





## **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 anyempty 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.



