

Queen Mica's Scintillant Palace:

North Wing, Levels 1 and 2

These notes concern details for the locations in the first two subterranean Levels of the North 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 of both these Levels 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 both these Levels would be above ground-level, with window and balcony views out over the surrounding countryside north of the Palace's hilltop site and parts of the neighbouring Palace itself - 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 1 of the North Wing is the only part of this wing that connects directly with the main Palace, *via* a tunnel on Level 3 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 North Wing particularly, the layout here is very vertical across five separate Levels, much like the main Palace itself, so if retaining part of the illusory nature of the Palace, this Wing might be best imagined as containing some of the tallest towers in the whole complex.

Features of Level N1

* **Entry Tunnel N1.1:** This tunnel leads north from Chamber 3.5 on Level 3 of the main part of the Palace. It rises at about 25° from Level 3, flattening-out at the end of the more northerly "Descending To" arrow in the passageway, where its floor is around 15 ft, 4.5 m, above the ceiling of Chamber 3.5. It continues north from there above the ceilings of

Chambers N1.5 and N1.2, before descending vertically about 30 ft, 9 m, through the ceiling of N1.2. Rocks and smaller debris form a “landing ramp” below this entrance, around 6 ft, 1.8 m, tall.

* **Chamber N1.2:** An irregular, east-west elongated chamber with scattered rocky obstacles across its floor, and a fresh sawdust smell in the air. Broad connections link south to N1.5 and east to N1.4, with narrower, short, tunnels leading north to N1.3 and west to N1.6. A further tunnel opens as a vertical chute in the northeastern floor, down to Chamber N2.1 below.

* **Chamber N1.3:** A hexagonal chamber with a fairly regular form, and a quite smooth-walled short tunnel connecting it south to N1.2. A scraping sound may be heard in here at times, from an indefinable source. When in-use, this is commonly a place for pupating larvae in sealed wall and floor niches.

* **Chamber N1.4:** The floor of the broad connecting way west into N1.2 slopes gently down into here, and then lower still towards the deepest part of the pool in the chamber’s southeastern lobe. The area has a fresh-cut grass smell.

* **Chamber N1.5:** A broad entryway leads south from N1.2 into the northwestern corner of this squarish chamber, most of which expands eastwards from this entry-point. Patches of glowing algae on the walls, floor and ceiling provide some dim illumination, and all the area’s surfaces are somewhat smoother than those found in N1.2, perhaps an effect of the algal growths.

* **Chamber N1.6:** Vaguely arrow-head in plan form, this chamber includes two quite narrow southern lobes, and a flattened northern “arrow-tip” point. There is an amount of rocky and earthen rubble strewn across its floor, giving the whole an unfinished look. A narrow, short tunnel links east into N1.2. Rather like Chamber N1.4, it too has a cut-grass smell.

* **Chamber N1.7:** Chambers N1.7 and N1.8 are separate from the rest of this Level, and indeed can be accessed only by the very long vertical tunnel up from N3.1, two Levels below, which opens in the central floor of this Chamber. Blocky rubble and soil in places across the floor here makes even accessing the entry to or from this shaft difficult for humanoid bipeds, especially as some of the rubble has been solidified in-place as stalagmites. These usually can be identified because of the smaller stalactites in the ceiling above, although these latter are not always as clear as might be helpful. A short tunnel leads west into N1.8.

* **Chamber N1.8:** The more southerly lobe of this Chamber is filled with a deep pool of water, and the floor here tilts down towards it. The air has the scent of lemons. A short, narrow passageway links east into N1.7.

Features of Level N2

* **Chamber N2.1:** A vertical tunnel enters through the northwestern part of this quite large chamber’s ceiling from N1.2. A debris pile rising to roughly 4 ft (1.2 m) from the floor

below the chute serves as an access-ramp. The air is particularly cool, and the floor is smooth and level away from this ramp. Three tunnels lead off elsewhere from here, each of which slopes down a little into this chamber. The east passage leads to Tunnel N2.2, and the shorter western and northern tunnels lead to Chambers N2.3 and N2.4 respectively.

* **Tunnel N2.2:** This curving tunnel leads east, then north out of Chamber N2.1, and after rising slightly out of that chamber, the passageway soon begins to descend, from where the marked arrows indicate, at about 40°, to connect with Tunnel N3.2 on the Level beneath.

* **Chamber N2.3:** The air in here is rather misty, so it is not easy to tell there is an increasingly narrow, extension to the north, towards which floor and ceiling gradually slope down. Most of this northern angular lobe is filled by a large, deep, pool, probably the source of much of the mist. Ceiling and water meet by the northern wall. A short tunnel links with Chamber N2.1 to the east.

* **Chamber N2.4:** An ovally-elongated chamber, entered on its southeastern side by a short passageway north from N2.1. There is a slight downslope in the western floor nearest the pool there, and a fishy smell in the air.