Da Mink Cobblestone Farm

1. Location – 9x9 area in the overworld + storage, in a Loaded chunk
2. Build base
   1. Tree shape 1, 1, 3, 5, 7, 7, 3, 3
   2. 4 Slabs, waterlogged
   3. place in leaves
   4. Build leaves up to 4 levels, waterlog
   5. place in lava using temporary blocks
   6. Don’t worry about firespread on top of the leaves
3. Collection system
   1. 4 double hoppers (or 8 in a row) ought to be able to handle output
   2. Build Shulker Loaders if applicable
4. TNT setoff
   1. 3 block gap, then obsidian+waterlogged leaves layer (This entire layer can be obsidian)
   2. Trapdoor+water
   3. Building block layer, temp block for upward observer, note block, observer into note block, observer into observer, Trapdoor +water
   4. Building Blocks slabs pistons, observer into slabs
   5. Redstone dust
   6. Noteblock above TNT, trapdoor, observer into trapdoor
5. Clock
   1. Final noteblock, Observer looking up into it
   2. Observers along-between that one and note block
   3. Slabs, Building blocks
   4. Piston, sand
   5. Repeaters, button, switch
   6. Set repeaters to 4,4,4,3
6. Place in TNT

To set off, the clock needs to just cycle, easiest done if Switch is off and you press the button

This farm is enderman-griefable, and needs to be loaded to work