

Queen Mica's Scintillant Palace:

West Wing, Level 2

These notes concern details for the locations in the second subterranean Level of the West 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.

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 west 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 1 of the West 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 West Wing particularly, the layout spans three vertical Levels. If retaining part of the illusory nature of the Palace, this Wing might be best imagined as containing buildings and towers that are somewhat less tall than those of the North Wing. Note that North is towards the top left of the maps for this Wing.

Features of Level W2

* **Tunnel W2.1:** This is the continuation of the northwest-trending tunnel out of Chamber W1.4 on the Level above, sloping down steeply at 65° through to the marked map label, before turning northeast into the southwestern tip of Chamber W2.4, where it also forms a junction with a southeasterly passage to Chamber W2.5.

- * **Tunnel W2.2:** Another steeply-sloping tunnel (50°) down from Level W1, this time curling around from northeast to west as it does so, flattening-out only by the tip of the more westerly of the two “Descending From” arrows. The passage connects Tunnel W1.9 above with Chamber W2.7 on this Level.

- * **Tunnel W2.3:** Very similar to Tunnel W2.2, this too descends at a comparable 50° angle from Tunnel W1.10, if curving more sharply from northeast to west along the way. After levelling-off by the tip of the more westerly “Descending From” arrowhead marker, it forms a “T”-junction with another passage that runs between Chamber W2.7 and the upper part of descending Tunnel W2.10.

- * **Chamber W2.4:** A roughly-rounded oval chamber between the lower end of Tunnel W2.1 and Chamber W2.6 to its east, although in many respects, it seems as much to be simply an enlargement of the tunnel through here as a real chamber. A group of rats has made its home amid debris around the curve of the northerly wall.

- * **Chamber W2.5:** Opening out from the junction at the foot of descending Tunnel W2.1, where it also meets with the southern part of Chamber W2.4, this seems merely to be itself the more southwesterly end of Chamber W2.6 to its immediate northeast. It does not have the floor obstacles of the latter Chamber, however, though it does possess the scent of fresh wound dressings.

- * **Chamber W2.6:** The largest Chamber in this part of Level 2, this area is differentiated from the adjoining Chambers W2.4 and W2.5 by having numerous blocky piles of stones and scattered earth over its floor, with a substantial, low-lying, splattermite towards its northeastern exit, a tunnel that leads steeply down (60°) to W3.1.

- * **Chamber W2.7:** Another large, irregular Chamber, with a floor heavily strewn with debris piles of rock and earth, this area is central to the other separate part of this Level, with four tunnels connecting to the others parts around it. To the southeast, Tunnel W2.2 slopes strongly up to Level 1. To the southwest, a short passageway leads to Chamber W2.8. On the northwestern side, a longer tunnel turns sharply northeast to Tunnel W2.11, and from the northeastern chamber end, a further tunnel extends, quickly bifurcating northwest to Chamber W2.9 and northeast to Tunnel W2.10. A vertical shaft pierces the ceiling in the Chamber’s northern part, the exit for the tunnel descending from W1.6, below which is an 8 ft, 2.4 m, high pile of rubble serving as an entry-ramp. Many of the surfaces here are slick and very slippery, due to the nature of the rocks and soil here, as none are actually wet, and the air is not abnormally humid.

- * **Chamber W2.8:** A rounded, small, irregular Chamber off the southwest end of Chamber W2.7, again with similar blocky rubble scattered about its floor. However, the surfaces here are not abnormally slippery, and the air feels bone dry.

- * **Chamber W2.9:** A long Chamber with two lobes towards its northeastern end, off the tunnel junction at the northeastern tip of Chamber W2.7. Its westerly wall has a long, narrow, mostly fairly shallow, water pool along it. A jingling noise can be heard here at times. A near-vertical (85°) chute descends to W3.4 from the easterly lobe at the northeast end.

* **Tunnel W2.10:** This is a steeply-descending passageway (55°), some distance northeast of the northeast end of Chamber W2.7, dropping down to W3.2.

* **Tunnel W2.11:** From the northwestern tunnel out of Chamber W2.7, this passage turns sharply northeast and descends steeply (65°) to W3.3 on the Level below.