Ironkeep Gatehouse

29 x 9 footprint / 29 layers / Java 1.20.1 / 2273 occupied cells

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

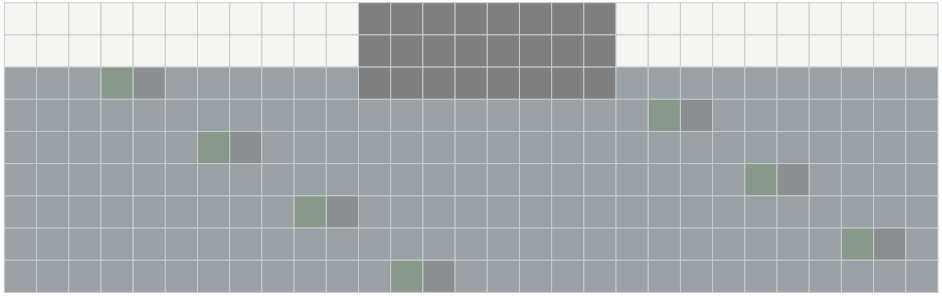
MATERIALS / INVENTORY ITEMS

Stone Bricks	1455
Dark Oak Planks	221
Deepslate Tiles	188
Chiseled Stone Bricks	182
Cracked Stone Bricks	54
Mossy Stone Bricks	51
Cobblestone	51
Ladder	40
Iron Block	16
Red Concrete	6
Gold Block	5
Sea Lantern	2
Blue Concrete	2

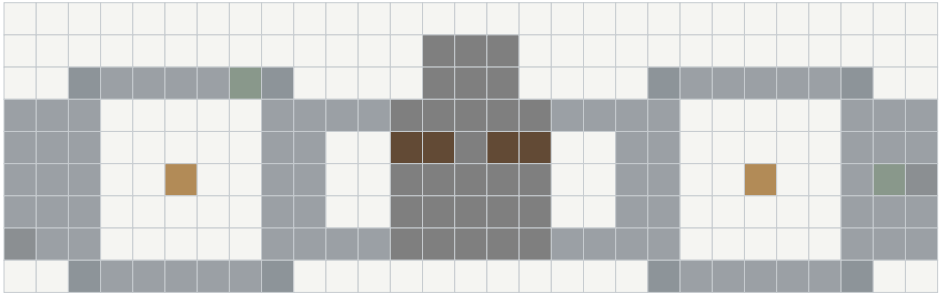


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

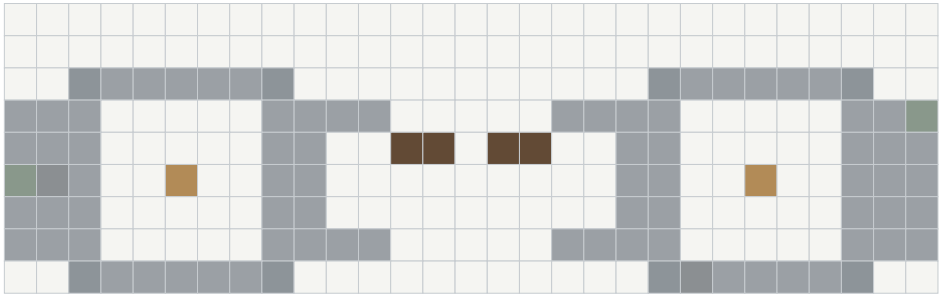
Layer 1 / Y=0 / +Z downward



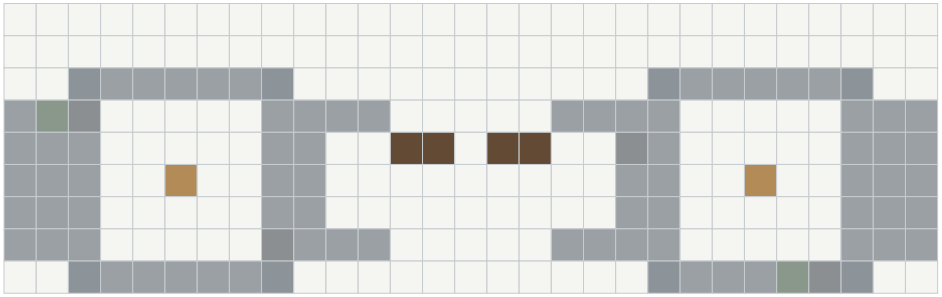
Layer 2 / Y=1 / +Z downward



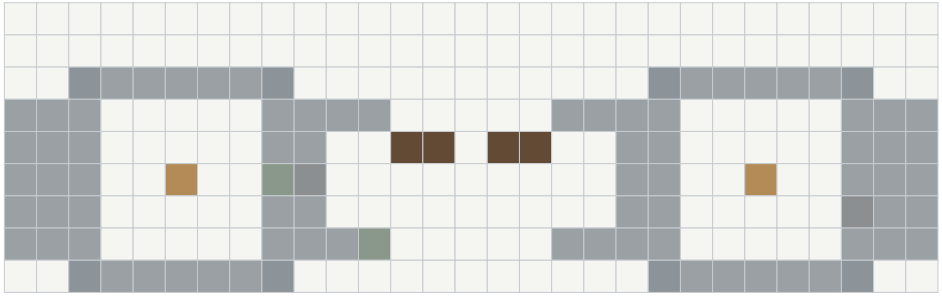
Layer 3 / Y=2 / +Z downward



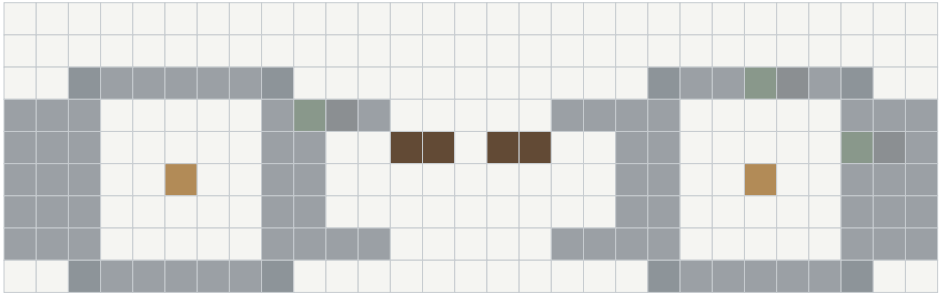
Layer 4 / Y=3 / +Z downward



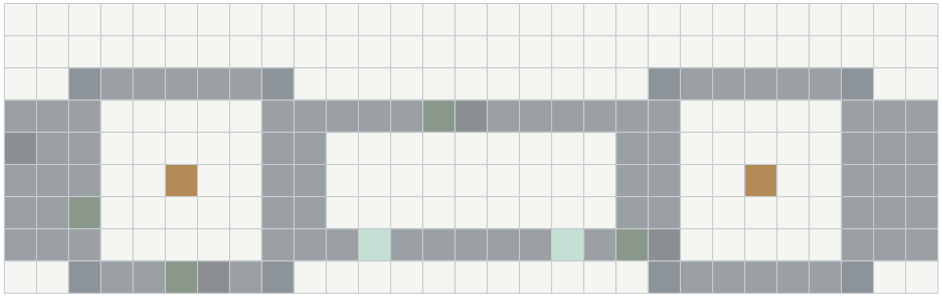
Layer 5 / Y=4 / +Z downward



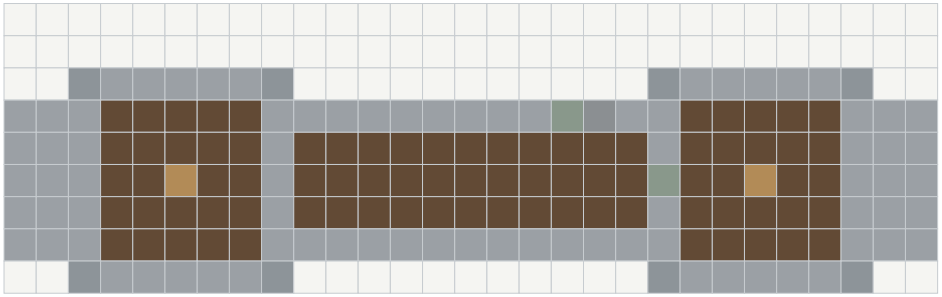
Layer 6 / Y=5 / +Z downward



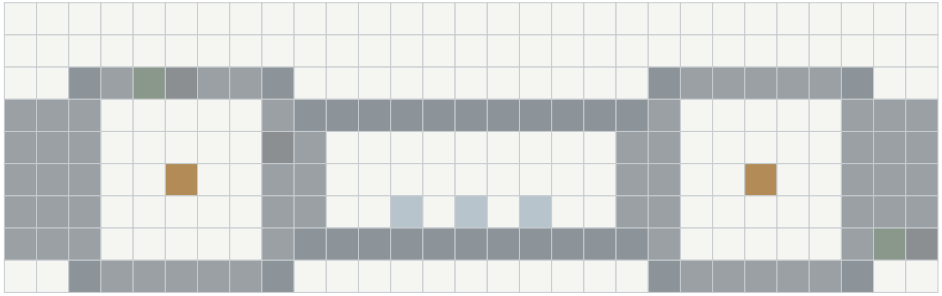
Layer 7 / Y=6 / +Z downward



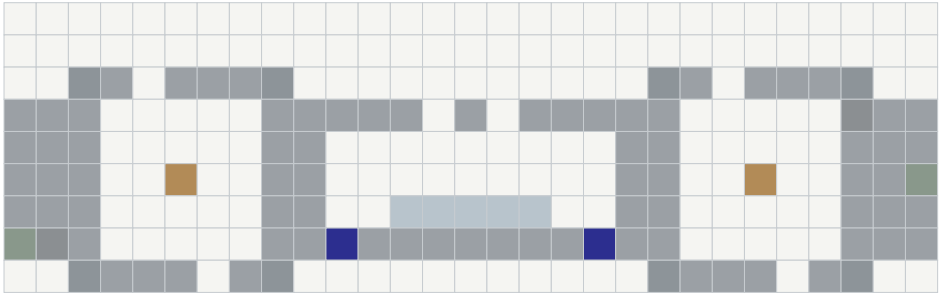
Layer 8 / Y=7 / +Z downward



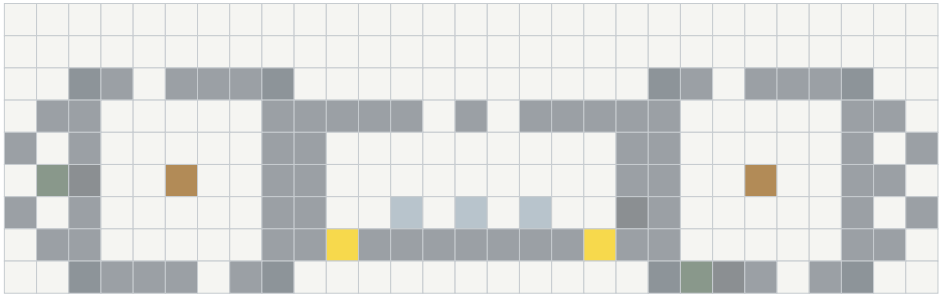
Layer 9 / Y=8 / +Z downward



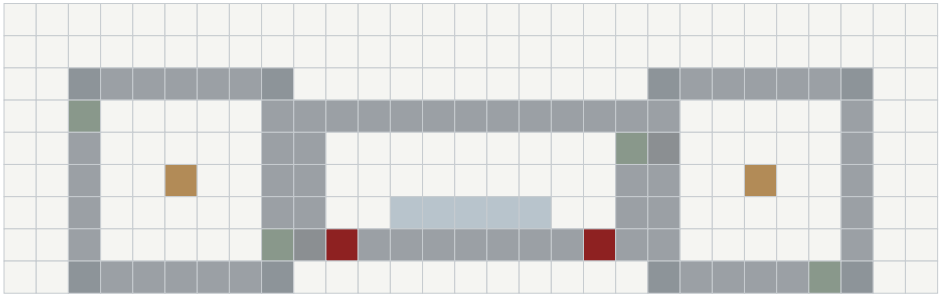
Layer 10 / Y=9 / +Z downward



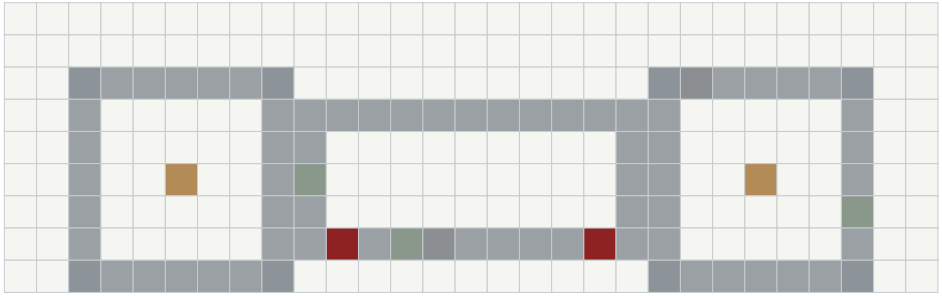
Layer 11 / Y=10 / +Z downward



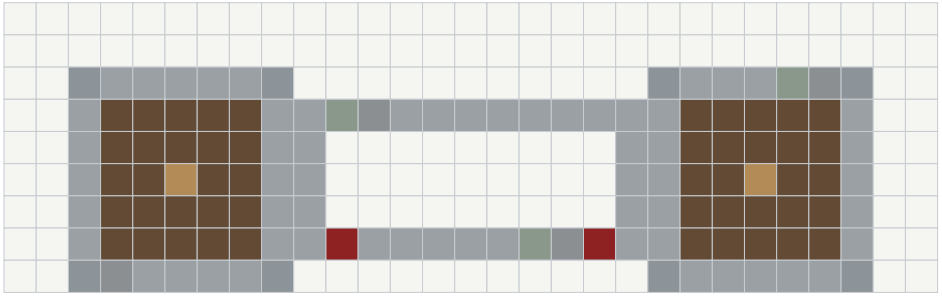
Layer 12 / Y=11 / +Z downward



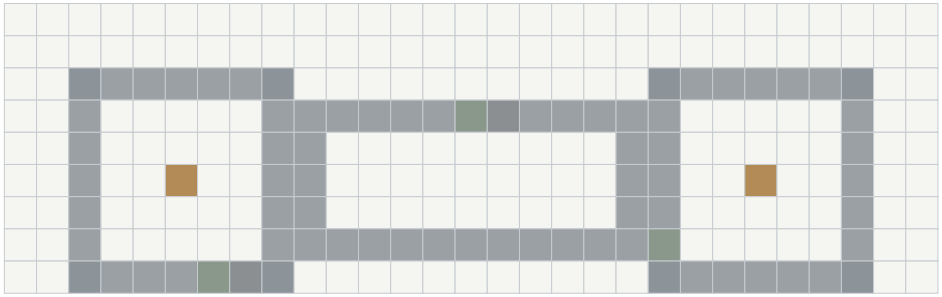
Layer 13 / Y=12 / +Z downward



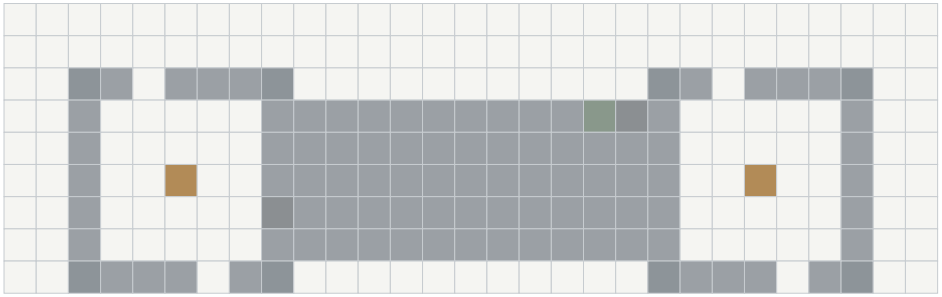
Layer 14 / Y=13 / +Z downward



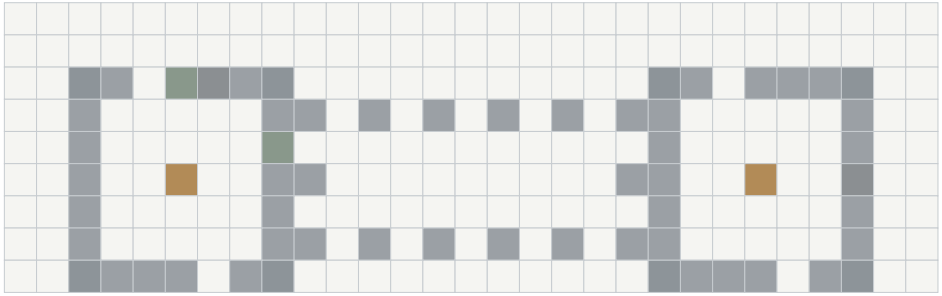
Layer 15 / Y=14 / +Z downward



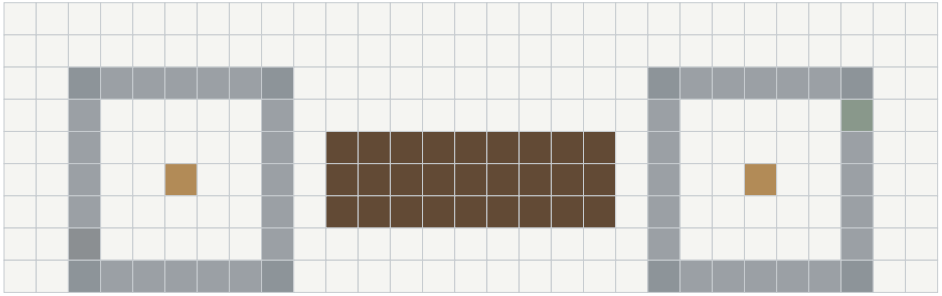
Layer 16 / Y=15 / +Z downward



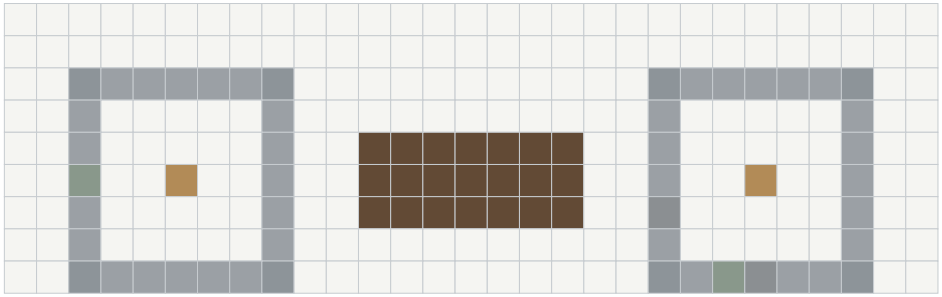
Layer 17 / Y=16 / +Z downward



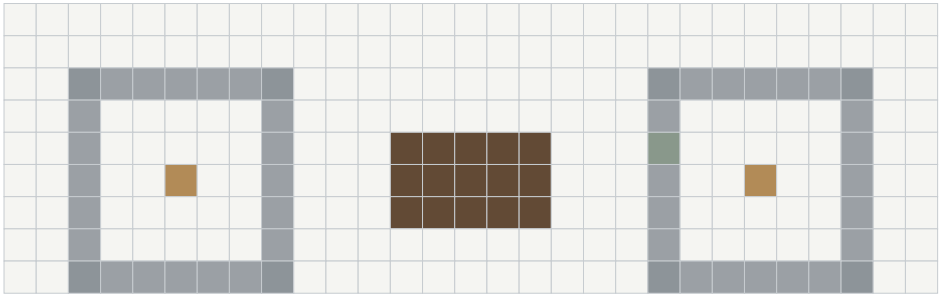
Layer 18 / Y=17 / +Z downward



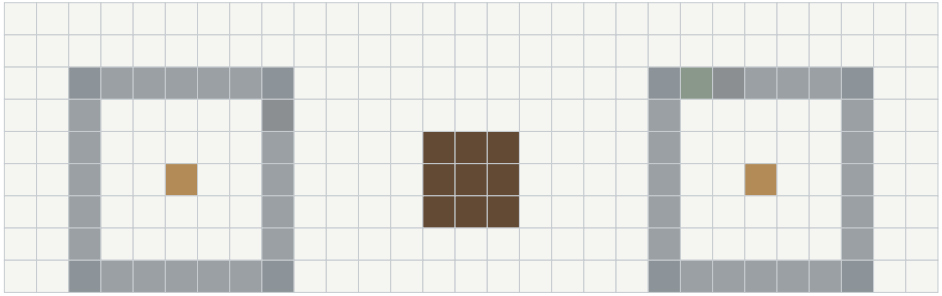
Layer 19 / Y=18 / +Z downward



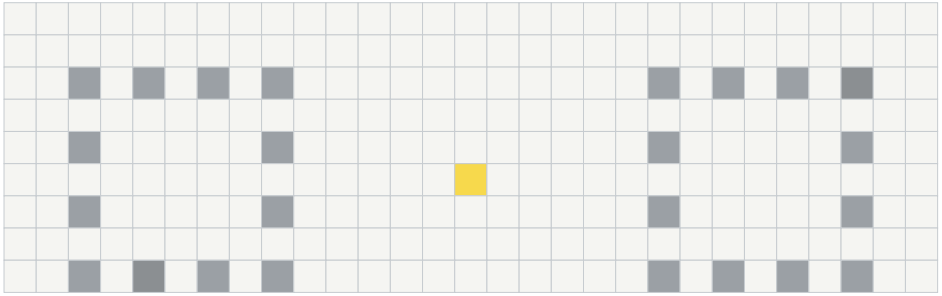
Layer 20 / Y=19 / +Z downward



Layer 21 / Y=20 / +Z downward



Layer 22 / Y=21 / +Z downward



Layer 23 / Y=22 / +Z downward



Layer 24 / Y=23 / +Z downward



Layer 25 / Y=24 / +Z downward



Layer 26 / Y=25 / +Z downward



Layer 27 / Y=26 / +Z downward



Layer 28 / Y=27 / +Z downward



Layer 29 / Y=28 / +Z downward