

# Queen Mica's Scintillant Palace: Level 2

These notes concern details for the locations in the second subterranean Level of 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 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 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. 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 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 - thus Level 2 would be above ground-level, with window and balcony views out over the surrounding countryside and parts of the Palace close-by - and adapt the content of the chambers accordingly, much as was done among the Level 1 "Illusory" comments.

## Features of Level 2

\* **Chamber 1:** There are some irritating floor obstacles and loose material in places. The chamber has a smell like festering wounds. The eastern passage ascends at 45° to 1.1, while descending tunnels, each angled at 55°, lead down to 3.2 to the southwest and 3.3 to the southeast.

\* **Chamber 2:** A large, tri-lobed chamber, with some floor obstacles and loose material scattered about. A pack of rats has made its lair in the larger, southern, lobe. A 45°-angled passage descends from 1.1 entering through the ceiling of the northwestern lobe along a sloping ramp to the floor. Two passages lead east. The more northerly one connects to 2.3; the southerly descends steeply (65°) to 3.4.

\* **Chamber 3:** The southern third of the chamber is flooded with a moderately deep pool that overflows in a shallow channel running west down the steeply descending passage (65°) to 3.4. The more northerly passage west connects with 2.2. The chamber has a scent of fresh sawdust.

\* **Chamber 4:** The tunnel to the northwest rises at 15° and connects with Tunnel W1.1 in the Palace's West Wing, while that to the east leads into 2.5. The chamber has been fairly

smoothly constructed, and its walls are largely made up from prismatic rock crystals that catch, reflect and refract any light into rainbow bands.

\* **Chamber 5:** Passages lead west into 2.4 and northeast into 2.6. The floor is extremely uneven and the air is very hot.

\* **Chamber 6:** A large, fairly smooth, very dry chamber, commonly used as a nursery for egg-storing and looking after larvae. Its eastern wall is pierced by short tunnels to 2.5 (south), 2.7 (east), 2.9 and 2.10 (north).

\* **Chamber 7:** Shifting regions of hotter and cooler air fill this large chamber. Short link passages join its north end to 2.6 (west), 2.8 (east) and 2.10 (north). Much of its southern third is flooded by a deep pool. In the northern half, a ramp descends through the ceiling from the tunnel leading up at 40° to 1.2.

\* **Chamber 8:** A steeply-descending floor-opening tunnel leads east at 65° to 3.7. More level passages lead west to 2.7, north to 2.11 and east to 2.12. Another smoothed chamber, this is very dry. Its southern half is often used as a nursery for eggs and larvae.

\* **Chamber 9:** A fairly smooth, hexagonal chamber, whose floor is dominated by the large, low mound of a splattermite on the floor, continually added-to by the slow drip of mineralised water from above, seeping through the ceiling. One passage leads out south to 2.6, which also links to 2.10.

\* **Chamber 10:** A long, regularly-formed chamber with three main parts. The two northerly hexagons contain many shallow wall alcoves, earth-sealed, each holding a pupating warrior ant. The more open southerly segment allows freshly-emerged ants to stretch and get their bearings. The whole chamber has a smell of potato peelings. Tunnels lead southwest, linking with the passage between 2.6 and 2.9, south into 2.7 and northeast to 2.11.

\* **Chamber 11:** Another regularly-formed, large chamber, whose angled walls and some floor areas are dotted with many sealed, shallow alcoves containing pupating worker ants. The chamber has a not-unpleasant perfumed taste to the air. A vertical chute opens in the southwestern ceiling leading up to 1.4. A low-angled four-foot high debris mound (1.2 m) has formed beneath the opening, as a sort of ramp. Alongside this mound, passages lead southwest to 2.10, south to 2.8 and northwest, descending at 55°, to 3.5.

\* **Chamber 12:** The very rough floor here extends along the tunnel north to 2.13, and into that chamber as well. The air here alternates from hot to cold in erratic swirls. Other passages lead east to 2.14 and west to 2.8.

\* **Chamber 13:** The hard-going, rough, floor from the south passage to 2.12 continues across this chamber, although not into the descending passages to 3.7 (southwest, 55°) or 3.8 (east; 65°), while it affects only the lower end of the ascending northern tunnel up to 1.5 (65°). There is a local downdraught from the latter tunnel.

- \* **Chamber 14:** A smoother chamber with passages west into 2.12 and up at about 40° southwest to 1.3. The air is unpleasantly humid.
  
- \* **Chamber 15:** A long chamber with quite regularly-angled walls which contain numerous shallow, earth-sealed alcoves, longer than those found elsewhere, each of which holds a pupating royal ant. These will emerge winged, ready to fly off to start new colonies elsewhere. The chamber walls have metal veins running through them, creating areas both colourful and light-reflective in places. This is especially so where the slow seeping of water through the ceiling and over the indicated areas of wall from 1.3 has occurred. A single tunnel leads out to 2.16 to the northeast.
  
- \* **Chamber 16:** A large, double-lobed chamber. Batches of newly-emerged winged ants come here to dry, stretch out and test their wing membranes when they all emerge together. At other times, it is used as a nursery for eggs and larvae. It is very dry. A tunnel rises northeast at 15° to Tunnel E2.1 in the Palace's East Wing, with internal passages connecting to 2.15 (southwest) and 2.17 (northwest).
  
- \* **Chamber 17:** This long, very roughly-floored, chamber is scattered with patches of honey fungus across floor, walls and ceiling, food for the colony. A sweet dew oozes from each patch of fungus that the ants regularly collect. A curious jingling noise here seems to be associated with the fungus. One passage leads southeast into 2.16, while others lead down to 3.9 (west; 45°) and 3.10 (north; 65°).
  
- \* **Chamber 18:** One tunnel leads down into here from the southwest from 1.5 (40°), and a second connects with 2.19 to the southeast. The floor has a number of natural lumps and obstacles scattered over it, and the air has a scent of potato peelings.
  
- \* **Chamber 19:** This small chamber is very hot. A passage from 2.18 enters to the northwest, while a second descends to 3.10 at about 55° to the southwest.