

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.