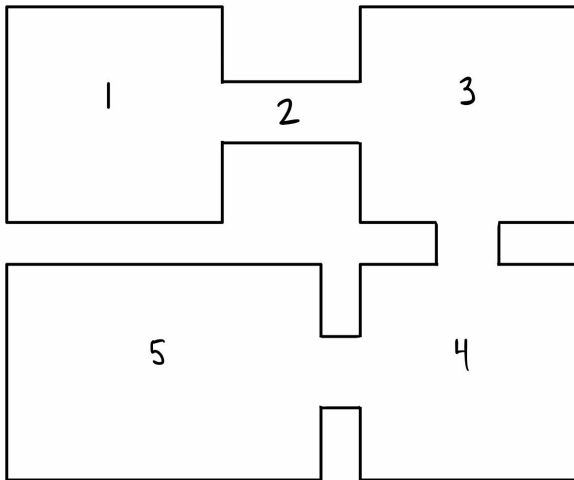


Bingo's Fun House

One Page Dungeon and Artwork by Grant Williams

<http://creativecommons.org/licenses/by-sa/3.0>



A halfling carnival barker shouts, "You think you are a great adventurer!? Come prove your worth in Bingo's Fun House!"

Bingo the Clown has set up a series of challenges to test the most daring and confident adventurers. Each room is more daring than the last. Be careful... Three strikes, and you're out! A small sign reads, "ABSOLUTELY NO REFUNDS!!!"

Room	Description
1	A friendly Cyclops named Rufus stands in the room. He glances at a Strong Man game and signals for you to pick up a large hammer. Three tries to use the hammer to ring the bell. DC20 Strength check required. Failure results in disadvantage on your next ability check.
2	A shallow moat with a Crocodile stretches across a narrow corridor. The only way across is a tightrope OR trapeze. Players must succeed on a DC15 skill check like Acrobatics or Athletics to get across. If they fail, they fall in the moat!
3	Three magicians are standing in the room. Two are illusions, one is real! Players must identify the real magician by succeeding on a DC15 Investigation check. Failure results in players having to fight an animated top hat .
4	Three large wooden chests sit against a wall. One contains the key to advance to the next room, one contains a mystery potion (Effects only known after consumption. See options below), and one is a Mimic . Roll 1d4 to determine potion. <ol style="list-style-type: none">1. Potion of Healing (+1d4 hit points)2. Potion of Poison (1d8 poison damage)3. Potion of Fire Breathing (Breathe fire that does 1d4 fire damage for the next hour)4. Potion of Sluggish Movement (Disadvantage on all dexterity checks for the next hour)
5	Bingo stands on the far side of the room near an open tent door dressed as a Beast Tamer! He holds a whip in one hand, and a large ring in the other. A lion turns to face you. With a crack of the whip, the fight is on! Bingo taunts and distracts the PC throughout the fight causing a 50% chance of disadvantage on every other attack the PC makes.

Win-Condition: Players must make it to the final room and defeat the beast! If players fail at winning the challenge three rooms in a row, they are automatically disqualified and sent to the end!