



AQUILLA

# WATER ELEMENTAL

ELEMENTAL

CONSTRUCT

RESOLUTE

TORIL

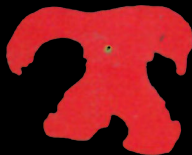


## WATER MASTERY

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.



1

LIFE

MOVE

4

SPACES

RANGE

5

SPACES

ATTACK

3

DICE

DEFENSE

4

DICE

30

POINTS



AQUILLA

# WATER ELEMENTAL



heroScape

Champions of the  
Forgotten Realms  
8 of 20

**MOVE**

**5**  
SPACES

**RANGE**

**5**  
SPACES

**ATTACK**

**4**  
DICE

**DEFENSE**

**4**  
DICE