Random Summoning Basics

There are many cards in Duelyst that cause cards and tokens/minions to be randomly summoned onto the game board. This guide will explore the basics of the random summoning mechanic, with a focus on cards that summon minions on random nearby spaces.

Cards:

The following cards have random summon mechanics:

Abyssian:

Lilithe's Bloodborn Spell - Summon Wraithlings: Summon two 1/1 Wraithlings nearby your general.

Gloomchaser - Opening Gambit: Summon a 1/1 Wraithling in a random nearby space.

Bloodmoon Priestess - Deathwatch: Summon a 1/1 Wraithling in a random nearby space.

Vorpal Reaver - Summon six wraithlings on random spaces.

Horn of the Forsaken - Whenever your General damages an enemy minion or General, summon a 1/1 Wraithling on a random nearby space.

Gor - Dying Wish: Summon a copy of this minion into a random unoccupied corner.

Vetruvian -

Zirix Bloodborn Spell - Summon Iron Dervish (Summons an Iron Dervish on a random nearby space to your general)

ALL obelysks - Summon Dervish (Summons a Wind Dervish on a random nearby space to the obelysk)

Pax - Dying Wish: Summon two 2/2 Iron Dervishes nearby.

Whisper of the Sands - Summon a wind Dervish nearby each friendly Obelysk. Draw a card.

Nimbus - Whenever this minion takes damage, summon a Soulburn Obelysk nearby.

Neutral:

Dramgazer - When you replace this card, summon it on a random nearby space. Your general takes 2 damage.

Jaxi - Dying Wish: Summon a 1/1 Mini-Jax in a random unoccupied corner.

Prismatic Illusionist - Whenever you cast a spell, summon a 2/1 illusion on a random nearby space.

Sarlac the Eternal - Dying Wish: Re-summon this minion on a random space.

Black Locust - Flying. After this minion moves, summon a Black Locust on a random nearby space.

Dioltas - Dying Wish: Summon a 0/10 Tombstone minion with Provoke near your general.

Ash Mephyt - Opening Gambit: Summon two copies of this minion on random spaces.

Fireblazer - Whenever you cast a spell, summon a 1/1 Spellspark with Rush on a nearby space.
Pandora - At the end of your turn, summon a 3/3 Spectre with a random ability onto a nearby space.

Zurael, the Lifegiver - Summon all friendly minions that were destroyed on your opponent's last turn on a random space.

Khymera - Whenever this minion takes damage, summon a random token minion nearby.

Rawr - Whenever this minion takes damage, summon a random Battle Pet Nearby.

Inquisitor Kron - Provoke. Whenever you replace a card, summon a 2/2 Prisoner with a random ability nearby.

Random summon Types

The types of random summoning can be broken up into two different groups:

True Random
This type can be noted for Vorpal Reaver, Sarlac the Eternal, and Ash Mephyt. This type of random summoning looks at the entire board and chooses random, unoccupied spaces to summon a minion. More or less, pray to RNGesus.

Controllable Random

This type is going to be the focus of this guide. Controllable random summoning specifies a limited area in which the random summon can occur. Typically in Duelyst, these are either "Random Nearby" which limits the summon to the 8 tiles surrounding a certain unit or "Random Corner" which limits summon to the four corner tiles.

Examples of cards that focus on Random Nearby summoning include Bloodmoon Priestess, Rawr, Prismatic Illusionist, and Zirix and Lilithe's BBS, etc.

Examples of cards that focus on Random Corner include Gor and Jaxi. (Special mention to Envybaer, which doesn't summon minions but works with a similar manner with its teleport ability)

Controllable Random and Probability

In duelyst, whenever a random summoning effect takes place there is an equal chance of summoning a minion in each **unoccupied** nearby space.

Example 1: Bloodmoon Priestess Alone

1/8	1/8	1/8
1/8	Bloodmoon Priestess	1/8
1/8	1/8	1/8

In Example 1, a Bloodmoon Priestess is alone on the board, surrounded by any minions or generals. If a random wraithling were to summon near her through her deathwatch ability, there is a ⅛ chance that a minion would appear in any one space.

Example 2: Bloodmoon Priestess With 1 Blocked tile

1/7	1/7	Lilithe
1/7	Bloodmoon Priestess	1/7
1/7	1/7	1/7

In example 2, the Abyssian General Lilithe is in the space to the top right of the Bloodmoon Priestess. Since Lilithe is blocking one of the available spaces a wraithling could summon, if a randomly placed wraithling were to be summoned, each space would have a 1/7 chance of being the summon location.

Example 3: Bloodmoon Priestess with 7 Surrounded Tiles

Wraithling	Wraithling	Lilithe
Wraithling	Bloodmoon Priestess	1/1
Wraithling	Wraithling	Wraithling

In example 3, there is only one space that is unoccupied near the Bloodmoon Priestess. Due to this, if a random wraithling were to be summoned, it will appear in the right center space.

Example 4: Bloodmoon Priestess Fully Surrounded

Wraithling	Wraithling	Lilithe
Wraithling	Bloodmoon Priestess	Wraithling
Wraithling	Wraithling	Wraithling

In example 4, there are no unoccupied spaces around the Bloodmoon Priestess. Due to this, if a random wraithling were to be summoned, the mechanic would see there is no available space to place the token, and no wraithling would appear.

Edges and Corners:

Examples 1- 4 dealt primarily with positioning minions near the center of the board, where they would be in the center of a 3/3 grid. Sometimes, it is beneficial to place minions such as this near the edge of the board, or near a corner. Doing this increased the probability of a minion summoning on a desirable spot. The drawing below represents the duelyst game board, with "C" spaces representing corners and "E" spaces representing edge spaces.

	1	2	3	4	5	6	7	8	9
A	C	E	E	E	E	E	E	E	C
B	E								E
C	E								E
D	E								E
E	C	E	E	E	E	E	E	E	C

Example 5 - Edge Summoning

1/5	1/5	1/5
1/5 (E)	(E) Bloodmoon Priestess	(E) 1/5

When a summoning minion is placed on an edge (E) space, it eliminates three of the potential summon points for minions generated by their ability. Instead of a 1 / 8 chance for each space, the probability for each space is increased to 1 / 5.

Example 6: Corner Summoning

1/3	1/3
(C) Bloodmoon Priestess	1/3

When a summoning minion is placed on a corner (C) space, it eliminates five of the potential summon points for minions generated by their ability. Instead of a 1 / 8 chance for each space, the probability for each space is increased to 1 / 3.

How to make Controllable Random summoning work for you:

Now that the basics of Controllable Random summoning are known, we can look at how it can be used for tactical advantages.

Example 7: Full-Board Example
Starting Position

	1	2	3	4	5	6	7	8	9
A	C	E	E	E	E	E	E	E	C
B	E	Wraith-ling	1/7	1/7	1/7				E
C	E	Wraith-ling	1/7	(You) Lilithe	Enemy Reva				E
D	E		1/7	1/7	1/7				E
E	C	E	E	E	E	E	E	E	C

You are Lilithe standing on Space C4, and you have a Horn of the Forsaken equipped. You are planning on slapping the enemy Reva for 2 damage and summoning a wraithling. Ideally, you would like the wraithling to summon on space B5 or D5 to limit the movement of the enemy general. You have wraithlings on space B2 and C2 from the Summon Wraithling Spell used last turn. In the initial position of the board, you have a 2/7 (28.5%) chance in summoning the wraithling from Horn of the Forsaken in either B5 or D5, and a 5/7 chance of summoning the wraithling in a undesirable space.

Position 2

	1	2	3	4	5	6	7	8	9
A	C	E	E	E	E	E	E	E	C
B	E		Wraith-ling	1/5	1/5				E
C	E		Wraith-ling	(You) Lilithe	Enemy Reva				E
D	E		1/5	1/5	1/5				E
E	C	E	E	E	E	E	E	E	C

If you move the two wraithlings from last turn into a position behind your general, you eliminate two of the spaces the new wraithling can summon, which means that the probability of summoning in space B5 or D5 is increased to 2 / 5 (40%).

This concept can be applied to any minion or effect that causes a minion to summon "nearby" or on a "random nearby space"