

Queen Mica's Scintillant Palace: Level 3

These notes concern details for the locations in the third 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 3 would be well above ground-level, with window and balcony views out over the surrounding countryside and parts of the Palace - and adapt the content of the chambers accordingly, much as was done among the Level 1 "Illusory" comments.

Features of Level 3

* **Chamber 1:** A smoothly-rounded chamber with a vertical chute in its eastern floor that drops down around 20 feet into an angled tunnel running east at a 20° downslope, to 4.1. An eastern passage on this Level leads to 3.2. There is a dry summer scent in the air.

* **Chamber 2:** A current of dry air runs through here from roughly south to north. The southern exit leads southeast and down at about 25° to Tunnel S1 in the Palace's Southern Wing, while that to the west leads to 3.1. A descending passage (55°) enters on the chamber's northeastern end from 2.1. The chamber is commonly used as a nursery for eggs and larvae.

* **Chamber 3:** This large chamber's floor is half-covered by a substantial, deep, pool of freshwater, filled by dripping water from the ceiling, forming numerous stalagmite-stalactite pairs over the whole area, including a few curtains, although none of the pairs meet as yet. A palely-glowing sweet fungus grows across the ceiling, walls and stalactite-stalagmites above the water level, which the ants harvest for food. A narrow outflow channel runs from the pool's western side down the vertical chute in the northwestern floor to 4.1. A separate tunnel runs down into here in the same northwestern corner at 55° from 2.1.

* **Chamber 4:** Another large, partly flooded chamber, with a mostly shallow pool along its eastern and southeastern walls. This is fed by a channel running down the 65° tunnel from 2.3 that enters on the east side of the chamber's northern end. A second 65° descending passage enters opposite this on the western side of the chamber, from 2.2, while a third passage drops towards the northwest at 40° to 4.4. A grating sound can be heard here, though its source is not obvious.

* **Chamber 5:** A small, rounded chamber, this is usually filled with a pearlescent mist, reducing visibility considerably. A tunnel leads north and up at 25° to Tunnel N1.1 in the Palace's North Wing. The chamber can be entered on its southeastern side by a descending passage (55°) from 2.11.

* **Chamber 6:** The floor is extremely rough and difficult to cross for bipeds, while swirling patches of hotter and colder air make it doubly uncomfortable to be in for long. A tunnel to the north descends at 45° to 4.5, and a short passage south connects with 3.7.

* **Chamber 7:** Four passageways meet in the northwestern part of this chamber. One descends from the west from 2.8 (65°), another from the northeast from 2.13 (55°). A third leads north into 3.6, while the fourth leads down southwards at roughly 45° to 4.3. Much of the chamber extends to the southeast from this junction, and is stickily humid. Thin curtains of fungus hang down, often from ceiling to floor, across much of this area, secreting a sweet dew the ants collect for food.

* **Chamber 8:** A large, hot, chamber, often used as a nursery for eggs and larvae. A tunnel runs south from here to 3.9, with a second tunnel ascending steeply (65°) to 2.13 to the west from the chamber's southern end.

* **Chamber 9:** An irregular chamber whose floor is covered with large, low-growing, mushrooms that emit chiefly ultraviolet light. It is not clear what purpose these serve, as the ants do not use them for food, though they will protect them viciously, and seem to revere them, as if this was a temple. Passages from here lead north to 3.8 and up at 45° east to 2.17.

* **Chamber 10:** Most of this chamber lies offset to the southeast by a narrow section from the passage junction on its northwestern side, through which junction a downdraught of air is apparent. From the junction, tunnels run west down to 4.6 (65°), northeast up to 2.19 (55°) and south up to 2.17 (65°). The chamber floor has a number of irregular, blocky, low obstructions scattered across it.