



# Wastelands of Baedoar Guide

*as of Alpha vo.a9*

## 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.

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 Baedor 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 means that, if I want to add many weapons, they should differ in gameplay, like in my favourite Mount & Blade mod, 1866, where there were lots of guns, yet each was different while using, and you could pick your favourites just by that.

## WORLD & MECHANICS

Wastelands of Baedor is mod aiming mostly for weapons and materials, but it also contains 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 structures: *airships*. These floating beasts came from lands of Baedor, 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 have cruel crews, 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 a floating place to rest. Just look how these cuties look at night. Aren't they perfect as a place for a new home?



There are four types of airships currently spawning:

- *bandit airships* – with valuable loot stolen from cities they invaded. Beware though, as it's greatly defended on first floor.
- *mage airships* – the only empty airship, therefore easiest to conquer. It contains mysterious structure, which can be known for some players knowing Minecraft's classic lore. Though mages failed to summon what they wanted, they still left some leftovers...
- *trader airships* – certainly the best loot out there, but what does it mean? Of course the largest crew from these four airship types.
- *military airships* – being second most dangerous type, containing weapons and some schemes.

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

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

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

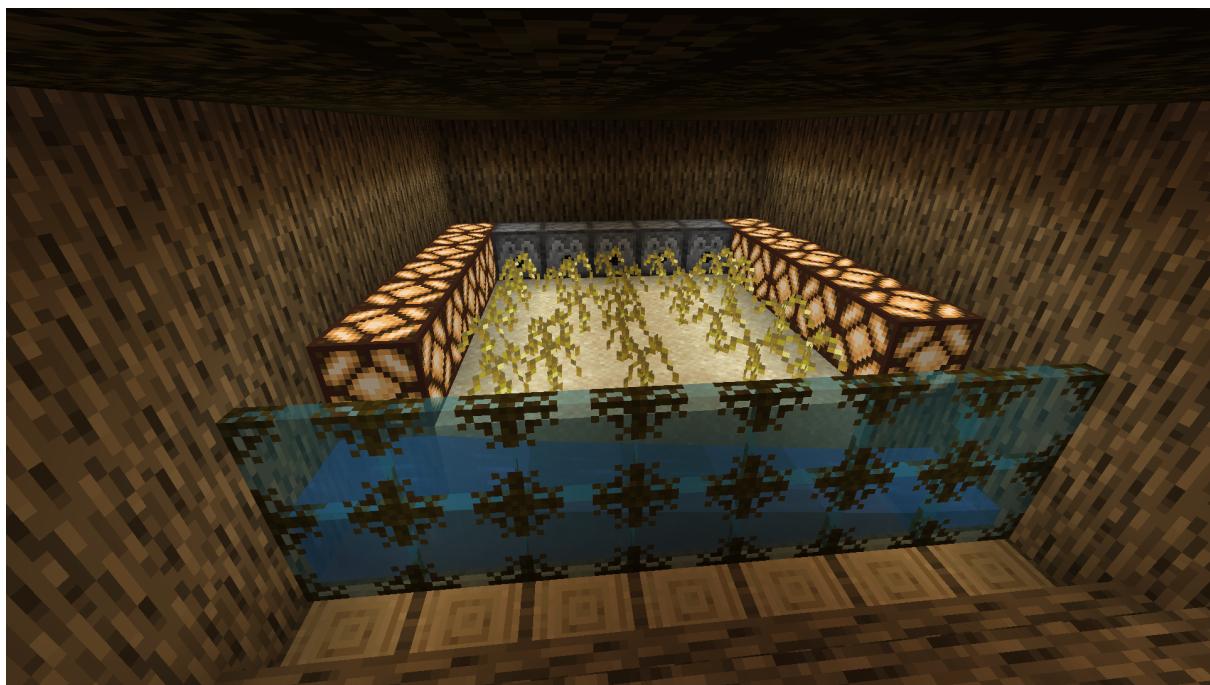
In later versions, when more items, weapons and mobs will be here, I will make dedicated models for each type of airship.

## FARMING

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

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

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



In version v0.a9 there was also added a possibility to farm ink sacks by bonemealing tsua flowers. You can read about it more in [section dedicated to herbs](#).

## MOBPROOFING LARGE AREAS

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 technology masters explored, analysing blocks such as nether obsidian variants. Crying obsidian was

interesting, but glowing obsidian... here it is! These masterful technicians fused glowing obsidian with ender eye and Nether Star into ring which is very blood-thirsty!

If you do such recipe, you obtain Nether 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 every classic night mob 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. So be careful dropping redstone in the area of working avoider! It might die instantly.

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

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

***Nether Avoider recipe:***

	 A glowing blue star-shaped block with a yellow center.	
	 A dark red, crystalline cube.	
	 A glowing green circular eye.	

## WEAPONS

### CLASSIC WEAPONS

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

Firstly, we have more classic weapons. 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.

		
		
CRACKED BONE RECIPE		
		
		
THROWN DAGGER RECIPE		

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

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
ayer knife	iron-based knife used by bandits
wither knife	obtained by forging nether star into a knife
assassin's knife	essence of knife's special ability

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.

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.

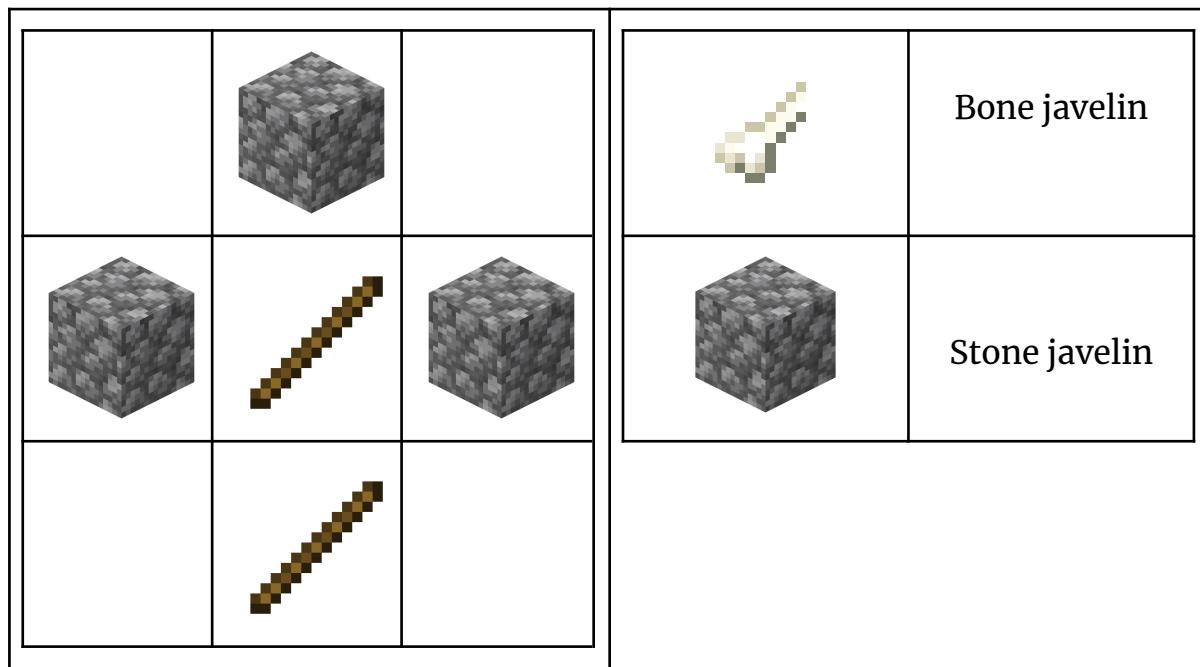
Crafting recipe is shown below.

				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		

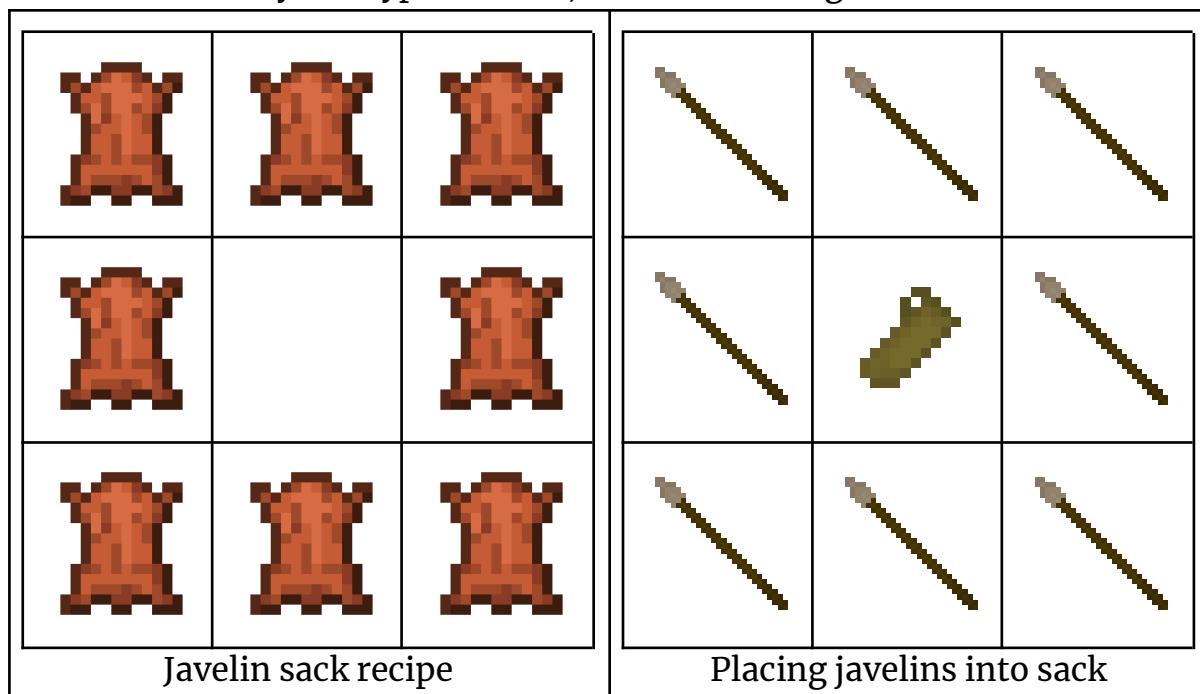
## JAVELINS

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.

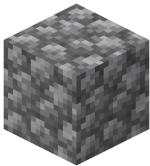
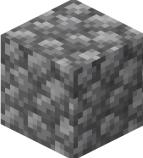


You can store javelins in javelin sack - made from leather, in pattern looking exactly the same as chest. You can store both versions, but each sack must contain only one type of them, in amount of eight.



## 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			Different variants	
				Bone throwing axe
				Stone throwing axe
				Iron throwing axe

## 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.

### BROTHERHOOD SABRE

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

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

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

One additional note: sabres (generally, as a type of weapon, if I decide to make more than only Brotherhood's one) are planned to have special defence mode, similar to [sword's blocking technique removed in 1.9 version of Minecraft](#). That idea was partly implemented in version v0.a9, but it's still far from what was planned. Consider that an experiment in use.

Feedback and bug reports are always welcome.

## FIREARMS

### 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 v0.a5 it got nerfed, but v0.a6 settled a compromise. Still it's one of the best firearms for now, and still the fastest one. You craft this from revolver grip, 5-rounded revolver clip, 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 Baedor.

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: 90 ticks/4.5s)
- 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: 40 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: single (reload delay: 35 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 take 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

## 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, and there will be more in the future. We have:

1. *clip sizes* - meaning you can shoot different amount of bullets before you need to reload
2. *reload delay* - because when you reload, it takes time; depending on quality of firearm, it takes longer or shorter
3. *shot delay* - it's still work in progress, so your feedback is always appreciated. It makes you not spam your bullets everything to death - and give you ability to learn your weapon, because you can rhythm your fingers to delay ending - if you do so, you can shoot your firearms like in spaghetti westerns!
4. *reload modes* - there are three:
  - manual (not included yet) - you will need to reload manually by dragging items to clip. Not sure if that's good idea gameplay-wise, but will test it later.
  - single - you need to reload bullets one-by-one, just pressing reload key after each bullet loaded; it's quite great thing if you are low on bullets.
  - all-in-once - you reload maximum amount of bullets you can, meaning if revolver has place for six bullets, you load them all.
5. *shooting modes* - giving you possibility to use firearm in different way while shooting

## 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

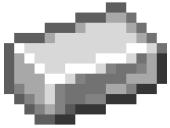
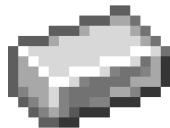
**U - unload key** - unloads all bullets remaining in your firearm; especially useful when upgrading, when bullets are automatically reseted

## 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)		

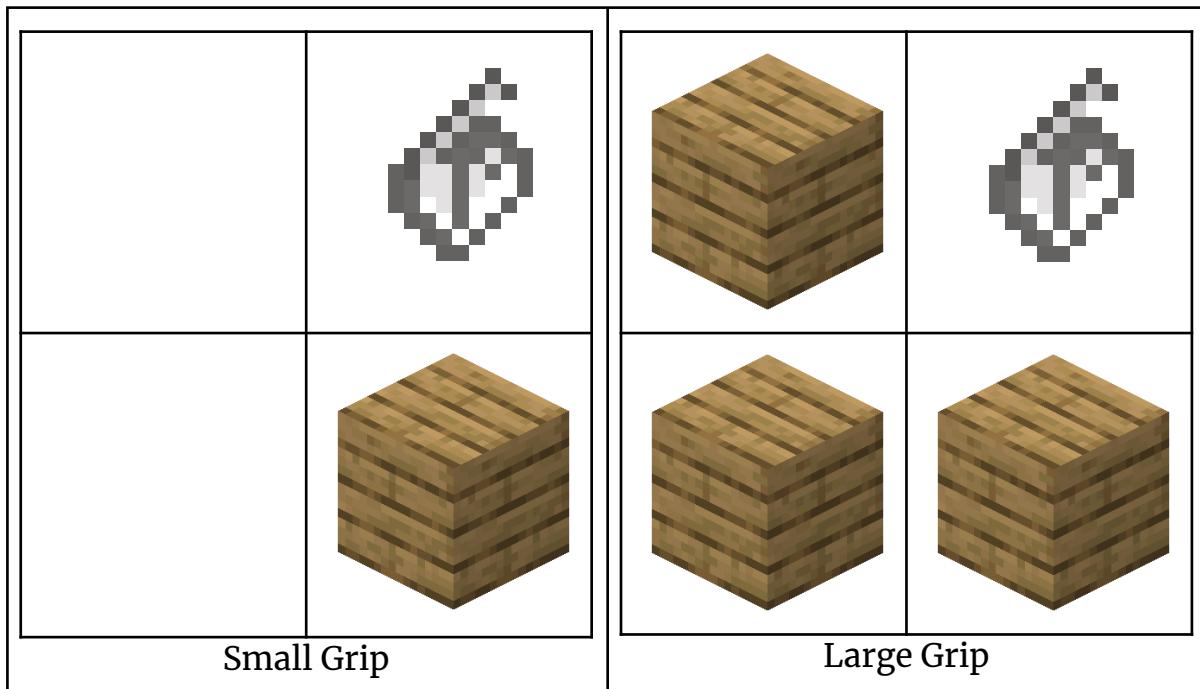
Firearm locks and barrels are necessary items for firearms crafting, same as grips – the main changes you will see in crafting recipes will be on clips and schemes.

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So, I told you about grips.

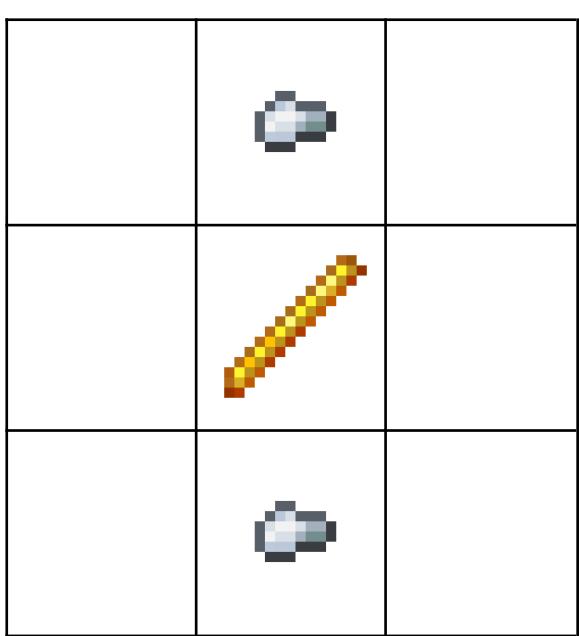
We got different grips: small and large one. Small is used mostly for revolvers, as it can't hold anything heavier than that. Large grips are used for both rifles and shotguns, no matter their specification.

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.

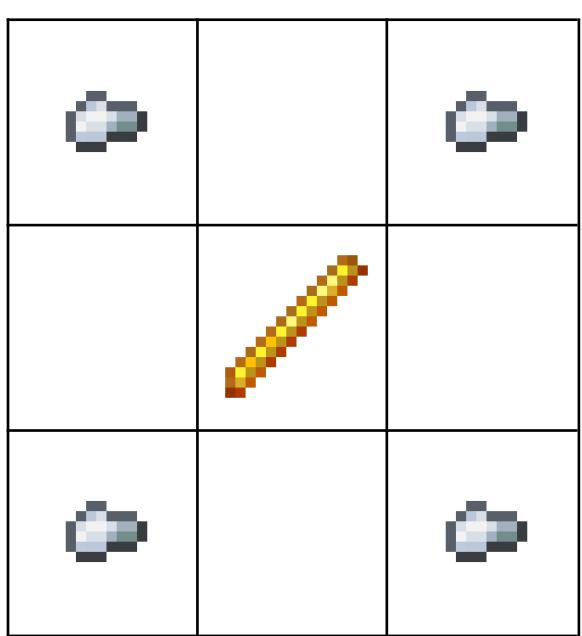


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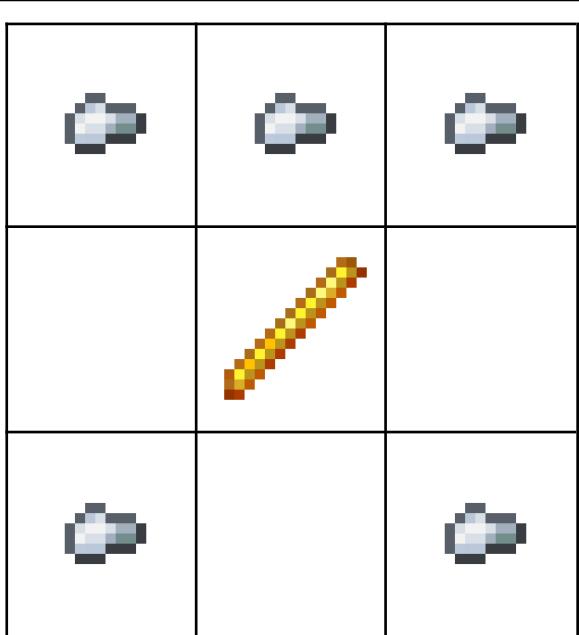
After that, we have most difficult thing to remember – clips. There are many of them already, and I can make more if needed! Be aware!



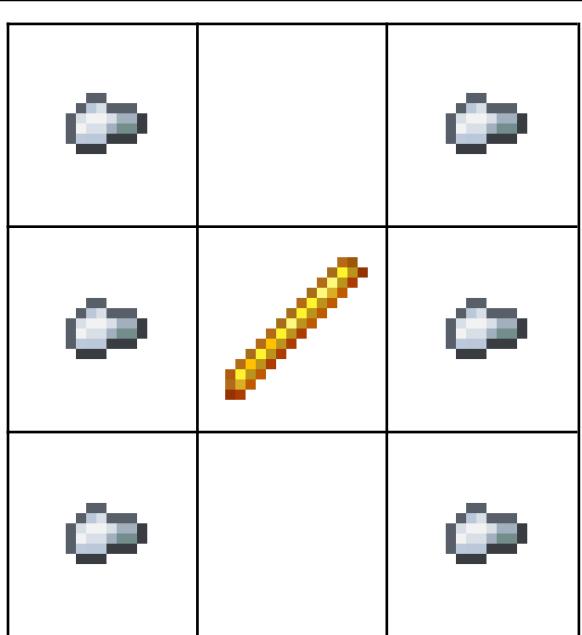
Revolver Clip (2 rounds)



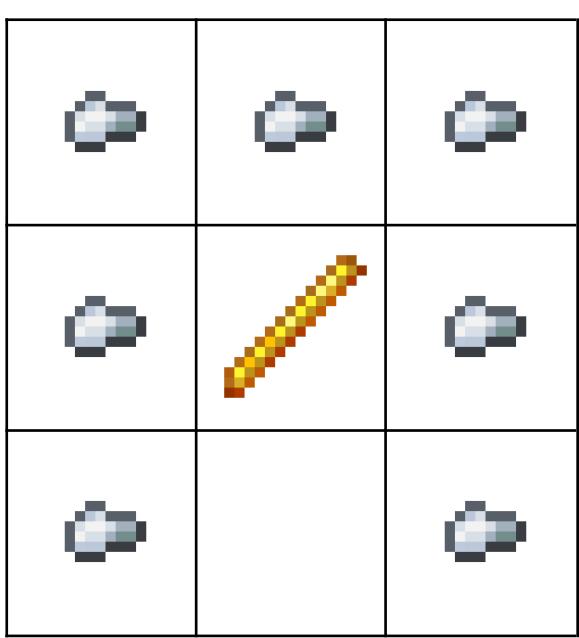
Revolver Clip (4 rounds)



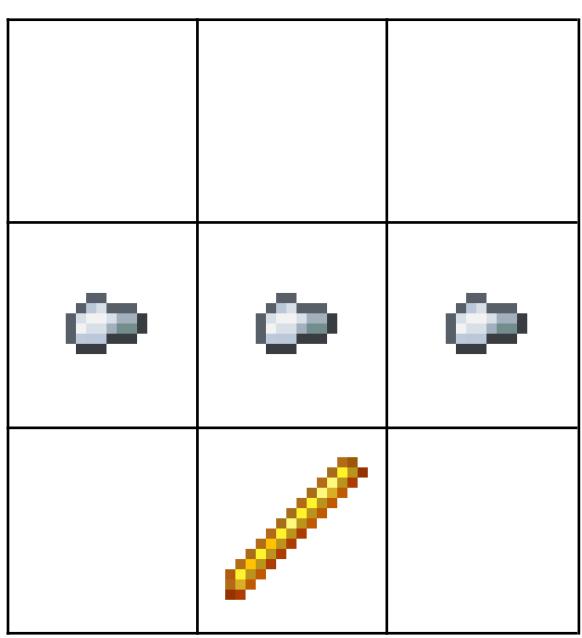
Revolver Clip (5 rounds)



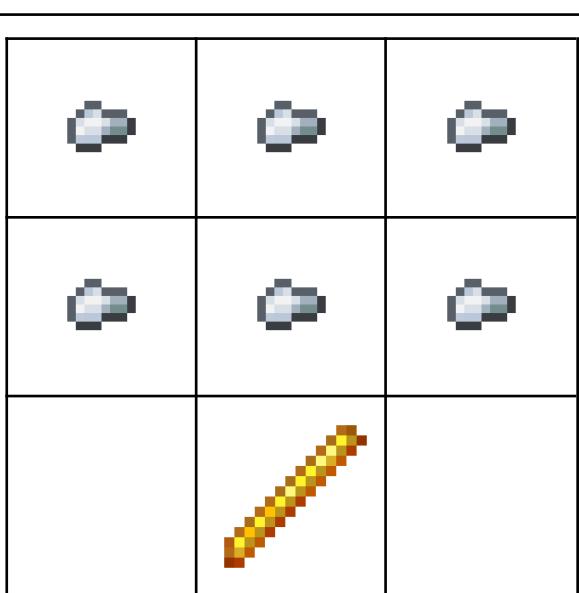
Revolver Clip (6 rounds)



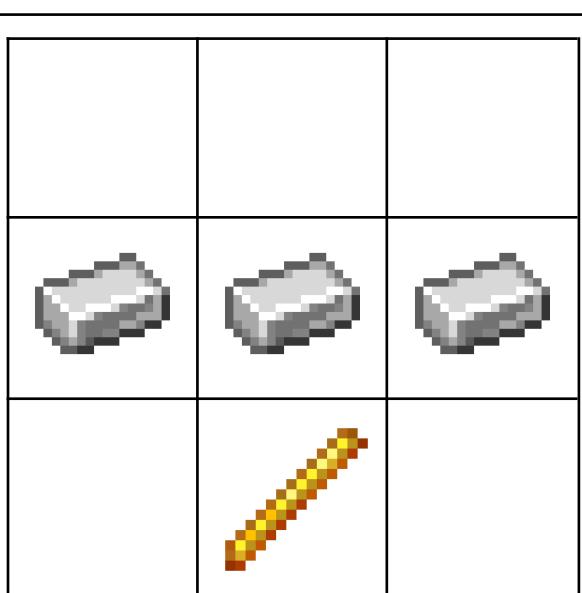
Revolver Clip (7 rounds)



Rifle Clip (3 rounds)



Rifle Clip (6 rounds)



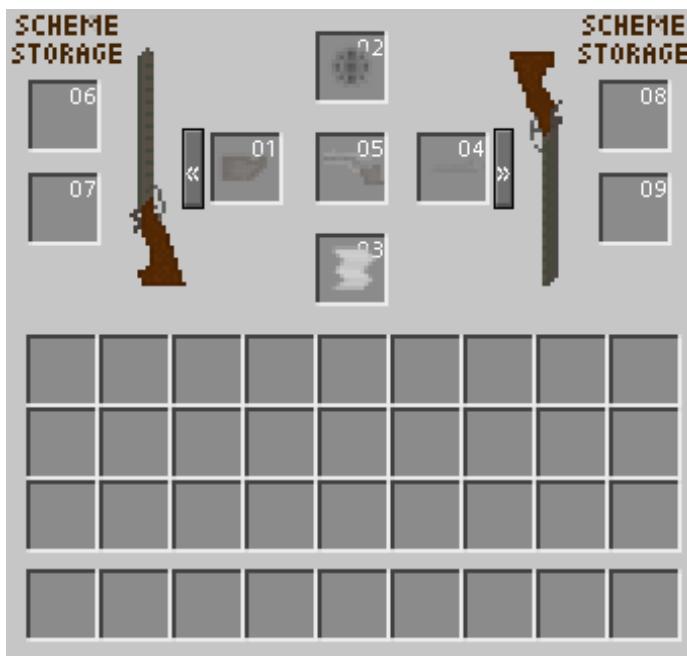
Rifle Clip (12 rounds)



2-Rounded Shotgun Clip

More coming soon?

## FIREARM TABLE GUI



Firearm table is pretty simple. Slot in the left (1) is for grips\* - slot in the right (4) is for barrels\*. Upper slot (2) is for clips\*, and the one below (3) - for revolver schemes. After putting all crafting parts together, press any “»” button, and this will show you if your recipe is correct. If it is, the slot in the middle will give you firearm you want.

You can be curious what these asterisks mean - they are to say that these slots are *meant* for these parts, but also for any item that can upgrade your firearm in mentioned aspect.

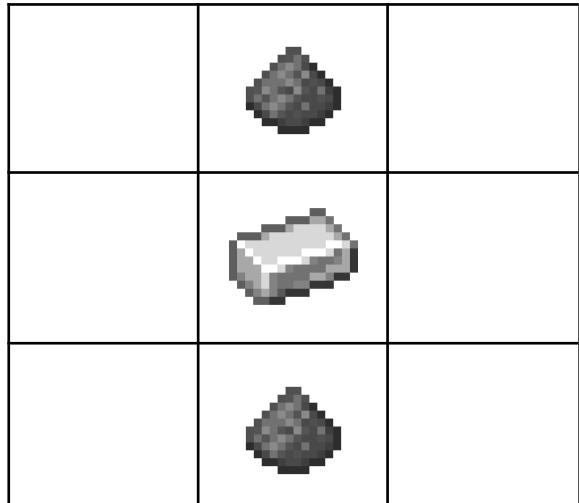
Slots 6-9 are “scheme storage” slots, meaning you can place your effortfully gained schemes there, and when you come back to firearm table, they will wait for you. Ah, and important thing! Schemes don’t disappear after crafting, so it’s not that you need find another one after each craft.

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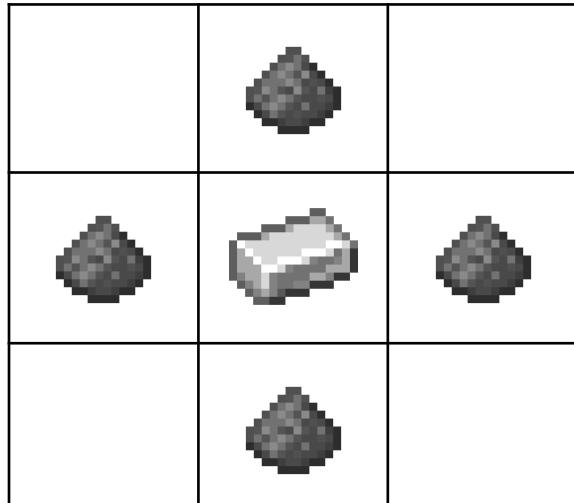
“»” buttons are placeholders for autocrafting I wanted to execute, but couldn’t due to [MCreator’s 62665 bug](#). If this ever get fixed or I find different solution, I will gladly update GUI to not have buttons necessary.

## BULLETS

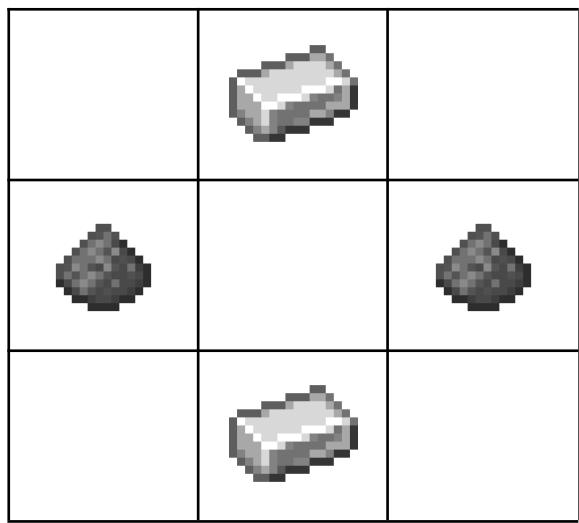
Bullets are simply ammunition for firearms, and you can craft them from gunpowder and iron.



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.

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

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



## AMMUNITION BOXES

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

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

You can fill them by pressing **reload key** while holding in main hand, which will fill them by 10 bullets each time you press reload. The same goes with

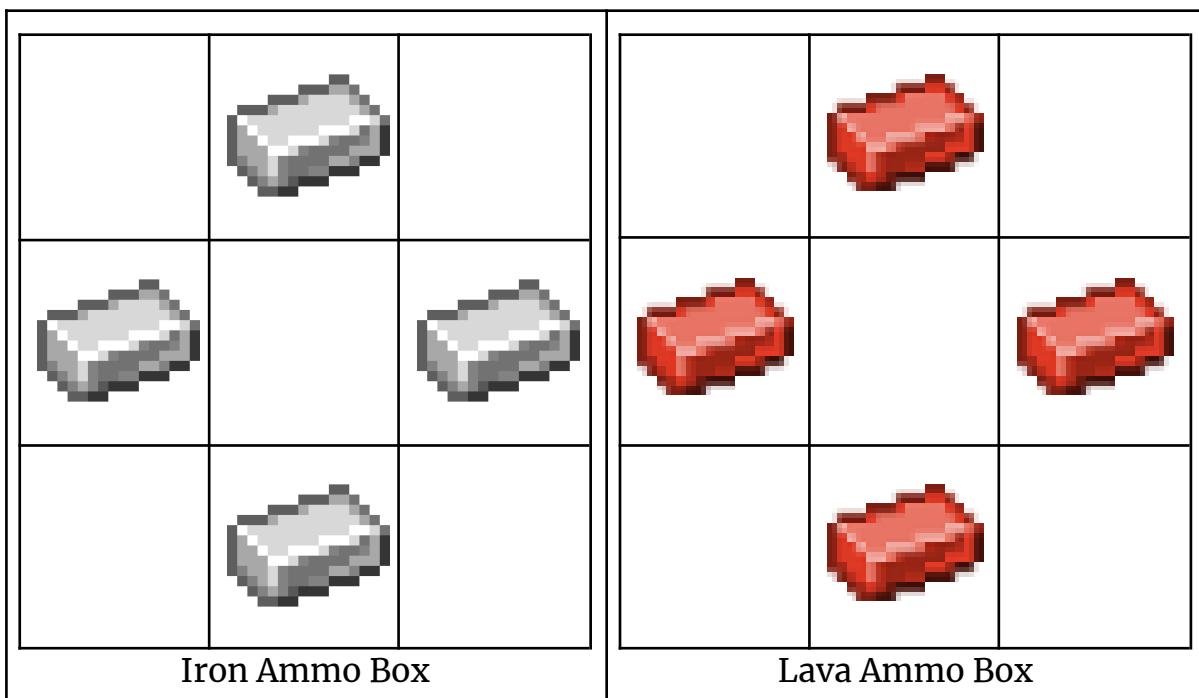
unloading, but when ammo box contains below 20 bullets, it will unload everything. You can also check amount of bullets, as with firearms.

There's also **explosive** side of these boxes. Because, you see, they have two functions: mainly, of course, they hold ammunition. But they can also be used as an offensive, strong weapon. It does not come 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.



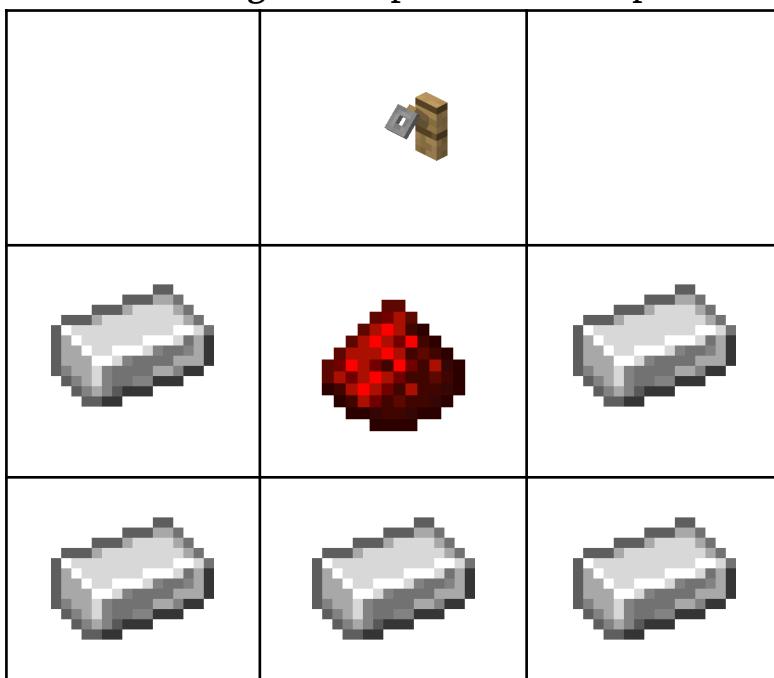
## TRAPS

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.



## BLOCKS, HERBS and OTHER (RECIPES & INFO)

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.

### CIRTAIN 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?

### SAND (CLASSIC, BLACK & RED)

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

You can plant sand veil from sand dust, which originally grow on sand, and volcanic veil is meant to be growing on soul sand. They both grow slowly to the full form, which you can then harvest (by hand or by pistons/water).

Later, you can convert veins to more dust - being seeds for next veins, or to turn it into sand (four dusts in 2x2 pattern makes sand/black sand).

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

Black sand can be crafted into:

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

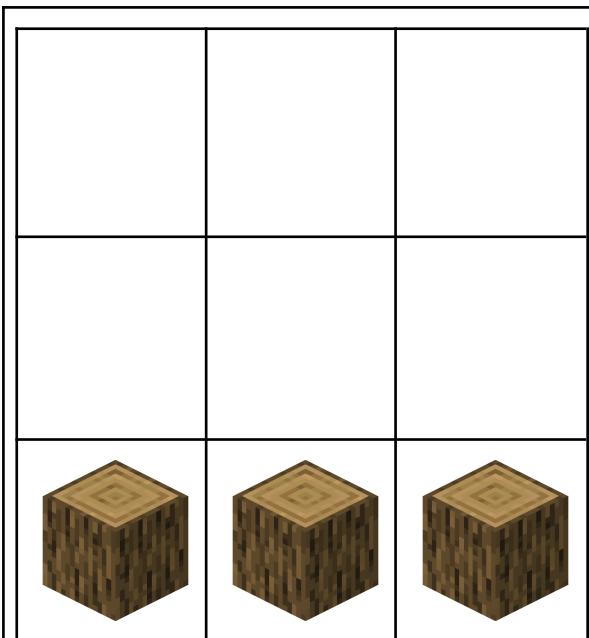
Hardened black sand can be cut in slabs and stairs, and polished one can be cut in slabs, stairs and wall - both by stonecutter or typical recipe. Smooth black sand has both slab and stairs variant.

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

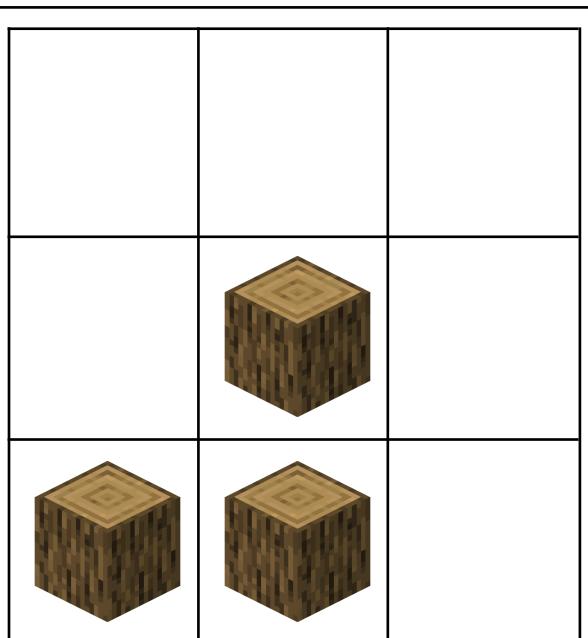
## WOOD VARIANTS

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

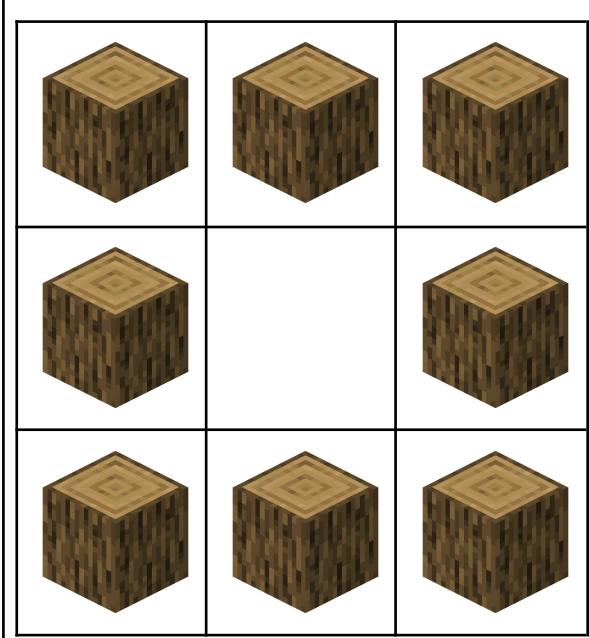
Recipes below are for any type of log (stripped and not-stripped). Birch has additionally clear variant where black stripes are removed - just place nine birch logs in 3x3 pattern.



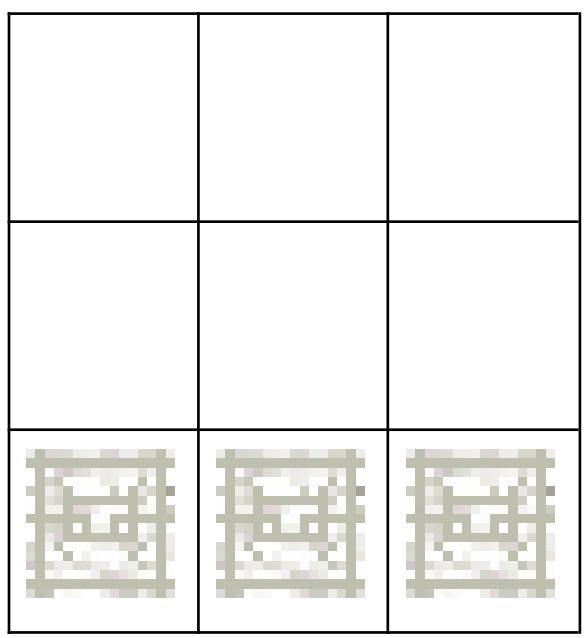
Any wooden slabs (6)



Any wooden stairs (3)



Any chiseled wood (8)



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

## BAMBOO WOOD

In 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 crafting table (simply by putting it on 2x2 pattern). It also has different variations to use - stairs, slabs, trapdoors, chiseled versions (crafted the same way as wood variants listed above) or fences.

Bamboo wood was created as a tribute to mod I saw month ago, introducing similar idea. Unfortunately I couldn't find it to write its name, and I'm pretty sure it wasn't supporting 1.16.4 version of Minecraft. The closest alternative I found is [Bambootiful Mod](#) (which is beautiful as well).

## GLASS

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

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

- **HORIZONTAL STAINED GLASS**

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

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

- **FRAMED STAINED GLASS**

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

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

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

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

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

## NETHER BRICKS

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

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

Chiseled versions? Do I hear correctly?

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

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

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

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

### VANILLA-EXTENDED (BLOCKS & ITEMS)

There are plenty of blocks which were not used in vanilla, leaving empty space for us to guess why such situation happened. Wastelands of 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.

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

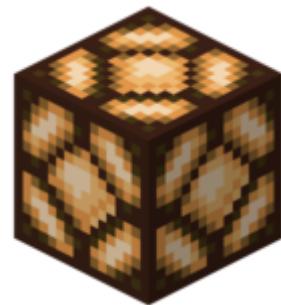
## II. LIGHT SOURCES & DECORATIONS

### ALWAYS LIT LAMP

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

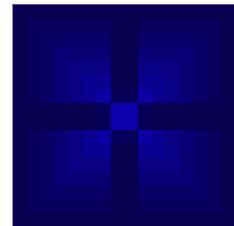
Now worry no more. Take redstone lamp and redstone torch on crafting table, and you will have Always Lit Lamp!

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

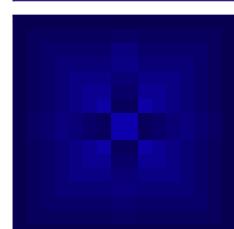


### LAPIS CRYSTALS & LAPIS LAMPS

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

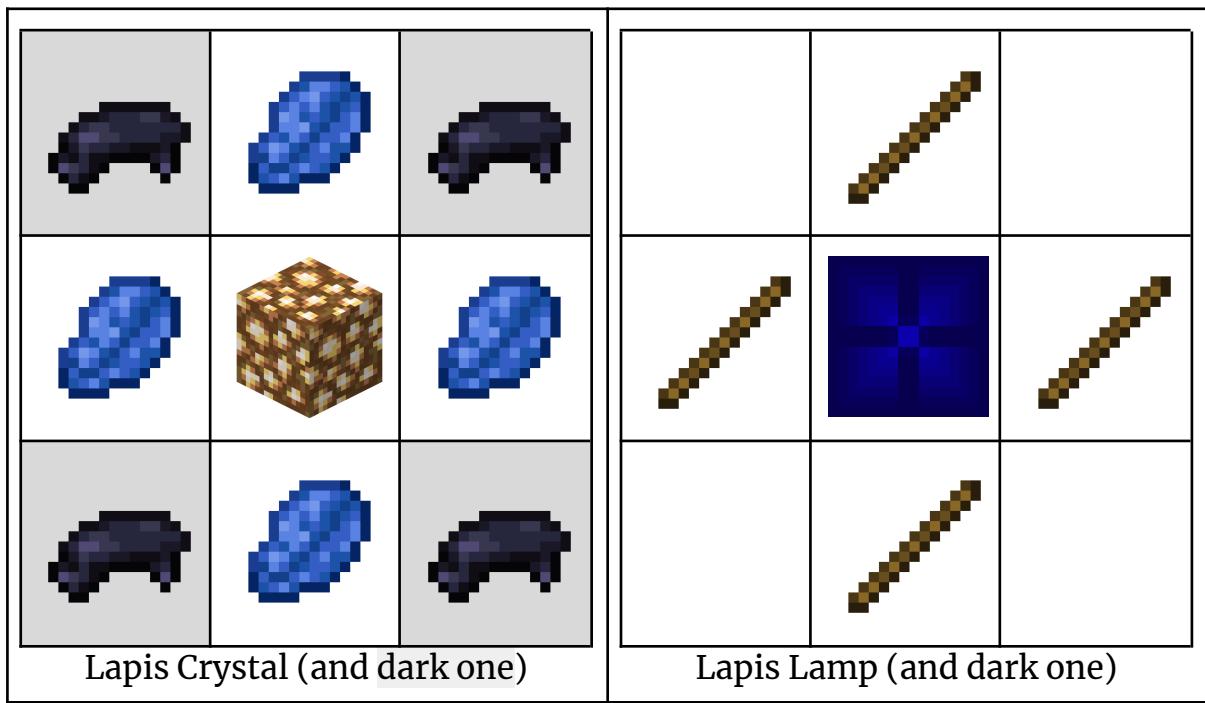


But coming to new block - it gives you light, most importantly. You can craft it just like redstone lamp, but instead of redstone, use lapis. Glowstone stays at the same position. There's also dark version of lapis crystal, it needs four black dyes additionally.



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

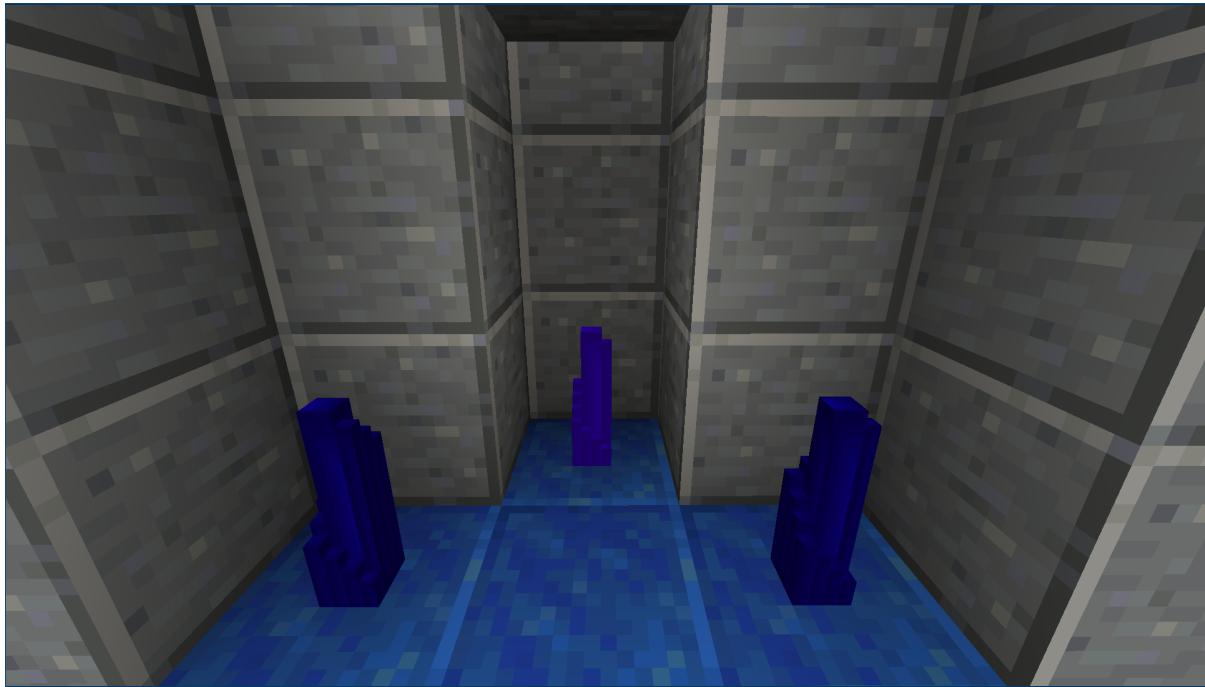
There's also lamp version of both crystals - you just need to frame crystal with sticks.



### LAPIS TOWERS

If you like various decorations without any real use, you can cheer up. As for vo.a9, you get such! And it will be probably first step for much more stuff in that vein.

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.

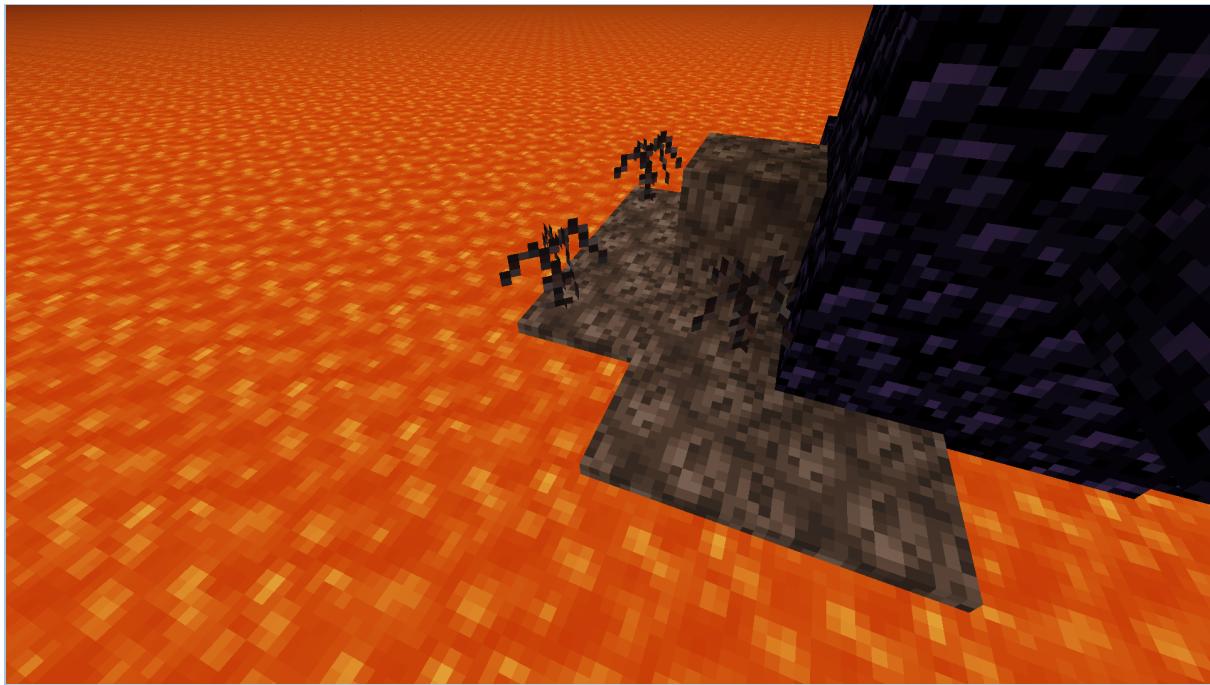


### III. HERBS

#### 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.

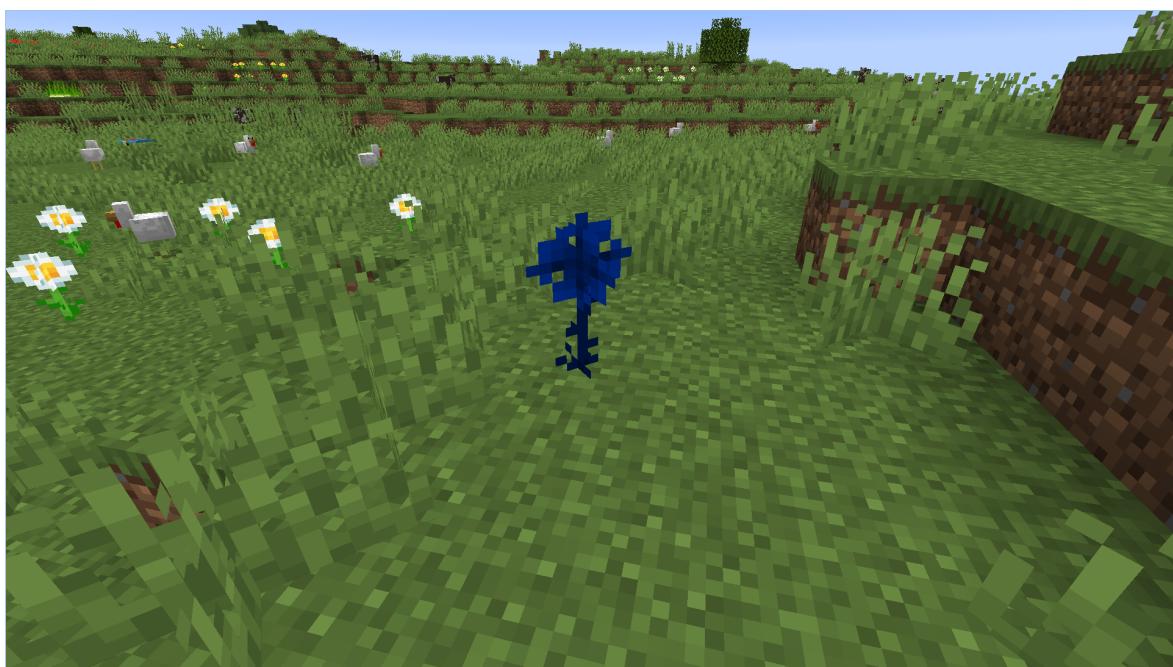




## TSUA

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 just need four of these.



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

#### IV. RARITIES

##### 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 type). They can be found on airships.

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

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

##### MOBS

Currently, there's only one mob, called **bandit**. It's travelling on airships as its current crew, and don't despawn once generated. Killing him gives you random amount of bullets and gold nuggets, sometimes also golden short revolver, if you are lucky.

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

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

## **ADVANCEMENTS**

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

### **HUNTER PATH**

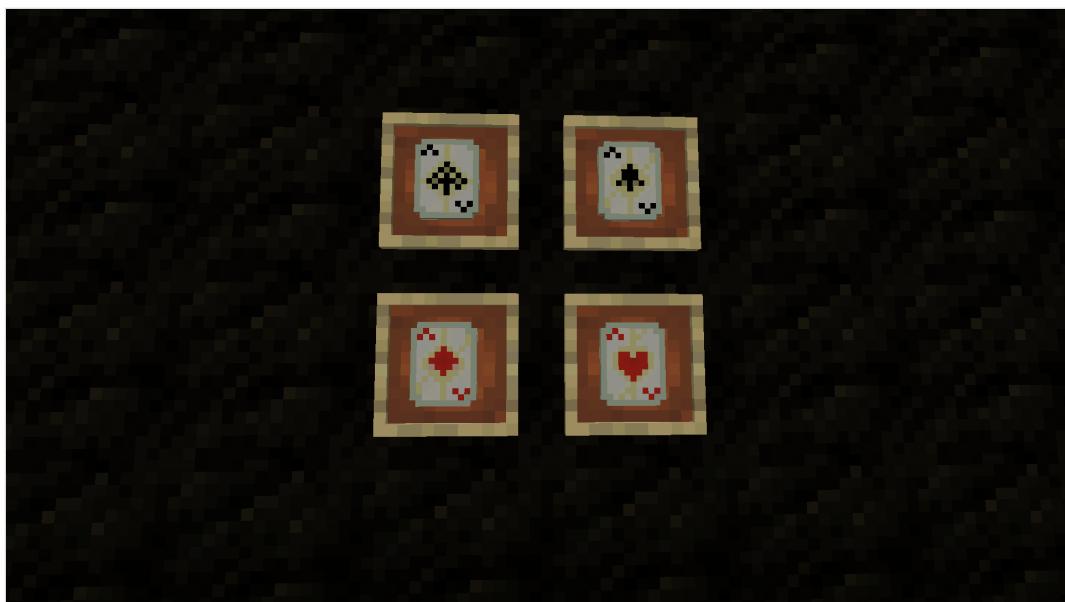
Hunter Path is dedicated for people using hunting weapons and tactics, so you can expect that being the way to obtain them.

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.

### **COLLECTIBLES**

There is also type of advancements called “collectibles”, as 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!



## MOD FUTURE & INFO

### 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.

In closest future, I'd love to add:

- more diverse airships
- extending firearms mechanics by adding accuracy
- nether trees variants
- jungle boss & airship variant

For later future:

- several bosses
- wandering Baedoar trader selling guns or some other gems you won't find on airships
- introducing certain ingot use
- more light sources
- more steampunk-themed blocks
- more collectible items
- port Wastelands of Baedoar to 1.16 Fabric

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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 >](#)

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