

# Queen Mica's Scintillant Palace:

## East Wing, Level 2

These notes concern details for the locations in the second, lower, 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, for instance. Places with cooler air will often be lower than the average too.

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 this lower Level. If retaining part of the illusory nature of the Palace, the 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 E2

\* **Tunnel E2.1:** The entry-route to this Level from Queen Mica's Palace is from Chamber 2.16 there. The tunnel out rises at 15° or so on leaving the main Palace complex, for about 25 ft, 7.5 m, or so (to the end of the "Descending To" marker arrow on the map for this Level). It then flattens out for approximately 50 ft, 15 m, till it reaches the labelled

section of Tunnel here with the “Passage Descends” markers, where it begins a steeper drop at 45° or so, making a sharp turn from northeast to northwest, before disgorging into Chamber E2.2.

\* **Chamber E2.2:** A spheroidal Chamber, with three access tunnels, from its southeast, southwest and northeast sides, leading to Tunnel E2.1, Chamber E2.4 by a long tunnel with two right-angle turns, and Chamber E2.3 by a shorter, though broader, and curving, tunnel. The passage from E2.1 enters at about the midline of its spheroidal form, while the other tunnels leave in its lower half. There is a scent of fresh sawdust here.

\* **Chamber E2.3:** A somewhat irregular Chamber which looks as if it is, or was, going to be, hexagonal in its final form, although if so, it is currently incomplete. It has a fishy smell in the air. Accessed by a single, curving tunnel from E2.2, entering on its southern side.

\* **Chamber E2.4:** This is a large, vaguely triangular, Chamber, with an extremely rough, uneven floor. The air is stickily humid throughout. Its southwestern tip is reached from Chamber E2.2 by a long tunnel with two right-angle turns along it. A very short tunnel leads northeast near its eastern corner to Chamber E2.5, while a broader accessway - really only a minor narrowing of this Chamber’s northern angle - passes into the adjoining Chamber E2.6.

\* **Chamber E2.5:** Another irregular Chamber, linked by a brief passage to Chamber E2.4 to its southwest, and sharing its same sticky humidity. There are also blocky obstacles - rocks and piles of earth - on the floor, and the whole seems as if it is still being excavated.

\* **Chamber E2.6:** Beginning in its eastern corner as little more than an extension of adjoining Chamber E2.4, this area does not share the high humidity of E2.4, or its rough flooring, although there are numbers of stony and earthen blocks scattered about, giving the impression that this Chamber too is currently in an unfinished state, perhaps like E2.5. Several distinct mineral veins can be seen in its walls, and over parts of the ceiling and floor, quite different to their surrounding material. Beyond the broad link with E2.4, three brief tunnels lead out of here as well, to Chambers E2.8 (southwest), E2.7 (northwest) and E2.10 (northeast).

\* **Chamber E2.7:** The floor obstacles of E2.6 continue into this Chamber, including in their communal linking tunnel, and while not illustrated as such on the map for clarity, some of these have been piled up beneath the ceiling entry hole to the chute leading straight up to Chamber E1.1, to a height above the floor of around 8 ft, 2.5 m.

\* **Chamber E2.8:** A rounded Chamber, just off the southwestern tip of Chamber E2.6. The floor here is extremely uneven and fractured in places, and the air is unnervingly still. Tunnels lead out from here to E2.6, along with southwest to E2.9 and northwest to E2.14.

\* **Chamber E2.9:** Retaining the generally rounded form of E2.8, linked to its northeast, the floor here is a lot smoother than in that latter Chamber. There are also numerous prismatic crystals in and extending from the walls and ceiling, which sparkle and diffract any light sources present, creating rainbow bands and spots.

- \* **Chamber E2.10:** This is a large, oval Chamber with fluorescent minerals dotted over its walls, ceiling and parts of its floor. These mineral patches will react to any light in here, shining brightly, if with a somewhat odd, bright greenish hue. Tunnel exits from here are to E2.6 to the southwest (very short), northeast to E2.11 and northwest to E2.12 (quite long and straight).
  
- \* **Chamber E2.11:** A small, squarish, cool-aired Chamber, with a quite deep pool in its northern half. The tunnel leading in from E2.10 to the southwest drops gently along the way, and this Chamber is lower than most others nearby, probably why it remains so cold.
  
- \* **Chamber E2.12:** An irregular Chamber at the junction of three passageways, one running southeast to E2.10, another southwest to E2.13, and the third, a short tunnel, northwest to E2.16. A light breeze flows through the middle part of the area, roughly between the first and last of the tunnels listed here, and there are a few stony blocks and mounds of earth over parts of its floor.
  
- \* **Chamber E2.13:** A loosely “L”-shaped Chamber with a rough floor, and a strong smell of drying vomit in it. Short tunnels leave by its southwest and northeast to E2.14 and E2.12 respectively, while a third to the northwest curls sharply around to the northeast just beyond this exit, continuing that way for some distance to E2.16.
  
- \* **Chamber E2.14:** Notable for its persistent humming sound (no distinct source for this can be identified), this large, triangular Chamber has four tunnels leading away from it. Two of these, to the northwest and southwest, both run out windingly to Chamber E2.15. A shorter passage from the centre of the triangle’s longest edge passes northeast to E2.13, while the longest runs not quite straight southeast, to link with E2.8.
  
- \* **Chamber E2.15:** This roughly circular Chamber links with the rest of the complex by a pair of tunnels that both run from here to different parts of E2.14. There are curious hovering ribbons of coloured light that simply hang in the air here, possibly a magical effect, or perhaps some odd, natural occurrence.
  
- \* **Chamber E2.16:** An irregularly squarish area, notable for the pool of water across its northeastern quarter, and the intermittent thumping sound that may be heard here. Passageways lead in from E2.12 to the southeast (short), southwest to E2.13 (long and curling sharply just before entering the latter Chamber) and northwest in a snaking line with three sharp turns along it, eventually to E2.17.
  
- \* **Chamber E2.17:** Quite an isolated Chamber, partway along a snaking route between Chamber E2.16 and Tunnel E2.18. Its floor is fairly smooth and level, and there is often a rushing sound heard in it.
  
- \* **Tunnel E2.18:** Towards the end of the long, snaking passage originating in Chamber E2.16, and passing through E2.17, at this point it begins to angle sharply upwards at 65° or so to Tunnel E1.2 on the Level above.