

The Magic World

☐ The adventure campaign on the ScrubCraft network — quests, custom weapons, and three linked maps. Separate from the main ScrubCraft survival world.

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How to play

Join from the Lobby and start the adventure

☐☐ How to play

☐☐ Joining Magic World

☐☐ The Magic World is ScrubCraft's **adventure server** — a quest campaign with its own maps, progress, and custom gear. It is not part of the main survival world.

☐☐ How to join

1. Connect to `scrubcraft.ca` (Java Edition).
2. You'll land in the **Lobby**.
3. Take the Magic World portal when it is open.

☐☐ A public shortcut like the other worlds `*.scrubcraft.ca`) is not available yet. For now, join through the Lobby.

☐☐ What to bring

- ☐☐ [Quest Book](#) (available at spawn) to open your journal
- ☐ Curiosity — inventories and quest progress stay on Magic World, separate from SMP survival

☐☐ Looking for survival, creative, or PvP instead? Head to [The ScrubCraft Project](#).

The maps

Hub, quest grounds, and the magic isles

The three maps

The campaign moves between three maps. You travel between them as the story opens new paths — 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.

The campaign

Eight linked stories

☐☐ The 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.

Campaign items

Scythes, swords, and the Quest Book

Teleport Sword

Prepare to teleport with the **Teleport Sword**! This incredible weapon not only allows you to transport across the world but also ensures swift strikes against your enemies.

“**Special Abilities:**

- **Teleportation:** When you kill a hostile entity, a teleport paper is dropped at the entity's death location.
- **Durability:** The sword has a durability of 10 uses before breaking.
- **Swift Sneak Enchantment:** Allows for quick and stealthy movements while using the sword.

How to Get the Teleport Sword:

To obtain the Teleport Sword, visit the trader called "The Forge" located at spawn. You can purchase it from the trader using a wooden sword and Edgestone.

Important Note: The Teleport Sword's teleportation feature only works within areas where teleportation is allowed. Attempting to use it in restricted zones will result in a warning message: "Teleportation is not allowed in this area!"

Embrace the power of the Teleport Sword and conquer your foes with its unique teleportation abilities!

Head Hunter

Introducing the **Head Hunter**! This formidable weapon is perfect for those who want to collect the heads of their defeated foes. With its unique ability to drop the head of any entity it slays, it's a must-have for every aspiring hunter!

- **Head Collection:** When you kill an entity with the Head Hunter, it drops the head of that entity.
- **Custom Drops:** The Head Hunter can drop heads of players, zombies, skeletons, and more!

How to Get the Head Hunter:

To obtain the Head Hunter, you can trade with "The Forge" at spawn. You will need an Iron Sword and an Edgestone to make the trade.

Important Note: The Head Hunter is a unique sword with special abilities. Ensure you use it wisely, as it is designed to collect heads and not for general combat.

Embrace your hunting skills and collect the heads of your fallen enemies with the Head Hunter!

Scythe

Introducing the **Scythe**, a powerful weapon designed to give you an edge in battle! This custom item is crafted from the strongest materials and comes with special abilities that make it unique.

• Special Abilities:

- **Increased Attack Speed:** Strike faster than ever with +1.8 attack speed.
- **Boosted Attack Damage:** Deal extra damage with +3 attack power.
- **Extended Reach:** Hit enemies from a slightly longer distance with +0.5 interaction range.

Crafting Recipe:

To craft the Scythe, you'll need the following materials:

- **3 Netherite Ingots**
- **2 Sticks**
- **1 Edgestone**

Arrange them in the crafting table like this:

Scythe Crafting Recipe

How to Get the Scythe:

You can craft the Scythe using the recipe above, or receive it as a gift from a server admin.

If an admin gives you the Scythe, you'll see a message saying, "You have received the Scythe."

Get ready to dominate your enemies with the all-new Scythe!

❄️ Icicle Scythe

New Custom Item: Icicle Scythe

Get ready to wield the power of ice with the **Icicle Scythe**! This frosty weapon not only delivers powerful attacks but also slows down your enemies, making it perfect for controlling the battlefield.

“ Special Abilities:

- **Increased Attack Speed:** +2 attack speed to strike swiftly.
- **Boosted Attack Damage:** +3.5 attack power to hit harder.
- **Extended Reach:** +0.5 interaction range to keep your distance.
- **Slowness Effect:** On hit, enemies are slowed down for 3 seconds, making it harder for them to escape!

Crafting Recipe:

To craft the Icicle Scythe, gather the following materials:

- **3 Netherite Ingots**
- **3 Blue Ice**
- **2 Sticks**
- **1 Edgestone**

Arrange them in the crafting table like this:

Icicle Scythe Crafting Recipe

How to Get the Icicle Scythe:

You can craft the Icicle Scythe using the recipe above, or receive it from a server admin. When an admin gives you the Icicle Scythe, you'll see a message saying, "You have received the Icicle Scythe."

Important Note: The Icicle Scythe's magic only works within the bounds of 10k. If you try to use it outside of these bounds, you'll be warned with a message: "The magic of the scythes does not work here!"

Unleash the cold fury of the Icicle Scythe and dominate your enemies with chilling precision!

Abyssal Scythe

Prepare to harness the dark energies with the [Abyssal Scythe](#)! This formidable weapon not only delivers devastating attacks but also inflicts Wither and fire effects on your enemies, making it a powerful tool for those who dare to wield its power.

• **Special Abilities:**

- [Increased Attack Speed](#): +2 attack speed for swift strikes.
- [Boosted Attack Damage](#): +4 attack power for crushing blows.
- [Extended Reach](#): +0.5 interaction range to keep enemies at bay.
- [Combined Effect](#): Inflicts Wither I and sets enemies on fire for 5 seconds, dealing damage over time and weakening them.

How to Get the Abyssal Scythe:

To obtain the Abyssal Scythe, you must either explore the Necromancer's lair or request it from a server admin. When an admin gives you the Abyssal Scythe, you will see a message saying, "You have received the Abyssal Scythe."

Important Note: The Abyssal Scythe's magic only works in areas where you have the proper permissions. If you attempt to use it without the required permissions, you will receive a warning message: "The magic of the scythe does not work here!"

Embrace the darkness with the Abyssal Scythe and bring your enemies to their knees with its chilling power!

The Smile's Scythe

Embrace the enigmatic power of **The Smile's Scythe**! This scythe, imbued with the essence of chaos, is a coveted reward for those who have completed the "Second Transmission" questline. Its dark powers will leave a mark on the battlefield, controlling and bewildering your foes.

• **Special Abilities:**

- **Increased Attack Speed:** +2 attack speed for rapid strikes.
- **Boosted Attack Damage:** +4 attack power for devastating hits.
- **Extended Reach:** +0.5 interaction range to keep enemies at a distance.
- **Darkness Effect:** Inflicts Darkness I on hit for 5 seconds, obscuring vision and hindering enemies.

How to Obtain The Smile's Scythe:

The Smile's Scythe can only be obtained by completing the "Second Transmission" questline. It is not available through standard means or crafting recipes. Complete the questline to earn this powerful item.

Important Note: The Smile's Scythe's powers are restricted to the bounds of 10k. If you attempt to use it outside this area or without the required permissions, you will receive a warning message: "The magic of the scythes does not work here!"

Wield The Smile's Scythe and let its chaotic energy guide you to victory within the 10k bounds! :)

Shuker Scythe

Prepare to harness the powers of the end with the Abyssal Scythe! This formidable weapon not only delivers devastating attacks but also inflicts levitation on your enemies, making it a powerful tool for those who dare to wield its power.

Key Features:

- **Attack Speed:** +2
- **Attack Damage:** +3.5
- **Entity Interaction Range:** +0.5

Special Abilities:

When you hit a target, it will be inflicted with **Levitation** (3 seconds) unless they're already affected by it. Use this to control the battlefield by sending enemies into the air!

Crafting Recipe:

- 3 Netherite Ingots

- 2 Shulker Shells
- 1 Stick
- 1 Bedrock

Shulker Scythe Crafting Recipe

Important Note: The Abyssal Scythe's magic only works in areas where you have the proper permissions. If you attempt to use it without the required permissions, you will receive a warning message:
"The magic of the scythe does not work here!"

Enjoy wielding the power of the Shulker Scythe and levitating your enemies into the sky!

Breeze Scythe

Unleash the power of the wind with the **Breeze Scythe**, a custom weapon that combines speed and strength, with the ability to knock enemies back and unleash devastating Wind Charges.

Key Features:

- **Right-Click Ability:** Shoots out a Wind Charge that flies in the direction the player is facing.
- **Knockback:** Increased knockback effect when attacking enemies.
- **Cooldown:** A 0.5-second cooldown between each Wind Charge shot.
- **Durability Damage:** Right-clicking with the Breeze Scythe damages its durability by 10 points.

Recipe:

- **3** Netherite Ingot
- **2** Breeze Rod
- **1:** Edgestone
- **3:** Wind Charge

Breeze Scythe
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Important Note: The Breeze Scythe’s magic only works in areas where you have the proper permissions. If you attempt to use it

without the required permissions, you will receive a warning message:
"The magic of the scythe does not work here!"

Quest Book

Players can now track their quests easily and access their quest journal with just a simple right-click.

Key Features:

- **Item Type:** Enchanted Book
- **Automatic Command Execution:** Right-clicking the Quest Book will automatically execute the `/quests journal` the command for players, opening their quest journal instantly.

How to Obtain:

You can find a Quest Book at Spawn!

Important Information:

Due to an issue out of my control, the Quest system may be used using `/quests take [Insert Quest Name]`. This is used to fix an issue with the Bedrock Edition

Enjoy the ease of tracking quests and diving deeper into your ScrubCraft adventures with the Quest Book!

✕ Campaign items

✕ Campaign items

✕ Custom weapons and tools for the Magic World campaign. Each page covers abilities and how to get the item.

☐☐ Weapons

- [Teleport Sword](#) — drop teleport papers from kills
- [Head Hunter](#) — collect mob and player heads
- [Scythe](#) — the base scythe
- ✱ [Icicle Scythe](#) — frost and slow
- [Abyssal Scythe](#) — wither and fire
- [The Smile's Scythe](#)
- [Shuker Scythe](#)
- [Breeze Scythe](#)

☐☐ Tools

- [Quest Book](#) — open your quest journal with a right-click