

“Scuttle” - Aunty MacKassa’s Crab-Legged Hut

This is deep-sea hag Aunty MacKassa’s second vehicle, one which allows her to travel easily onto land at times, for all it is equally able to manoeuvre through the sea as well. The other is the ship *Naughty Lass*, detailed separately in the Community Atlas. Aunty can switch magically to either vehicle from her Cave lair home, as described with the “Aunty MacKassa’s Coral Cave” map notes, also separately available. Information regarding Aunty MacKassa, her lair, faerie nature, and her ability to swap between her home or either vehicle apparently effortlessly, is provided with that Coral Cave map too.

Scuttle is a ramshackle, two-storey hut made from part of a long-wrecked ship, the upper two internal decks of what was once the aft cabin, much like that on the *Naughty Lass*, added-to and altered with pieces of other wrecked ships and driftwood at different times. The cabin’s small-paned, dirty, windows have each had a pair of external wooden shutters appended this way, for instance. A porch has been attached outside each floor at the front of the structure, with a post-and-rail edge. The lower floor’s porch has three openings to allow external access through its railings. The upper porch has a flat roof over it, while the main hut’s roof is low-pitched, above the top floor.

The base of the lower floor seems to have organically grown from a gigantic crab’s legs and shelled underside, as if the planking is merely part of the crab’s armoured shell. The legs and front claws are fully articulated (the claws have a powerful grasp when required), and are well able to move the hut rapidly over land, or swim on and in the sea, at up to a speed the swiftest sharks would be hard-pressed to match even briefly. On land the scuttling motion seems very ungainly, with the hut bobbing about at all angles, yet within, the motion is not noticeable, except in looking out through one of the windows or an open door. The effect for an external viewer though is disturbing, while the view out from inside the hut while in land-based motion is liable to cause motion sickness in those susceptible. Aunty, of course, is quite unaffected by this, and relishes the joke when others struggle!

Each floor is around 5 feet high inside (1.5 metres), while the whole structure from outside on land varies between approximately 20 to 35 ft tall (6 to 11 m), depending on whether the crab legs are at rest or walking/scuttling. When Aunty wishes to step on or off the lower front porch, the whole hut tilts down to ground level to let her do so, although usually, the floor of this porch is some 5 to 7 ft (1.5 to 2 m) above the level surface underneath when the hut is at rest.

The internal floors each can be viewed using the FCW file map’s toggles, and a five-foot square grid can be superimposed similarly to help with scaling. Access between the floors inside is by the single hatch and ladder when the place is not underwater, and as normal, Aunty can have the hut be water-, or air-, filled regardless of where it is. The contents are as described in the Coral Cave map notes, as this is essentially Aunty’s Home Cave lair, here with variant wooden walls, floor and ceiling. The algal slime, so much a part of the decoration of her other vehicle, her cave lair and its surroundings in the deep sea, is entirely absent here. An all-pervading stench of dead sea-things in and near the hut is, however, one of its most memorable features when encountered on land.

Scuttle, with or without Aunty, is sometimes parked on the sea-bed anywhere within 50 miles (80 kilometres) of her Hag Corals lair, though not often very close to it. More commonly, it will be on the surface, not usually simply swimming on the ocean, but settled on land near the shore on the isle of Zaraq - most likely an out-of-the-way spot on one of the smaller islets off its eastern shores - or sometimes on the seaweed island far to

the north of the Coral Cave. For these locations, see the separate “Aunty MacKassa’s Area Map”.

As *Scuttle* can defend itself with its huge claws at need, Aunty rarely leaves any of her servants with it. She is always aware of anything unusual or interesting happening in its vicinity anyway. She will sometimes take one or two of her Gargoyles with her when using *Scuttle*, where they will settle as porch or rooftop “ornaments”, or perhaps a couple of the Crew from *Naughty Lass* (see the “Naughty Lass” map description for details on either type of servant).