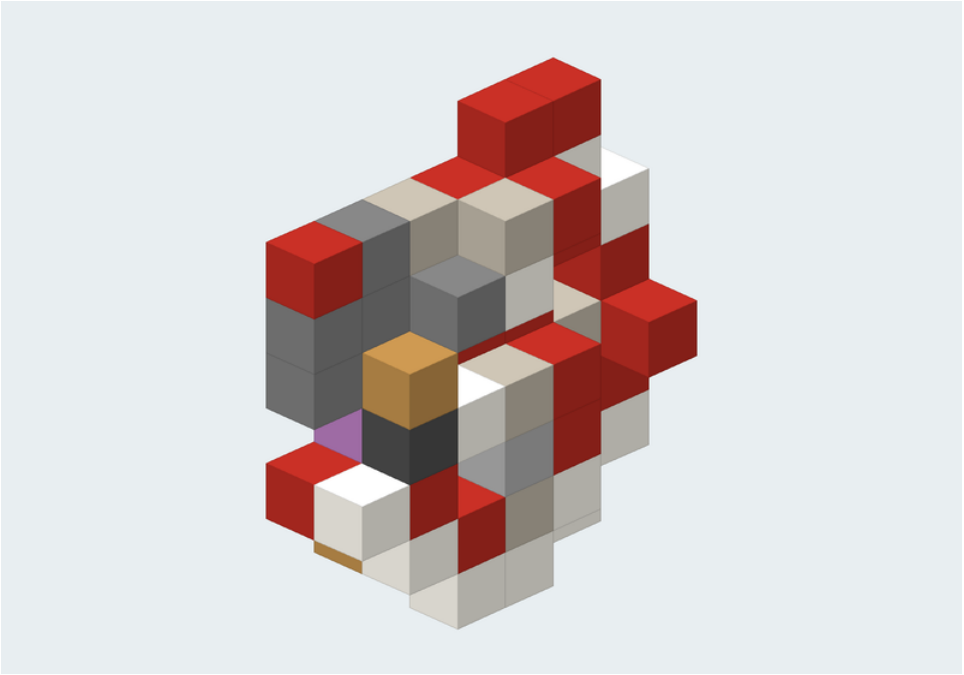
# Tileable Auto Potion Brewer (Asdjke)

2 x 7 footprint / 8 layers / Java 1.20.1 / 58 occupied cells

Original procedural interpretation. File checked; game import not tested.

## MATERIALS / INVENTORY ITEMS

| | |
|---|---|
| Quartz Block | 19 |
| Redstone Wire | 10 |
| Dropper | 5 |
| Redstone Torch | 5 |
| Comparator | 4 |
| Hopper | 4 |
| Redstone Wall Torch | 4 |
| Repeater | 3 |
| Chest | 2 |
| Brewing Stand | 1 |
| Stone Slab | 1 |

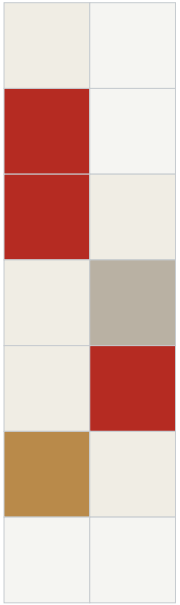


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

## Layer 1 / Y=0 / +Z downward



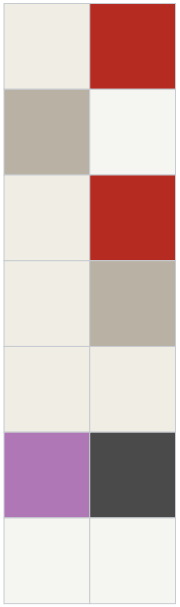
## Layer 2 / Y=1 / +Z downward



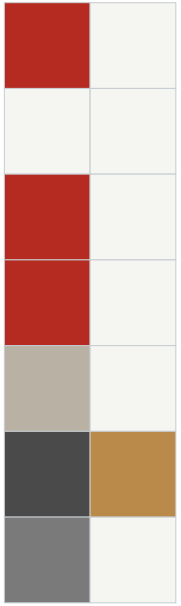
## Layer 3 / Y=2 / +Z downward



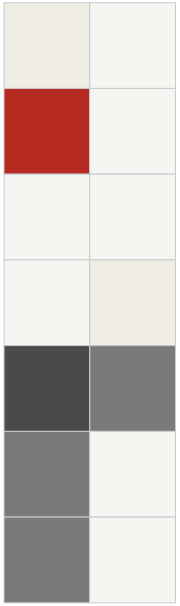
## Layer 4 / Y=3 / +Z downward



## Layer 5 / Y=4 / +Z downward



## Layer 6 / Y=5 / +Z downward



## Layer 7 / Y=6 / +Z downward



## Layer 8 / Y=7 / +Z downward

