



DOMAIN OF DREAD:

TIMBERGORGE

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TIMBERGORGE

Humans do not belong here. They ruin all they touch. May their corpses nourish the earth so they have some purpose.
—Silvermaw

THEN.

Once a beautiful part of the Feywild, this forest was once part of Aurusel's Garden. Aurusel is a fey lord who tends to a large part of the Feywild he considers to be his own personal arboretum. A small portion of this garden was named the Green Quills and young treant was appointed its guardian. The treant was young and not prepared for all the troubles the world had to offer, and one day when the Green Quills made worldfall and appeared on the Prime Material Plane, the treant encountered humans for the first time, a group of barbarians known as the Metsuri Clan.

The Metsuri asked the treant for permission to hunt, the treant believing the human tribe to be simple beasts as they were dressed all in furs agreed. Not long after this first meeting, the treant saw a plume of smoke rising from his woods. The treant hurried toward the smoke, and quickly found the humans and their bonfire. The treant chased the humans away but in the process he turned burned and many trees around him were caught in the blaze.

THE FIRE.

As the sun faded below the horizon, the Green Quills started to fall back in the Feywild, but Aurusel stopped it. He wished not to see his precious garden burn to the ground, and so he cut the realm's connection to the Feywild. Unmoored from the Feywild and in a state of flux from the Prime Material Plane, the Green Quills became isolated. An island in the Shadowfell. A Domain of Dread.

The treant was furious and rampaged through the woods slaughtering many of the hunters and their kin. As his rampage subsided he returned to his grove and took root, healing his burns and wounds and becoming fueled by vengeance.

THE CHANGE.

The humans too were changed by the transition. Perhaps fueled by the nightmares of the treant and his errant belief that they were beasts, the humans became cursed with lycanthropy. They were now werewolves. They recovered in time, and built a new settlement while attempting to recover and hoping that the treant would never return.

His anger and wanton destruction, as well as his inability to accept any blame in the destruction of the forest had changed the treant. As soon as he awoke from his healing rest, the trees around the Quills instantly burst into ever-

burning flames. All inhabitants were now trapped here and the treant rampaged destroying the human settlement. During this fight, the treant realized the humans too had changed and that his attacks were ineffective. He found silver and melted it over his mouth giving his jagged fangs an advantage over the werewolves. They dubbed him Silvermaw. And the land Timbergorge.

SILVERMAW AND HIS DOMAIN

Thick smoke chokes the air. The borders of the domain now rage constantly, never waivering but also never growing, the interior trees somehow are safe from the fire. The denizens of the woods cannot escape and nothing may enter past the raging fire.

Silvermaw's bark is blackened, rotted, and scarred. Everywhere he steps, coal black flowers appear and then immediately die; they reek of death. He has never properly healed from his first attack on the humans and the scorching he received then, but he refuses to rest, doing so would mean the humans who did this were given a single moment's respite. A moment they do not deserve. Silvermaw seeks revenge and will stop at nothing to get it. Silvermaw does not see the terrible creature he has become. He knows he failed to protect the Quills and that Aurusel has abandoned him. This is his fate, and that the only justice that can be served is the destruction of the humans who caused all of this. Perhaps then he will know peace. (See the **MONSTERS OF TIMBERGORGE** section for **Silvermaw's** stats)

ENTERING TIMBERGORGE

The Whims of a Fey Lord: Aurusel wants the valley returned to his gardens as there is now an embarrassing patch of dirt where it once stood. He may send the adventurers there from the Feywild.

Mist, Smoke, Ash: As is tradition, the mists of the Domains of Dread may claim any victim they wish, but when being called to Timbergorge, smoke also chokes the mist.



Now.

Very few creatures remain in Timbergorge. Any beasts that survived the initial rampages and fires have been hunted to near extinction by the Metsuri. As such the Metsuri's resources are dangerously low. And Silvermaw punishes any attempt at building with quick and total destruction. The Metsuri are constantly on the run. The only other creatures to survive the fall of Timbergorge are a group of dryads. Where once they numbered in the hundreds, now scarcely a dozen remain. Silvermaw can control **awakened trees** and **shrubs** and has command over any remaining **treatants**.

THE METSURI CLAN

The hunters who first entered the Green Quills were a group of barbarians known as the Metsuri Clan. They are now all **werewolves**. They believe Silvermaw is responsible for their curse, but he is not. The dark powers have seen fit to "gift" the Metsuri with lycanthropy as part of the dark circle that is Timbergorge. If approached by outsiders, they will do all they can to hide the curse from them, only their Chief will willingly address it.

Since Silvermaw destroys even the simplest of homes made of wood, the Metsuri rely on portable tents and live a nomadic existence attempting to hunt and withstand attacks from the dread treatant. Now three full generations live in Timbergorge, still led by the Patriarch who led them the day Timbergorge fell, Kolegg. Some of the clan wish to attempt some sort of peace with the treatant and the land, but there are strong warriors in the clan and they remain loyal to Kolegg. Many remain loyal out of fear that if they cross him, they will be abandoned to fend off Silvermaw on their own.

PATRIARCH KOLEGG

Kolegg (see **MONSTERS OF TIMBERGORGE**) was always a warrior chief. As the clan settled into more permanent homes and became less and less belligerent he began to feel lost; as if a relic from another time. The constant war with Silvermaw however has rekindled the warrior spirit within him. Kolegg believes the solution to their problem is obvious, destroy Silvermaw. He believes this without a doubt, as no one has destroyed Silvermaw it is a hard point to prove. Though as he will point out, nothing else has worked. This is the only way in his mind.

Kolegg is bold, decisive, and ill-mannered. He has many visible scars and his left leg was badly injured leaving him with a noticeable limp while in human form. He has embraced his "curse" believing it a gift with which to conquer and become fierce warriors once again. He is much more likely to shapeshift into hybrid form during an argument than any of his tribe members.

Kolegg has four children. Tuleth is his oldest son and a fierce warrior; he is second in command of the clan. His youngest daughter and son, Trinn and Jedalk, are also among his elite guards. Kolegg's oldest daughter, Aptal, has been forsaken by him after she formed a druid circle focused on peace. (See **SUNLIT CIRCLE** below.)



TIKMEK THE BOLD

Tikmek is Kolegg's niece, and she is the leading dissenting voice still in the clan. She believes that fighting will solve none of their problems and that attacking Silvermaw directly will not be worth the loss of life. She believes that escape is a far better option and constantly looks for new ways to leave flame encircled land. She knows no one can cross that border, but she believes it may be possible to leave through the river as the fire does not burn on top of the water (it does however create a wall of steam which many believe is just as impenetrable as the fires.)

Tikmek is determined however, and is seeking the supplies to build a giant raft to take her people to safety. She must cut wood in secret and does her best not to alert her uncle nor Silvermaw. Twice Silvermaw has destroyed her lumber stockpiles, but Tikmek will not be deterred. She will see her people free and with no needless loss of life.



THE SUNLIT CIRCLE

A splinter group of the Metsuri, the Sunlit Circle (see **MONSTERS OF TIMBERGORGE**) consider themselves totally separate from that group at this point. Their leader, Kolegg's daughter, Aptal believes they can heal Timbergorge and Silvermaw and return it to the way it was when it was part of Auruel's Gardens. They know they are no longer tied to the natural world and the normal circle of life and use their druidic magics to attempt to heal the trees and scarred land.

The druids' struggle is constant. Every skirmish between the Metsuri and Silvermaw is a setback. They do not wish to actively harm either group since that would be counter to their ideals and goal of peace. But the druids believe that if they can heal the dark lord, they can heal the land. And if they need to capture Silvermaw to do it, they will. Unlike the Metsuri, the druids spend most of their time in wolf form.

APTAL, HIGH DRUID

Aptal (see **MONSTERS OF TIMBERGORGE**) is the leader of the Sunlit Circle and daughter of Kolegg. She is kind and warmhearted believing that life can be restored to the way it was before the fall. However if her father is brought up she becomes cold and distant, she believes he is too stubborn and it will lead to the destruction of all life in Timbergorge. Though she has grown distant from her father, she would not see the Metsuri starve and helps them whenever she can, going so far as to secretly leave freshly slain game in the camp of the clan.



SIMPLY THE SHADOWFELL

If you prefer, Timbergorge might simply be an adventure location in the Shadowfell, the feel will be similar but forgoes some of the specifics of the Domains of Dread and might fit into a Shadowfell centric campaign more easily.

THE ASHEN DRYADS

The **dryads** (as well as some variants, see **MONSTERS OF TIMBERGORGE**) are the only fey folk to remain after Timbergorge's fall. However they too were affected by the cataclysmic events leading up to the creation of the Dread Realm. Once there were over one hundred of them, but now scarcely a dozen remain. Their skin is now gray or black and if they *disguise self* into their elven form they look gaunt, sick, pallid, and pale.

The dryads remain neutral in the war between the Metsuri and Silvermaw, they have long since given up attempting to sway the mad treant. They miss their old friend, Silvermaw before he was Silvermaw and their sisters have fallen as innocent casualties in this war, but still they remain neutral. They have become isolationists and wish to be left alone. They refuse to speak to the werewolves and have found any pleas to Silvermaw fail to pierce his rage. It is possible that Silvermaw may listen to his old friends once again, but the malaise of the Dread Domain has entrenched itself deeply in the dryads.



FACTIONS AT PLAY

All of the Factions have different goals and needs, any one of them might seek the adventurers for help, or convince them that their plan is the best for escaping the Domain of Dread.

KOLEGG

Kolegg is straightforward. He wants help saving any of his captured clan from Silvermaw or attacking him straight on. He does not know where Silvermaw's Grove is, and if adventurers find it, it would be a great boon to his crusade.

TIKMEK

Tikmek needs tools to finish her task, she might brave adventurers to salvage tools and supplies from the shattered homestead site, as it is not safe from Silvermaw's attacks. If the raft is near completion she may need adventurers to distract Silvermaw while she readies her people.

SUNLIT CIRCLE

The druids might ask adventurers to attempt to open communications between them and the dryads as they failed to do so on their first attempt. Or they may wish adventurers to help them capture Silvermaw so they can preform a powerful healing ritual on him.

LOCATIONS IN TIMBERGORGE

The following locations reference the map pictured below.

1. THE FLAMING BORDER

The fire that surrounds Timbergorge burns eternally. It has never gone out, but oddly has never grown either, despite plenty of wood to fuel the fire. Thick, choking smoke pours from the flames, plotting out what little sunlit existed in the first place. The fire can not be extinguished and getting even close to it is uncomfortable (see **Extreme Heat** in the Wilderness section of the Dungeon Master's Guide.)

Attempting to cross the border would instantly turn a player to ash (or through some fluke of the Domain of Dread might simply cause them to jump out of another portion of the flaming border...on fire.)

2. THE COLD RIVER

This ice-cold river flows swiftly through the valley. It is fairly shallow and rocky which causes anything but a canoe or kayak to quickly falter, but also means crossing it in some places is not terribly difficult. The end of the river on both sides is covered by steam or mist. What would happen to one crossing it is unclear.

3. THE OLD METSURI HOMESTEAD

Once the site of the small Metsuri camp, this was destroyed by Silvermaw when he re-awoke. There are tools, supplies, and relics in the wreckage but most Metsuri are too afraid to return to the site believe the reprisal from Silvermaw would be even worse this time. He patrols this area often.

4. FACE OF AURUSEL

A cliff overlooking the river, it is shaped roughly like a face. Legend has it that the face is that of Aurusel. The Sunlit Circle bring offerings to the cliff and believe in many ways it fuels their connection to nature. Silvermaw believes the

face stands in silent judgment of him, saddened by his failures; if he kills all the humans, the face will smile at him once more.

5. SPIRE OF LOST FRIENDS

This patch of dead trees is a grim memorial to the forest Silvermaw lost. It consists of the one hundred trees that burned and never recovered. The trees are blackened and destroyed. Silvermaw has dubbed this grave site the Spire of Lost Friends in honor of the trees he once knew. When Silvermaw defeats a werewolf he skewers their body on one of the spires, even better if the victim is still alive and will die slowly and painfully impaled there. There are simple skeletons, as well as decaying bodies, fresh corpses and even the unfortunate few who survived their first encounter with Silvermaw but could not escape. Silvermaw wants each spire to have a corpse adorning it. The Metsuri are appalled by this practice and do whatever they can to rescue their compatriots from this grim fate.

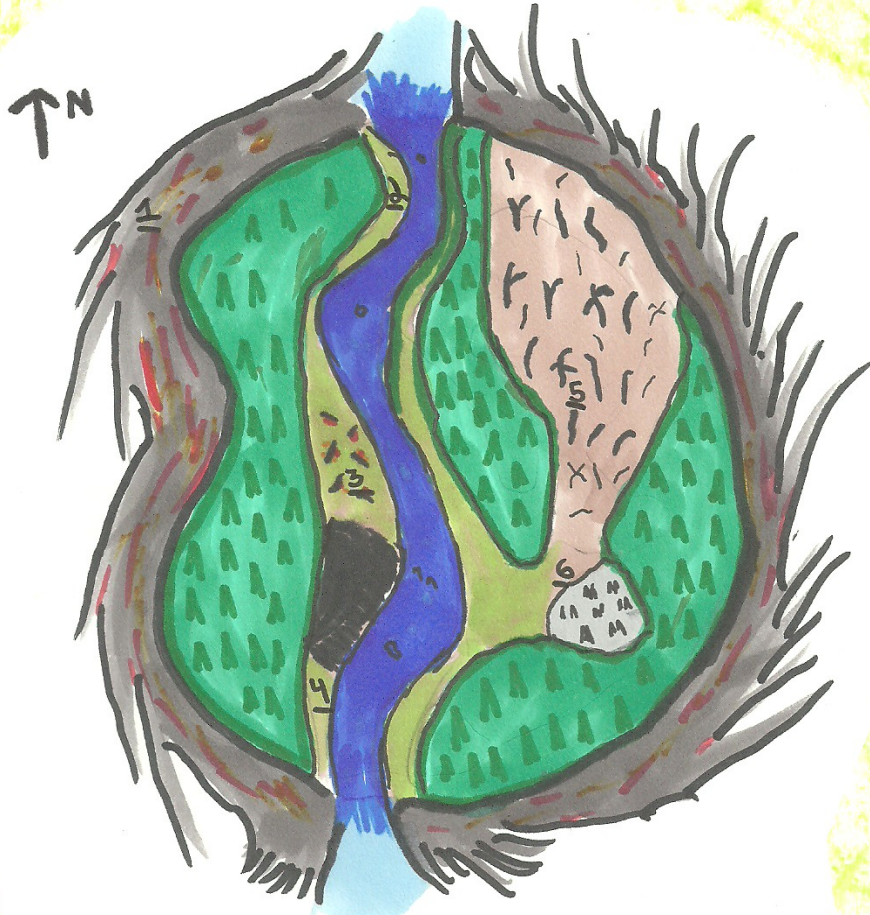
6. SILVERMAW'S GROVE.

Secluded and secret, this grove is where Silvermaw stands in quiet contemplation when not hunting the valley or attending the Spires.

THE METSURI CAMPSITE

This campsite moves constantly to avoid Silvermaw's patrols and could be anywhere in the valley, though it is unlikely to be near the Spires. When the clan travels they do so in small groups to avoid detection.





1 MILE

TIMBERGORGE

MONSTERS OF TIMBERGORGE

SILVERMAW

Huge plant, neutral evil

Armor Class 18 (natural armor)

Hit Points 338 (25d12+175)

Speed 40 ft.

STR DEX CON INT WIS CHA

26 (+8) 11 (+0) 24 (+7) 14 (+2) 20 (+5) 8 (-1)

Saving Throws Con. +12 Wis. +10

Skills Nature +7 Perception +10

Damage Vulnerabilities Fire

Damage Resistances Necrotic, Bludgeoning, Piercing

Condition Immunities Charmed

Senses darkvision 90 ft., tremorsense 90 ft. passive Perception 20

Languages Common, Elvish, Sylvan

Challenge 15

Legendary Resistance (3/day). If Silvermaw fails a saving throw, he can choose to succeed instead.

Innate Spellcasting. Silvermaw's innate spellcasting ability is Wisdom. He can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *thorn whip*, *entangle*, *spike growth*, *fog cloud*

3/day each: *plant growth*, *insect plague*, *wall of thorns*, *grasping vines*

Siege Monster. Silvermaw deals double damage to objects and structures

Blanket of Black Flowers Silvermaw emits an aura of hate and death 30 feet in every direction. Any creature that starts its turn in the aura must make a DC 17 Constitution saving throw or take 14 (4d6) necrotic damage. A creature that succeeds on the saving throw is immune to the effect for 24 hours. Any creature in the aura has disadvantage on death saving throws.

Actions

Multiattack Silvermaw makes two slam attack and one bite attack.

Silver Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) piercing damage and the target must make a DC 17 Constitution saving throw or take an additional 9 (2d8) piercing damage at the start of their next turn. (Silvermaw's teeth count as silvered weapons)

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 29 (6d6+8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/180 ft., one target. *Hit:* 41 (6d10 + 8) bludgeoning damage.

Legendary Actions

Silvermaw can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

Slam Silvermaw makes 1 slam attack.

Detect. Silvermaw makes a Wisdom (Perception) check.

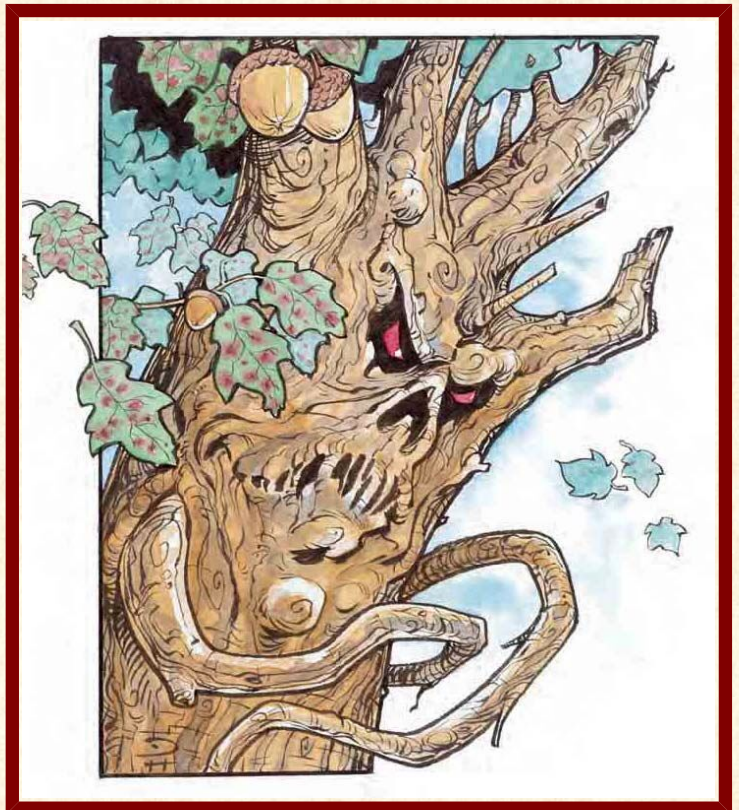
Burning Rage (Costs 3 actions) Silvermaw's anger burns as it did the day Timbergorge was created. Any creature restrained within 60 feet immediately takes 22 (4d10) fire damage and all restraining vines or plants burn away

Lair Actions

All of Timbergorge might be considered Silvermaw's lair. If you'd prefer you might limit it to his grove.

On initiative count 20 (losing initiative ties), Silvermaw can take a lair action to cause one of the following effects:

- Silvermaw can create a heavy choking smoke. The smoke forms a cloud in a 20-foot-radius sphere centered on a point Silvermaw can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.
- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that Silvermaw can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- Silvermaw may target one tree, that tree becomes an *awakened tree* until Silvermaw wishes it to become a tree again or he dies.



DRYAD WITCHES

Dryad Witches use the **dryad** stat block with the following changes.

Their Charisma is 14 (+2).

Their Wisdom is 18 (+4).

Their CR becomes 4.

Their innate spellcasting feature is replaced with the following:

Spellcasting. The witch is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The witch has the following druid spells prepared:

Cantrip (at will): *druidcraft, shillelagh, thorn whip*

1st level (3 slots): *charm person, disguise self,* entangle, goodberry*

2nd level (2 slots): *barkskin, locate animals or plants, pass without a trace*

3rd level (1 slot): *plant growth*

*when using *disguise self*, their disguised form is always an elf.

DRYAD HUNTERS

Dryad Hunters use the **dryad** stat block with the following changes.

Their dexterity is 16 (+3).

Their hitpoint maximum increases to 45 (10d8).

Their CR is 3.

They gain the following attack

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

SUNLIT CIRCLE DRUIDS

Sunlit Circle Druids use the **werewolf** stat block with the following changes.

Their alignment is neutral good.

Their wisdom becomes 14 (+2).

Their perception increase to 8, Stealth increases to 4.

Their CR increases to 6.

Spellcasting (Human or Hybrid form only) The druid is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The druid has the following druid spells prepared:

Cantrip (at will): *druidcraft, guidance, produce flame,*

1st level (3 slots): *create or destroy water, cure wounds, purify food and drink*

2nd level (2 slots): *animal messenger, heat metal*

3rd level (1 slot): *speak with plants, dispel magic*

APTAL, HIGH DRUID

Aptal uses the **Archdruid** stat block (Volo's Guide to Monsters) with the following changes.

Her alignment is neutral good.

She is a Humanoid (Shapechanger) and knows Common and Elvish. Instead of Shape Change she gains the following ability.

Shapechanger. The archdruid can use her action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Her statistics, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to its true form if it dies.



PATRIARCH KOLEGG

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 13 In Humanoid Form, 14 In Wolf Or Hybrid Form

Hit Points 120 (16d8+48)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 17 (+3) 16 (+3) 10 (+0) 13 (+1) 14 (+2)

Saving Throws Con. +6

Skills Intimidation +5, Perception +7, Stealth +6

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses passive Perception 17

Languages Common (can't speak in wolf form)

Challenge 8

Shapechanger. Kolegg can use his action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to its true form if he dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration. Kolegg regains 10 hit points at the start of his turn if he has at least 1 hit point. If Kolegg takes damage from a silvered weapon this trait doesn't function at the start of the his next turn.

Feared Leader. Allies within 10 feet of Kolegg have advantage on an attack roll against a creature within 5 feet of it.

Actions

Multiattack. (Humanoid or Hybrid Form Only). Kolegg makes two attacks: two with his greataxe (humanoid or hybrid form) or one with his bite and one with his claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 11 (1d12 + 4) slashing damage.

Bloodrage. 1/per day (Hybrid Form Only). Patriarch Kolegg makes six attacks with his claws or greataxe.

METSURI GUARDIAN

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 13 In Humanoid Form, 14 In Wolf Or Hybrid Form

Hit Points 78 (12d8+48)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 15 (+2) 10 (+0) 11 (+0) 11 (+0)

Saving Throws Con. +5

Skills , Perception +6, Stealth +5

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses passive Perception 16

Languages Common (can't speak in wolf form)

Challenge 6

Shapechanger. The guardian can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if he dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration. The guardian regains 5 hit points at the start of his turn if it has at least 1 hit point. If the guardian takes damage from a silvered weapon this trait doesn't function at the start of the its next turn.

Actions

Multiattack. (Humanoid or Hybrid Form Only). The guardian makes two attacks: two with its greataxe (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (1d12 + 3) slashing damage.



CREDITS AND NOTES

Timbergorge first appeared in *Dungeon* 207 and was created by Logan Bonner, with illustrations by Ben Wootten and Cartography by Mike Schley. This issue is available on the DmsGuild and provides excellent artwork and a better map, but all of the stastically information will be for fourth edition. I have done my best to update it into fifth edition.

The map was drawn by me, the cover art is from Old Book Illustrations and the interior art is all available from various DMsGuild Resource packs.

I would like to thank my players and my wife.

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

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