Weapon: Scythe

The scythe is a weapon of Area of Effect and Life-steal. A wide arcing swing side to side are the first two attacks, being angled down while in the air for enemies below you. The third strike in the air is straight down, trading horizontal angular range for vertical, whereas the third grounded hit is a thrust with the stick of the scythe, for forwards range. Most of the damage, and the life-steal, is concentrated in the blade of the scythe, requiring accurate spacing to maximise the weapon.

This weapon will however be slow, given how unwieldy scythes are in real life, and to prevent the scythe being the go to weapon due to it healing the user. The life-steal will require more than one attack to heal a full hit, as each swing recovers a smaller part of your health than a standard attack, but even this partial heal can mean the difference between life and death. The special movement ability of the scythe will be using zip-lines, opening up new paths to potentially trickier areas.

Options for development including moving the third strike of the weapon to a dash attack, again emphasising that the scythe struggles at speed, and forcing players to slow down somewhat to regain health. Depending on how the staff works will determine what options there are for twirling the scythe around. War scythes have the blade vertical instead of horizontal (when the scythe is upright), giving it better range, which could be useful either as a magic based boost, or as a combo for the dash attack.

Picture: Attacks (From full scythe to dotted) Grounded Idle, Attack, Combo and Third (potential dash) From side and above. Arial Idle, Attack, Combo and Third, from side and above.