

# Queen Mica's Scintillant Palace:

## West Wing, Level 1

These notes concern details for the locations in the first 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 W1

\* **Tunnel W1.1:** Running roughly southeast-northwest, this is the access-route from Chamber 2.4 of the main Palace. It slopes up from there at about 15°, levelling-off by the end of the second, more westerly arrow on the map in this Tunnel. The passage floor is then about 10 ft, 3 m, above the floor of Palace Chamber 2.4. See also W1.2 just below.

- \* **Chamber W1.2:** Effects from this Chamber can be seen in those adjoining it, W1.3 to the southwest and W1.4 to the northeast, as well as from the passage W1.1 to the southeast, as sparks of static electricity arc from time to time between metal veins visible in the ceiling and walls here, notably in the region behind and above the deep pool, in the Chamber's northwestern recess.
- \* **Chamber W1.3:** This rounded Chamber has a particularly rough and uneven floor, and there is a greasy taste in the air. It can be reached only by a short tunnel from W1.2 to its northeast. See also W1.2 for the light effects there which can be seen in here too.
- \* **Chamber W1.4:** Here as well the light effects from Chamber W1.2 can be seen clearly, and there is a buzzing sound in addition, which may be associated with the static electric activity in that other Chamber. The floor is congested with stony and earthen rubble piles in places. Aside from the broad accessway southwest to W1.2, tunnels also lead off from here to the northwest, sloping down steeply (65°) to Tunnel W2.1 on the Level below, and to Chamber W1.5 on this Level by two routes, one to the northeast, the other to the southeast.
- \* **Chamber W1.5:** A large, rectangular Chamber, with difficult, uneven floor conditions, and very moist, humid air. Four tunnels lead out. Two head northwest and southwest into Chamber W1.4, one northeast past the entrance to vertical shaft W1.6 to Chamber W1.7, while the third passes southeast into descending Tunnel W1.9.
- \* **Tunnel W1.6:** About halfway along this southwest-northeast aligned tunnel between Chambers W1.5 and W1.7, a vertical shaft opens in the floor, down to W2.7. It almost completely blocks the floor of the Tunnel here.
- \* **Chamber W1.7:** Roughly one-third of this irregular Chamber's floor is occupied with a water pool, while the rest has numerous scattered patches of low-growing mushrooms that emit a pale, chiefly ultraviolet, glow. While the ants do not use the fungus for any purpose, they will defend the mushrooms viciously, should anyone try to damage them. The ants seem as if they revere the mushrooms, for unknown reasons. From here, tunnels lead southwest past W1.6 to W1.5, and southeast to Tunnel W1.10.
- \* **Chamber W1.8:** A small, irregular Chamber in which there are mysterious pulsing air currents sometimes, if from inconsistent source directions, should anyone wish to investigate. A single opening to its northeast allows access from the tunnel between W1.7 and W1.10.
- \* **Tunnel W1.9:** This is a sloping Tunnel southeast from Chamber W1.5 that curves as it descends at some 50°, down to Tunnel W2.2. The slope begins at the label.
- \* **Tunnel W1.10:** Virtually identical to Tunnel W1.9, this slopes down from its label in a similarly curling fashion to W2.3, again at 50°. The Tunnel starts at the southeastern exit from Chamber W1.7.