# Bar

| Construction | | | Decay | | |
|---|---|---|---|---|---|
| Time | Resources | | Time | Critical | Resources |
| 3 | 4 Brace,<br>10 Stone,<br>2 Arcane,<br>1 Exotic,<br>2 Gear<br>(Alchemists Kit,<br>Dishware) | | 1 | 10 | Stone,<br>Arcane |

| Bonus |
|---|
| Bars provide a place to gather and celebrate. Bars allow Bartenders to host their gatherings, and start with a capacity of 3 for a gathering. At any point, an extra 1 capacity can be added by a Worker/Mason using 2 Stone and 1 Brace. |

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