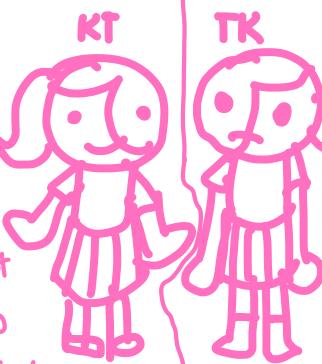
(both entities are friendly to each other)

- eats doors
- passive
- feed her ice cream to keep safe
 - you cannot lock her up

(She can eat locks)



- hostile
- can lock her up
- 5 use kt to distract her
- She tries to murder you
- right (normal hostile at day)



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

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

- Very

- You cannot look her
- You cannot calm her down
- -she is very very very very hostile at
 - night (will eat you)

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