

# The “Naughty Lass” - Aunty MacKassa’s Ship

As described in the notes to Aunty MacKassa’s Coral Cave map, the *Naughty Lass* is one of two vehicles Aunty can magically switch to from her Home Cave lair, the other being *Scuttle*, a hut with huge crab legs, which is detailed separately in the Community Atlas. The *Naughty Lass* is illustrated by two maps, one a series of plan views showing the various decks in the ship, the other a section drawing through the midline of the vessel. This document identifies and clarifies various elements of the ship as portrayed on both maps. Information regarding Aunty MacKassa, her faerie nature, and her ability to swap between her lair and either vehicle instantaneously, is provided in the Coral Cave map notes, and is not repeated here.

The *Naughty Lass* is a wrecked ship, yet under Aunty’s influence, it behaves no differently than a whole, sound craft would on the surface. It can also sail under the water at any depth, again much as if it were sailing on the sea’s surface. Aunty and her servants who guard and crew it, take no harm whether the craft is on the surface or anywhere in the lightless ocean depths far below, as all are able to breathe freely in water or air, as they need to. Indeed the nominal crew are really more servants and guards, as the ship functions perfectly under Aunty’s magical direction alone. Whether she is in residence or not, the *Naughty Lass*, if not already there when she leaves, will sail serenely down through the water to settle somewhere on the sea-bed, always within 50 miles (80 kilometres) of her Cave lair in the Hag Corals (see the separate “Aunty MacKassa’s Area Map” for details on this region).

Physically, the ship looks, and is, battered, with much of its lower hull ripped open, and at least minor damage to all its other wooden surfaces. Metal too is pitted, worn and rusty. In addition, a patchy covering of unpleasant, sickly yellow-green algal slime coats many surfaces inside and outside the vessel. A few clumps of slime may be found drifting about over, near and within the ship when it is submerged as well. The slime attaches to whatever it touches - or whatever touches it - and although harmless, it is slick and very difficult to fully remove until the affected surface has left the vessel and is more than a mile (1.6 km) from both it and Aunty MacKassa’s Coral Cave lair.

When moving underwater, the exterior of the vessel, any things and creatures in the water within half a mile (0.8 km) of it gain a pale, sickly, yellow-blue “halo” around the moving object or body part, thanks to a profusion of bioluminous plankton that throngs the water near Aunty. This halo cannot be cleared or prevented by any method, though it does not extend to the ship’s interior, and ceases as soon as the ship surfaces, except for those exterior areas still below the water-line.

On the water’s surface, the floating patches of slime vanish, only to be replaced by an all-pervasive stench of dead sea-things, and a sickly yellow-green miasma that permeates the air in thin, mist-like clouds and tendrils, often looking like tentacles or giant claws reaching out from the craft into the surrounding air nearby. Sometimes, these seem to behave with a will of their own, not how any wind suggests they should be moving, for instance. Aunty can control the motion of this mist, should she choose. At night, or when the day is very dull, Aunty can cause this miasma to thicken somewhat, and form-up in a sickly green, self-luminous, glow across all the ship’s outer surfaces, making it look like an archetypal ghost ship. Misty tendrils like grasping claws or tentacles reaching out malignly from the ship can be made to appear by Aunty as well, to help enhance the effect. This “ghost ship” look is that portrayed especially on the section drawing of the *Naughty Lass*.

For all its rickety, often insubstantial, form, the *Naughty Lass* is virtually indestructible in Aunty's care, partly because its substance extends into the Faerie Realm, where things are rarely quite how they seem. Should Aunty ever be killed however, it would rapidly fall apart and be lost.

### **Ship's Crew**

There are two parts to the vessel's nominal crew, seven in each set, marked on the plan-view maps (only) as "Gargoyles" and "Crew". The Gargoyles are present only when Aunty is on-board, coming with her from her Cave lair in their usual underwater form at first (see the Coral Cave notes). On the surface though, their forms morph into those of normal, flying Gargoyles with two legs instead of their sub-sea fish-tails. Their usual locations are shown on the ship's deck plans, where each has a low, wooden plinth in place of their usual undersea stone ones in Aunty's Cave, on which they will habitually stand at rest. These plinths remain even when the Gargoyles are elsewhere.

The seven creatures marked by the differing "Crew" symbols on the deck plans are each a different kind of land humanoid, all taken by the sea at some point, but never killed, merely transformed. They can live in air or water now, but must return to the sea at least once a day. They have skins and forms added-to and altered by sedentary sea creatures that live on them now, scales like a fish in places, sometimes with limbs or organs replaced by sea creatures of many kinds, perhaps a tentacular arm, or the jaws of a shark, or barnacles on their palms that can shred unprotected skin, for example. Their usual resting/lurking places are marked on the map, where they may blend into the fabric of the ship, when not required to be more active separately. They can also emerge unexpectedly from such spots, or others if they so choose, to surprise intruders from the corner of an apparently empty cabin, say. They are always on-board the vessel, acting as Aunty's ears and eyes even when she is absent. [Heavily influenced by some of the "Pirates of the Caribbean" movies, for 5e D&D statistics now for these, use the Sea Spawn creatures from "Volo's Guide to Monsters", 2016, p. 189, for instance.]

### **The Ship & Its Labelled Features**

The *Naughty Lass* has a maximum length of around 125 feet (38 metres), and a maximum width of about 40 ft (12 m). Each deck is approximately 5 ft high (1.5 m). The bowsprit extends roughly 27 ft (8 m) in front of the hull, and the rudder approximately 7 ft (2.1 m) behind the stern. The Main Mast rises some 85 ft (26 m) above the Main Deck.

Most of the ship's features are detailed below in their numerical order, as taken from the plan views, as not all are shown on the section view as well. Those that are, have their Key number from the section drawing added in square brackets, "[ ]", after the label-name. Three items are not numerically labelled on the plans, the Bowsprit (11 on the section drawing), Crow's Nest (18 there similarly) and Rudder (17), although all are shown there.

The **Bowsprit** is basically an angled secondary to the Main Mast, rising from the forward cabins of the Main Deck at about 30 degrees from the horizontal. Its outer tip is a little more than 20 ft (6 m) above the level of the Forecastle Deck.

The **Crow's Nest** lookout position is just over 70 ft (21 m) above the Main Deck on the Main Mast. It can be accessed by swimming underwater, by scaling the Mast, or using the rigging lines (for clarity, these are shown on neither the plan or section drawings).

The **Rudder**, controlled by the tiller bar on the Poop Deck, runs down the stern of the ship into the water to steer it. In essence, it has the form of a heavily reinforced, very broad, plank.

**1) Poop Deck [1]:** An open, raised deck surrounded by rails at the stern of the ship. A broad chart table runs along the rail overlooking the Main Deck below the Poop's level, which is firmly fixed in place. At the rear of the Deck is the roughly 10 ft long (3 m) tiller bar which controls the Rudder. A Gargoyle plinth is about midway between the end of the tiller bar and the front rail. A pair of fixed ladders run down from the shipboard end of the Poop Deck to the Main Deck, accessed by openings in the front rail.

**2) Forecastle Deck [2]:** A similar, railed, raised deck to the Poop Deck but towards the ship's bows. The Bowsprit rises from the forward part of the Deck, while the capstan occupies much of the central Deck, pivoting about a central post set into the Main Deck cabins below, allowing the anchor chain to be raised and lowered when rotated. One of the ship's Crew is normally here, along with a Gargoyle plinth on the starboard forward side. Another pair of fixed ladders lead down through the shipboard rail to the Main Deck.

**3) Main Deck [3]:** The central section of the upper deck is lower than either the Poop or Forecastle. Doors lead off here into the cabins beneath both these raised Decks, while fixed ladders lead up through the rails to both. Towards the midline stern of this Deck is another Gargoyle plinth, with a large Hatch covering the cargo hold's accessway forward of that, followed by the outer base of the Main Mast and the Ship's Boat. Rails (not shown for clarity on the section drawing, but identical to those illustrated on both Poop and Forecastle Decks there) run along the outer sides of this Deck.

**4) Aunty's Cabin (Upper) [4]:** The cluttered contents of the main stern cabin, with its open hatch and ladder leading down, are identical to what was described for the Home Cave in the separate Aunty MacKassa's Coral Cave map notes, except that the floor, ceiling and walls are now of wooden plank construction, not rock and coral, and there is a series of small-paned, dirty but clear glass, windows set around the outer walls. The four stern-facing windows each have one panel that can be opened when required. The rest do not. A single door leads forward to the Upper Lobby (5).

**5) Lobby (Upper) [5]:** A crossway allowing access to all three upper stern cabins by a single doorway each, while a double door opens forward onto the Main Deck. One of the Crew usually lurks in the stern starboard corner.

**6) Port Cabin (Upper):** A small cabin with two small-paned windows to the outside, Neither can be opened. Home to a broken table and some other minor debris underneath it.

**7) Starboard Cabin (Upper):** A similar cabin to the Port Upper, except its occupant, when here, is a forward-facing Gargoyle on its fixed plinth. It has a view through the forward window out onto the Main Deck when present.

**8) Cargo Hatch [6]:** A removable large cover allows access down from the Main Deck to the Lower Deck, Cargo and Ballast spaces, in front of the Main Deck's Gargoyle plinth.

**9) Main Mast:** A low, square, raised platform surrounds the Main Mast where it rises through the deck here. Rope coils are sometimes stored on and near it.

**10) Ship's Boat [7]:** A small rowboat with stored oars beneath it is fastened to the Main Deck forward of the Main Mast. It is actually nailed firmly to the Deck, so is of no use as a boat at all currently.

**11) Galley Stores [8]:** Accessed by a single door from the Main Deck, a second door leads further forward to the Galley (13), while a single, small, unopenable window lets in some light from outside. Two large, empty, casks are fitted into this cabin and cannot easily be removed. None of its former food stores are apparent. A closed hatch in the port forward corner leads down by ladder to the Crew's Quarters (21). One of the current Crew typically lurks forward of one of the casks in here.

**12) Ship's Stores:** A similar cabin to the Galley Stores (11), if with a little more clutter and empty containers in it. Its hatch to the Crew's Quarters (21) is to the starboard stern corner.

**13) Galley [9]:** Three unopenable windows, a small cooking range (the chimney leads out below the Forecastle's forward rail above), two empty fitted cupboards, a fastened-down table and two fixed chairs are the furniture here, with a Crew member often concealed near the midline wall by the Bowsprit back block.

**14) Boatswain's Cabin:** Once home to the lower-ranked officers, just a single fixed table remains of its former occupants' life, now accompanied by a stern-facing Gargoyle plinth.

**15) Figurehead [10]:** A crudely-carved wooden figurine, the Naughty Lass herself. She has the form of a naked, seated, spread-legged Sheela-Na-Gig, chosen by Aunty herself, naturally, as the perfect embodiment of the ship's name, in her darkly amused way, and because it will be liable to best-cause discomfort, embarrassment or even disgust in those viewing it, something Aunty always finds especially hilarious! [For those unfamiliar, look-up Sheela-Na-Gig online, notably the form of that at Kilpeck Church in England.]

**16) Aunty's Cabin (Lower) [12]:** The Lower Deck version of Aunty's Home Cave lair from the Coral Cave map, as noted earlier for the Upper version (cabin 4 above), except that its windows are smaller, more numerous, but all unopenable. The fixed ladder leads to the Upper Cabin, while a door leads forward into the Lower Lobby (17).

**17) Lobby (Lower) [13]:** Identical to the Upper Lobby (5), other than it has a forward-facing Gargoyle plinth instead of a lurking Crew member, and that its forward-opening double doors lead into the Rowing & Cargo Deck area.

**18) Port Cabin (Lower):** Similar to the Upper Port Cabin (6) but empty of contents, with just a single, small, unopenable window in its outer wall.

**19) Starboard Cabin (Lower):** As the Port Cabin (18), though with a little more debris scattered about it.

**20) Rowing & Cargo Deck [14]:** A large, open space occupies most of the central portion of the Lower Deck. Built-in rowing benches with fastened-down oars below them, run along both outer sides, with holes in the hull for the oars to pass through when in use. These holes once had loose wooden panels that could be fitted in to close them when the oars were not needed. These have long vanished, however. The Main Deck's Cargo Hatch (8) opens in the sternward ceiling, with a substantial hole in the floor leading down to the Ballast Deck, where more, sometimes larger, cargo would once have been stored. The Main Mast also passes through the centre of this open space. Aside from a little debris, spilt candlewax and other less identifiable splashes, the occupants here comprise two Crew members, sequestered in the port corners of the Cargo Hold.

**21) Crew's Quarters [15]:** Once the main sleeping and eating cabin for most of the ship's crew, the forward part of this open space in the bows is studded with floor-to-ceiling wooden pillars from which hammocks would once have been slung. A long, fixed table and benches occupy much of the stern half of the Quarters. Ladders lead up on both port and starboard sides to, respectively, the Galley Stores (11) and Ship's Stores (12) via ceiling hatches. Some debris is scattered over the floor, while a Gargoyle plinth is set on the floor forward of the starboard ladder. A Crew member lurks among the hammock-pillars towards the prow.

**22) Ballast & Keel [16]:** The lowest deck of the ship has no internal partition walls, beyond a roughly 5 ft deep (1.5 m) wood-walled "trench" along its centre-line, the interior of the ship's Keel. Most of the lower part of this central line and Keel slot are filled with boulders, rubble, some carved stone artefacts (including several statues, a couple of altars, and at least one religious hero's grave-slab) and the bones of an indeterminable number of humanoid skeletons. The recognisable objects and skeletons - could they be identified - all would be found to have a distinctive holy significance. They are among Aunty's collection of such items which she deliberately hoards to withhold them from any more proper use. A large rectangular opening in the ceiling leads up to the Lower Deck, while the Main Mast's base is supported deep in the Keel. This deck is in a serious mess, with many large and small holes through the lower hull, for all nothing ever seems to spill out - or in - through these gaps (unless Aunty wills it, naturally). When on the surface, the ship behaves as if the hull were completely intact and solid for all this. As usual, Aunty knows the exact nature and location of every object throughout the ship, apparently down to the humblest ballast-stone deep in the Keel. Every single stone has been taken from a different, significant, holy site at one time or another.