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r/gamingsuggestions • 3 yr. ago

ioQueSe



Games where you can be a "Beastmaster" (Don't care the genre)

Pretty much as the tittle says.

I eally like the idea and feeling of having pets/monsters/animals to help me (if i was the one who tame them even better).

The only example of games i have played and have something like this are:

MMORPG: WOW (World of warcraft) and "Guild wars 2" (Both games have a "Hunter" class in which you have a pet to help you

Shooter: Borderlands 3 playing with "FI4k" (You can't tame wild animals but you can choose one of 3 beast to help you)

Turn based rnr: Pokemon (I don't think i need to explain this)

109

117



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This is the answer. You are literally referred to as beastmaster

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1krudson • 3y ago

It is a great game by the way

10

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HorseSushi • 3y ago

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[Log In](#) 20   Reply ... 2 more replies**ThinkinWithSand** • 3y ago[Monster Sanctuary](#) is good.I've heard good things about [Siralim Ultimate](#), but haven't actually played it. 40   Reply ...**gamegeek1995** • 3y ago • Edited 3y ago

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1. Your creatures get stronger the longer you're in combat, and there are spells and abilities to artificially increase this number
2. You are the master of Crowd Control, sending foes to the bottom of the turn timeline as often as you can to ensure they never get an attack
3. You are the master of healing, allowing yourself to overheal to provide shielding and then do additional damage based on how much extra shield you have
4. You love fire so much that you set yourself and everyone else on fire. Fire heals you and buffs your stats, and the more fire you apply to the enemy, the more they have a very bad time.
5. You spawn random spells every single turn, cast them automatically, and give a gajillion free spells to everyone. Good luck!
6. Rather than a team of 6 creatures that fight simultaneously, you really only care about your 1 guy. He's really strong and takes different attributes from your other creatures depending on which party slot they're in relative to him. Everything else exists solely to buff Mr. Big Man On Deck over here.
7. Rather than actually having creatures that can fight, you completely focus on using the Confusion status to force enemies to be REALLY good at fighting each other. Don't buff your own guys, buff your foes and force them to kill each other!

And these are just 7 of the now 40 specializations in the game, each totally unique and different. Specializations are a themed collection of complimentary "party-wide buffs" that you, the Pokemon Master, give to all your pokemons or debuff all foes with. In addition to the specializations, there are 1500 'traits,' of which each creature you have will tend to have at least 3 with 6 creatures per team for a total of 18 per team.

Here's a pretty simple sample team someone made based around [being a summoner that summons additional minions onto their 6 creatures, all of which are Dogs, that summon the minion called Dire Wolves to boost their attack relative to their speed stat.](#)

Here's one that's made to work with my #3 example of a specialization (the Cleric), [a "master of healing and then damage people via healing" sort of build.](#) This one specifically is about giving all the creatures lifesteal (Leeching) and then giving everybody a ton of attacks and additional healing on attacks to give themselves a ton of overheal and, as such, a ton of bonus damage. The build I'm currently working on for Cleric is totally different, focusing on Max Life boosting, then killing the creature to resurrect it for free with 50% of max life and 100% of max life as barrier, then using the vastly boosted barrier value to do bonkers damage with the "50% of barrier's value added to damage" feature of Cleric. So even within a single specialization, there's a ton of variety for strategies.

And once you get later into the game, you can even combine perks from different specializations and make your own custom ones! Or get 4th traits via the extremely rare Nether Stone drops!

Needless to say, I absolutely love the game. My wife loves the game and she's a huge pokemon fan and a professional programmer but not a hardcore gamer. It's fun for the whole family.

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Sacrifice, it's a RTS-RPG where you play a Summoner that can summon a huge array of creatures.

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**Fulbert_Fallington** • 3y ago

You might try out the Monster Rancher games. It's an older series, but they recently rereleased [the first 2 games in the series](#) on Switch and PC, along with a new [kaiju themed game](#) on Switch.

You might also enjoy many of the Digimon games, particularly the "Digimon World" games that focus on the raising process. In particular, there's the very first [Digimon World](#) on PS1, [Digimon World Re:Digitize](#) (which wasn't officially released in English but has a fanmade patch) on PSP & 3DS, and [Digimon World: Next Order](#) on PS4 (and coming to Switch & PC later this year).

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Ark survival evolved is basically this, with dinosaurs

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I just uploaded my first casual mobile game and I'm very nervous, I just finished fixing some last minute bugs with Google Play Services. I'm sharing with you this short improvised...



38 upvotes · 9 comments

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I don't know where to start with this. But I'm looking for a game that provides the kind of fun that the Chao Garden gave me in Sonic Adventures 2. And I know this will sound weird but collecting Orc...

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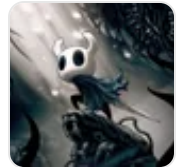
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