Thought, what if the player could gather all the weapons he finds and chose which weapons to use between levels.

Thought, what if some attack chains gave a short duration buff, it could give value to switching back and forth during a combo. Ex: Second chain attack on SimpleSpear gives a short buff to debuff duration (stun, slow, root, etc.) Third chain attack on HeavyHammer smashes the ground and leaves a tremor, slowing enemies. Doing the second chain attack on a SimpleSpear before hitting the third chain attack tremor from the HeavyHammer could increase its duration, which leads to an easier time dealing with the enemies affected.

^Thought, what if the player can have three weapons. It could enable the use of 2 weapons for control and 1 for pure damage dealing. After the previous SimplerSpear/HeavyHammer combo example the player could switch it his third weapon and deal damage safely.

^Thought, instead of swapping weapon what if the player held a key to enable his secondary and thirciary weapons.