

# Bonewheel Skeleton


## General

Skeletons stuck on wagon wheels. Very dangerous when fought in groups or while distracted by other enemies.

Bonfire Intensity	HP	Souls
1	260	0
2	520	0
8	988	0

- Can be backstabbed.
- Unlike the Wheel Skeletons from Dark Souls, these ones are unable to 'grind' into your shield and drain all of your stamina. They roll for shorter periods of time as well.

## Location

### Huntsman's Copse

Four of them spawn after killing the Skeleton Lord wielding a staff. In *Dark Souls II: Scholar of the First Sin*, only two spawn.

## Drops

- Alluring Skull

## Weakness

Weakness	Effectiveness
Strike	150%
Thrust	70%
Slash	100%
Projectile	100%

## Resistance

---

Resistance	Reduction
Fire	10%
Magic	30%
Lightning	30%
Dark	30%
Poison	Susceptible
Bleed	Susceptible

## Attacks

---

Wheel	Description
Roll	Rolls towards the player, damaging him/her with it's spikes.

## Strategies

---

Try to destroy them while they are still spawning. Barring that, try to evade their spinning charge, and then take them out while they are recovering.

---

Revision #1

Created 17 December 2024 07:34:35 by jade

Updated 17 December 2024 07:34:35 by jade