

Place the furnishing tiles from the Water Features Mini Expansion as usual during setup.
 These furnishing tiles may only be placed on a Cavern or Meadow located on or next to water tiles on the player board.
 Furnishing tiles with a banner printed under their resource cost may only be built using the Level 7 Expedition Loot.

Furnishing Tile	Cost	Description
	1x Ruby	- Once in the game, at the end of a Work Phase, you may carry out the actions of a single unoccupied Action Space of your choice. Afterwards, turn this tile over to the Abandoned Fairy Pool side (now worth zero points during final scoring). - The Fairies are unarmed and cannot undertake expeditions. - In the case that this is used at the same time as the Hot Springs furnishing tile, use player order to determine which happens first.
	3x Wood Level 7 Expedition Loot Only	- For every 3 Ore gained from a single source you also gain 1 Gold Coin. - A furnishing tile such as Miner is considered a single source and can qualify for the bonus from Gold Stream. - The bonus resources from a furnishing tile such as Seam can qualify for the bonus from Gold Stream. These resources are considered to be added to the triggering action and not a separate single source. - Each trade from a furnishing tile such as Trader is considered a single source and as such cannot qualify for the bonus from Gold Stream even if used multiple times.
	2x Wood 2x Stone	- Once in the game, at the end of a Work Phase, if you have more dwellings than dwarfs, you may pay 3 gold coins and place an unused dwarf from your supply on an unoccupied "Family Growth" Action Space. - In the case that this is used at the same time as the Fairy Pool furnishing tile, use player order to determine which happens first.
	1x Wood 2x Stone 1x Gold Coin Level 7 Expedition Loot Only	- After placing the Wishing Well, for the remainder of the game, instead of returning Gold Coins you spend to the supply, place them on this furnishing tile. - At the end of the game receive 1 gold for every three gold on the Wishing Well. - Note that spent Gold Coins located on the Wishing Well do not count during final scoring.
	1x Wood 2x Stone	Each Harvest you may trade a single vegetable for 2 Gold Coins.
	2x Wood 1x Stone	- At the start of a Harvest, if the Mushroom Grotto does not have a vegetable on it, place a vegetable from the supply on the Mushroom Grotto. - If instead, at the start of a Harvest, the Mushroom Grotto does have a vegetable on it, remove it and place it in your personal supply.

These tiles may only be placed:



On River



On Lake



Adjacent to Lake

Map of Player Board Water Spaces

				X	Lake	X
						X
					X	
	River				Lake	X

X

X = Adjacent to Lake

 = Entry-level dwelling