The Homebrewery - NaturalCrit

Kobold Alone

Here's the hook: through the grapevine, the characters learn that there's a fairly loaded house on the southern part of a major city that's ripe for the picking. Some believe that the people who own the house—who've just taken a lavish, winter holiday trip to a foreign land—are people of disreputable value. In fact, rumor has it that the lord of the manor has ties to the criminal underworld; how else can he afford such a nice house with so many kids? The lord's name is Peter McCallister.

However, there's one catch: supposedly, a crafty little kobold has snuck into the place and made it his own while they're McCallisters are away. And everyone knows just how much trouble kobolds can be!

Running the Adventure

Taking notes from the popular holiday film, Home Alone, Kobold Alone pits the characters against Kobold McCallister, a tricky kobold that's taken over the McCallister home. He will use his wile to lead characters through traps, hazards, and other "goodies" he has set up to ensure that they don't rob the place of all its valuable art objects.

To play this adventure, use the adventure hook above. Make sure you understand where all the rooms in the house are and be sure to plot out Kobold's escape routes. Plus, don't forget to load it up with traps (see the Traps section below).

Kobold Alone is a one-shot Fifth Edition adventure for 3-5 characters of 1st level.

The McCallister House

The McCallister Household is a massive two-story brick manor in a nice part of the city. It has two fully furnished levels, a basement, and an attic. Plus, it's got a spacious backyard complete with large oak and a treehouse for the kids.

General Features

Unless otherwise detailed in the description, the McCallister house has the following features:

Ceilings. The ceilings on the main floor of the McCallister home are 12-feet high. And the ceilings in the basement, second floor, and attic are 9 feet high.

Floors. The floors in the McCallister household are made out of hardwood. Some of the floors have large rugs placed over top.

Walls. The interior walls in the McCallister household are mostly plasterwork and wood. The exterior walls are made of laid brick.

Doors. The interior doors of the McCallister household are thin, hollow wooden doors (AC 13, 10 hp). Typically, they are unlocked. If locked, they can be picked open with a DC 12 Dexterity using thieves' tools check. The outside doors are sturdy thick wooden doors with strong deadbolts (AC 16, 18hp). Those require DC 15 Dexterity using thieves' tools check to pick. These doors can be broken open with successful DC 13 or DC 16 Strength checks respectively.

Light. The house is well-lit with continual flame spells on candelabras and wall sconces.

Weather. It's winter time, therefore it's cold outside. And the ground is covered in 5 inches of snow.

Time. Because of the small size of the home and the close proximity of the traps and Kobold McCallister, it's best to run the adventure in 6-second increments once the characters enter the home.

Area Descriptions

Here are the basic descriptions for each of the areas as keyed to the McCallister Household map.

1 - Main Entrance

The main entrance to the McCallister home is a sturdy door that's usually kept locked. There is a short flight of steps that rises to that door. Often, it is slippery and requires a DC 10 Dexterity (Acrobatics) check to avoid falling prone when climbing it. Adding a couple of gallons of water increases this DC to 13. Any creature that fails their check by 5 or more also takes 1 bludgeoning damage from the fall.

Treasure. There is a 3-foot tall cast-iron statuette (that frequently gets knocked over by carriages parking in front of the home) at the foot of the stairs worth 10gp.

2 - Foyer

This is a small entryway into the home.

Treasure. There is a 10% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

3 - Main Entryway

This is the main entryway into the house. The stairs lead up to area #11.

Treasure. There is a 20% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

4 - Living Room

This is the living room. The fireplace is usually lit offering warmth and plenty of light. There is a decorated holiday tree in the northwestern corner and a grand piano dominates the southwestern corner.

Treasure. There are 1d4 art objects worth 25gp in this room. The characters can find these with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

5 - Den

The den is where the McCallister family entertains.

Treasure. There are 1d4 art objects worth 25gp in this room. The characters can find these with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

6 - Privy

This is a small privy for guests.

Treasure. There is a 10% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.
7 - Breakfast Room
Connected to the kitchen, this is the informal dining area.
There are two flight of stairs here, one leading up to the second floor (area #12) and one leading down into the basement's laundry area (area #23d).

Treasure. There is one art object worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

8 - Kitchen
The kitchen is where all the food of the home is stored. The pantry and cabinets hold all the McCallister food supplies. The sturdy door leading to the outside is on level ground, therefore there are no slippery stairs. It has a small door at the base of the door that a Small or smaller creature can climb through with ease. A Medium creature must make a successful DC 13 Strength (Athletics) check to fit through it.

There is a laundry chute in the south wall. A Small or smaller creature can slide down the chute and land in area #23c. Climbing back up the chute requires a successful DC 16 Strength (Athletics) check. It is a 10-foot drop.

Treasure. There is one art object worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check. In addition, there is enough food to create 42 days worth of rations.

9 - Sunroom
The sunroom is sparsely decorated.

Treasure. There is one art object worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

10 - Formal Dining Room
Important meals are hosted here.

Treasure. There are 1d4 art objects worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

11 - Upstairs Hall
The upstairs hall connects all the bedrooms. The large flight of steps with the landing leads down to area #3. The stairs at the west end of the hall lead up to area #20.
Treasure. There is a 20% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

12 – OLD SERVANT’S STAIRS
This old staircase is hidden away with its own hallway. The stairways lead down to area #7.
Treasure. There is a 10% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

13 – MASTER BEDROOM
The lord and lady McCallister bed here. The room has its own fireplace which is only lit when they are in attendance.
Treasure. There are 1d6+1 art objects worth 25gp here. In addition, the McCallisters have hidden 1d6 x 10 gold pieces in the room. Characters can find them with a successful DC 14 Wisdom (Perception) or Intelligence (Investigation) check.

14 – MASTER BATHROOM
This room has a large tub as well as a separate, well-kept privy.
Treasure. There is one art object worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

15 – BEDROOM
This is the bedroom of one of the McCallister’s teenage children.
Treasure. There is one art object worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

16 – SHARED BATHROOM
The McCallister’s teenage children share this bathroom which has a tub and a well-kept privy.
Treasure. There is a 10% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

17 – BEDROOM
This is the bedroom of one of the McCallister’s teenage children.
Treasure. There is one art object worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

18 – RECREATION ROOM
The McCallister children share this recreation room.
Treasure. There is a 20% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

19 – BEDROOM
This is the bedroom of one of the McCallister’s teenage children.
Treasure. There is one art object worth 25gp here. The characters can discover it with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

20 – ATTIC ROOM
This semi-finished attic room has an extra bed and is used as a guest room. A steel zip line connects the window over the bed to the treehouse in the McCallister’s backyard. The stairs here lead down to area #11.
Treasure. There is a 10% chance of finding one art object worth 25gp here with a successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check.

21 – ATTIC STORAGE
This portion of the attic is completely unfinished and used for storage.
Treasure. Should the characters search through all the storage, on a successful DC 16 Intelligence (Investigation) check they can find 1d4 magic items (roll on Magic Item Table A of the DMG p144).

22 – TREE HOUSE
The small treehouse in the McCallister’s backyard is 20 feet off the ground and accessible from a hatch in its center. Boards hammered into the tree act as a ladder.
A pair of large hedge trimmers is kept inside (treat it as a shortsword). A creature can use its action to cut the zip line with the hedge trimmers. Any creature that is currently hanging from the zip line or using it when the zip line is cut must make a successful DC 15 Dexterity (Acrobatics) or take 1d6 damage for every 10 feet that they fall (it’s 30 feet down).
Treasure. There is no treasure found here.

23 – BASEMENT
The basement is large and broken up into five areas.

23a - Basement Entrance
A short flight of steps leads down into the basement. The basement door is kept locked with a sturdy outside door. The flight of steps leading down is slippery and requires a DC 10 Dexterity (Acrobatics) check to avoid falling prone when climbing it. Adding a couple of gallons of water to the steps can increase the DC to 13. Any creature that fails their check by 5 or more also takes 1 bludgeoning damage from the fall.

23b - Under the Kitchen
The first part of the basement is here. It’s relatively empty.

23c - Laundry Chute Deposit
The laundry chute deposits clothing (and whatever else is put through the chute) here. A large pile of soiled clothes is found here, breaking the fall of anyone that slides down the laundry chute (area #8).

23d - Laundry Area
The McCallister’s clothing is washed by hand here. The stairs at the north wall lead up to area #7.

23e - Furnace
The house’s old furnace is here. It can be quite intimidating at times. Kobold McCallister tries to avoid going near it whenever possible (he thinks it’s haunted)
Treasure. There is nothing of value in the basement.

TRAPS
Before you run this adventure, you will need to place traps throughout the house. It is recommended that you place a minimum of 6 traps throughout the house, but no more than 10. This does not include the zip line being cut nor the slippery steps at either side of the house. You may place any trap more than once if you desire.
**Ball Bearings.** These cover a square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 12 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn’t need to make the save. Noticing the bearings requires a DC 12 Wisdom (Perception) check.

**Caltrops.** These could also be glass ornaments, nails sticking out of boards, or any other sharp object. The sharp objects cover a square that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving that turn and takes 1 piercing damage.

Taking this damage reduces the creature’s walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn’t need to make the save. Noticing the caltrops requires a DC 12 Wisdom (Perception) check.

**Crushing Cart.** This trap only works on doorways at the bottom of staircases (such as the door between area #11 and #20). The trap is triggered when a creature pulls a doorknob. The doorknob is attached to a rope that yanks a heavy cart which tumbles down the stairs and crashes into the door. Any creature within 5 feet of the door that triggered the trap must succeed on a DC 13 Dexterity saving throw or take 1d4 bludgeoning damage, is knocked prone, and becomes restrained by the crushing cart (escape DC 13). Discovering the crushing cart trap requires a DC 13 Intelligence (Investigation) check. Disarming the trap requires a DC 13 Dexterity check using thieves’ tools.

**Dropped Heated Iron.** This trap sets up a heated laundry iron that will drop onto an unsuspecting creature below it. It can be dropped manually, attached to a false cord, or done with a trip wire. If manually dropped, the creature that dropped it must make an attack roll versus the creature’s AC (with advantage if the creature doesn’t notice the iron first). If set up as a trap, the creature must make a DC 13 Dexterity saving throw. On a failed saving throw or hit, the iron deals 1d4 bludgeoning damage plus 1 fire damage. Discovering the trap requires a DC 12 Intelligence (Investigation) check.

**Electrified Handle.** This trap can only be placed on metal handles. Any creature that touches the handle takes 1 lightning damage and must make a DC 13 Constitution saving throw or be stunned until the end of its next turn. Discovering the electrified handle requires a DC 13 Intelligence (Investigation) check. Disarming the trap requires a DC 13 Dexterity check using thieves’ tools.

**Flame Trap.** This trap can only be placed on doors. Any creature that opens the door without first disarming the trap becomes the target of an automated staple gun. The staple gun makes a +4 ranged weapon attack against the creature’s AC. If the attack hits, the staple deals 1 piercing damage. Discovering the staple gun trap requires a DC 13 Intelligence (Investigation) check. Disarming the trap requires a DC 13 Dexterity check using thieves’ tools.

**Glue and Feathers.** This trap can only be placed on doors. Any creature that opens the door without first disarming the trap is immediately covered in sticky glue. Then, the creature is immediately hit with a blast of feathers. It deals no damage. It’s just embarrassing. Discovering the glue and feather trap requires a DC 13 Intelligence (Investigation) check. Disarming the trap requires a DC 13 Dexterity check using thieves’ tools.

**Grease.** Slick grease covers the ground in a square that’s 10 feet on a side or on the rungs of a ladder or similar object. Each creature that attempts to walk through the area or climb an object coated in the grease must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that fails its save by 5 or more also takes 1 bludgeoning damage or 1d4 bludgeoning damage if placed on stairs or a ladder. Noticing the grease requires a DC 13 Wisdom (Perception) check if on the floor or a DC 13 Intelligence (Investigation) check if on stairs or a ladder.

**Heated Doorhandle.** This trap can only be placed on door handles. Any creature that touches the door handle takes 1 fire damage.

Noticing the heated doorhandle requires a DC 13 Wisdom (Perception) check. Disarming the trap requires a DC 13 Dexterity check using thieves’ tools.

**Heavy Object Drop Trap.** This trap can only be placed on doors. Any creature that opens the door without first disarming the trap has heavy, metal tools dropped on them. The creature must make a DC 12 Dexterity saving throw, taking 1 bludgeoning damage on a failed saving throw. Discovering the heavy object drop trap requires a DC 12 Wisdom (Investigation) check. Disarming the trap requires a DC 12 Dexterity check using thieves’ tools.

**Hunting Trap.** This trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center and is affixed by a heavy chain to an immobile object, such as a tree or leg of a grand piano. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature. Noticing the hunting trap requires a DC 12 Wisdom (Perception) check.

**Staple Gun.** This trap can only be placed on doors. Any creature that opens the door without first disarming the trap becomes the target of an automated staple gun. The staple gun makes a +4 ranged weapon attack against the creature’s AC. If the attack hits, the staple deals 1 piercing damage. Discovering the staple gun trap requires a DC 13 Intelligence (Investigation) check. Disarming the trap requires a DC 13 Dexterity check using thieves’ tools.

**Sticky Tar.** This substance covers a square that is 10 feet on one side. Any creature that walks through the area must make a DC 15 Strength saving throw or stop moving that turn and is grappled (escape DC 15). Noticing the tar requires a DC 13 Wisdom (Perception) check.

**Trip Wire.** Any creature that passes through an area with a tripwire without first noticing it falls prone. Noticing a tripwire requires a DC 15 Wisdom (Perception) check. A creature can use its action to disable the trip wire.

**Siege Weapons**

In addition to the traps, Kobold McCallister can place a few “siege weapons” around the house.

**Brick.** If he is at least 10 feet higher than his target, Kobold can make a ranged weapon attack using bricks he has stored there.
The kobold moves up to its speed without provoking opportunity attacks. The kobold makes one weapon attack.

**Creepy Furnace.** If you want to give the radiator a magical twist (and something a little more interesting) treat it as animated armor with 0 movement and instead of a slam attack, it can shoot flames as a ranged weapon attack. **Ranged Weapon Attack:** +2 to hit, range 30 ft, one target. **Hit:** 5 (1d10) fire damage.

**Old Man Marley.** Old Man Marley (human male commoner, NG) is the McCallister’s neighbor. And he’s taken a liking to Kobold McCallister.

He will come to Kobold McCallister’s aid if it looks like the little guy is in trouble. He is armed with a snow shovel (which works exactly like a club). **Town Guards.** If the characters are particularly unsavory, Kobold McCallister will call the guards on them. 1d4+1 guards show up in 5 minutes (50 rounds) after the characters break in.

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well on Wisdom (Perception) checks that rely on sight.

**Actions**

**Pellet Gun.** **Ranged Weapon Attack:** +5 to hit, range 30/90 ft, one target. **Hit:** 1 non-lethal piercing damage.

**Spider Toss (1/day).** The kobold throws a spider (MM p 337) at a creature within 20 feet of it. The spider lands on the creature and rolls initiative.

**Legendary Actions**

The kobold can take 2 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. The kobold regains spent legendary actions at the start of its turns.

**Move.** The kobold moves up to its speed without provoking opportunity attacks.

**Attack.** The kobold makes one weapon attack.

---

**Kobold McCallister**

Small humanoid (kobold), lawful evil

**Armor Class** 13
**Hit Points** 36 (8d6 + 8)
**Speed** 30 ft.

---

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 (-2)</td>
<td>16 (+3)</td>
<td>12 (+1)</td>
<td>8 (-1)</td>
<td>7 (-2)</td>
<td>8 (-1)</td>
</tr>
</tbody>
</table>

**Skills** Acrobatics +5, Perception +0, Stealth +5

**Senses** Darkvision 60 ft, passive Perception 10

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

**Revenge Action.** The kobold moves up to its speed without provoking opportunity attacks. The kobold makes one weapon attack.

---

**Helpers**

Nobody likes to see a poor, defenseless creature get picked on by a band of big, mean adventurers. As an option, Kobold McCallister can get a little help from some friends.
Looking for more FREE Fifth Edition Adventures?

Check out https://www.DM&Dave.com for hundreds of new, pro-level monsters, adventures, player options, magic items, spells and more for the Fifth Edition of the world's greatest roleplaying game. It's all 100% FREE!

Who is DM&Dave? Dave Hamrick has been a game master for 28 years. He is also an experienced game designer, best selling author, and all around nerd. His articles have been featured in Bloomberg, New York Times, and Real Simple.

OPEN GAMING LICENSE 5E

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abstraction or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress, artifacts, creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations, names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

CREDITS

Designer: Dave Hamrick
Cartographer: Justin David Russell
Layouts: Homebrewery.naturalcrit.com
Home Alone is a trademark of the Fox Entertainment Group.