

# The Selkie Envoy

A black and white photograph of a rocky coastline. The foreground is a dark, textured surface, possibly a beach or a rocky shore. In the middle ground, there are large, layered rock formations with a jagged, craggy appearance. The background is a dark, hazy sky or sea. The overall mood is cold and mysterious.

An icy adventure made for *Ironsworn*

# **THE SELKIE ENVOY**

*An Ironsworn Adventure*

By Chihuahua Zero

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## **CONTENT NOTES**

This text contains the following themes: violence, natural disasters, drowning, starvation, murder, kidnapping, war, familial conflict, violence against animals, the undead, characters exoticizing other cultures, and mob violence. In particular, the story revolves around fantasy xenophobia that can be read as an allegory for anti-indigenous racism or colonialism.

Have fun, but do take care.

# INTRODUCTION

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The villagers of Stormlook are at the cliff's edge. One of their own has gone missing. Another turned up dead. Their fish stocks are dwindling, and they're eager to blame the selkie, a people who can transform between humanoid and seal.

Stormlook's overseer, Morgan, forges a vow with you to establish first contact with the nearby selkie rookery of Selfen. Morgan recognizes that her people are in danger of repeating history and suggests that you'd benefit from hearing the stories of Stormlook's inhabitants and the reasons for why they blame the selkie.

You then embark on an expedition through the ice shelves of Captiva Icemark, though you won't know the exact dangers and foes that will impede your journey until you brave the reaches.

Once you reach Selfen, you will meet the selkie inhabitants and learn the truths behind Stormlook's grievances. From there, it's up to you to bring Selfen's emissary back to Stormlook. Once you unite the two communities, you will discover whether this will be the beginning of a wonderful alliance or the start of a war.

Will the Ironsworn broker peace between the humans and the selkie, or will strangers become deadly enemies? Play to find out.

## MODULE OVERVIEW

*The Selkie Envoy* is a one-shot adventure written for the tabletop roleplaying game *Ironsworn* by Shawn Tomkin. It's written for characters of any level and is designed to be run for 3–4 hours.

This module contains an adventure where one or more Ironsworn travel through treacherous waters to establish peace between a human village and a selkie community.

This module is divided into three chapters:

- **Chapter 1, “Stormlook,”** follows the Ironsworn as they learn about the misfortunes of Stormlook and swear a vow to address their troubles.
- **Chapter 2, “Captiva,”** presents the rules for randomly generating the obstacles and denizens of Captiva Icemark, the treacherous region the Ironsworn must traverse to reach their destination.
- **Chapter 3, “Selfen,”** reveals the selkie community of Selfen, the first contact with its residents, and the return to Stormlook so that negotiations may begin.

## ON PLAYER TERMINOLOGY

The 2nd-person point of view (“you”) will refer interchangeably to the player character (the PC) and the PC’s player. When clarification is needed, the player character will be referred to as the PC—or the Ironsworn—and you the player. If you’re running the system as a Guide (a gamemaster, or GM, in other systems), assume that you are running the NPCs and the setting.

This module assumes that you (the reader) will be playing solo with a single PC, but this adventure is also suitable for co-op, guided play, and multiple PCs.

While this module may expose the solo player to “spoilers,” the adventure is written so that the expedition unfolds beyond what the text anticipates.

## ON *IRONSWORN: DELVE*

To make full use of the *Ironsworn* system, this module will assume that you are using the supplement *Ironsworn: Delve* alongside the core rulebook, also known as *Ironsworn Core*.

If you don’t own *Delve*, the relevant sections will provide substitutions for *Delve* content—but I do suggest that you buy *Delve*. It’s a fun addition for dungeon-crawling gameplay.

## BACKGROUND

*The Selkie Envoy* takes place on **the Barrier Islands**, an archipelago off the southwest coast of the Ironlands. The area is infamous for its sheer snowy cliffs, sharp waterfalls, biting winds, and jagged, rocky shores. Mist and clouds obscure vision, especially in winter, and frequent storms leave shipwrecks in their wake. The locals see the native seagulls as harbingers of calamity.

The adventure starts in **Stormlook**, a fishing village located on one of the archipelago’s westmost islands. The villagers descend from one of the Ironlands’ first groups of refugees, which consisted of several old-world cultures. Aside from occasional brief encounters, the villagers have yet to make contact with the neighboring selkie—which is why several villagers are quick to blame them for Stormlook’s recent misfortunes.

Why hasn’t Stormlook contacted the selkie before now? Blame the **Captiva Icemark**. Ostensibly an island, the region is more like a cluster of ice shelves, permafrost caves, and shipwrecks. No Ironlander explorer has ever returned from the Icemark, though the region’s fisherfolk have spotted the occasional selkie roaming the strait. Any Ironsworn brave enough to delve into the Icemark will soon learn why no human has survived it before.

In the ice reaches’ center is **Selfen**, which the selkie called home long before the humans’ arrival. Judging from the Ironlanders’ luck, the selkie may here long after the humans have gone, as well.

## **SUGGESTIONS FOR YOUR TRUTHS**

For Your Truths, be sure to choose a Firstborn truth so that people besides humans exist in your campaign.

To make full use of the denizens matrix, pick Beasts and Horrors truths that establish these monsters as real. If you want to play without these elements, either reroll or revise the matrix.

## **ADVENTURE HOOKS**

What brings you to Stormlook, and why do you swear a vow to its people? Choose one of the following suggestions for the Ironsworn's circumstances, or create one of your own:

- You are a villager of Stormlook, and you make your vow in the name of your loved ones, kindred, and community.
- You are a free warden, wandering from settlement to settlement offering your iron and services. You serve Stormlook to uphold your oath to protect the Ironlands' people.
- You are undertaking a larger quest, and Stormlook can help. (Do they have an artifact or relic you're pursuing? Do they hold the knowledge or expertise to locate a place or person?) You make the vow out of a mutual agreement that if you help the village's people, the villagers will help you in turn with your quest.

## **DRAMATIS PERSONAE**

Here's a list of your notable nonplayer characters (NPCs):

- Morgan (she/her), overseer of Stormlook
- Myrick (he/him), fisherfolk of Stormlook, looking for his son
- Lili (they/them), innkeeper of Stormlook, looking out for their grieving family
- Otani (he/him), leader of Selfen
- Arsula (she/her), aspiring envoy of Selfen
- Brynn (he/him), missing son of Myrick

# CHAPTER 1: STORMLOOK

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To cut to the action, start with the “Overseer’s Hut” section. Envision Morgan’s gaunt face and her expressions of concern and relief. Maybe she even gives you something warm to drink. This scene will get you straight to starting the adventure.

If you instead start with your arrival at Stormlook, paint the scene with the “Background” section of the Introduction. You will find that the villagers walking the streets eye you suspiciously. They will point you toward the Overseer’s Hut to talk with “Overseer Morgan.”

If you insist on going to the tavern or docks first, those locations’ respective NPCs will have their chance at introducing their side of the story first but then direct you to the overseer.

## SETTLEMENT: STORMLOOK

**Name:** Stormlook

**Descriptors:** High, Cold, and Perilous.

**Settlement Trouble:** Conflict with the selkie.

**Notes:** Stormlook is a fishing village of about 100 people located atop a steep cliff and on the shore below.

## LOCATIONS IN STORMLOOK

Here are the locations in Stormlook that are most pertinent to the adventure:

- Overseer’s Hut
- Lili’s Tavern
- Stormlook Docks

## OVERSEER’S HUT

In this small a village, the overseer’s seat is wherever their home happens to be. Stormlook’s overseer, Morgan, lives in a two-room stone hut. One of the rooms is dominated by a large circular table built around an iron crest carried over from the old world. A loaf of bread is in the wood-fired masonry oven, its aroma permeating the air.

**Name:** Morgan (she/her)

**Role:** Leader (overseer), Human

**Goal:** Defend Stormlook

**Disposition:** Cooperative

**Descriptors:** Insightful, Young, Stoic

**Notes:** In her mid-thirties, Morgan is young for an overseer; she only recently took over leadership from her late aunt a few years ago. She puts up a strong front, but sometimes a quivering of her face betrays her hesitation. She's pessimistic about establishing contact with the selkie, but she'll be grateful if an Ironsworn steps up so that she doesn't have to send one of her own.

She will give the following information ("What Morgan will reveal") to any Ironsworn who offers her aid. She's also the one to which you will swear a vow.

## **YOUR IRON VOW**

**Vow:** Bring Stormlook in contact with the selkie.

**Level:** Troublesome

(For an adventure longer than a one-shot, make this vow Dangerous.)

## **WHAT MORGAN WILL REVEAL**

- Stormlook's fisherfolk have bought in less and less fish in the last year. The villagers have less to eat, and some of them blame the selkie.
- Many of Morgan's villagers have grievances, but the two Morgan says you should speak to are Lili at **Lili's Tavern** and Myrick at the **Stormlook Docks**.

## **WHAT MORGAN DOESN'T KNOW**

- Stormlook has been inadvertently overfishing for decades, depleting the fish stocks, and causing some of the fish to migrate deeper into Captiva. The selkie are receptive to trading back some fish and teaching Stormlook's fisherfolk more sustainable practices—in exchange for some of Stormlook's humanmade goods.

## **LILI'S TAVERN**

The tavern boasts a modest fireplace and a lineup of ale barrels from towns lining the coast. Only a few other patrons are at the bar and tables, and the emptiness echoes.

**Name:** Lili (they/them)

**Role:** Innkeeper, Human

**Goal:** Enrich themselves

**Disposition:** Friendly

**Descriptors:** Sociable, Cheery, Driven

**Notes:** Lili is a cherry innkeeper who runs the town's only inn. They're excited at the prospect of allying with the selkie—if only for more customers. Lili will enthusiastically provide the supplies you may need for your journey. They turn somber when they relay the tale of their uncle's death.

## **WHAT LILI WILL REVEAL**

- Lili used to have an uncle, **Abram** (he/him), who was one of Stormlook's most renowned hunters. He was revered for hunting down even the largest of animals. Lili recalls Abram returning one day, grumbling that he'd speared a seal but that it'd disappeared. Shortly after, the other hunters found Abram's body gruesomely torn apart, as if by seals.

## **WHAT LILI DOESN'T KNOW**

- Abram didn't kill a seal; he murdered a selkie (**Zursan**, he/him) who was in seal form. Zursan was patrolling with other members of Selfen, who witnessed the spearing and killed Abram out of revenge.

## **STORMLOOK DOCKS**

Seagulls fly over Stormlook's pier, a wooden platform that juts several yards out into the water. Rowboats and trading vessels with colorful sails come in and out. The air is saturated with the taste of sea salt.

**Name:** Myrick (he/him)

**Role:** Fisherfolk, Human

**Goal:** Find a person (son)

**Disposition:** Desperate

**Descriptors:** Weary, Bitter, Old

**Notes:** Myrick is a bitter old man in his early sixties. He lives in the hut next to the docks, and he lumbers over to you with a limp in his left leg. He'll reluctantly provide a vessel large enough for you to sail into the Icemark. ("If it's what will get my son back," he says.)

Myrick wears a necklace with an iron shard. If asked, he'll reveal that he used to be an Ironsworn warden before he got married and settled down. He tells this with a somber reminiscence ("I lost many friends in those woods") and will use his background to justify his views.

## **WHAT MYRICK WILL REVEAL**

- Myrick's son, **Brynn** (he/him), is missing. A few months ago, Myrick noticed Brynn was spending more time out at sea in his skiff, even after the day's fishing. Myrick grew suspicious about Brynn's sudden interest in the sea because Brynn used to complain about

being forced to walk in his father's footsteps. One night, Myrick followed Brynn out to sea, only to see Brynn's boat disappear into the mist. Myrick swears that he saw a seal's tail flash above the surface as Brynn faded away.

### **WHAT MYRICK DOESN'T KNOW**

- Brynn wasn't kidnapped; he ran away of his own volition because he fell in love with a selkie, **Cybela** (she/her). Cybela guided Brynn back to her home in Selfen, where the two are happily living together. He's the only human who has successfully crossed the Icemark, albeit with help, and doesn't want to return.

## CHAPTER 2: CAPTIVA

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Captiva is but the core for a field of ice shelves, with the entire area being called the Captiva Icemark. Ice sheets float around the island, some large enough to contain cave-like structures. The wind cuts through the air. Somehow, the mist from the surrounding sea is absent.

No Ironlander (at least to Stormlook's knowledge) has ever made it to the selkie settlement inside the ice shelves and returned. Your vow demands that you become the first Ironlander to succeed.

### DELVING INTO CAPTIVA

If you are using *Delve*, model the journey through the Captiva Icemark with the following.

#### DELVE SITE

**Site Name:** Captiva Icemark

**Objective:** Establish first contact with the selkie

**Theme:** Wild

**Domain:** Icereach

**Rank:** Troublesome

#### DENIZENS MATRIX

Very common (01-27): shroud crab	Common (28-41): raider, sea	Common (42-55): selkie	Common (56-69): walrus
Uncommon (70-75): atanya	Uncommon (76-81): merrow	Uncommon (82-87): elves	Uncommon (88-93): tempest
Rare (94-95): maelstrom	Rare (96-97): sodden	Rare (98-99): wyvern	Unforeseen (00): kraken

#### DELVING WITHOUT *DELVE*

If you don't have *Delve*, you can model the journey as an expedition with a Troublesome rank. You can also use the matrix as a random encounters table. If you roll a foe that is not in *Ironsworn: Core*, either reroll or interpret your result appropriately.

## **RUNNING THE JOURNEY**

Here are some encounter seeds to draw upon:

- A selkie patrol, or a lone selkie in peril, or a hunting party out for fish
- The remnants of an old camp with hints of the campers' fate
- A wrecked trading vessel, lodged in an iceberg, perhaps with new or undead inhabitants
- A beast that is definitely not native to this region
- A fight between two or more groups
- A colony of seals; not selkie, but normal seals
- An artifact or rarity hidden within ice; what measures would you take to retrieve the treasure?

## **ON WHAT MAY HAPPEN**

There's only one certainty of this chapter: the selkie indeed live in the middle of Captiva. Assuming you survive the journey, the outcome will be based on which encounters you come upon and how you resolve those situations.

Will you find some helpful selkie that will escort you to their home, or will you alienate them before you even arrive? Will you find a party of raiders hoping to beat you to your destination, or will you get caught in the crossfire between two (or more) firstborn factions? Will you find yourself escaping the pursuit of a territorial wyvern or the perils of an anomaly?

There's only one way to find out, and that's to play.

## NEW DENIZENS: SELKIE AND WALRUS

This module comes with two new denizens: the **selkie** and the **walrus**. These blocks include “quest starters” as adventure hooks for future vows.

### SELKIE

**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

#### Features:

- Shapeshifts between humanoid and seal forms
- Hairy skin and bulbous physique
- Whiskered snout

#### Drives:

- Protect the rookery at all costs
- Preserve the settlement
- Respect and reciprocate with nature

#### Tactics:

- Shift forms
- Dive in and out of water
- Keep distance from strangers and potential danger

Selkie are a semiaquatic people who can shift between two forms: humanoid and seal. As a seal, they are indistinguishable from their non-sentient kin, but even in their humanoid form, they retain seal-like facial features, furry skin, and a taller height than the Ironlanders.

Like elves, the selkie are isolationist. They live both on land and in the sea around the Barrier Islands. They maintain a fickle peace with the atanya and perpetual hostility toward the merrow.

Contrary to legend, selkie do not shed their seal skin in humanoid form. This may be a misconception devised by Ironlander hunters who slew the wrong seal.

*Quest Starter: A selkie approaches you for aid. One of their own has been kidnapped and held hostage by an Ironlander sailor. How do you rescue the kidnapped selkie? Do you take retribution against the kidnapper?*

## **WALRUS**

**Rank:** Formidable (1 progress per harm; inflicts 3 harm)

### **Features:**

- Long tusks and sensitive whiskers
- Blubbery, elongated body

### **Drives:**

- Contend with the herd
- Dive for prey

### **Tactics:**

- Spear foe with tusks
- Body slam with weight

Don't be fooled by their wrinkly blubber and gawky flippers; walruses can rip apart a reckless Ironlander. These creatures are respected for their majesty and hunted for their ivory, which allow them to cut through ice.

Walruses are sociable yet competitive with fellow herd members. Carnivorous, they dive deep to swallow fish and other sea animals. Sometimes, they even hunt seals and, by extension, selkie.

*Quest Starter: A curse seemingly befalls an Ironlander community after the local walrus population has dwindled to almost nothing. How do you protect the remaining herd? Is it a curse or the consequence of overhunting?*

## **NEW ARTIFACT: PHELPHIA'S PELT**

If you are lucky enough to happen upon some treasures, consider putting this artifact into play. (It can be a cool device for moving the story along.)

**Artifact:** Phelphia's Pelt

*At first glance, this pelt appears to be a typical fur coat that an Ironlander explorer might don when venturing onto the ice. Yet, it's abnormally smooth to the touch, and anyone who swims with it on will find that they move through the sea as naturally as a selkie.*

**Role in your story:** If you enter cold water while wearing this artifact, you can swim with a seal's ease. This effect works on any human or non-selkie firstborn. If you return this pelt to a selkie community, you will earn their long-lasting gratitude.

## CHAPTER 3: SELFEN

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Several guards will meet you outside the perimeter of Selfen and escort you to **Otani's Den**. Use the notes under "Settlement: Selfen" to describe your entrance into the village. From there, Otani—the rookery's leader—may recommend other locations to visit.

### SETTLEMENT: SELFEN

**Name:** Selfen

**Descriptors:** Cold, Defended, Expansive

**Settlement Trouble:** Outsiders rejected

**Notes:** Selfen is a "rookery," a selkie village, of about a thousand residents within one of Captiva Island's secluded coves. The buildings are made from smoothed stone masonry: half-submerged, half above water, with enough room in between buildings to sail a longship through. Compared to Stormlook, its plazas are bustling.

### LOCATIONS IN SELFEN

The Ironsworn will benefit from visiting the following locations:

- Otani's Den
- Arsula's Home
- Cybela's Home

### LOCATION: OTANI'S DEN

The leader's residence is large enough to fit half of Stormlook, and Otani meets you in the main chamber. There is a ledge to stand on, with the rest of the chamber filled with seawater.

**Name:** Otani (he/him)

**Role:** Leader, Selkie

**Goal:** Defend Selfen

**Disposition:** Demanding

**Descriptors:** Experienced, Stern, Strong

**Notes:** Otani appears in his mid-forties. (If you do enquire, you'll learn that selkie and humans live about the same length of time.) Black-ink tattoos run from the backs of his hands to his hearty biceps. He speaks with a frank gruffness.

## **WHAT OTANI WILL SAY**

- **Brynn** is indeed in Selfen and is cohabitating with Cybela at **Cybela's Home**.
- The envoy to Stormlook will be **Arsula**, who you will need to meet with at **Arsula's Home**.
- The selkie have noticed that many fish have migrated to the Captiva area, which may explain Stormlook's depleted fish stocks. Selfen is willing to guide Stormlook in managing the depletion in exchange for a trade agreement.

## **LOCATION: ARSULA'S HOME**

Because the rest of her home is submerged, you'll have to meet Arsula on her roof. At least she'll bring out seaweed cakes.

**Name:** Arsula (she/her)

**Role:** Envoy, Selkie

**Goal:** Resolve a dispute

**Disposition:** Cooperative

**Descriptors:** Resourceful, Brave, Adventurous

**Notes:** Barely an adult, Arsula is shorter than most selkie. She wears her brown, wavy hair tied back. She eagerly volunteers to be Selfen's envoy, as she hopes to meet the Ironlanders and learn about "the humans' culture." She's well-meaning but may come off as patronizing.

## **WHAT ARSULA WILL SAY**

- Arsula knows the details of who killed Abram. Some of her peers were in the scouting party that tracked him down and exacted justice. She'll talk solemnly about the deed, but she won't apologize. After all, Zursan was a good person and didn't deserve to die.

## **LOCATION: CYBELA'S HOME**

This house is one of the few buildings with a story devoid of swimming water. Brynn lives on the top floor, with Cybela living underneath.

**Name:** Brynn (he/him)

**Role:** Outcast, Human

**Goal:** Build a relationship with Cybela

**Disposition:** Indifferent

**Descriptors:** Cheery, Young, Timid

**Notes:** Brynn is a sensitive young man who looks like the younger version of his father, Myrick, if Myrick still had light-brown hair. Brynn wears a sleek coat that resembles selkie fur. (It's made from seal pelt.) He lives with his lover **Cybela**, a selkie.

## **WHAT BRYNN WILL SAY**

- Brynn came to Selfen of his free will, and he refuses to return to Stormlook. He loves Cybela very much, and he and Cybela will act lovey-dovey with each other.
- If appealed to, Brynn is willing to write Myrick a letter, which should be enough to persuade Myrick to reluctantly allow his son freedom.

**Warning:** You can't bring Brynn back "home" without kidnapping him. Even if the kidnapping succeeds, the selkie would blame you for his disappearance and give up the alliance.

## **RETURN TO STORMLOOK**

Assuming you secured the selkie's cooperation and accepted Arsula as their envoy, your journey back to Stormlook will be easier. Arsula traverses the Icemark as if she was a natural, even with a human in tow, and any selkie you encounter on the way back will defer to Arsula.

You can still run into danger, so either *Escape the Depths* (if you have *Delve*) or *Face Danger* (if you don't) to see if you make the return journey without complication.

If you roll a miss, draw upon one of the earlier dangers you encountered on your first journey. If you happened to be so lucky as to have no danger on your previous expedition, roll on the matrix to see what you encounter.

## **BACK AT STORMLOOK**

If you get Arsula to the table with Morgan for their inaugural diplomatic meeting, *Fulfill Your Vow*. If you roll a strong hit: congratulations, you played a pivotal role in uniting two communities.

If you roll a weak hit, Arsula and Morgan will reach an agreement, but another complication may arise. Perhaps Myrick or Lili demands more reassurance upfront. Maybe Stormlook must lend aid to the selkie in their battle against another enemy. Choose the most interesting outcome.

If you roll a miss, the agreement falls through. If you don't take additional steps to appease Myrick, he will act upon his resentment toward the selkie, lead a mob to Morgan's hut, and attempt to drive Arsula from the village. Regardless of how this encounter resolves, Arsula's hopes will be crushed, and she will return to Selfen to call off the alliance.

If not Myrick, then a third-party barges through the door. Envision which one.

# ACKNOWLEDGMENTS

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Huge thanks to the Storytelling Collective. I wrote this adventure as my project for their fall 2021 course of “Write Your First Adventure.” If it weren’t for their workshop’s structure and advice, this story wouldn’t even exist.

Special thanks to Shawn Tomkin for writing *Ironsworn*, a wonderful system, and providing a generous license that empowers me to publish this work.

Thank you to AirkSeablade for copyediting the 1.01 version of this work. Your polish only adds to this release’s quality.

Finally, thank you to everyone who showed interest in this project every step of the way.

## FOR MORE FROM ME

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Want to support me further? Share this adventure with your friends and leave a review on Itch.io and DriveThruRPG. Reviews help a lot! If nothing else, play with this module, or at least leverage it for inspiration.

You can also find me on Twitter at <https://twitter.com/chiplaysgames>. Feel free to say hi.

# END MATTER

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**Version:** 1.01