

# FUNNY BONE

Bards who die without having accomplished what they set out to do in life rise from the grave like any other strong-willed creature. But in their case, they often return as **funny bones**—singing and joking skeletons. Unlike most of their animated brethren, funny bones have full sentience and memory of their former lives. And unless they are created by an arcane caster, they are fully autonomous. Regardless, funny bones are undead creatures, which means they are driven by a compulsion to sing and cut jokes at others expense. As such, a funny bone's second chance at "life" is often cut short by those who can't bear another moment of their awful performances.

**Undead Nature.** The funny bone does not require air, food, drink, or sleep.



## FUNNY BONE

Medium undead, any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 39 (6d8 + 12)

**Speed** Speed

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

10 (+0)   14 (+2)   15 (+2)   10 (+0)   13 (+1)   14 (+2)

**Skills** Perception +5, Performance +6

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** all the languages it knew in life

**Challenge** 1/2 (100 XP)

**Spellcasting.** The funny bone is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *detect magic*,  
*hideous laughter*, *silent image*

2nd level (2 slots): *crown of madness*, *hold person*

## Actions

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Joke (Recharges after a Short or Long Rest).** The funny bone makes a joke. Each creature within 30 feet of the funny bone that can hear it must succeed on a DC 12 Wisdom saving throw or have disadvantage on ability checks and attack rolls until the start of the funny bone's next turn.

## BAD JOKES LIST

Need a joke for your funny bone? Here's a list of terrible jokes for your funny bone to curse its enemies with. (We apologize in advance.)

"How come nobody liked the dead lawyer? Because he was rotten to the core!"

"Why was the dead man insensitive? Because he had a cold heart!"

"How did the skeleton know it was going to rain yesterday? He could feel it in his bones!"

There are two skeleton teachers at school. One is humerus, but the other is very sternum.

"Why were the people trying to get the dead man to change his mind? Because they knew he was dead wrong!"

"Why are skeletons so calm? A: Because nothing gets under their skin!"

"What kind of personality did the dead man have? He gave you the cold shoulder!"

"Why was the dead man not courageous? Because he had cold feet."

"I want to tell another skeleton joke, but I don't have the guts for it."