

The campaign

Eight linked stories

- [Two empty square boxes The Quest Campaign](#)

☐☐ The Quest Campaign

☐☐ Magic World is the home of ScrubCraft's quest campaign — eight linked stories that pull you from the Spawn Tower hub into the quest grounds and out across the magic isles.

☐☐ Reach it from the **lobby** on `scrubcraft.ca`. A public direct address is not available yet.

☐☐ The eight stories

1. ☐☐ The First Transmission
2. ☐☐ JailBreak
3. ☐☐ The Second Transmission
4. ☐☐ The Breeze Trial
5. ☐ The Isle of Time
6. ✕ Inner Conflict
7. ☐☐ The Dying Creaking
8. ☐☐ The Space Station

☐ Before you go

- ☐☐ Pick up [Quest Book](#) at spawn
- ✕ Campaign gear — scythes, the Teleport Sword, and more — lives in the [Campaign items](#) chapter

☐☐ *The Spaces In Between* is the in-world name for the paths that stitch those maps together.

☐☐ Want the older community write-up of how the transmissions and Isle of Time unfolded? See [Chapter 3: Ascension](#) in *The ScrubCraft Project*.