□□ ScrubCraft Landmarks □□

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Modtown

Modtown was the gateway town of the old plugin era — the destination of the server's "Modtown Teleport", a custom warp that sent players across the map in a flash (and occasionally straight into a Trader's arms).



- **Era:** 2021 (teleport deaths logged Apr–Nov 2021)
- **Regular faces:** Sulack, Coldcanida, br.Madara66269, Gasmaskgaming72, Witherrrkiller, Minniethecat1

Players were already telling each other to "go to modtown" by April 2021 — it was a fixture of everyday life on the server.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:77:64:263:400:0:0:0:1:flat

Open in BlueMap ↗

Empire of Jenava

Jenava Dynmap

Jenava is a historical kingdom, later turned into an empire, which became the largest the world had ever seen. It dominated the continent of Sulandria both militarily and economically, establishing control over the southern continent and large parts of the continent to their south through conquest, annexation, and colonization. Jenava originated as a city on the southernmost tip of a desert peninsula.

Founding Legend

The legendary founding of Jenava is attributed to King Storm, driven by a vision of a promised land. Accompanied by his cousins, Daan and Toine, his friends, Samantha and Max, and his wife, Simone, he embarked on a journey through harsh landscapes, over mountains, rivers and seas. Their expedition eventually led them to a vast desert sea, which they decided to traverse. This journey however became a desperate fight for survival, claiming many lives, including that of Storm's beloved wife, Simone.

As morale plummeted to an all-time low, they glimpsed the shadow of a great dragon. Deciding to follow it, they were led to a desolate island. Interpreting this as a divine sign, they established the city of Jenava there. Whether the Jenavans truly saw a dragon or if it was a mirage caused by the extreme desert climate remains a mystery.

Early History

Jenava's early days were fraught with hardships, including famine, disease, and raids. The harsh desert climate hindered crop cultivation, making food incredibly scarce. Starvation and sandstorms led to many deaths, and the intensive labor for the city's construction drove some to desperate measures, including jumping off the scaffolding to escape hunger. Child mortality rates were also alarmingly high during this period.

Fishing eventually helped stabilize the food scarcity, and the crisis was further alleviated when Max discovered a method to make the land surrounding the city arable for wheat. Trade relations with the Traders Guild to the north brought economic prosperity, with Jenava lending its architectural expertise in exchange for diamonds. Mickeau, an influential trader and general, colonized the western tip of the continent, including the Isles of Grape, establishing a lucrative iron colony.

Conflict arose however when the Kingdom of Prevabia launched an attack on Jenava, destroying parts of the outer city, including King Storm's home, and decimating the flourishing colony to the west. In retaliation, Mickeau and Storm led a siege on Prevabia's castle. Although Mickeau perished during the assault, the attack was successful, leading to the execution of Prevab, the leader of Prevabia, and the destruction of his castle.

During this time, significant reserves of gold, netherite, and especially iron were discovered in Jenava's mines, ushering in a new era of growth and prosperity. However, this growth attracted raids from a group of brigands. The capture and punishment of these brigands, made possible by the betrayal of one of their own, Rammy, solidified internal security. The captured brigands were sent to the sandstone mines as slaves.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-3987:64:4906:800:0:0:0:1:flat

[Open in BlueMap ↗](https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-3987:64:4906:800:0:0:0:1:flat)

Spawn Tower

Spawn Tower is the heart of ScrubCraft — the tower at the world's spawn point — the social heart of the map.

- **Location:** at the world's spawn
- **Among** the most-visited spots in the logs
- **Shop district:** the server's stores have lived at the tower for years — "The stores are at spawn tower" (Sulack, 2024)

From the very first months it was the social centre: the Owner directed newcomers to "*go through the survive portal, or jump off the spawn tower*" (2021), and generations of players started here — Regular_Ben_YT's first base was "*a small cave literally right next to the spawn tower*" (2024).

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-1420:64:122:400:0:0:0:1:flat

Open in BlueMap ↗

Zippy/Syntax Farming District

The **farming district** belonged to two of the server's most persistent residents: **ZippyZippy** and **SyntaxErrorGeek**.



- **What's here:** working farms — the iron farm that ZippyZippy kept tuned ("*does the iron farm work other than the iron golems that spawn in the lava area?*", 2022) and the creeper farm reported "*50% done*" in Sep 2023
- **Residents:** ZippyZippy (day-two player, never really left) and SyntaxErrorGeek (founding-day [Supporter])

A quiet, functional corner of the world with the most reliable iron on the server.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-539:64:-3195:400:0:0:0:1:flat

Open in BlueMap ↗

Majorland

Majorland is the territory of **Major_WTF** — one of the server's most dedicated builders (2021–2022).

- **Era:** peak 2021–2022
- **Around the corner:** the ocean temple Major_WTF and GutRekt planned to drain together (May 2022) — a project that never quite got finished

His marathon visits were a running gag of the era — sessions long enough to be called marathons — and his dedication earned him his own corner of the network (MajorCore) in July 2022. Majorland is where that legend started.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-2700:64:-5100:500:0:0:0:1:flat

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Friedia

Friedia is the homeland of the **Fried family** — FriedChair, FriedTsc_, FriedMango_ (Mango), FriedMango1803 and their Bedrock-era alt names (BR_FriedMango1/9), who together defined an era on the server.

- **Era:** founded early 2021
- **Callsign:** FriedMango_, Feb 2021: "*OO JOIN FRIEDIA*"
- **Status:** allied to the Empire of Jenava — JStormFL counted Friedia among Jenava's allies/vassals in 2021

The Fried clan were ScrubCraft's answer to a family dynasty: half of the server's first wedding (TSC × Mango) came from here, and FriedChair's one-year-anniversary message (Oct 2021) is one of the oldest pieces of evidence for the server's October 2020 founding.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-5050:64:3200:500:0:0:0:1:flat

Open in BlueMap ↗

Secret Area

Secret Area # is exactly what it says — and no, we're not telling you where it is.

The page itself keeps the '#' deliberately: the spot is one of the few locations the community agreed to never put on the map. What the logs can confirm:

- **Witherrrkiller**, one of the era's most active players, reported "*my secret base was raided*" (Jun 2021)
- WingedWither celebrated a "*secret tunnellll*" (Aug 2021)
- BR_OOblahyeh kept "*my own secret base*" (Aug 2022)
- Even the Owner respected the code: "*its your right to keep it a secret*" (Sulack, 2022)

If you find it, keep it secret too.

Tree of the WildKing

The **giant tree** that marks the territory of **WildKing222** — a day-one legend, seated from the very first archived day (Dec 7, 2020).

- **Era:** 2020–2021
- **Cherished:** "*if it's one near wildking's giant tree, leave the trees closer to his base alone*" (bearssss, Nov 2021) — the woods around the tree were strictly protected

The tournament crowds cheered him on ("*Go WildKing!*", May 2021). His tree outlived the era — one of the few monuments still standing from the server's first winter.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:600:64:1100:400:0:0:0:1:flat

Open in BlueMap ↗

Kulprids Kingdom

Kulprids Kingdom — the nation of **Kulprid**, on ScrubCraft since Dec 9, 2020 — and the most border-hugging settlement on the map, built right against the 10,000-block edge.

- **Location:** against the world's edge — the last kingdom before the void
- **Era:** 2020 onwards — one of the longest-lived territories in the logs
- **The community at the edge:** over the years the kingdom grew into a mixed border colony — Kingcats12, Destroyer8356, Coldcanida, Night99Striker7, NightShade_08, OOblahyeh and KulpridTTV all called this corner home
- **The heist of 2022:** the realm went down in legend in July 2022 when goods went missing — '*He stole it*' / '*stole from me*' (Jul 13, 2022) — and the community spent August poking around '*kulprids realm*' (BR_OOblahyeh, Aug 12, 2022)
- A kingdom that survived the peak, the long tail, and even its own robbery

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:800:64:-9900:500:0:0:0:1:flat

Open in BlueMap ↗

Hadinlough

Hadinlough is a historic province of the **Empire of Jenava** — annexed "*ages ago*" and run as its own autonomous province, per JStormFL (2022).

- **Location:** northwest of Jenava's heartland
- **Lordship:** King_Maple_ — "*i'm leaving Hadinlough to U*" (Jan 2021)
- **Famous for:** potatoes — "*Hadinlough potato's are the best tho gotta say*" (JStormFL, Mar 2021)
- **Status:** counted among Jenava's vassals together with Norden and the Traders Guild (Mar 2021)

Small, agricultural, quietly loyal — the potato basket of the empire.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-3300:64:6700:400:0:0:0:1:flat

Open in BlueMap ↗

The Tinder Temple

The Tinder Temple is the personal monument of **Kcalus** — founding-day player and one-time [Supporter] — and it is unmistakably his.

- **Era:** 2021
- **Name origin:** the running joke of early 2021 — "*look for e-girls on tinder or something*" (Feb 2021) — that appears to have inspired the naming (and possibly the decor)

The temple era also gave the server its wooden-temple banter: "*sulack when are you going to burn your wooden temple?*" (FriedChair, May 2021). Kcalus's stone temple, by contrast, is built to last.

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-2820:64:52:400:0:0:0:1:flat

Open in BlueMap ↗

The Jenava Arena □□

□□ **The Jenava Arena** – the server's fighting pit, standing in Jenava's backyard on the edge of the empire's lands.

- **Location:** right beside the Empire of Jenava
- **Builder:** Howlshadow put days into it: '*I spent multiple days on the arena you wouldnt dare*' (Jul 2022)
- **Events:** the May 2021 tournament ('*everyone go inside the arena*' — ToilPlayz) and the '*tribune*' from which Deadsloth's bounty was announced (May 2021)
- **Maintenance:** '*We gotta fix the arena, there's still stuff from Sulacks last event*' (JStormFL, Apr 2022)
- **Later era:** by 2023 the Bedrock regulars kept shulkers there — '*just tgo to the jenava arena*' (BR_Destroyer8356)

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-3950:64:5050:300:0:0:0:1:flat

Open in BlueMap ↗

Howlshadow's Base □□

□□ **Howlshadow's Base** — the snowy mountain home of the server's steadiest presence in the logs, and a regular meet-up spot for the old guard.

- **Meet-up spot:** '*can we meet at howls base*' (Flout_, Sep 2021); '*its on a snowy mountain near howls house lol*' (ToilPlayz, Aug 2021)
- **Built:** from Mar 2021; still visited into 2023
- Howlshadow later raised a second, bigger compound far from the first (2022–2023)

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-750:64:1750:400:0:0:0:1:flat

Open in BlueMap ↗

Rainah's Market □□

□□ **Rainah's Market** — the trading hub of Rainah's settlement, home base of one of the server's biggest presences.

- **Named in chat:** '*I think rain is making a market or somthin*' (Howlshadow, Aug 2022)
- **Era:** the settlement grew from Apr 2022 and stayed active to Aug 2024

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-6500:64:-6900:400:0:0:0:1:flat

Open in BlueMap ↗

The Northern Compound □□

□□ **The Northern Compound** — the big communal settlement north-west of spawn, home to a whole crew across 2021–2024.

- **Residents:** Yvarthenerd ('*ye this is my base*', 2021 — '*My base is so god damn laggy*'), Regular_Ben_YT, Drafty09, LeoTheSilent843, *PiglinWarrior* and more
- **Scale:** one of the most-trafficked non-spawn spots on the map
- **Era:** Jul 2021 → Aug 2024

On the map

https://techgarage.ca/books/the-scrubcraft-project/dynmap/#world:-1500:64:6500:500:0:0:0:1:flat

Open in BlueMap ↗