

# Carousel

The Carousel format is meant as a challenge for deck-builders to use a variety of Phoenixborn and random 3 color spreads. As such, it is a multi-game format, where most games result in a new pair of decks facing each other. The [chained list](#) applies to Carousel games.

## Deck Construction

Before each game, for each player, a random Phoenixborn and 3 random dice types are chosen. If the Phoenixborn has an ability that requires a dice type that was not included in the selected dice, then the player may trade 1 entire dice type for 1-2 dice of the type required for the ability. This only applies for the Phoenixborn's ability, not any of their exclusive cards.

Example 1: [Aradel](#) is the Phoenixborn, with Charm, Sympathy, and Time magics as the dice types. The player may replace Charm, Sympathy, or Time with 1 or 2 Natural dice, keeping the other two colors.

Example 2: [Echo](#) is determined to be the Phoenixborn, with Natural, Illusion, and Ceremonial. Since Echo's ability requires no dice, the player may not trade any of the colors to get access to Divine or Sympathy in order to play [Chaos Gravity](#).

After the Phoenixborn and dice are determined, the player constructs a deck and dice pool using regular Ashes Reborn rules. They are allowed to use any number of the determined dice, from a minimum of 0, up to the maximum of 10.

The Ashes discord has a way to generate the Phoenixborn and dice combinations randomly. Join the discord, go to the #bot-chatter channel, and type "!car" to generate a Phoenixborn and 3 dice types.

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