**Twilight Druid**

**Circle Spells**

When you join this circle at 2nd level, you have formed a bond with the forces of life and death, your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Twilight Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the Druid Spell List, the spell is nonetheless a druid spell for you.

**Druid Level Spells**

2nd Inflict Wounds, Hex

3rd Earthbind, Spiritual Weapon

5th Vampiric Touch, Speak with Dead

7th Death Ward, Guardian of Nature

9th Steel Wind Strike, Hallow

**Harvest's Scythe**

Starting at 2nd level, you’ve created or bonded yourself to a Scytheto help you hunt the undead. Scythe is weapon which you are proficient with and has the Fallowing properties.

Scythe 5 sliver 2d4 slashing 4 lb. Heavy, two-handed

While you Bound to Scythe and are holding it, you have these benefits:

- It can serve as a spellcasting focus for your druid spells.

- It can have Shillelagh cast on it as though it was a wood of a club or quarterstaff, weapon's damage die is still a 2d4.

- Druid Spells and Attacks made with Bound to Scythe ignore necrotic resistance and Immunities of undead.

If you lose the Scythe you are bounded to, you can perform a 1-hour ceremony to magically bound to another Scythe. This ceremony can be performed during a short or long rest, and you lose your bound with your old Scythe.

**Grim Weapon**

At 2nd level, you gain the ability to harness necrotic power to unravel and harvest the life energy of other creatures. As a bonus action, you can expend a use of your Wild Shape feature in to impower your Bounded Scythe with a number of charges equal to 4 + half your druid level round up, When you make a melee weapon attack with the Bounded Scythe or melee druid spell attack, you can expend 1 charge to deal an extra 1d10 necrotic damage to any target they hit. If you reduce a hostile creature of challenge ratting of 1/8 or higher to 0 hit points with the attack, you can heal yourself or an ally of your choice that you can see within 60 feet for a number of hit points equal to half necrotic damage dealt. If the creature that was reduced to 0 hit points was undead. you heal hit points equal to the full damage dealt.

The Charges lasts for 10 minutes. They removed early if you dismiss it (no action required), die, or use this feature again.

**Speech Beyond the Grave**

At 6th level, you gain the ability to reach beyond death’s veil in search of knowledge. When you cast Speak with Dead, you understand what the target of this casting says. It can understand your questions, even if you don’t share a language or it is not intelligent enough to speak.

**Reaper**

At 6th level, your mastery over your Scythe becomes even greater. You gain the additional benefits when you are welding your Bounded Scythe.

Your bounded scythe counts as reach weapon while you are welding it

When you cast a spell that requires you to make an attack roll and has range of 5 feet or less, the range is now 10 feet.

When you use your action to make attack against a creature within 10 feet of while your GrimWeapon feature is active, you can spend 1 charge to make another attack with your bounded scythe against different creature that is within 5 feet of the original target and within range of your scythe.

**Watcher at the Threshold**

At 10th level, when you use your Grim Weapon feature, You may use the charges from you Grim Weapon feature in the fallowing way.

- When you or a creature within 60 feet of you takes poison, necrotic, cold, or psychic damage, you can spend 1 charge to use your reaction to grant resistance to the creature against that instance of the damage.

- When you or a creature within 60 feet of makes a death saving throw, you can spend 1 charge use your reaction to stabilize that creature.

**Paths of the Dead**

At 14th level, your mastery of death allows you to tread the paths used by ghosts and other spirits. Using this feature, When you activate your Grim weapon feature, and as a bonus action on your subsequent turns while it lasts, you can spend 1 or more Charges to cast Etherealness, the duration of the spell is now lasts a number of minutes equal to the number of Charges you spent, you can end the spell as a bonus action.