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r/MMORPG • 2 yr. ago

WildBeast737



MMO With the Best Fulfillment of the Summoner Fantasy

[Discussion](#)

I've never really gotten into MMOs, but I was wondering which one has the best Summoner gameplay as of right now? Which one has the most interaction with your summons, etc. I know WoW has the Warlock, but I've never played it. I know Ashes of creation looks like it's going to have summoning, but it's still in development.

I put the discussion flair because while yes I am curious and this is kind of both, I'd rather get a discussion started and then just see what you guys think and why. Every little bit helps, thank you guys!

17

56



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moh1122334 • 2y ago

Mastermind from city of heroes is one of the best if not the best summoner in mmos. I think there was another class from lotro but I've never played that game.



13



Reply



TheNewArkon • 2y ago

Totally agree. Most games, pets are just a glorified DoT. But you actually spend all your time supporting your pets on Mastermind and they have to do most of your damage as you only have a small handful of attacks yourself.



5



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jpgray • 2y ago

Necro and ritualist in GW1 hit that power fantasy perfectly

↑ 14 ↓ ○ Reply ↩ ...



ThatOneFuzzyWolf • 2y ago

the "new" demo warlock is definitely a good fit

⊖ ↑ 16 ↓ ○ Reply ↩ ...



bigcracker • 2y ago

New lock stuff looks amazing. Unlocking skins through doing quests or events by getting grimoire pages, every race pretty much being able to be a warlock now and all three specs been in a great state in PvP and PvE.

Dragonflight has been a pretty solid expansion so far.

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Jereboy216 • 2y ago

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But the one that gave me the best feels was Guild Wars 1 as a Necromancer/Monk build. It was entirely focused on summoning the necromancer minions and keeping alive through monk spells. It was amazing and fun. Similarly I tried doing Ritualist builds when that class came out as they could focus on summoning spirit like entities. They were cool too.

Wow demonology warlock really had a good feel when I last played it. They could summon mini armies of small demons and a couple stronger larger ones. They may be changed with current day but I imagine still pretty fun.

Summoner in ffxiv is all about the summons. But instead of like a minion master it's a rotation of transforming your singular summon into 1 powered up beast. This one looks cool visually but the summon doesn't feel very independent from your character. It's basically just a flashy big hit attack that comes from your summon rather than your character. I really hope they add a real pet class in this game one day cause that was why I chose Summoner when I started and they reworked it into this new version that is very cool visually, but gameplay wise lacks on that theme I crave.

Guild wars 2 has necromancer but I honestly can't remember much about it. I spent more time playing Engineer which has the ability to plop down a bunch of turrets. Kinda miniony, but not the most fun for me.

**Geexx** • 2y ago

FFXIV's current iteration is a lot more traditional in how summoners work in Final Fantasy games. I personally really like it, but it's definitely not a pet class in any sense these days (they really could just get rid of Carbuncle at this point).

Hopefully they add Beastmaster (love my BST!) or Puppeteer (from FFXI) back in for those that would like a more traditional pet based class.

3 more replies

**gummy8** • 2y ago

A buddy of mine only plays summoner classes, so I am repeating his words here. I am not getting into the business practises of the MMOs only the gameplay mechanics of the classes.

The best summoner class in his eyes would be a mix between Everquest 2, and Aion.

In both games the player casts 25% of their spells themselves, and 75% of the spells are commands or buffs given to the summoners pet. Each has multiple pet options, Melee, Ranged, Tank, sometimes healer.

They can also summon temporary pets but these also have HP so the summoner needs to be wary of big AoE attacks from the enemy, lest the temp pets be wiped out before their time expires.

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Probably Everquest. Yep, regular ass Everquest.



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Summoners in MMOs

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In what MMOs can you play as a true Summoner?

8 upvotes · 42 comments



r/MMORPG • 10 yr. ago

Best summoner classes?

15 upvotes · 46 comments



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302 upvotes · 301 comments



r/MMORPG • 1 mo. ago

What's your favorite MMO and why?

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Does anyone know some GOOD MMOs that are F2P?

1 upvote · 52 comments



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Why isn't there a proper MMO?

78 comments



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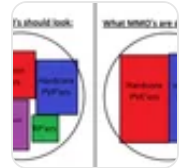
It's amazing playing an MMO with actually good storylines

72 upvotes · 100 comments

 r/MMORPG • 7 days ago

I just don't feel any new MMOs are for me anymore

1.6K upvotes · 553 comments

 r/MMORPG • 8 days ago

is there a MMO that you started playing at the beginning and feel like it could be one of the next big MMO but then someting happened that killed the game?

16 upvotes · 73 comments

 r/lostarkgame • 2 yr. ago

This is my first MMO i've played to endgame. It's been fun, but my gameplay for the last week has been queue-ing up for Vykas, waiting an 30 minutes to an hour of trying to get accepted to a group then turn...

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What MMO's are you currently playing?

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MMO mouse [small hands!]

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I miss playing MMOs

69 upvotes · 106 comments

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Older MMOs that are a blast to play solo/duo now.

50 upvotes · 145 comments

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Far Cry: Medieval would be awesome

39 upvotes · 27 comments

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Best game of the trilogy?

36 upvotes · 93 comments

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I hate every MMO currently available. I wish I didn't.

154 comments

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Finally, a good mmorpg

9 comments

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Anyone have an idea what this MMORPG is that i played in 2012?

177 upvotes · 60 comments

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What MMO do you actually see yourself playing for the rest of your life?

248 upvotes · 859 comments

 r/sleepingdogs • 2 yr. ago

What's your favorite of the 3 main DLCs? I'd probably say Nightmare in North Point.

44 upvotes · 20 comments



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