

Queen Mica's Scintillant Palace:

East Wing, Level 1

These notes concern details for the locations in the first subterranean Level of the East Wing to Queen Mica's Scintillant Palace. Information regarding the Palace as a whole, including aspects of its physical features and the overall map layout and creation mechanisms not discussed here, can be found in the notes with the Queen Mica's Scintillant Palace Level 1 map elsewhere in the Atlas.

The passages and most chambers on this Level can be assumed as roughly 10 feet, 3 metres, high, with floors and ceilings of similarly irregular character to the mapped walls, where not noted otherwise. The passages can be considered as loosely circular in cross-section, so about as high as they are wide, where that may be important. Each level in the Palace complex is vertically separated from the next by an average of 50 ft, 15 m, from the floor of the higher level to the ceiling of the lower, where not noted otherwise. The angles shown on the maps for tunnels that connect between levels are based on this assumed separation distance, and are approximate only, especially given the irregular form of all the interior surfaces. Chambers on a given level are not all at the same depth as one another. Areas with pooled water will tend to be somewhat lower - or the chamber floor may slope down towards such pools. Places with warmer air will often be higher than the average, and cooler places somewhat lower, for instance.

GMs wishing to continue the illusory nature of the Palace complex as outlined in the main Palace Level 1 discussions, where the whole is a hilltop Faerie castle with high towers, should continue to invert the general nature of the floorplan here - so this Level would be above ground-level, with window and balcony views out over the surrounding countryside east of the Palace's hilltop site and parts of the neighbouring Palace - and adapt the content of the chambers accordingly, much as was done among the Level 1 "Illusory" comments.

The four Palace Wings are each separate complexes to the main Palace, which is central to all. Level 2 of the East Wing is the only part of this Wing that connects directly with the main Palace, *via* a tunnel on Level 2 of the central Palace. It has no separate surface entrance.

Most of the Wings are not used regularly by the colony, although sometimes a large part of the colony's activities may be moved into one or other Wing for a time (usually a season or so). Consequently, there is often less likelihood of meeting any of the colony's inhabitants in such little-used Wings, for which very few notes have been added on the potential uses the chambers may be put to.

Regarding the East Wing particularly, the layout spans two vertical Levels, with most of the Wing's chambers concentrated on the lower Level 2. If retaining part of the illusory nature of the Palace, this Wing might be best imagined as containing fairly low buildings and towers. Note that North is towards the top left of the maps for this Wing.

Features of Level E1

* **Chamber E1.1:** A rounded Chamber with some rocks and earth strewn over its floor. There is a salty taste in the air. A vertical tunnel descends from about the centre of the floor straight down to Chamber E2.7. A long passageway runs southwest from the southwestern tip of this Chamber to E1.3 on this Level.

* **Tunnel E1.2:** This passageway curves out of the northeastern side of Chamber E1.7, descending very steeply at about 65° to join Tunnel E2.18 on the lower Level. The Tunnel makes a turn to the northwest as it starts to drop.

* **Chamber E1.3:** A roughly square Chamber with a ruggedly difficult floor surface, which is slick with moisture as well, due to the unpleasantly high humidity here. The humidity is likely a result of the very variable temperatures in the Chambers to either side of it, and the presence of significant amounts of water in two of them. A long passageway runs northeast from its northeastern side to E1.1, with broader, short connecting tunnels off its southwestern end to Chambers E1.4, E1.5 and E1.6 to its south, southwest and northwest respectively.

* **Chamber E1.4:** Just off the southern tip of Chamber E1.3, this is another irregularly squarish Chamber, whose floor rises away from its entry-point, perhaps helping explain why the air in here is almost blisteringly hot, especially further from the connecting short tunnel. The floor has piles of debris and stony rubble, and the whole seems largely unfinished.

* **Chamber E1.5:** Reached by a short tunnel from Chamber S1.3 to its northeast, this is a nearly teardrop-shaped Chamber, at whose descending southwesterly tip is an increasingly deep pool of water closer to the walls. A hissing noise can be heard here at times, possibly an unseen reaction to sub-surface water encountering the heat seeping from Chamber E1.4 nearby to the east.

* **Chamber E1.6:** This almost claw-like, bi-lobed, Chamber lies just off the western tip of Chamber E1.3, extending northwest from there. It is cool, and its western lobe is filled with a large pool of water. The floor slopes down continually from the entryway into this flooded lobe.

* **Chamber E1.7:** An angularly irregular Chamber in the midst of this sub-level, with four tunnels radiating out from it. That to the northeast curves around to the northwest and descends steeply (65°) as Tunnel E1.2 to E2.18 below. Clockwise from this opening are short passages leading southeast to Chamber E1.8, southwest to E1.9 and northwest to E1.10. For all its irregular plan form, this Chamber's floor is fairly even. This can be hard to tell, however, as most of the time, and probably because of the strong temperature gradients between the surrounding chambers, this whole area is filled with pearlescent mist.

* **Chamber E1.8:** More or less octagonal in plan, this Chamber is icy cold, to the point where there are patches of frosty ice crystals on parts of the walls, ceiling and floor. A short tunnel leads slightly up to the northwest, out of here into E1.7.

* **Chamber E1.9:** A short passage from E1.7 leads southwest into this northwest-southeast elongated, irregular, Chamber. The tunnel rises after passing out of E1.7 too, and although the floor of this Chamber sinks in its northwestern half, where a quite deep pool of water lies, the air throughout it is extremely hot.

* **Chamber E1.10:** Another very hot, irregularly elongated Chamber on a similar axis to E1.9, this area is also at a somewhat higher level than E1.7, from where its access-tunnel begins. Like E1.9 too, there is a deep water pool in its northwestern half, where again, the floor descends somewhat from its southeastern part.