

# SETTING

**AGAINST ALL FLAGS** is a work that belongs to the **ADVENTURE FICTION** genre.

This means that the setting is not and does not claim to be historical, but is a fictional creation of the author: Mariagrazia Masetti of L.A.Moss Production.

The following are the notions of setting known to all, divided into thematic paragraphs.

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# LIBERTALIA

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Libertalia was founded in 1682 by Mission, Tew and Caraccioli. Mission and Tew are two captains, Caraccioli a priest and ideologue. Mission led the ship *Adventure*, Tew led the ship *Amity*. They found a suitable place hidden from view near the main mouth of the Onibe River and built the first huts there. While Mission and his crew became land pirates and were busy building Libertalia with Caraccioli, Tew and his crew attacked passing ships with the *Amity*, to supply the republic with both manpower and riches. Over the years, Libertalia grew in size and *Adventure* was also able to join Tew's *Amity*. Thus was born the Libertalia fleet and the

rule of alternating captaincy of ships. As Libertalia grew, so did its fame - first locally and then internationally - and also its enemies.

The republic was structured into groups of about ten pirates led by a captain. The groups were formed in different ways: sometimes an entire crew became a group of its own, sometimes a free sister without a crew formed one around her over time. Newcomers to Libertalia may decide to join other loose groups, or found their own group, whether they are already in sufficient numbers or not.

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# THE CODE

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This is what is of common knowledge. The tome of the Code contains specific indications and insights.

## THE CODE

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The Code is the only law of Libertalia. It is fixed, but there is a way to add an entry or change an existing entry. The change must be approved by a majority vote in a Grand Kabary.

## GROUPS

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The free sisters of Libertalia live in groups of about 10 people. At the head of each group is a captain, recognised by the others as their leader and spokesperson. Anyone can be elected group captain. If a free sister wants to put herself forward as captain in place of the current one, she must follow the procedure indicated in the Code.

## THE KABARY

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Any meeting between free sisters is called a Kabary. There is a Kabary of the captains, a Kabary within a group, or a Kabary among free sisters who have common interests. They all open and close with a toast consisting of seawater and gunpowder. When a group is in Kabary, it must not be interrupted until it has completed the closing toast.

## THE GRAND KABARY

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The Grand Kabary is the gathering of all the free sisters of all groups. In the event of danger to the survival of Libertalia, the Grand Kabary must include not only all the free sisters, but also the allies of the pirate republic. The rules for calling a Grand Kabary are set out in the Code.

## THE SHELL

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A large sea shell is your symbol of democracy. To speak in front of all free sisters or take the floor in the Grand Kabary you must hold the shell in your hand.

## VOTING

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The right way to make any decision is by voting. The majority wins. Abstention is not possible. Voting on matters that affect all of Libertalia is done either in a Kabary of the captains, or in a Grand Kabary with all the free sisters. The code specifies when these two types of Kabary are to be held and how they are to be voted on.

## THE ORDEAL

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When important questions concerning the future of Libertalia cannot be resolved in any other way, or when a decision has been made in a manner not in accordance with the Code, i.e. without a vote, one or more of the captains may invoke an Ordeal. The groups involved compete in a series of trials according to the Code. The winning group may impose its will on the others, who are obliged to respect it.

## JUSTICE

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If a free sister is questioned, she is entitled to something in return for the information

revealed. Justice is administered through speedy but fair trials, overseen by the Keeper of the Code, according to the specified procedures.

## WEDDINGS

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Marriages are used to establish with certainty who will receive the property of the pirates in the event of the death of one of them. Normally it is the captains who marry each other, to settle the question of the inheritance of the ship and the spoils, but it is also a common practice among ordinary pirates. The ceremony is quick and the names of the two pirates must be entered in the Codex in the appropriate section. Without written proof in the Codex the marriage is null and void. If an unmarried pirate dies, her property goes to Libertalia.

## EVENING IS FOR PARTYING

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Every evening, regardless of the day's events, all free sisters must participate in the social gathering where there is drinking, singing and playing dice. There are free sisters who can play instruments and provide music for the party. Each evening could be the last: the free sisters dedicate the evening to celebrating the fact that they are still alive.

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# THE LIBERTALIA FLEET

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Libertalia's fleet includes two ships: Tew's *Amity* and Mission's *Adventure*. The ships provide Libertalia with loot and free sisters and keep your enemies at bay.

The *Amity* is captained by Tew, who gave up a life on land to lead it relentlessly with her crew. For this reason, Tew was appointed admiral of the fleet. Mission's ship, the *Adventure*, is led in six-months shifts by each group of free sisters of Libertalia. Although led by the captain of the

group serving there, the *Adventure* is still under the orders of the Admiral Tew, in charge of the entire fleet.

In March and September of each year, the two ships make their way to Libertalia to deposit their loot and swap the *Adventure*'s crew. On that occasion, a big party is held to welcome the free sisters returning from service with the fleet and to bid farewell to those departing. This is the only chance Tew and his crew have to

spend a few days in Libertalia. At the end of each semester, Tew chooses a new secret hiding place for the fleet, a place where they can take refuge when things go wrong.

Caraccioli's group served on the *Adventure* from March 1695 to September 1695.

Mission's group served on the *Adventure* from September 1695 to March 1696: everyone knows that during the six months the spoils were good, Cruz died and Mission and Tew got married.

Avery's group served on the *Adventure* from March 1696 to September 1696: everyone

knows that during the semester the spoils were not good and at the end of their service there was the infamous Battle of the Jewels. Only the *Adventure* participated in the Battle, and then returned alone to Libertalia, where the crew swap happened. Tew's *Amity* did not show up. Wyvern's crew took over the *Adventure* in September 1696 and, on Avery's instructions, left to join Tew in the secret hideout.

At the end of the six-month period, in March 1697, neither Tew's *Amity* nor the Wyvern-led *Adventure* returned to Libertalia for changing the crew.

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## THE PIRATE QUEEN

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Right from the start you realised that to deal with power structures outside Libertalia you had to present a figure who embodied the same kind of authority recognised by the societies you were dealing with. Presenting yourselves as a group, supported by your ideology of democracy and voting, only fed your interlocutors the idea that you were buffoons who could not be taken seriously. You therefore decided to create the figure of the Pirate Queen.

A free sister is chosen to act and speak on behalf of all of you as your queen; she is adorned with the jewels, weapons and gold you have at your disposal at the time, to increase the perception of Libertalia's power and wealth and impress your interlocutors. The agreements that the Pirate Queen makes in the name of Libertalia must be respected, on pain of destroying the name and image of Libertalia that you are building.

One of the consequences of this practice is that countless accounts of the Pirate Queen have spread all over the Indian Ocean, but none of them match up. Some say that the Pirate Queen is a woman, others that she is a man; some

swear that she is as tall and mighty as a mountain, others that she is as frail as a twig and is carried by her servants on her arms; for some she has long blonde hair, and for others a black, unruly hair. Passing from mouth to mouth, the tales became legend and reached the ears of European courts and trading companies.

There are even accounts of the exploits of the Pirate Queen that you are sure cannot be attributed to your actions. For example, years ago, it was reported in Libertalia that the Pirate Queen appeared in Europe's largest cities to stir up the population against their respective sovereigns. As a result, the British crown placed an exaggerated bounty on her head that is appealing to many. At the same time, rumours began to circulate that the Pirate Queen of Libertalia had made a deal of some kind with the Merina kingdom and even the Dutch East India Company.

What you have realised is that there is someone posing as the Pirate Queen to deal in the name of Libertalia, and you do not understand who that might be. The biggest problem this creates is that you cannot know what deals in the name of Libertalia this person has made, and

Libertalia risks being found guilty for faults that are not its own. The fact, then, that the entire western world now knows and speaks of the Pirate Queen has increased the perception of Libertalia's power not only among the kingdoms you wished to impress, but also among those

courts that consider Libertalia's experiment to be a danger to their power, prompting them to invest much more in an attempt to destroy you. You cannot wait to get your hands on anyone who has used the title of Pirate Queen of Libertalia without the consent of the free sisters.

## THE WATER WAR

In 1693, at a time when Libertalia was growing particularly fast and the spoils were in danger of no longer supporting all the free sisters, Mission proposed to build a dam on the Onibe River in an area upstream from its branches, to irrigate healthy fields at high altitude and start growing your own food. Avery opposed this proposal, because building the dam would take water away from the branch of the Onibe River from which the Merina derived their livelihood and this would antagonise them. Both captains spent a lot of energy pleading their respective cases and the debates went on for a long time. Eventually the balance of power turned out to be Caraccioli who, initially inclined to agree with Avery, suddenly changed her mind and supported Mission.

During the construction of the dam, the Merinas contacted you to dissuade you from going ahead. When, in the summer of 1693, the dam

was completed, the Merinas sent Libertalia a rooster-head. It was clear to all that this was a declaration of war and it reopened the conflict between the two factions.

The escalation reached a climax in January 1694 when Avery, in an attempt to mend fences with the Merinas, took action: she obtained grenades to destroy the dam and went to place them with her group. Informed of what was happening, Mission and her group intercepted them. In the ensuing clash, Avery was seriously wounded by Mission and almost lost an arm. Thanks to Caraccioli's intervention, the feud was reconciled and the dam remained where it was, providing food more than once in lean times.

The peace between the two groups was called into question a week ago by the death of Grape, Avery's right-hand man, for which Mission was accused, but which is still being investigated.



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## THE BATTLE OF THE JEWELS

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One of the toughest battles you had to face took place at the island outpost of Sainte Marie, where your loot was being smuggled by the Zana Malata merchants from the village of Bemarivo. In the summer of 1696, news reached Libertalia that in September of that year, an English merchant ship laden with Indian jewellery would secretly stop at the Sainte Marie outpost. Some of Libertalia's captains decided to attack the freighter, including Mission. It was a trap, because the hold of the ship was actually full of Englishmen. The British

exterminated the Zana Malata on the outpost and were about to do the same to all the free sisters, when Avery's group on the *Adventure* came to the rescue. Thanks to them, final defeat was avoided, although the outpost was lost. Avery brought the survivors back to Libertalia. Only one Indian jewel was recovered from the Battle, thanks to Tamatave. It was not sold and never will be: forever it will serve as a reminder and memorial of the defeat at the Battle of the Jewels. The guardian of the Jewel is Lizard.

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## THE BROTHERHOOD OF THE BUCCANEERS

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The buccaneers around the world are organised into a Brotherhood that has its own customs and is governed by precise rules. The buccaneers have different levels of competence that form as many ranks: at any given time, the buccaneers must follow the instructions of the highest rank present. To enter the Brotherhood, one must undergo training, pass tests and finally be assessed by all the other buccaneers and either admitted or refused admission. Those who are not admitted hardly survive the final evaluation phase.

Those who look at the Brotherhood from the outside see a world that is crude and brutal but guided by strict and fair rules. A world that is incomprehensible but on which all free sisters know they can rely. The buccaneers are the chosen troops of Libertalia. They are the only ones authorised to use rifles, to hunt and process meat and to guard Libertalia's reserves of dried meat.



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## THE MALAGASY IN THE REGION

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Numerous Malagasy groups inhabit Madagascar. Those you have to deal with, for reasons of proximity and interest, are the *Zana Malata* and the *Merina*. You'll find them described here:



## THE ZANA MALATA

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They paint their faces and/or limbs with azure/blue markings.

Descendants of the ancient highland tribes, they lived in two villages, one led by the political caste and the other by the merchant caste.

The village of Mongoro was the seat of King Kampa and the political caste: it is known to have been razed to the ground by the British in 1688.

The village of Bemarivo is the seat of the merchant caste and is notorious for trading the spoils of Libertalia: its inhabitants also ran the outpost of Sainte Marie until it was active (September 1696).

(Author's note: the Zana Malata are similar to *Sandokan's* Malay pirates).

## THE MERINA

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They paint their faces and/or limbs with orange/red markings.

Descendants of the princes who once ruled over the whole of Madagascar, they are led by a priest caste. They live in a kingdom that stretches from one of the branches of the Onibe River to the coast and also includes several islands. They get rich by preying on Malagasy people from other groups to sell them to westerners. At the head of the kingdom is the First Priestess and in her defence the fearsome Merina warriors, who cover their faces with tribal masks. Their relations with Libertalia have tended to be strained, and these relations finally broke down following the construction of the dam on the Onibe River by the free sisters. The Merina are the ones who attacked you together with the British, forcing you to flee. You know that the Merina are skilled alchemists and brew poisons and powders that can kill without leaving a trace, influence the mind and do many other horrible things.

(Author's note: the Merina are similar to the thugs in *Indiana Jones and the Temple of Doom*, but in addition they have Mayan-inspired knowledge).

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# FAMOUS PEOPLE

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Characters you all recognise, either because you have seen them or because someone has told you about them.

## RIVER

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Caraccioli's second in command. She sacrificed herself with the rest of her group to allow you to escape on La Grace. She wears a blue bandana.

## WYVERN

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Captain of the group that left with the *Adventure* in September 1696 and never returned. She wears a red bandana.

## JAMBO

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The Zana Malata leading Bemarivo. Her face is painted blue and she wears a black bandana.

## TEW

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Admiral of the fleet and captain of the *Amity*. He wears a black hat with a feather.

**BILLY**

Tew's second-in-command. She wears a patch over her right eye.

**CAPTAIN GRANT**

British captain leading the 72nd Battalion, the one who attacked you at the Battle of the Jewels

and now together with the Merina, forcing you to flee. He has an X-shaped scar across his face.

**KING TAWA (RIP)**

King of Mongoro and father of Kimera, he died defending his village from the British.

## GROUPS

Every character in *Against All Flags* belongs to one of the following three groups, one led by Mission, one by Avery, one by Fuego.

**MISSION'S GROUP**

**Libertalia** was founded in 1682 by Mission, Tew and Caraccioli. Mission's group includes the core crew that has been with her since the foundation: Quinn (6), Ace (7), Kraken (8), Sentinel (9) and Tortuga (10). They were joined in 1688 by three Malagasy whose village was destroyed by the British: Kimera (3), Lizard (4) and Labuan (5). Last to arrive is Tew's daughter, Storm (2), who moved from Tew's group to Mission's one in 1693.

**Mission's group** is defined by the fact that it has been in Libertalia the longest. Its relationship with the other groups is from this point of view which is rather privileged, but possibly based on claims that nowadays are no longer relevant.

**AVERY'S GROUP**

**Libertalia** was founded in 1682 by Mission (1), Tew and Caraccioli (31). Avery took refuge there in 1690, when she became the most wanted pirate captain in the world. Her group includes two members of her old crew, Indigo (13) and Hunter (14), and several Malagasy who have joined over time for various reasons: Karma (12), Tamatave (15), Similay (16) and Salazar (18). Chili

(16) and Bellamy (17) joined the group in 1692. The newest addition, Plomb (20), moved from Tew's group to Mission's group in 1696.

**Avery's group** is distinguished by having been in Libertalia for less time than Mission's. However, it is made up of free sisters who contributed decisively to its development into the pirate republic it is now.

**FUEGO'S GROUP**

**Libertalia** was founded in 1682 by Mission (1), Tew and Caraccioli (31). Its fame has grown over the years and has recently attracted Fuego and her crew. After freeing the Malagasy Betsiley (27), who had been part of Avery's group for years, from an English prison, Fuego and the others let her guide them to Libertalia. For a month they became part of the free sisters. Betsiley stayed with them to help them settle in. They have brought a breath of fresh air and enthusiastic energy.

**Fuego's group** is defined by having only been in Libertalia for a month. However, they strongly wanted to find it and be part of it. They also are the owners of the ship on which all the free sisters now find themselves.