Medieval Lavoir (Mister_Jingles)

21 x 31 footprint / 15 layers / Java 1.20.1 / 2997 occupied cells

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

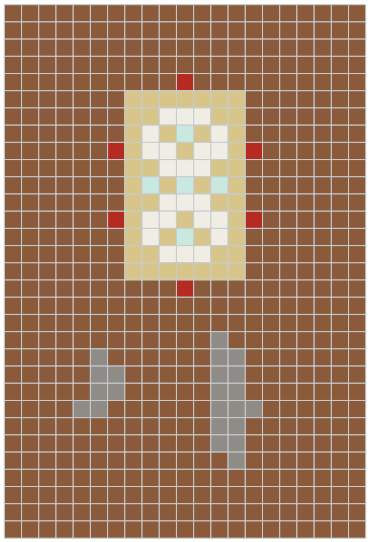
MATERIALS / INVENTORY ITEMS

Dirt	637
Stone Bricks	381
Grass Block	379
Oak Slab	211
Stone Brick Stairs	140
Dark Oak Stairs	134
Cobblestone Stairs	130
Cobblestone	95
Dark Oak Fence	92
Cobblestone Wall	90
Oak Leaves	83
Stone Slab	62
Oak Log	59
Sandstone	48
Blue Terracotta	46
Spruce Log	42
Oak Planks	40
White Terracotta	38

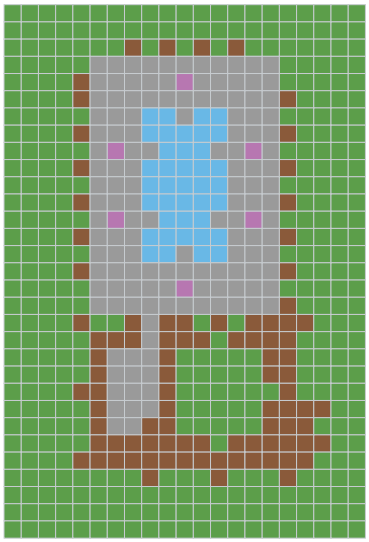


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

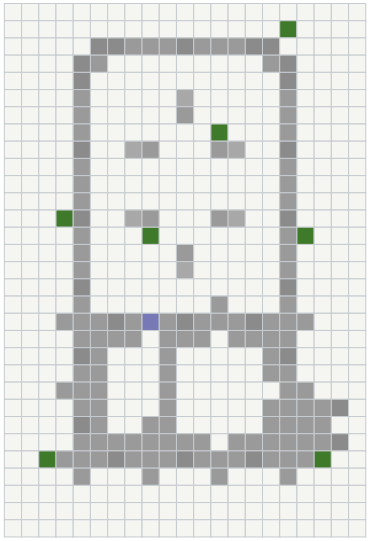
Layer 1 / Y=0 / +Z downward



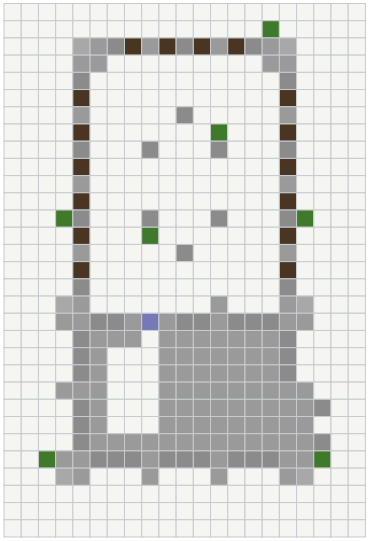
Layer 2 / Y=1 / +Z downward



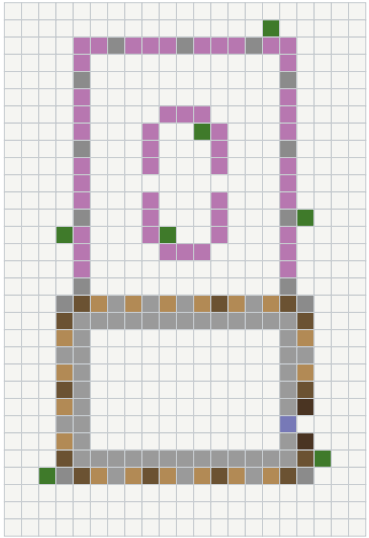
Layer 3 / Y=2 / +Z downward



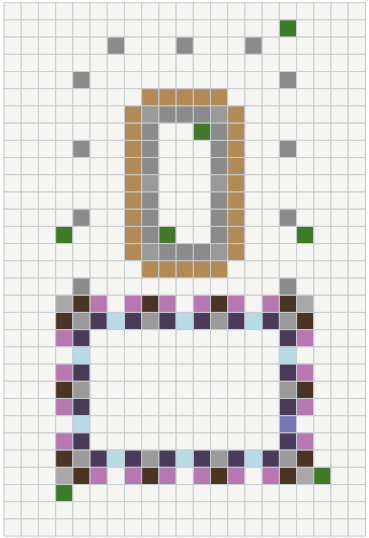
Layer 4 / Y=3 / +Z downward



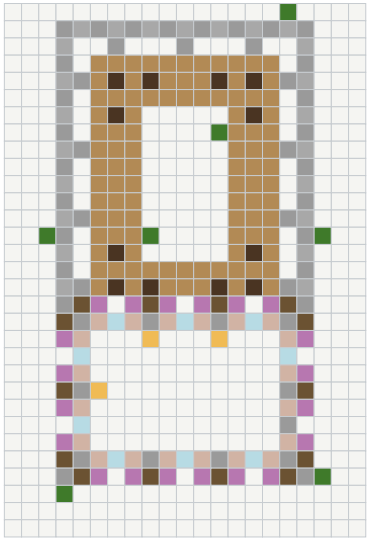
Layer 5 / Y=4 / +Z downward



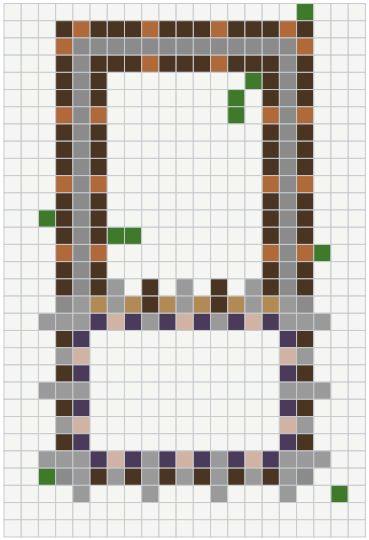
Layer 6 / Y=5 / +Z downward



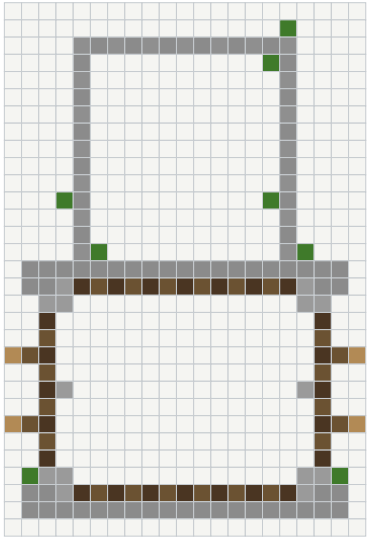
Layer 7 / Y=6 / +Z downward



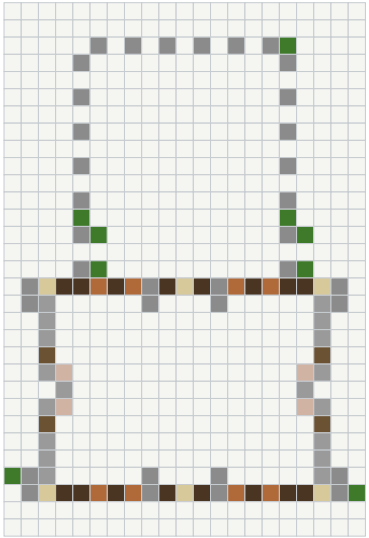
Layer 8 / Y=7 / +Z downward



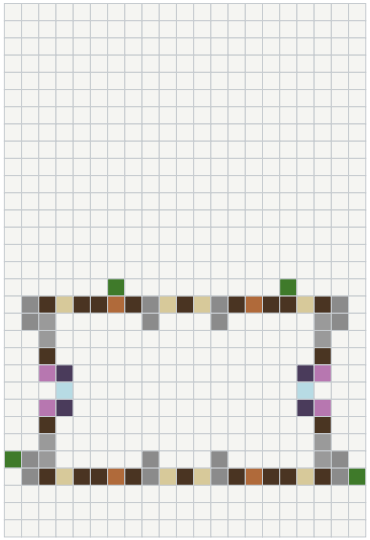
Layer 9 / Y=8 / +Z downward



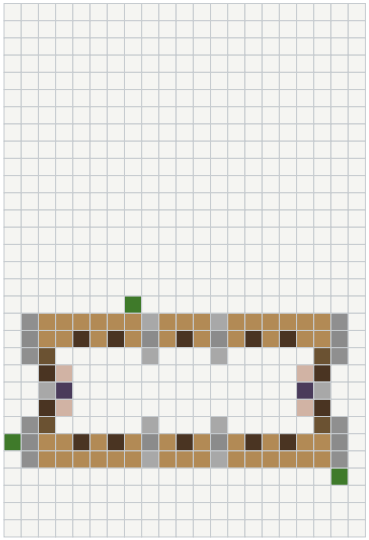
Layer 10 / Y=9 / +Z downward



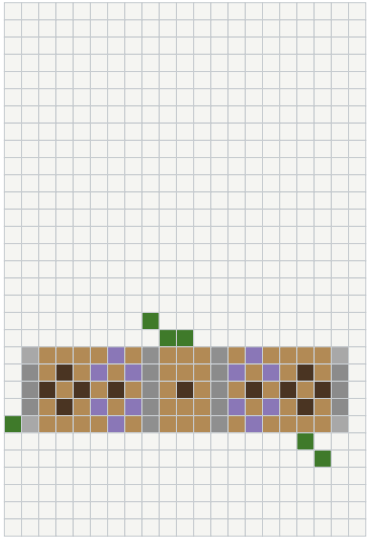
Layer 11 / Y=10 / +Z downward



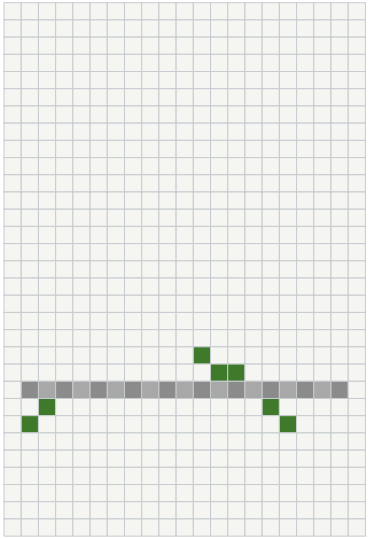
Layer 12 / Y=11 / +Z downward



Layer 13 / Y=12 / +Z downward



Layer 14 / Y=13 / +Z downward



Layer 15 / Y=14 / +Z downward

