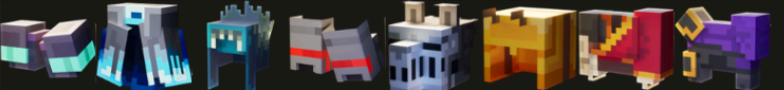


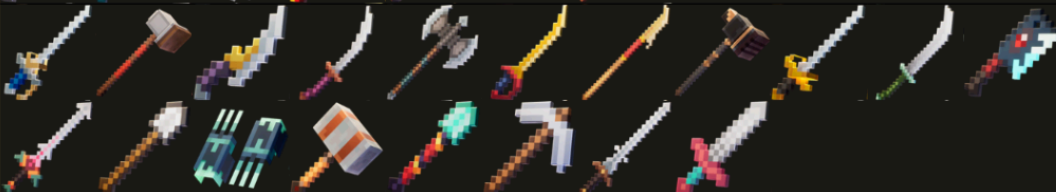
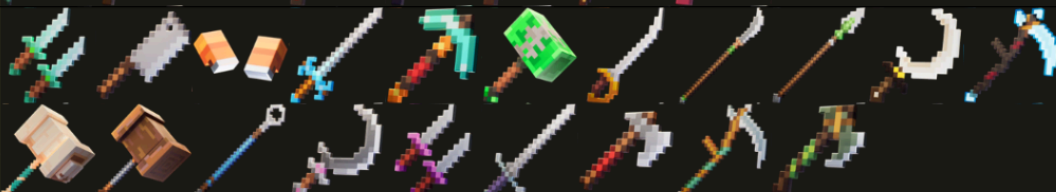
READ THIS

1. Armour tierlist accounts for: Unique and Secondary/Rollable effects, regular AND soulstorm variant viability (How good an extra slot is used/needed), Versatility and Full potential.
2. Weapon tierlist accounts for: Unique and Secondary/Rollable effects (Including regular AND soulstorm variant viability), DPS (Not including modifiers and effects), AOE (How much reach and coverage in terms of degrees/angle), Combo length (How long is the combo), Enchant and Artifact synergy (How good does it work with specific or general enchants/artifacts) and Misc (A section to award points for extra things that make the weapon better, the most subjective section as it's basically me just awarding points based off vibes).
3. EVERYTHING IS SUBJECTIVE AND PRONE TO CHANGE WITH UPDATES OR NEW INFORMATION, THE ARMOUR AND WEAPON TIERLIST WAS MADE USING [MDDEX](#) AS A SOURCE AS WELL AS USING [HYBRID'S MELEE DATABASE](#) TO RANK AOE, DPS AND COMBO LENGTH.
4. The Melee Explanation/Ranking is composed of messages copy and pasted from the [Dungeon Fishes Discord](#). The explanations are compiled for your convenience.
5. If you're wondering why a weapon's DPS or AOE may be higher or lower, that is because I consider basic and jump DPS as well as AOE. But I will usually on side with one (For example, Prime Enchanter Gauntlets have BAD AOE and combo length, but most people spam jump attacks even if it does less base damage because of the waves, therefore I rated it'd DPS and AOE based on jump attacks)
6. SOME RANKINGS WILL BE DIFFERENT FROM WHAT YOU MAY FIND IN THE DISCORD, THIS IS BECAUSE AFTER SECOND REVIEW, SOME RANKINGS HAVE BEEN REVISED.
7. If you're wondering why one of the variants for a weapon, either the unique or non-unique variant, don't have an in depth ranking. It's because they are similar/the same unless stated otherwise (refer to [HYBRID'S MELEE DATABASE](#) to see for yourself)
8. IF YOU ARE GOING TO COMMENT ON MY REDDIT POST OR YT VIDEO REGARDING MY RANKINGS, INCLUDE "MANGO" IN YOUR COMMENT TO SHOW YOU'VE ACTUALLY READ WHAT I'VE SAID.

Armour Tierlist MCD2

S	 
A	
B	
C	
D	

Melee Weapon Tierlist MCD2

4.5-5	 
4-4.4	
3.5-3.9	
2.5-3.4	
1-2.4	

Awesome Axe - 4.2/5

Rollable Effect and Unique effect: 5/5, has a huge pool of effects and a very good unique effect

DPS: 3/5, DPS is on the lower medium end of 33.1 DPS not including multipliers

AOE: 4/5, 310-330 Range and 180 Angle/Coverage

Combo Length: 3/5, 1.75 combo duration

Enchant and Artifact Synergy: 4/5, 2 hit combo, good wave damage, unique effect helps with artifact and wave damage

Misc: +2 (Strengthening Hit doubles damage and replaces banner slot, good supportive weapon for ranger since strength buffs all damage)

Greataxe has more AOE but no unique effect, which hurts it a lot as while it has a good effect pool that still means it can be a support weapon, it isn't able to compete DPS wise and the AOE doesn't fully save it. 3.9/5

Axe - 3/5

Rollable Effect: 2.5/5, only has critical edge and sharpness going for it unless you want to use persistence, which isn't the best for this weapon but it's still persistence so.

DPS: 3.5/5, 37.1 DPS is pretty good

AOE: 3/5, 250/70 (Range/Angle) - 350/180, fairly standard, a bit above being mid

Combo Length: 3.5/5, 1.4 combo duration

Enchant and Artifact Synergy: 2.5/5, Literally nothing notable, might be an argument to use waves due to the faster combos but doesn't have any artifact synergy and jump attacks are low damage so waves are still a bit iffy.

Hunter's Hatchet has less AOE, less damage and is only slightly faster but wastes an effect slot. 2.8/5

Battle Hammer - 3.6/5

Rollable Effect: 4/5, Has Bully and Brawler, fairly decent, nothing else notable.

DPS: 3.5/5, 40 Jump DPS, 31 Base attack DPS.

AOE: 3.5/5, 150 Full damage jump attack radius and 300 splash damage radius, 50 more than most but still not great, basic attack AOE is also pretty whatever, if not lower at 250/70 - 300/25

Combo length: 3.5/5, 1.77 base attacks, but it favours jump attacks so that gives it a slight boost.

Enchant and Artifact Synergy: 3.5/5, You have a bigger splash AOE and spam decently high damage jump attacks, so you benefit from waves and the bigger splash helps with bangles or powershaker.

Emerald hammer is the same but a waste of a slot so it gets a 3.4/5

Lullaby Blade - 4.2/5

Rollable Effect: 5/5, Has basically every effect you'd want. Has Bully but not other notable effects (Old ranking was wrong, for some reason I said it didn't have Bully? My bad)

DPS: 3/5, 32.8 Basic DPS, pretty eh

AOE: 3.5/5, 300/30 - 360/30

Combo length: 2.5/5, 2.13 is pretty eh.... Slow attacks isn't great for soul sickness, especially if you run dual element with poison

Enchant and Artifact Synergy: 5/5, VERY good user of grindstone and dual element builds with any bangle, benefits greatly from attack speed increases.

Misc: +2 (Benefits from soul damage and grindstone, jump cancelling with good timing allows for double waves)

Cookie Cutter has less range but higher angle for the first two attacks but the last attack for some reason has some of the highest range and is a 180 attack, cookie cutter attacks faster too but you don't have access to the unique effect. 3.7/5 since you miss out on artifact synergy and soul sickness.

Prime Enchanter Gauntlets - 4.2/5

Rollable effect and unique effect: 5/5, A lot of really good rollable effects, no Bully sadly which would boost this weapon, but many use it for oneshots anyways... TOP TIER unique effect.

DPS: 3/5, Jump attack DPS is 32.4, basic attack DPS is better but most prefer to use jump attacks due to the wave attacks which makes sense.

AOE: 3/5, 240/30-275/30, VERY VERY bad basic attack AOE, but once again, jump attacks save the AOE with 150 full and 250 splash, waves help of course.

Combo Length: 3, 1.99 combo duration but once again, you're likely spamming jump attacks, which gives it a slight boost.

Enchant and Artifact Synergy: 5/5, Very good synergy with wave attack enchant, benefits from dual element effects on artifacts.

Misc: +2 (Applies Freeze and Zapped on hit, which is +25% damage)

Gauntlets do less base damage but attack significantly faster, good pool of effects but it does not compare to Prime Enchanter Gauntlets. 3.4/5

Pride of the Plains - 4.2/5

Rollable effect and Unique effect: 4.5/5, No bully but a fairly good unique effect, nothing overly special but good damage boost

DPS: 5/5, 51.1 DPS, jump canceling is also solid for an extra boost

AOE: 3.5/5, 320/60-320/24

Combo Length: 4/5, 1.13 combo duration, very fast all around

Enchant and Artifact Synergy: 3/5, Fast attack speed is useful for bangles and waves trigger frequently, but no elemental damage or high damage final attack holds it back.

Misc: +1 (Decent jump cancel, good damage against single target)

Riftslasher is slightly slower, has less AOE on first hit and doesn't have unique effect for huge damage boost, which gives it a 3.9 imo

Redstone Wrecker - 4.1/5

Rollable effects and unique effect: 3.5/5, No access to Bounty Hunter, Duelist, Finesse or Bully, Unique effect is very good though outside of the bug.

DPS: 3.5/5, Not including jump canceling (Which boost's it's DPS considerably), does 37.8 Jump attack DPS

AOE: 5/5, Base attack is 400/180, VERY good overall. Jump attack is the standard 150 full 250 splash, but since you want to jump cancel, you still have the benefits of the basic attack AOE

Combo length: 4/5, 1.25 combo duration, longer if you are jump canceling and shorter if you're just jump attacking. So 4/5 is a nice middle ground

Enchant and Artifact Synergy: 2/5, It WOULD be much higher if it wasn't bugged. Good synergy with grindstone and elemental buffs, potential to run dual element as well, only issue is it's bugged to not work with wave enchants or even swirling, which tanks it's rating sadly. Also the basic attack doesn't deal elemental damage, only the wave. Which is seemingly small but also a slight L.

Misc: +2 (Jump cancelling is very good although not accounted for in DPS, benefits from fire damage buffs for it's unique effect but is bugged to not work with wave enchants)

Clobberer has slower attack speed and no unique effect, which is detrimental even if there is a very good effect pool. 4/5 since you can still jump cancel for decent damage

Sift Sickles - 4/5

Rollable Effects and unique effect: 4/5, Has Finesse, Strength and Bounty Hunter, Unique effect buffs healing which is nice but not great.

DPS: 4/5, 43 Basic DPS, very good all around, benefits from jump cancelling

AOE: 3/5, 220/65-300/45, on the lower end but the second attack is 180

Combo Length: 3.5/5, 1.44 combo duration, fairly solid for 6 hits

Enchant and Artifact Synergy: 3.5/5, No built in element, benefits from healing smite, bangle and grindstone

Misc: +2 (Good with persistence, decent healing buff even if it's not the best for the slot, works well with bangles and grindstone)

Double Sickles are a little slower attacking but gives you access to 3 damaging effects which makes them better imo, 4.1/5

Golden Glaive - 3.7/5

Rollable Effects and Unique effect: 4/5, Access to Brawler and that's it. Built in vanguard is good for oneshots and means this weapon is a VERY good support weapon for a rolling or oneshot archer build (Awesome axe technically better but you need to maintain the buff)

DPS: 3/5, 32.9 DPS

AOE: 3.5/5, 300/60-350/180, pretty decent but nothing insane for a glaive, which is kinda stupid imo

Combo Length: 2.5/5, 2.00 combo duration

Enchant and Artifact Synergy: 3/5, Nothing really notable, doesn't work the best with waves necessarily nor does it have elemental damage, but AOE helps with inflicting with bangles.

Misc: +2 (Ability to do good oneshot damage and supporting your ranged weapon to do the same, but prevents applying debuffs preemptively and a good jump cancel)

Glaive allows you to use brawler or persistence instead of vanguard but doesn't gain anything outright, so it misses out but can still jump cancel. 3.3/5 as well 60% to full HP is kinda crazy though, not the right weapon for it personally but still good.

Rascal's Razor - 3.8

Rollable effects and unique effect: 4.5/5, has just about every good effect, minus bully.

Unique effect is good, but only for roll builds (which are strong), fairly replaceable tho imo

DPS: 3.5/5, 35.3 basic attack dps

AOE: 3/5, 250/70-350/180

Combo Length: 3.5/5, 1.36 combo duration

Enchant and Artifact Synergy: 3.5/5, works well with tumbleshot, doesn't do anything special with other enchants or artifacts, but Tumbleshot is so strong that it's enough

Misc: +1 (Good for roll builds, would be a +2 but Awesome axe and Golden glaive better)

Sabre has more AOE but less attack speed, also doesn't have the unique effect for roll builds so no real incentive to use it despite it's good pool of effects due to being mostly mediocre. 3.4/5

Venomous Fangs - 3.4

Rollable Effects and unique effect: 4/5, has finesse, bounty hunter and strength, no Bully sadly which is an L, pretty good unique effect though.

DPS: 2.5/5, 29.4 basic attack dps

AOE: 2/5, 245/65-285/14, Was unsure whether to give it a 1.5 or a 2, but 2 feels reasonable enough

Combo Length: 3.5/5, 1.43 basic attack duration

Enchant and Artifact Synergy: 4/5, benefits greatly from venomancer on artifacts, benefits from grindstone and bangles too. Sadly dual element isn't the most viable but it's still good enough

Misc: +1 (Benefits from grindstone and poison damage buffs)

Double daggers have slightly less AOE and attack speed than venomous Fangs but they also miss out on the major synergy from grindstone and poison buffs, still have usable effects though. 3/5 because you can still run bangle with grindstone but it uses another slot, you also lose a pretty good effect that directly works with bully (which this weapon has)

The Darkshard - 4/5

Rollable effects and unique effect: 3.5/5, Literally ANY effect you want except for Bully, but the unique effect isn't the best. It's fun but it doesn't increase your DPS and can get you killed

DPS: 2.5/5, 28.7 basic attack dps

AOE: 5/5, 400 Range 360 angle, very good

Combo Length: 2.5/5, 1.88 basic attack combo duration

Enchant and Artifact Synergy: 4.5/5, Huge aoe and multi-hit attack synerises with bangles. Lower base damage means it benefits from grindstone.

Misc: +2 (Best AOE in the game for melee, and power shakers, has brawler as an effect which is awesome for this)

Special Greatsword is just the same but without gravity pulse, so you get more DPS, 4.2/5

Sculker Claws - 3.6

Rollable and Unique effect: 4.5/5, Has Strength, Persistence and Bounty Hunter, unique effect is bugged and overall a waste unless you build into it

DPS: 4.5/5, 44 Basic attack DPS, very nice

AOE: 1/5, 160/60-180/80, Very bad overall, Jump aoe is alright but VERY bad dps

Combo Length: 2.5/5, 1.82 Basic attack combo duration

Enchant and Artifact Synergy: 4.5/5, Multi-hits help with bangles and grindstone, not the best for waves but can work well with thundering for debuffing. Overall the main benefit is just bangles and grindstone not much else.

Misc: +1 (Can build into shadow cloak for crits instead of using flute, otherwise Unique effect is a waste mostly)

Wolf claws are every so slightly less dps, but you aren't wasted an effect slot/forced to play shadow cloak, I'd say they are equal but wolf claws are more flexible and have access to another slot for damage and persistence really op, so 4/5 with a +2 Misc instead of +1 for persistence being very OP (Because it's just better with persistence than the other one by a very big margin), +.5 to Rollable effect and +.5 for Artifact synergy (Grindstone and bangles are more viable than with sculker claws)

Sculker's Bane - 4.4

Rollable Effect and Unique Effect: 5/5, Access to Strength, Bounty Hunter, Finesse and Persistence, unique effect gives it soul damage on attacks

DPS: 5/5 51.7 basic attack dps

AOE: 1.5/5, 280/8, VERY bad coverage/angle, lower end range

Combo Length: 5/5, Fastest combo in the game at 0.48

Enchant and Artifact Synergy: 4.5/5, Benefits from soul damage and can run dual status, works very well with soul blast + grindstone. Only issue is waves only trigger every second attack unless you jump cancel/jump attack which is a dps loss generally.

Misc: +1 (soul damage attacks, attacks don't trigger wave every hit so that tanks score)

Twilight Dagger does the tiniest amount more going off the sheets, but might be a rounding error. Due to the small pool of effects, it really hurts the twilight knife unless you're using persistence, which is it's best use case over the sculker's bane but even then sculker is better. 3.9/5

Spectral Spear - 4.8

Rollable effect and unique effect: 4.5/5, Very good unique effect, not that great access to other secondary effects, but it's allegedly one of if not the best user of persistence.

DPS: 5/5, 51.9 Basic attack DPS

AOE: 3.5/5, 400/8-450/8, Very good range, pretty poor angle, but the wave effect helps.

Ignoring that though, it can struggle when being swarmed.

Combo Length: 4/5, 1.12 Basic attack combo duration

Enchant and Artifact Synergy: 5/5, does soul damage, synergises very well with surge and soul blast, works with bangles due to attacking a lot of times very fast.

Misc: +2 (Built in wave for +90% damage, synergy with soul damage buffs, AOE relies on wave)

Short Spear is slightly slower and doesn't have access to wave, can run persistence fairly well still though. You don't get the same artifact synergy but it's still good. 4.2/5

Soul Reaper - 3.2

Rollable Effects and unique effect: 2.5/5, can only run sharpness and critical edge reliably.

Soul gain unique effect is nice sure, but nothing insane.

DPS: 3/5, 32.5 basic attack DPS

AOE: 3.5/5, 300/60-350/180, pretty solid I guess

Combo Length: 3/5, 2.4 combo length, pretty bad, but if you spam jump attacks which is about the same DPS, it's better.

Enchant and Artifact Synergy: 3/5, Basic attack is pretty horrid, but you can spam waves with jump attack so it gets a bit of something.

Misc: +1 (Reaper effect is nice, this allows you to go without soul gain talisman or running double ancient alchemy)

Scythe is worse unless you're using persistence, but like... Why? You don't have any other damaging options and miss out on the utility of the Soul Reaper effect. It's only better if you're comparing Non-soul storm to Non-soul storm. 2.9/5

Stormcaller - 4

Rollable Effect and Unique effect: 3/5, Only the default effects really, but the unique effect is pretty solid, buffing lightning damage, dealing lightning damage on hit and inflicting zapped DPS: 3/5, 27 DPS on basic attacks, 32.4 on jump attack. But you miss out on the huge range advantage.

AOE: 5/5 495/8-525/8 on basic attacks, but Jump attacks are better DPS with reach

Combo Length: 3/5, 2.00 combo duration on basic attacks, but you prefer jump attacks

Enchant and Artifact Synergy: 4/5, benefits from electromancer, good with surge.

Misc: +2 (Zapped applies +25% damage modifier and scales from lightning damage buffs)

Pike is VERY different from Stormcaller, being 31.5 DPS and 1.71 combo duration with basic attacks, but without lightning damage benefits. But all these benefits mean nothing since jump attacks are still better minus AOE. Still works decently well with wave enchants, 3.3/5

Diamond Shovel - 3.6/5

Rollable effects and unique effect: 3.5/5, Has Bully and Brawler, but Shockwave is pretty bad for damage.

DPS: 3.5/5, 34.9 basic dps and 40.5 Jump attack DPS

AOE: 4/5, 250/180-400/16 and has a standard jump attack AOE

Combo length: 3/5, 2.58 basic attack duration, but jump attacks are better for DPS so combo length is based off jump attack spam instead.

Enchant and Artifact Synergy: 3/5, Nothing special but jump attack spam helps with using waves more.

Misc: +1 (Shockwave can provide utility for spacing but that's basically all the benefit it provides)

Shovel is basically the same, minus the mediocre at best unique effect, you don't have finesse but you have some pretty good effects and you have more full damage AOE on your jump attack and more AOE on your final attack in the basic combo, so that makes it easily a 3.7/5

The Thousand Cuts - 3.9/5

Rollable Effects and Unique effect: 4.5/5, Strength, persistence and bounty hunter as well as finesse as a support option. Unique effect is nothing crazy, but is pretty good when paired with persistence or grindstone.

DPS: 3/5, 34.7 basic attack DPS

AOE: 4/5, 375/12-425/8 basic attack

Combo Length: 2.5/5, 2.02 Basic attack speed (NOT INCLUDING SWIFTNESS)

Enchant and Artifact Synergy: 4.5/5, Good synergy with grindstone and bangles, not so much for waves. Works with thundering if you're using persistence however.

Misc: +1 (Very good with persistence, grindstone and bangles. Not that great with waves.)

Rapier misses out on the swiftness, but you get access to an alternative effect. Not missing out on too much though unless you're using bangle, grindstone or persistence, so I give it a 3.7/5

Frostbiter - 3.4/5

Rollable Effects and unique effect: 3/5, Nothing notable, frost damage isn't the best but it's elemental nonetheless and therefore buffable and the negative effect activates Bully, assuming it's on the ranged weapon or armour.

DPS: 3/5, 33.9 basic attack DPS

AOE: 4.5/5, 385/10-475/10 basic attack AOE

Combo length: 2.5/5, 1.83 basic attack combo duration

Enchant and Artifact Synergy: 3/5, benefits from elemental damage but isn't the best with waves and grindstone doesn't help the elemental damage as it's not DOT.

Misc: +1 (Frost damage means you can gain damage buffs from elemental damage but that's kinda it)

Longsword is slightly slower but you aren't locked into frost damage, although you can't do much with it due to a bad effect pool unless you run persistence which isn't great for this weapon. 3/5

Battle Staff - 3.1

Rollable effect: 2/5, Nothing special, Persistence is very unviable, hurts rating more

DPS: 3.5/5, 35.3 basic attack DPS but 35.1 Jump DPS

AOE: 3.5/5, 325/80-450/180, but spamming jump attacks is preferable even with standard jump attack AOE

Combo Length: 3.5/5, 2.32 basic attack combo duration but spamming jump attacks is better assuming waves

Enchant and Artifact Synergy: 3/5, nothing stand out as being good other than waves with jump attacks

Elemental battlestaff gets elemental buffs which are pretty decent, giving it a misc of +2, this also gives it 5/5 artifact synergy due to having built in bangles that benefit immensely from all sorts of artifacts especially grindstone and makes up for the small pool of effects. Also gives it a 3.5/5 for effects instead of 2/5 but DPS, AOE and Combo length remain the same. 4.2/5

Carapace Mace - 4.1

Rollable Effects and unique effect: 4/5, has Brawler and built in Finesse, very good but still a limited pool.

DPS: 4.5/5, 47.3 Jump DPS

AOE: 4/5, 150 Full damage Jump attack radius and 300 Splash, Basic attacks are 250/70-300/180

Combo Length: 3.5/5, Jump attack spam

Enchant and Artifact Synergy: 3.5/5, Natural synergy with waves and slightly larger splash area helps with bangles.

Misc: +1 (Jump attacks are faster than full combo and get buffed by effect, finesse can also support a ranged weapon like phantom wing, has bigger jump attack splash radius)

Mace has less AOE on final hit of basic attacks, but has faster attack speed. But only slightly. Carapace Mace is still better because built in finesse is good since you want to spam jumps with this weapon. 4/5

Cacaphonous Cleaver - 3.6

Rollable Effects and unique effect: 4.5/5, Has access to Bully and a VERY good healing enchant. Not much else but this offers amazing supporting capabilities already

DPS: 3/5, 33.4 basic attack dps, benefits from jump canceling

AOE: 3/5, 250/100-350/180 basic attack AOE

Combo Length: 3.5/5, 1.32 basic attack duration, longer if jump canceling

Enchant and Artifact Synergy: 3/5, Pretty alright attack speed and has Bully, so bangles are viable, same with waves.

Misc: +1 (Really good healing, has Reaper effect for more souls and healing)

Meat Cleaver is ever so slightly less DPS but you don't have the healing effect, meaning you can use all the good damaging effects instead. Arguably above Cacaphonous just because cacaphonous is a healing effect, even tho it's a very good one. 3.4/5 personally just because no op healing but it does do more damage with full effects.

The Burning Blade - 4/5

Rollable effects and unique effect: 4.5/5, Access to basically everything except for Bully and you have fire damage on hit which isn't the BEST element but is still good

DPS: 3/5, 32.4 Basic attack DPS and Jump attack DPS

AOE: 3.5/5, 275/70-385/14

Combo Length: 3.5/5, 1.48 with basic attacks but jump attack and basic attacking for DPS are comparable, technically jump attack is better for waves and basic attack is better for bangles and grindstone

Enchant and Artifact Synergy: 4.5/5, can run dual element, great with grindstone and elemental buffs, pretty good with waves.

Misc: +1 (Benefits from grindstone and fire damage buffs)

Sword has slightly more damage and a good selection of effects, but you miss out on the synergy with fire buffs and grindstone unless you use a bangle. Has better basic attack DPS which makes it better than jump attacks. 3.5/5

War Hammer - 3.9/5

Rollable effects: 3/5, Access to Brawler but the rest is standard except for stagger (LOL)

DPS: 5/5, 54.1 Jump attack DPS

AOE: 3/5, Jump attack AOE is considerably lower at 100 full and 175 splash.

Combo length: 4.5/5, Basic attack has a combo duration of 0.96 and jump attack is standard

Enchant and Artifact Synergy: 4/5, Works VERY well with waves due to high base damage and using jump attacks. Not much synergy with artifacts however.

Heartbreaker has slightly more AOE but explosion damage isn't buffed by anything so it's mediocre. You do the same damage so you actually miss out on potential damage, 3.7/5 because you spam jump attacks and the extra AOE is only on basic attacks

Slaymore - 3.7/5

Rollable Effects and unique effect: 4.5/5, Everything you could want except Bully

DPS: 3/5, 31.4 basic DPS and 33.8 Jump DPS

AOE: 3.5/5, Standard Jump Attack AOE

Combo Length: 3.5/5, Basic attack speed is 1.91 but jump attacks are better DPS and made better by the unique effect

Enchant and Artifact Synergy: 3/5, Jump attack spam means that waves are naturally pretty good, not much else synergy though.

Misc: +1 (Brawler is a fairly nice secondary effect, doesn't have as much AOE as it could have to profit off it though, still good for jump attacks due to splash.)

Claymore is slightly slower but it allows you to focus on single target or overall DPS instead of having to be locked into brawler 3.5/5 since I think they're pretty comparable.

Monster Masher - 3.2

Rollable Effects and unique effect: 3/5, Access to Brawler (and sharpness duh) which is pretty good for this weapon especially, all else is negligible and the unique effect is... Both bad but not THAT bad. Persistence is technically viable too.

DPS: 2.5/5, 28.7 Basic attack DPS

AOE: 5/5, 380/180-450/180 is actually fairly solid for a weapon like this, especially since you can get splash damage buffs.

Combo Length: 1/5, 3.62 basic attack combo duration is INSANELY SLOW

Enchant and Artifact Synergy: 3.5/5, Good AOE and low damage mean it can benefit a LOT from bangles and grindstone, but waves enchants are... Well, I think you can guess.

Misc: +1 (Really good aoe and low damage with high combo isn't great but persistence/grindstone and bangle and help and make it pretty decent especially since it has more splash damage% than most)

Mob Mallet has more AOE funnily enough but is significantly slower, 3.1/5

The Prospector's Pick - 3.4/5

Rollable effects and unique effect: 3/5, Has Bully but a waste of an effect slot.

DPS: 3.5/5, 37.8 Jump attack DPS

AOE: 3.5/5, Standard Jump attack AOE

Combo Length: 3.5/5, Standard Jump attack Length

Enchant and Artifact Synergy: 3.5/5, has synergy with waves and with elements or negative effects due to having Bully, can also be a support option because of Bully technically.

Pickaxe attacks a tiny bit slower but means you can an actually useful effect instead of the unique effect. Bumping it up to 3.5/5

Lunar Sickle - 3.3/5

Rollable Effect and Unique Effect: 2.5/5, Nothing notable, the unique effect is a nice utility but doesn't benefit damage and does nothing against most bosses.

DPS: 3.5/5, 37.5 Basic attack DPS

AOE: 3/5, 250/70-300/180

Combo Length: 3.5/5, 1.41 Basic attack combo duration

Enchant and Artifact Synergy: 3/5, Nothing that stands out necessarily, wave attacks are fairly decent due to higher damage final hit and decent speed.

Misc: +1 (Jump Cancel is pretty good, stagger is nice for specific enemies but tis niche)

Tidal Sickle does worse damage but attacks faster, don't have good enough of an effect pool to run it with a soul storm variant unless you use persistence. Jump attacking is recommended if you're using wave. 3/5