Small Medieval Forge (Mister_Jingles)

24 x 25 footprint / 21 layers / Java 1.20.1 / 2935 occupied cells

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

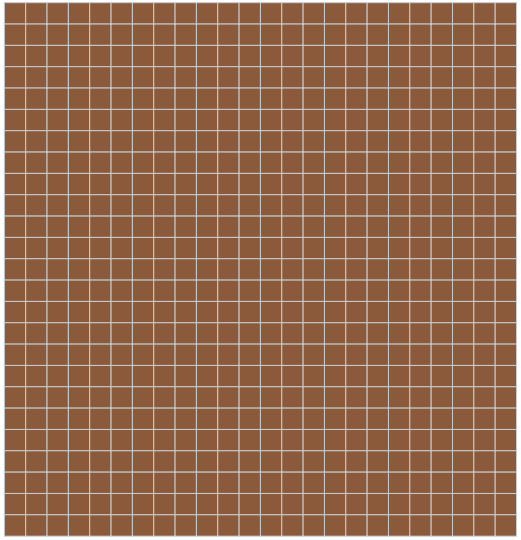
MATERIALS / INVENTORY ITEMS

Dirt	1234
Grass Block	474
Stone Bricks	171
Cobblestone Stairs	148
Oak Log	127
Cobblestone Wall	110
Dark Oak Stairs	86
Oak Planks	79
Stone Brick Stairs	78
Cobblestone	65
Yellow Terracotta	53
Dark Oak Planks	43
Oak Fence	36
Birch Stairs	35
Birch Planks	31
Glass Pane	22
Oak Slab	16
Torch	16

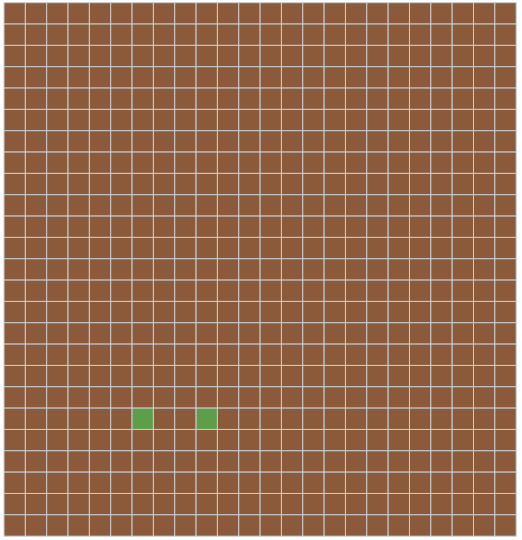


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

Layer 1 / Y=0 / +Z downward



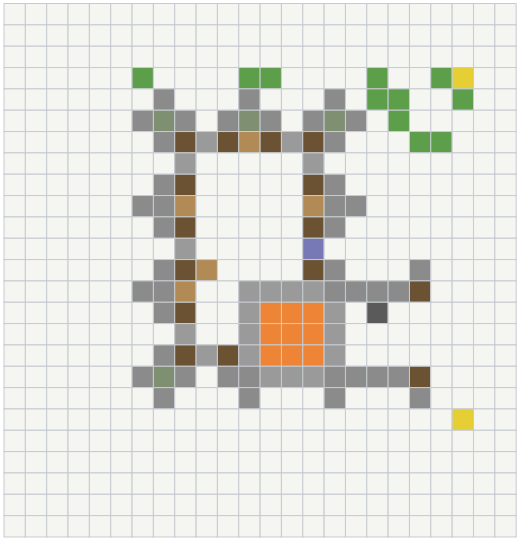
Layer 2 / Y=1 / +Z downward



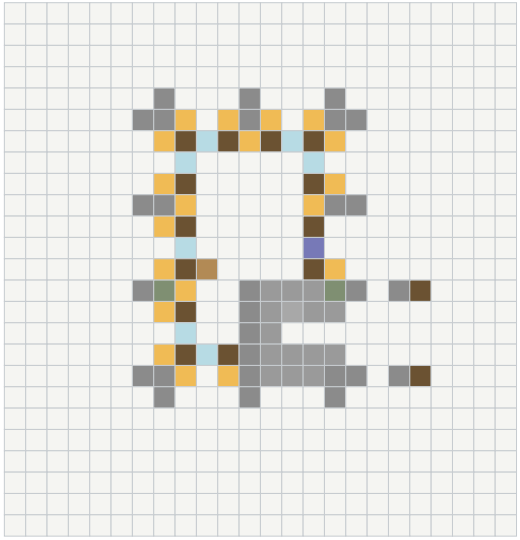
Layer 3 / Y=2 / +Z downward



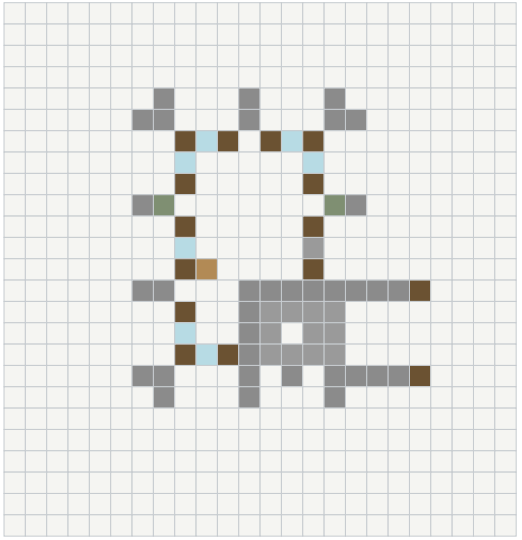
Layer 4 / Y=3 / +Z downward



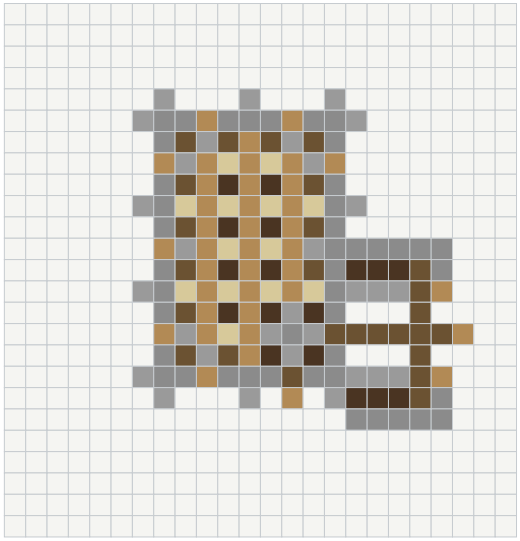
Layer 5 / Y=4 / +Z downward



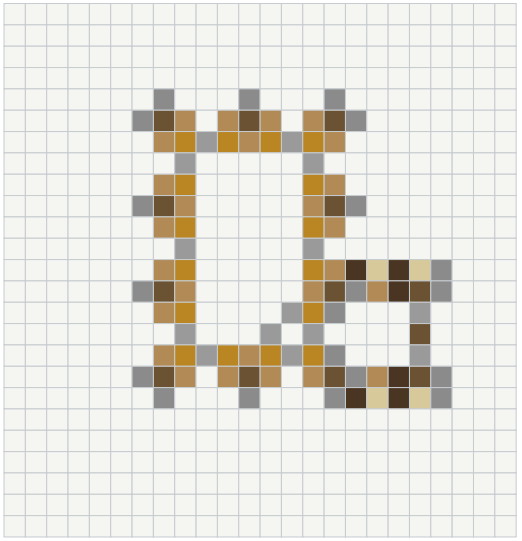
Layer 6 / Y=5 / +Z downward



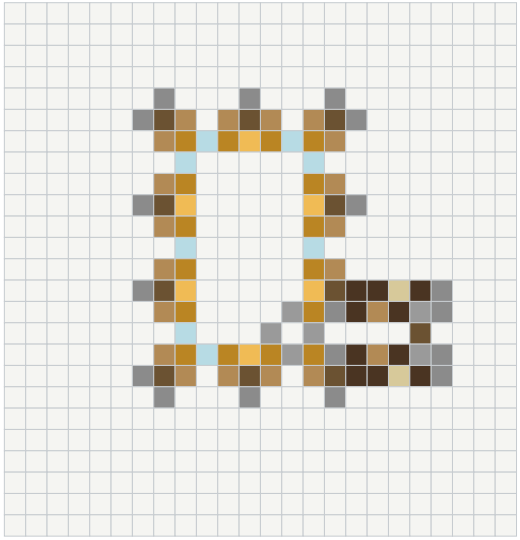
Layer 7 / Y=6 / +Z downward



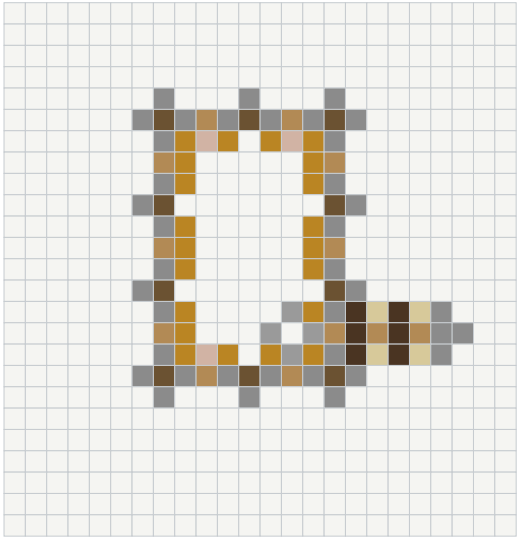
Layer 8 / Y=7 / +Z downward



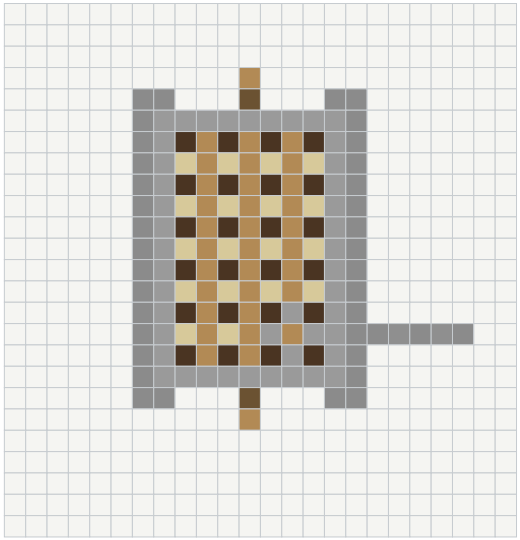
Layer 9 / Y=8 / +Z downward



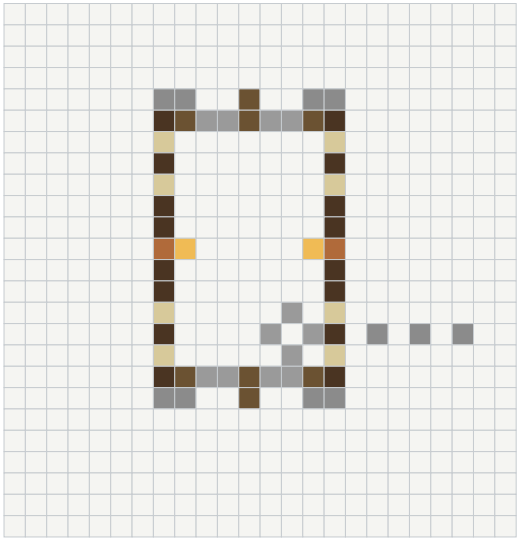
Layer 10 / Y=9 / +Z downward



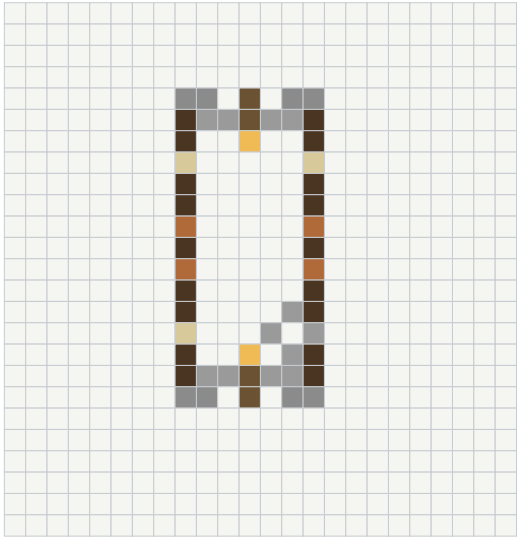
Layer 11 / Y=10 / +Z downward



Layer 12 / Y=11 / +Z downward



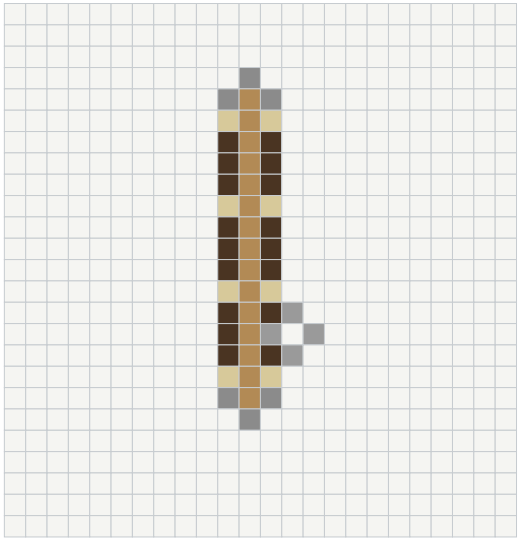
Layer 13 / Y=12 / +Z downward



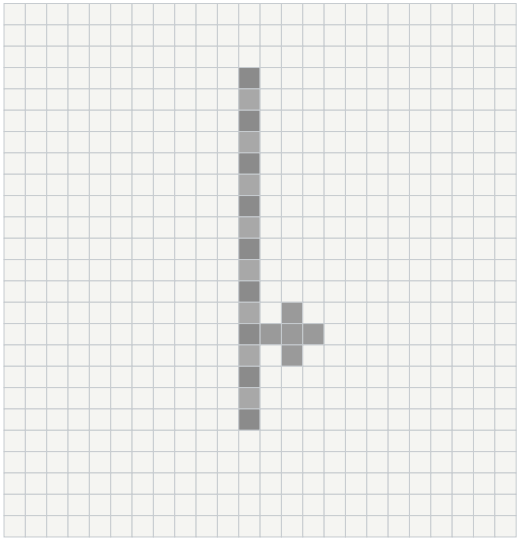
Layer 14 / Y=13 / +Z downward



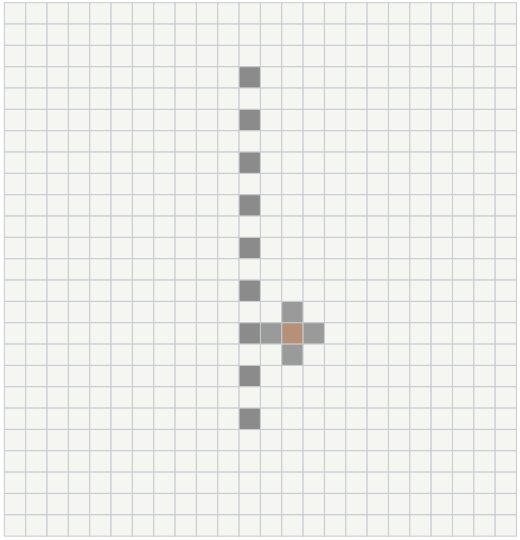
Layer 15 / Y=14 / +Z downward



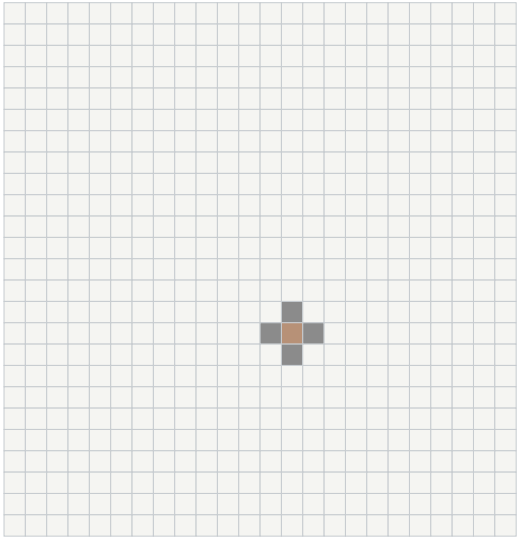
Layer 16 / Y=15 / +Z downward



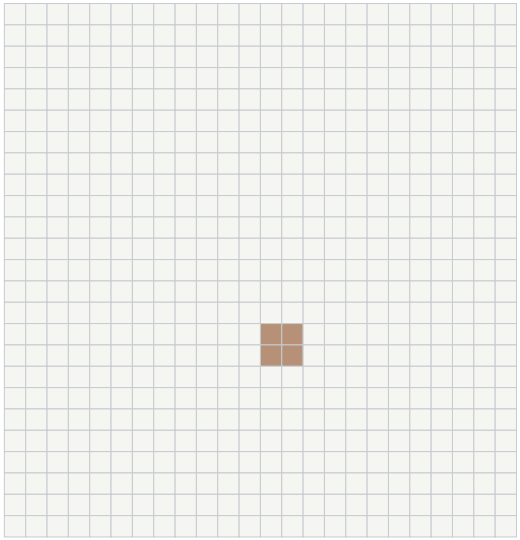
Layer 17 / Y=16 / +Z downward



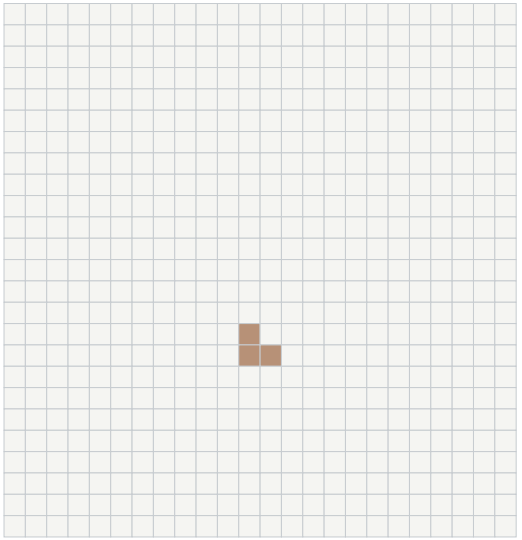
Layer 18 / Y=17 / +Z downward



Layer 19 / Y=18 / +Z downward



Layer 20 / Y=19 / +Z downward



Layer 21 / Y=20 / +Z downward

