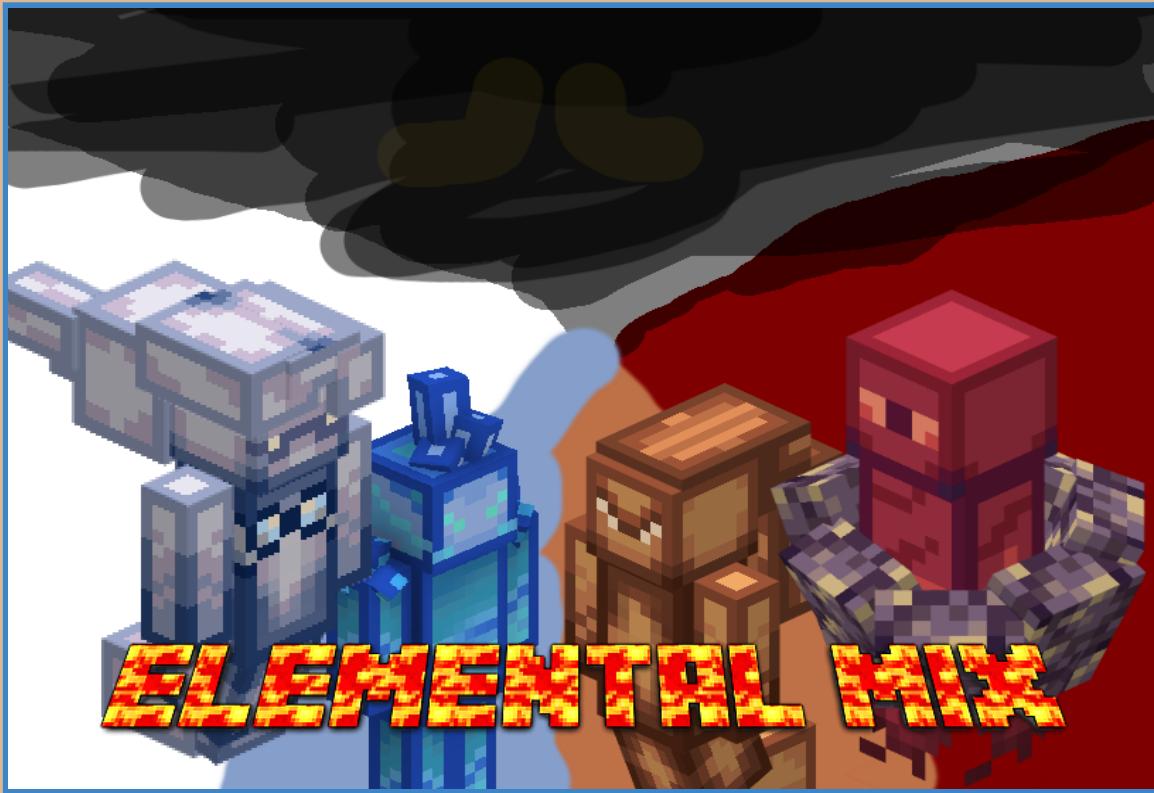
Will work with Omega Adventure 0.4 version and higher.

## CAVES OF COBALT (under discussion)



No precise information are known. The support is still under discussion.

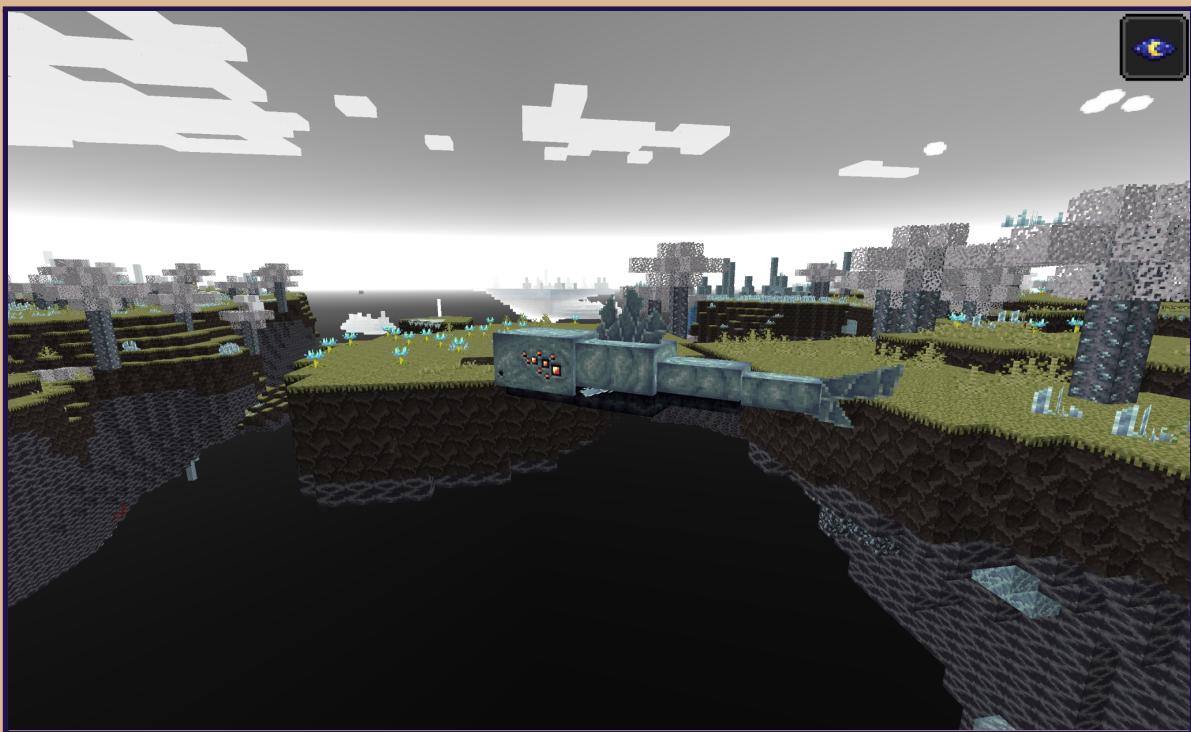
### ELEMENTAL MIX (waiting for update)



It will support 1.16.5 version of Elemental Mix. Precise version is not yet known.

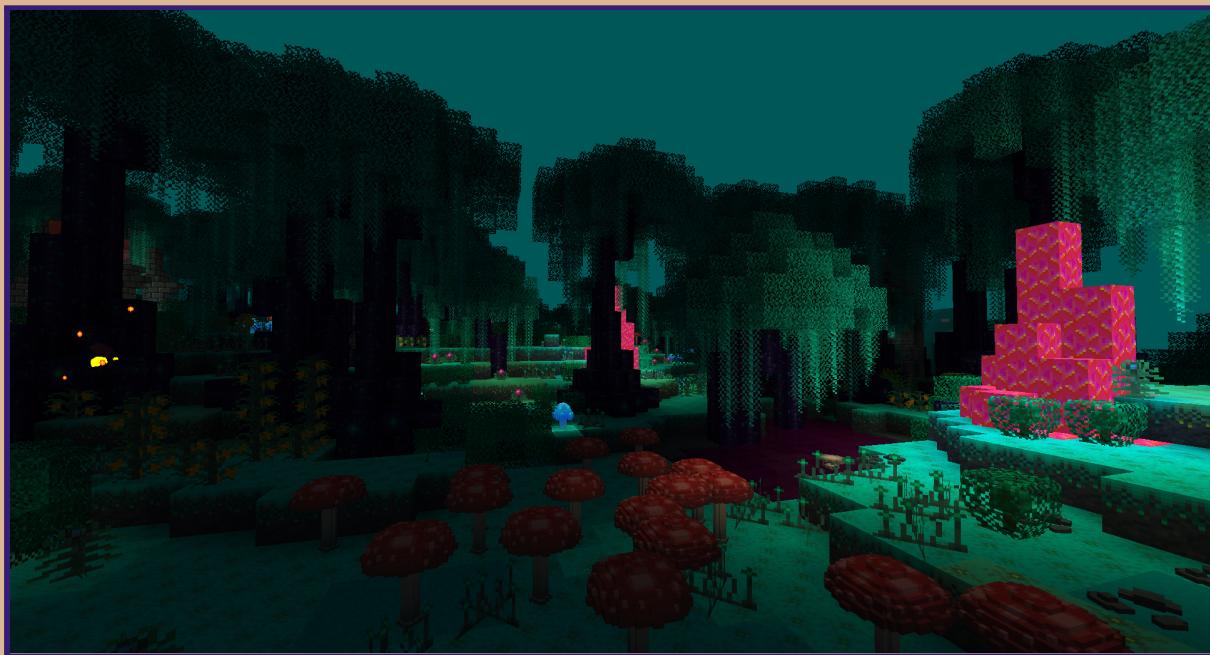
Nether Avoider will be able to kill all elementals.

### XENOCLUS 2 (under discussion)



No precision information is known yet. The support is still under discussion.

## MURKY (waiting for update)

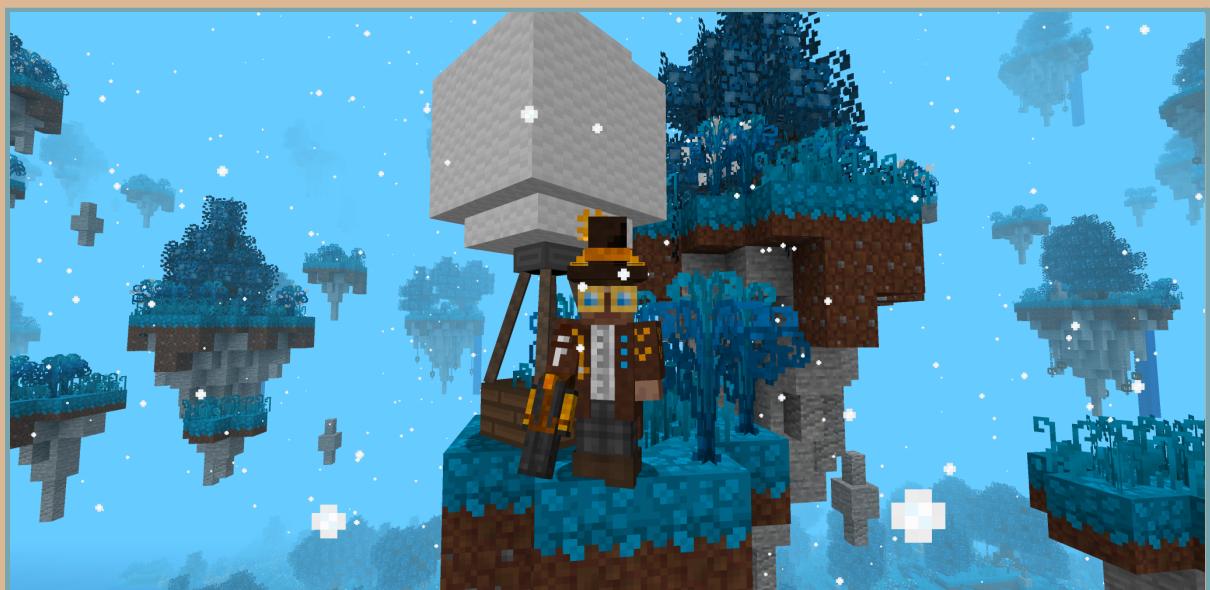


The support is still in works.

Nether Avoider will be able to kill mobs such as Stalker, Amalgamation, Large Amalgamation, Gargantuan Angler, Hollowed, Possessed Sentry, Bladed Worm, Crawler, Wither Whirl, Wither Wing, Bladed Hound, Void Construct, Scorched Crawler, Scorched Hopper, Living Shadow, Walking Shadow, **Reaper Natural**, **Pepper Natural**, **Void Leach Natural**, Wraith, Wandering Mind and Magot.

The list will be most probably bigger once update is released.

## HALS EXPLORATION MOD (planned)



No precise information are known by far. Support planned for the later future.

## KLSTS'S ADVENTURE MOD (planned)



No precise information are known by far.



# HIDDEN FEATURES

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In v0.a10 I introduced three specific “gamerules” for WoB. They are disabled by default, but can be enabled using console commands. Let me shortly explain.

## ADDITIONAL STRUCTURES GENERATION

Additional structures are what I decided to be the best way to introduce more structures inside that mod, but not break principle of “interfering too much” into generation. That option also make player able to decide: do I want only airships generating, or maybe some additional dungeons or houses?

To enable additional structures generation, write `wobrRule_Structures` in console. It switches between structures generation enabled and disabled.

As for v0.a10, there’s no additional structures generating. That mode is projected for later use.

## DEVELOPER’S MODE

Developer’s mode enabled additional features and possibilities that are still tested “outside of main mod”. This can gives you a sneak-peek into development process and also you can test it before it will be implemented fully.

Beware though, because tested features can be bugged, unbalanced or change gameplay completely.

To enable developer’s mode, write `wobrRule_Test` in console. It switches between developer’s mode enabled and disabled.

## TEST FEATURES:

- I. **Weapon experience overlay** – in-game overlay showing you your sabre and firearm experience points.
- II. **Wind spirits spawning** – wind spirits can now spawn in deserts, swamps and frozen rivers.
- III. **Nether Ticker use** – you can use the forceloading of Nether Ticker block, which will make chunk Nether Ticker is in always loaded. Exiting developer’s mode will reset all forceload chunks, even the ones created by other sources (players included).

## NETHER AVOIDER REAPER MODE

Version v0.a10 introduced huge cross-mod integration feature related to Nether Avoider. There is one problem with it though – there are still many mods that doesn't use that feature, and even mods that agreed on using it, doesn't always use that in older updates (for example, exclusive for 1.15.2 version of Minecraft).

Reaper mode for Nether Avoider was created in case if you really need to use its effect, but there's no confirmed integration between WoB and mod you want to use it with.

Reaper mode kills *all* untagged living entities except player in range of 50 blocks, also despawning their loot. Therefore using that has some flaws: if you want to have secure place, you need to use nametag on any entity living there.

Also, breeding is not recommended with that mode turned on – it's better to move parents for a while outside the Avoider effect, or to turn that mode temporarily off; that will give you time to nametag the baby.

To switch between reaper and normal mode for Avoider, write `wobrRule_Avoider` in console.

## SPECIAL BLOCKS

There's also several blocks available only through commands. You need to simply use “give” command.

- `avoider_block` – transparent block giving you Nether Avoider effect without notification in GUI. Useful for map creators. You can destroy it by replacing it with new block in its place.
- `spawn_block_[name_of_airship]` – spawn blocks are generally blocks spawning structures in Wastelands of Baedor. Currently they serve as spawners of airships – when placed, they spawn airship after block tick update (sometimes that can be long).

Airship names:

- `airship_bamboo` – jungle airship
- `airship_bandit` – bandit airship
- `airship_trader` – trader airship
- `airship_military` – military airship
- `airship_mage` – mage airship

# MOD FUTURE & INFO

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## WHAT IS PLANNED?

After initial public release, I came to the point where all basic things are completed, so WoB is slowly getting into beta stage. It still needs some polishing, of course, but there isn't much more to what I wanted to reach in an alpha stage. There will be version v0.a11 released before I move out to the beta, but this will be just for personal reasons - I need fresh air before I go to the next huge update (and v0.b1 will be such certainly). V0.a11 will be small, polishing update, focused mainly on bugs community encounter during playing this version.

In close future, I'd love to add:

- steampunk automatons
- steampunk-themed blocks
- more diverse airships
- more light sources
- nether trees variants
- wandering Baedoar trader selling guns or some other gems you won't find on airships
- introducing certain ingot use
- more collectible items
- port Wastelands of Baedoar to 1.16 Fabric & 1.12.2 Forge

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

Toma400

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#### MOD RELATED SITES

[Official MCreator site >](#)

[Official CurseForge site >](#)

[Bug Report form >](#)

[Bug Tracker >](#)

#### CONTACT

[Contact me on MCreator forum >](#)

[Contact me via e-mail >](#)

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