



# WATER ELEMENTAL



ELEMENTAL

COMMON HERO

CONSTRUCT

RESOLUTE

TORIL

MEDIUM 4

1

LIFE



4



5



3



4

POINTS

30

## WATER MASTERY

While a Water Elemental is on a water space, add 1 to its Attack and Defense.

## WATER TUNNEL

If a Water Elemental ends its normal movement on a water space, you may immediately place it on any empty same-level water space within 5 spaces. If a Water Elemental is engaged when it starts its Water Tunnel, it will not take any leaving engagement attacks.



AQUILLA

# WATER ELEMENTAL

heroScape

Champions of the Forgotten Realms  
8 of 20



5



5



4



4

