

Water Features mini expansion	Place the furnishing tiles from this expansion as usual during setup. These tiles can only be placed on specific water tiles (river and lake). The "Pilzgrotte" can only be placed next to a lake.		
	(Fairy Pool) Building costs: 1 ruby. Victory points: 5. Once in the game at the end of a round you may perform an extra action. The action space must be unoccupied. Afterward, turn this tile over (turn the "Verlassener Feenteich" side up). In the case that "Feenteich" and "Heiße Quellen" is activated in the same round, use normal player order. Note that if an action space with an expedition is chosen, no expedition can be undertaken because the fairies don't carry weapons.		
	(Gold Stream) Building costs: 3 wood. Victory points: 4. <i>This tile can only be built as a level 7 expedition loot.</i> For every 3 ore that you gain during a round, also gain 1 gold coin.		
	(Hot springs) Building costs: 2 wood, 2 stone. Victory points: 4. Once in the game at the end of a round you make take an unused dwarf from your supply, but only if one of the "Family Growth" action spaces are unoccupied. You must pay 3 gold coins and place the dwarf on the appropriate action space. Of course you need to have free room for this dwarf. In the case that "Feenteich" and "Heiße Queelen" is activated in the same round, use normal player order.		
	(Wishing Well) Building costs: 1 wood, 2 stone, 1 gold coin. Victory Points: 2+ <i>This tile can only be built as a level 7 expedition loot.</i> Put all gold that you spend during the game on the wishing well. During scoring, you receive 1 gold (point) for every 3 gold coins placed on this tile. (The gold coins placed on the wishing well do not count when scoring, only the extra gold points awarded by the well).		
	(Harvest Spirits Shrine) Building costs: 1 wood, 2 stones. Victory points: 3 Every harvest you may sell a vegetable for 2 gold coins.		
	(Mushroom Grotto) Building costs: 2 wood, 1 stone. Victory points: 2 Every second harvest you receive 1 vegetable.		
 = On top of river	 = On top of lake	 = Next to river	