

Queen Mica's Scintillant Palace:

West Wing, Level 3

These notes concern details for the locations in the third 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 necessarily all at the same depth as one another either.

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 well 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 W3

* **Tunnel W3.1:** A twisting route that descends steeply (60°) from Chamber W2.6 above. The slope ends at the tip of the second "Descending From" arrow, after which the passage continues into W3.5.

* **Chamber W3.2:** The route from Tunnel W2.10 above descends around a sharp bend at 55°, with the slope again terminating by the end of the second “Descending From” arrow, just before the tunnel enters this irregular Chamber, with its very rough floor. Its northwestern end splits into two broad openings into Chambers W3.3 (southwest of this Chamber) and W3.6 (to its northwest). A third, narrower, opening on the northeast wall leads into Chamber W3.10. A clicking sound can be heard in here at times.

* **Chamber W3.3:** Another rough-floored, irregular area - indeed, the uneven floor continues directly into the connecting narrowing between this Chamber and W3.2 to the northeast. Several quite large, shallow pools on the floor give-off a soft phosphorescent light, which brightens whenever one of the pools is disturbed. The broadest tunnel into here, on the southwestern side, is that descending from Tunnel W2.11 at 65° from the Level above. Narrower openings lead to Chambers W3.4 to the southeast and W3.7 to the northwest.

* **Chamber W3.4:** Numerous crystals extend from the walls and ceiling in this rounded Chamber. The near-vertical tunnel down from W2.9 (85°) enters through the ceiling tight-up against the Chamber’s northwestern wall, which serves as the access route into the chute, as there is no other ramp below it. A single tunnel leads into the Chamber’s northwestern tip from W3.3.

* **Chamber W3.5:** Another rounded Chamber, here linking the descending tunnel W3.1 into the rest of this Level, *via* Chamber W3.6 to this Chamber’s immediate southeast. The air here is very humid, which may be what has helped smooth-down and level-out its floor at least.

* **Chamber W3.6:** This small, irregular Chamber serves to link tunnels from Chambers W3.2 to the southeast, W3.7 to the southwest, W3.5 to the northwest and W3.9, at the end of a longer, curving passageway to the north. There are piles of stones and earth strewn over its floor, and a strong northwest to southeast air current runs through it.

* **Chamber W3.7:** Tapping sounds can be heard here occasionally. This medium-sized Chamber lies between W3.3 to its southeast, W3.8 to its southwest, and W3.6 to its northeast.

* **Chamber W3.8:** A small, weakly hexagonal Chamber just southwest of W3.7. It looks unfinished, with uncleared rubble piles in places on its floor. There are also numerous fossil roots “growing” out of the ceiling and parts of the walls in the upper southwestern quarter especially (the least completed part of the hexagonal form).

* **Chamber W3.9:** Attached to the rest of this Level by a curling passage north then northwest from W3.6, this is a tri-lobed Chamber with a smell of sawdust in it, and a very rough floor.

* **Chamber W3.10:** Just northeast of Chamber W3.2, this is a larger, irregularly-rounded area with only one passageway leading on further here, from its eastern tip to W3.11. The floor has a number of blocky stones and loose earth piles across it, and there is a strong dry summer smell in its air.

* **Chamber W3.11:** The tunnel east from W3.10 drops slightly towards this spheroidal Chamber, entering it a little below its midline. It is roughly as high as it is wide, with a strongly-curving floor and ceiling. It is filled with a light mist.