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r/gamingsuggestions



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r/gamingsuggestions • 2 yr. ago

FartingBob



ARPG where you summon/control many minions or creatures to fight for you.

Recently been playing [Overlord](#) and i enjoy that style of gameplay, back in the day i used to play Diablo 2 fanatically and a summoning necromancer was my favourite, with a very similar style of gameplay.

Any other RPG's (new or older) that do this mechanic well? I would prefer if it was a core part of gameplay (in the way that overlord is) rather than just a particular skill build you can do but requires many hours in the game before being viable as i dont game much these days and dont have the commitment or time to play for dozens of hours to unlock the playstyle im looking for.



40



27



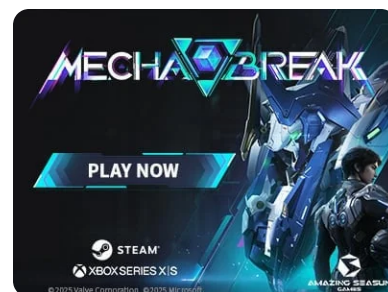
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Brightsoull • 2y ago

Grimdawn has a Necromancer class that summons undead as well as shaman class that summons demons and familiars, they don't do all of the fighting but they will be the ones doing most the damage



17



Reply



Center_Core_Continue • 2y ago

Grim Dawn is great for summoners, tons of viable builds. POE is great too, but drops are balanced with trade in mind. Grim Dawn is (IMO) much more satisfying in loot drops. The depth and complexity is still great, too.



10



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You can also combine any two classes together and get their entire selection of summons.

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⊕ 2 more replies



Dreamchime • 2y ago

If you have a switch, this is a core mechanic of the Pikmin games.

↑ 9 ↓ ○ Reply ↶ ↷ ...

⊕ 1 more reply



cerebrix • 2y ago

It's an old school game. But Sacrifice has what's probably the best version of this as an RPG/RTS hybrid.

I guess this is the part where I'm supposed to disclose my bias since I had the pleasure of working on that game.

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Diablo 4 has this.

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RustyNK • 2y ago

Ya I would say try the minion build in D4. It got recently buffed and is actually quite good right now.

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This question gets posted here extremely frequently. Sadly, there is no good answer.

You have 3 options which aren't perfect fits.

1. Indie games like overlord. There's a new one that pops up every couple months. They are usually clunky, short and somehow don't feel right. They get very close without just letting you have tons of minions do all the damage for you.
2. ARPGs. A good amount of minions but you still need to heavily invest in the build and the playstyle to end up with a build that feels less like a necromancer and more like a regular spellcaster with extra steps.
3. Fantasy themed strategy games. These usually include an undead/necromancer class or faction. Again, the undead horde is there but it controls the same way as any other class/faction in the game. The differences are purely aesthetic and numerical.

At least new games keep coming out so one day we'll get a perfect match. Potion games for example have like 4 total games and only 2 of them are decent-ish.

 1 more reply



r/D4Necromancer • 2 yr. ago

Minions will never be a main build

16 upvotes · 37 comments



r/bladesinthedark • 7 mo. ago

What other RPGs do you enjoy?

32 upvotes · 57 comments



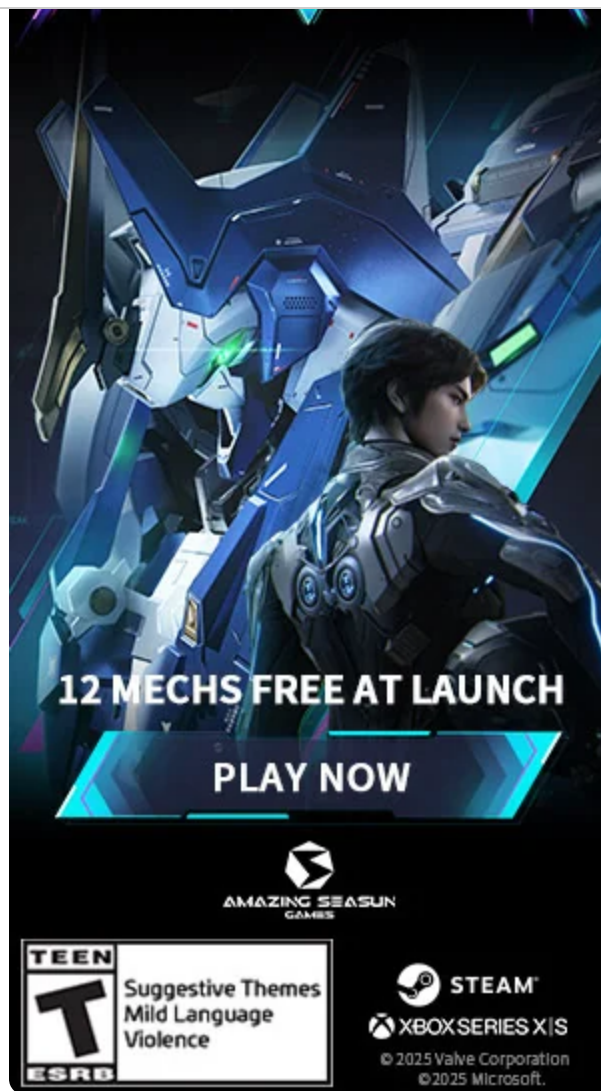
r/Solo_Roleplaying • 1 mo. ago

What RPG systems/rules do you suggest?

25 upvotes · 23 comments

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What's your favourite part of any RPG?

33 upvotes · 28 comments



r/rpg • 4 mo. ago

What is your favorite RPG that creates things?

83 upvotes · 48 comments



r/RPGdesign • 6 mo. ago

What motivates you to create RPGs?

34 upvotes · 98 comments



r/rpg • 3 mo. ago

What types of RPG advice content do you wish existed but rarely see?

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What rpg do you think has the coolest magic system?

163 upvotes · 136 comments

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r/rpg • 12 days ago

What are some unique or memorable ways you've seen magic handled in RPGs?

26 upvotes · 11 comments



gD r/gamedev • 27 days ago

Are turn-based RPGs still viable?

73 comments



r/RPGdesign • 3 mo. ago

How to build a Community Around your RPG?

59 upvotes · 24 comments



r/RPGdesign • 1 mo. ago

What moments made designing RPGs feel worth the work?

35 upvotes · 43 comments



r/rpg • 9 days ago

Generic RPG's that let you use powers however you want?

52 upvotes · 78 comments

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4 upvotes · 32 comments



r/gamingsuggestions • 18 days ago

Looking for a game where you are a druid or shapeshifter

29 upvotes · 60 comments



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Here's a list of the games with playable necromancy that I know of

268 upvotes · 174 comments



r/rpg • 9 days ago

What's the best, yet simplest, rpg rule system you've encountered?

30 upvotes · 117 comments



r/RPGdesign • 10 days ago

Creating apps for rpgs

34 upvotes · 24 comments



r/finalfantasytactics • 2 yr. ago

SPOILER

Replaying Final Fantasy Tactics WoTL using only the basic jobs and it's fun.

51 upvotes · 15 comments



r/wownoob • 2 yr. ago

Help me pick my next character? (especially if you play/played Diablo 2 or 3!)

14 comments



r/DeltaGreenRPG • 5 mo. ago

More about combat in horror RPGs

48 upvotes · 7 comments



r/rpg • 1 mo. ago

What was the most satisfying RPG system you ever played?

104 upvotes · 193 comments



r/yugioh • 2 yr. ago

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r/RPGMaker • 7 days ago

What makes turn based combat fun?

38 upvotes · 35 comments



r/RPGMaker • 4 mo. ago

I'm creating a Simultaneous attacks RPG battle system.

126 upvotes · 11 comments



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