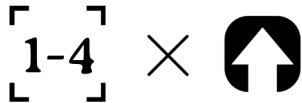
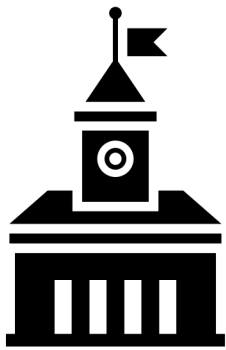


Town Hall

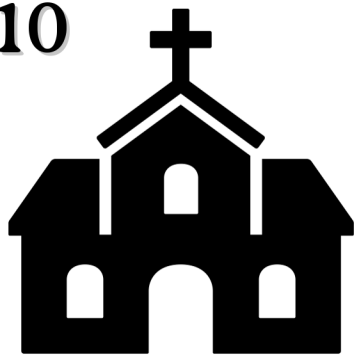
10



Reduce the upgrade cost equal to the die for all Townsfolk.

Church

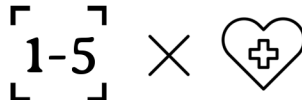
10



Double the next damage done by one Townsfolk.

Hospital

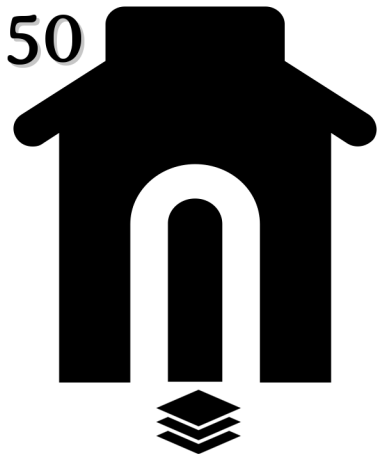
10



Heal one Townsfolk equal to die amount.

Mausoleum

50



Supernatural creatures must move if able, otherwise they gain **STACKING** (can stack on top of another creature or Townsfolk).