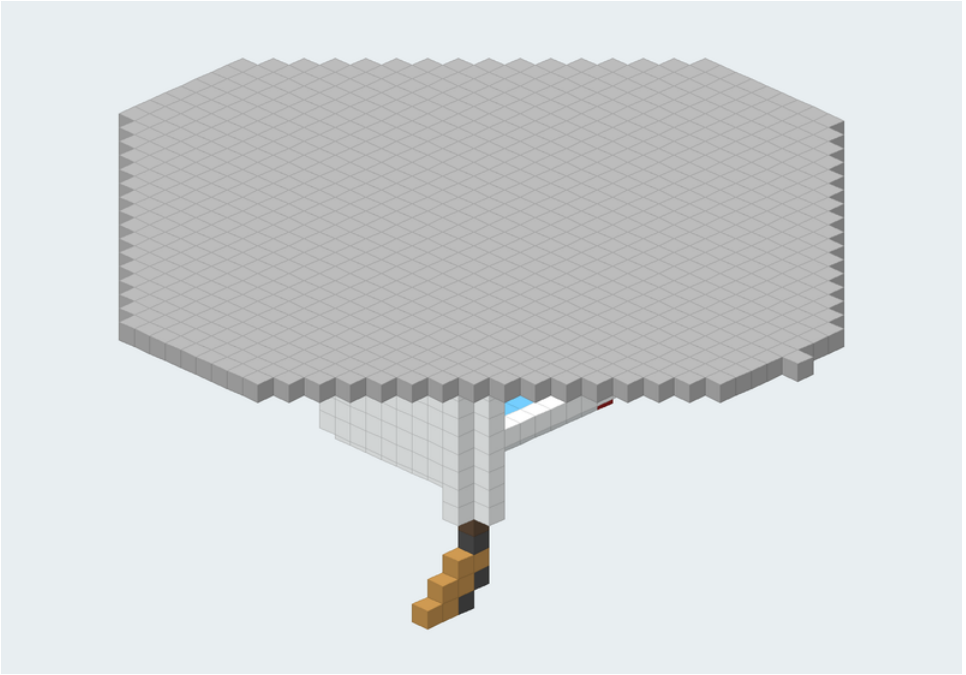
Witch Farm 1.17–1.19 (LogicalGeekBoy)

40 x 38 footprint / 18 layers / Java 1.20.1 / 1763 occupied cells

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

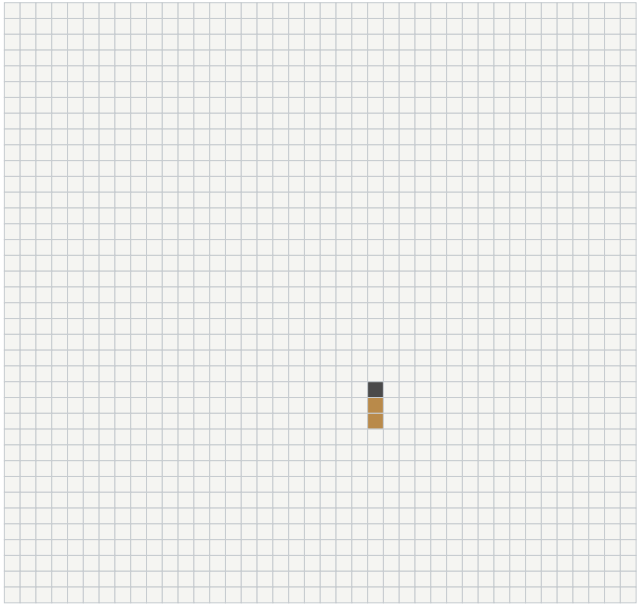
MATERIALS / INVENTORY ITEMS

Smooth Stone Slab	1004
White Stained Glass	215
White Concrete	189
Redstone Wire	37
Red Concrete	32
Oak Trapdoor	27
Target	27
Quartz Slab	9
Chest	6
Comparator	6
Hopper	5
Sticky Piston	2
Lever	1
Observer	1
Piston Head	1
Rail	1
Redstone Block	1
Redstone Wall Torch	1

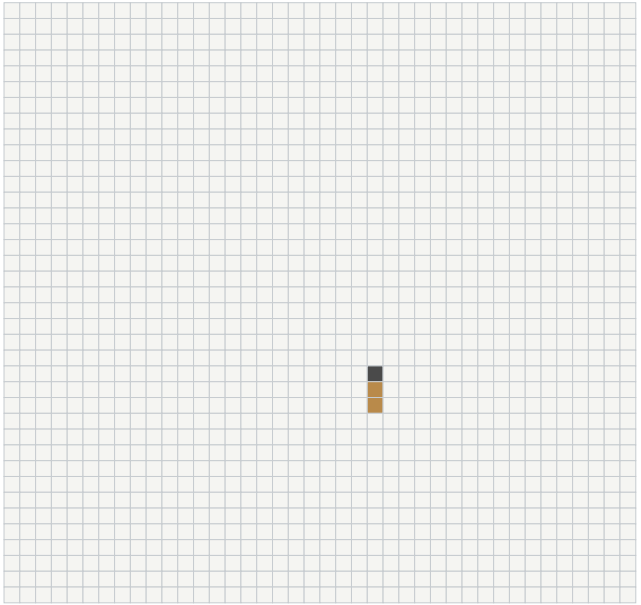


Minecraft Blueprints original sample / CC0 1.0 for our original coordinates / no Minecraft textures included

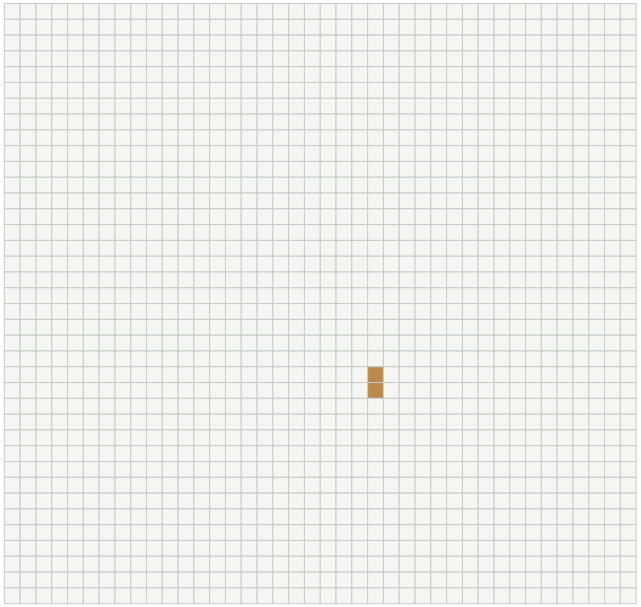
Layer 1 / Y=0 / +Z downward



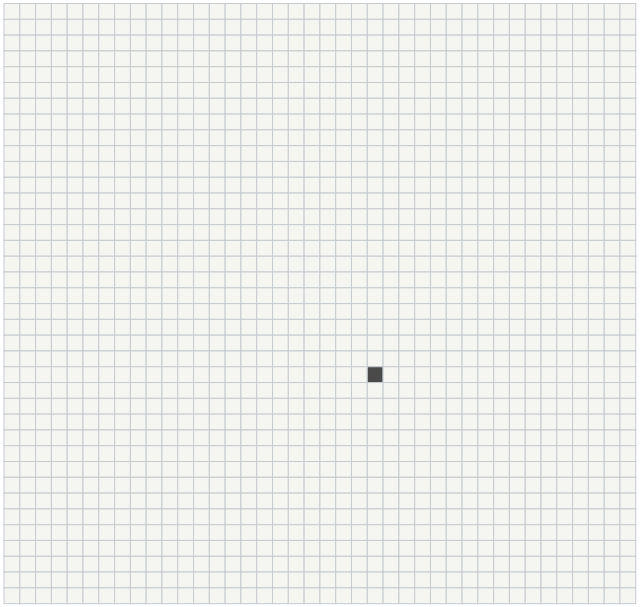
Layer 2 / Y=1 / +Z downward



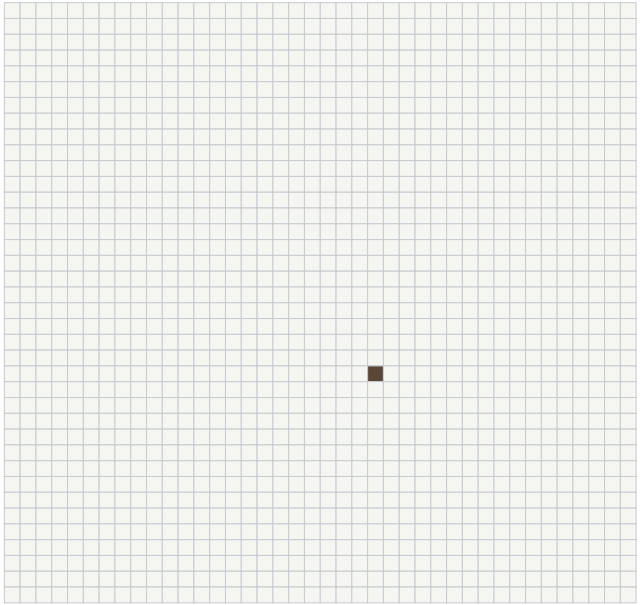
Layer 3 / Y=2 / +Z downward



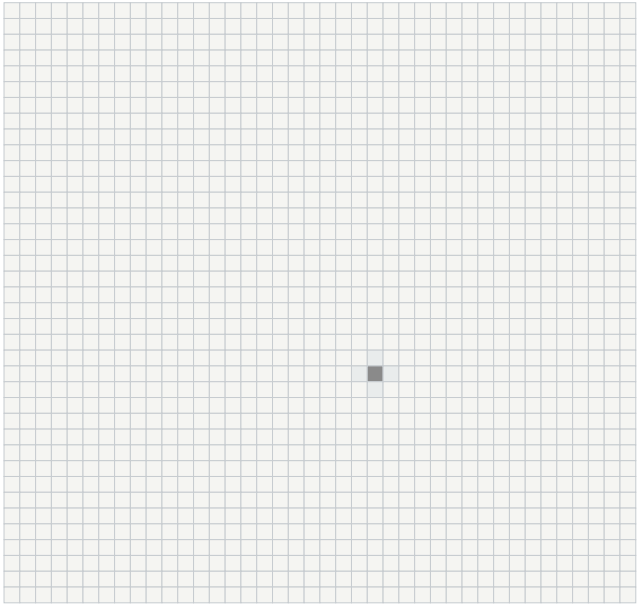
Layer 4 / Y=3 / +Z downward



Layer 5 / Y=4 / +Z downward

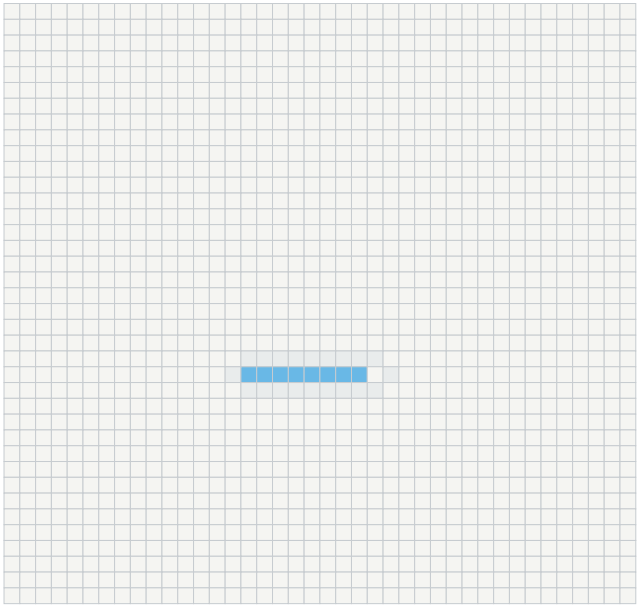


Layer 6 / Y=5 / +Z downward

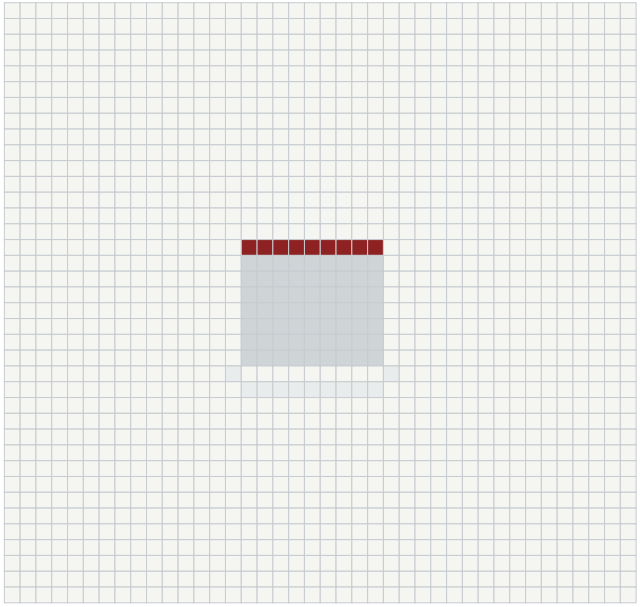


Layer 7 / Y=6 / +Z downward

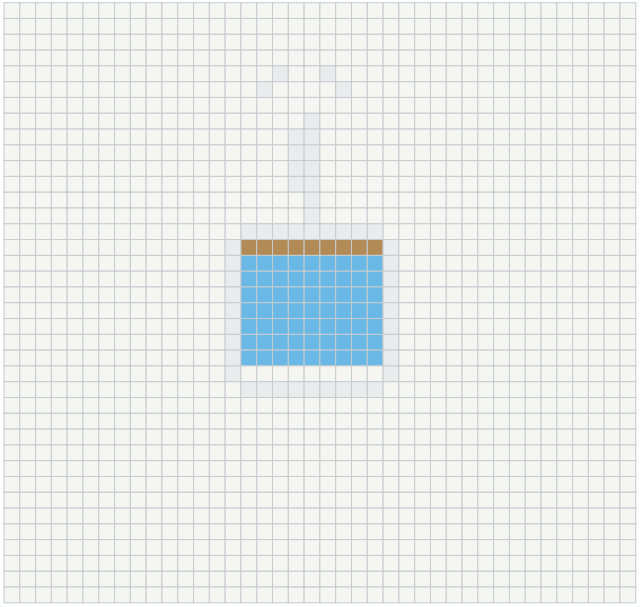
Layer 8 / Y=7 / +Z downward



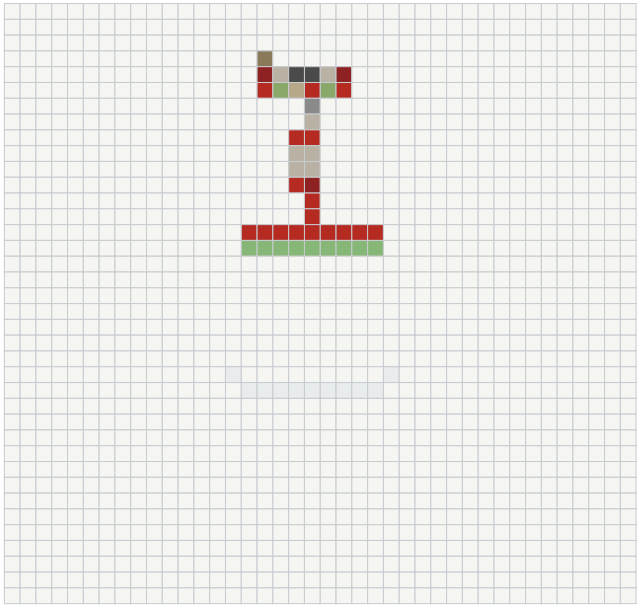
Layer 9 / Y=8 / +Z downward



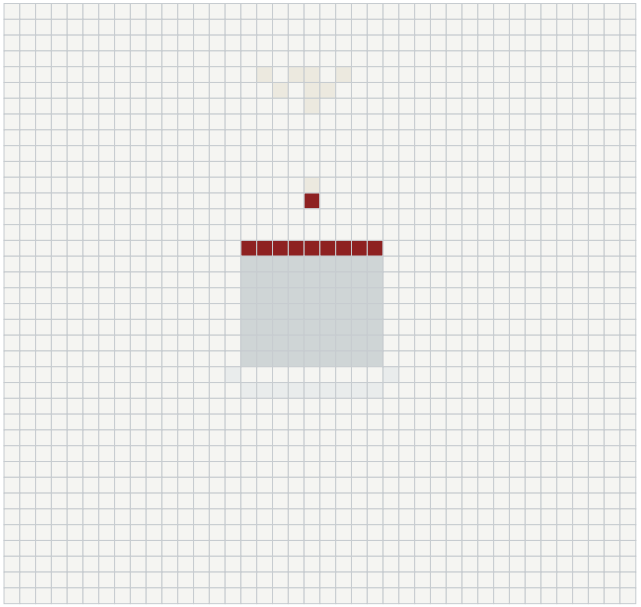
Layer 10 / Y=9 / +Z downward



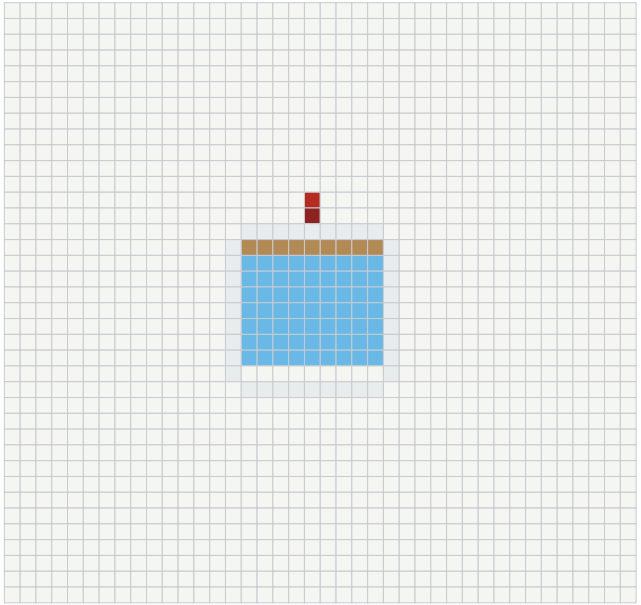
Layer 11 / Y=10 / +Z downward



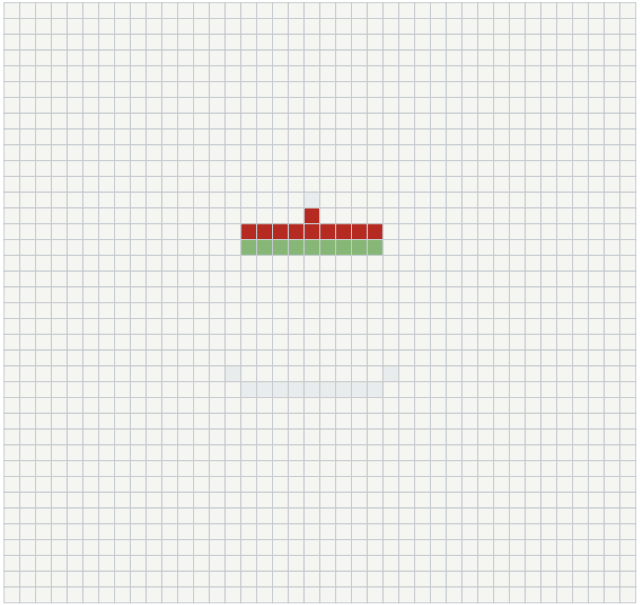
Layer 12 / Y=11 / +Z downward



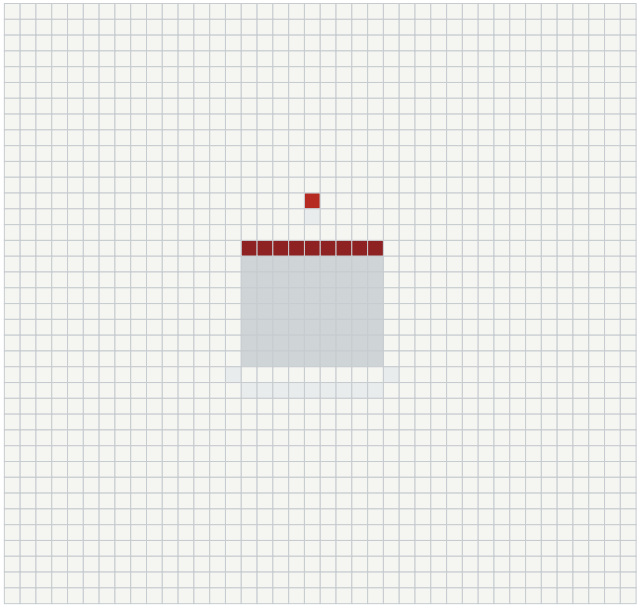
Layer 13 / Y=12 / +Z downward



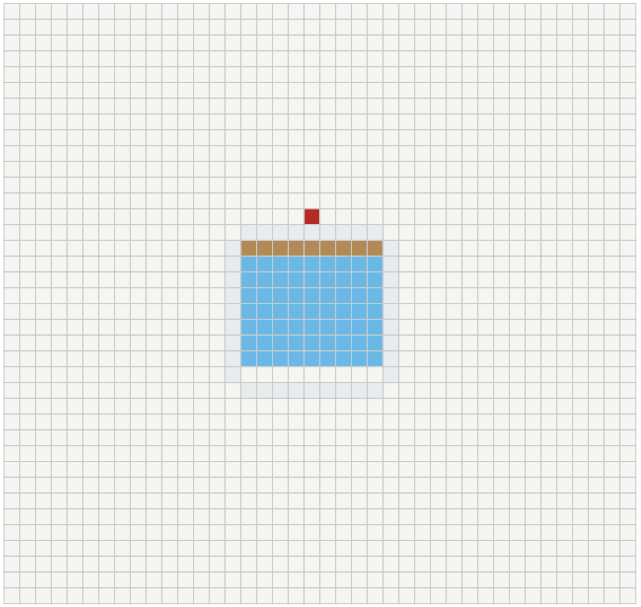
Layer 14 / Y=13 / +Z downward



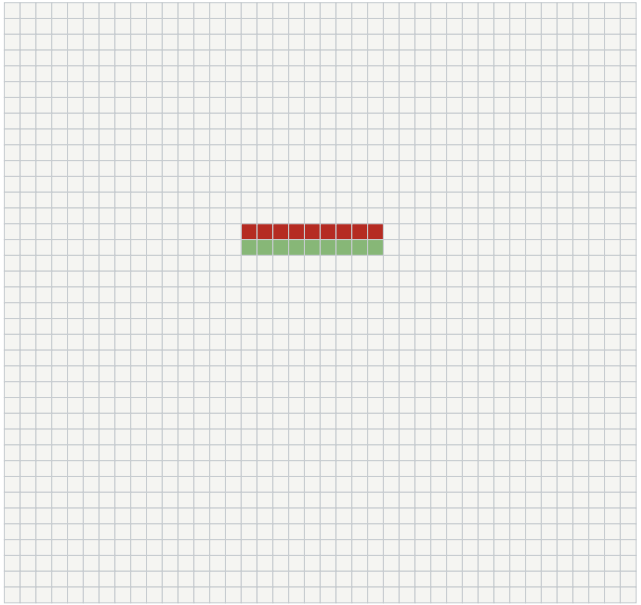
Layer 15 / Y=14 / +Z downward



Layer 16 / Y=15 / +Z downward



Layer 17 / Y=16 / +Z downward



Layer 18 / Y=17 / +Z downward

