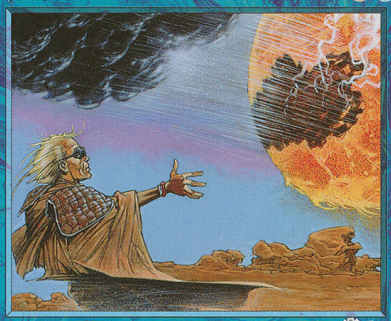
Douse 2 🔵



Enchantment

1 🔵: Counter target red spell. Play this ability as an interrupt.

The academy's libraries were protected by fire-prevention spells. Even after the disaster, the books were intact—though forever sealed in time.

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