

# Tailor's Shop

Construction			Decay		
Time	Resources		Time	Critical	Resources
3	2 Brace, 5 Stone, 3 Arcane, 2 Exotic, 4 Gear (Mix of Enchanted Thread, any Husk Parts, or Husk Mods)		1	4	Stone, Exotic, Gear (Enchanted Thread or Husk Parts)

## Bonus

Acts as the work place for Tailors, and starts with a capacity of 1 (excluding the Tailor). Additional capacity may be added by having a Mason/Worker use 1 Exotic, 1 Arcane and 1 Stone.

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