

(both entities are friendly to each other)

- eats doors
- passive
- feed her ice cream to keep safe



KT



TK

- hostile
- can lock her up
- use kt to distract her
- she tries to murder you
- very hostile at night (normal hostile at day)

- you cannot lock her up

(She can eat locks)



SJ

- hunts friendly entities or humans
- If a passive protects you, she hunts them down
- You cannot kill her
- She tries to kill you
- You cannot lock her
- You cannot calm her down

- Hostile
- Hostile only at day
- Feed her to lower her hostile level
- Fights TK at night
- Kills when hungry



TN

- Very hostile

- she is very very very hostile at night (will eat you)

