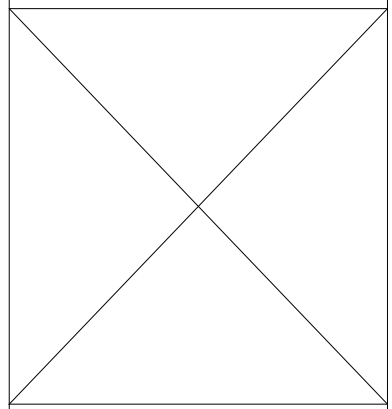


### GENERAL NOTES

1. FLR TO BE A MIN OF 3 BLOCKS ABOVE GRADE FOR TRAP SPACE.
2. ILLUMINATION PROVIDED BY TORCHES PLACED 2 ABOVE FLR LEVEL.
3. TORCH PLACEMENT TO FOLLOW SIMILAR PATTERNS THROUGHOUT TO MINIMIZE LOCATION RECOGNITION.
4. LAVA TRAPS TO BE PLACED AROUND CORNERS IN DEAD END AREAS AND ARE TO BE DUG AT LEAST 3 DEEP TO MINIMIZE NOTICEABLE ILLUMINATION AND TO PREVENT ESCAPE.
5. TNT TRAPS MAY BE USED IN PLACE OF LAVA, BUT MUST BE SURROUNDED BY OBSIDIAN OR BEDROCK EVEN BELOW FLR LEVEL TO PREVENT FLR DAMAGE FROM OPENING PATHS.
6. ENTRY AND EXIT OPENINGS MAY CHANGE BASED ON NEIGHBORING ROOM REQS.

# BROTHERHOOD OF SLAUGHTER

MINECRAFT SERVER  
COMMUNITY WORKS



## PROJECT

DUNGEON (LA-R3)

## REVISIONS

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