DUALINK

Bonewheel Skeleton

Monster



Dark Souls Edition

Bonewheel Skeleton

Medium undead, unaligned

The Bonewheel Skeleton is a horrifying undead creature whose skeletal body is bound to a massive, spiked wooden wheel. Found lurking within forgotten catacombs, ruined fortresses, and other places steeped in death, these creatures hurl themselves toward intruders at tremendous speed, tearing through flesh and armor with their spinning blades.

Though individually fragile, Bonewheel Skeletons are notoriously dangerous when encountered in groups. Their relentless charges can overwhelm even experienced warriors, particularly in narrow corridors where escape is difficult. Once their momentum is broken, however, they become considerably easier to dispatch.

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (−4)	8 (−1)	5 (−3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

Rolling Momentum. The Bonewheel

Skeleton can roll up to 50 feet in a straight line as its movement on its turn, instead of using its normal speed. It cannot change direction during this movement or roll while prone or grappled. Entering difficult terrain immediately ends its rolling movement.

Unstable Frame. If the Bonewheel Skeleton is knocked prone or enters difficult terrain while rolling, its movement ends and it falls prone.

Grinding Spikes. Once per turn, when the Bonewheel Skeleton hits a prone creature with its Spiked Wheel attack, the attack deals an additional 7 (2d6) piercing damage.

Actions

Spiked Wheel. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Rolling Charge (Recharge 4–6). The Bonewheel Skeleton rolls up to 50 feet in a straight line. This movement does not provoke opportunity attacks, and the skeleton can move through the spaces of Medium or smaller creatures during it.
Each creature whose space the skeleton enters must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) piercing damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.
The Bonewheel Skeleton cannot use Rolling Charge while prone or grappled. If it enters difficult terrain during the charge, its movement

immediately ends.

Reactions

Uncontrolled Roll. When the Bonewheel Skeleton takes damage from a melee attack, it can use its reaction to roll up to 10 feet in a straight line without provoking opportunity attacks. This movement cannot pass through another creature's space and immediately ends if the skeleton enters difficult terrain.

The Bonewheel Skeleton cannot use this reaction while prone or grappled.