□□ The maps

Hub, quest grounds, and the magic isles

- □□ The three maps

□□ The three maps

□□ The campaign moves between three maps. You travel between them as the story opens new path
— players call those paths *The Spaces In Between*.

Map	What you'll find
□**The hub**	Spawn Tower and the usual way in and out of the campaign
□**Quest grounds**	Prison break, transmissions, trials, and mazes
□□**Magic isles**	Isle of Time, Pale Garden, and the Space Station

> □□ These maps belong to Magic World only. The ScrubCraft SMP survival world does not include them.