

GURPS[®]

Fourth Edition

THE GREEN MADONNA™



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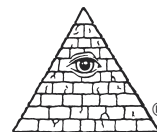
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*As Sickly as a Hospital, as
Dangerous as the Plague, as Hot as
Hell, and as Wicked as the Devil . . .*
— Edward Ward,
A Trip to Jamaica (1698)

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INTRODUCTION

The Green Madonna is a swashbuckling pirate adventure set in the Caribbean during the 1660s – the age of the buccaneer. It can be run in a single session (making it ideal for convention play) or as part of a larger campaign. The GM should be familiar with general pirate tropes; for a quick primer, see **GURPS Supporting Cast: Age of Sail Pirate Crew** or **GURPS Swashbucklers**.

This adventure works best with three to five PCs built on 150-200 points – ideally English or French sea rovers with the usual stereotypical antagonism toward Spaniards.

PUBLICATION HISTORY

A version of this adventure was used at the RedCon game convention and appeared in the **GURPS APA All of the Above** (editor C. Lee Graham).

ABOUT THE AUTHOR

David L. Pulver is a Canadian freelance author. An avid science-fiction fan, he began roleplaying in junior high with the newly



released **Dungeons & Dragons Basic Set**. Upon graduating from university, he decided to become a game designer. Since then, David has written over 80 roleplaying game books, and worked as a staff writer, editor, and line developer for Steve Jackson Games and Guardians of Order. He is best known for creating **Transhuman Space**, co-authoring the **Big Eyes, Small Mouth** anime RPG, and writing countless **GURPS** and **The Fantasy Trip** articles and books, including the **GURPS Basic Set, Fourth Edition**, **GURPS Ultra-Tech**, the **GURPS Spaceships** series, and **Ardonirane: City of the Thorsz**.

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