**The Scythe:**

**Brief Synopsis**

The scythe is an area of effect-based weapon used by the player. The main draw this weapon is its large hitboxes and ability, life-steal on kill. This can be used in tandem with weak enemies to recover health without much danger. The weapon however does have its drawbacks, with each swing the player commits to the attack, having large amounts of ending lag leaving the player vulnerable.

**Usage**

**Poke:**

This is a **Grounded** attack performed while the player is **Moving.** The player lunges with the scythe using it to stab the air in front of them. This will be a have the least exit lag out of all scythes attacks however will not apply life steal and will only attack either a minimal arc.

**Lesser Slash:**

This is a **Grounded** attack performed while the player is **Moving**. The player raises their scythe and swings it horizontally in front of them, after a moment of hit lag the player will swing the scythe again back to original side and again hold position due to its exit lag.

**Angled Slash:**

Similarly, to the lesser slash however this will hold the player in the air as the swing. Each swing will be angled towards the closest enemy within range, making sure it hits. Unlike the lesser, the two swings will then be followed up with a downward swing attacking vertically in front of them.

**Special Usage:**

**Zipline:**

Upon unlocking this weapon, the player will be able to latch onto the any zipline and slide down it. Hooking the scythes blade around the wire.