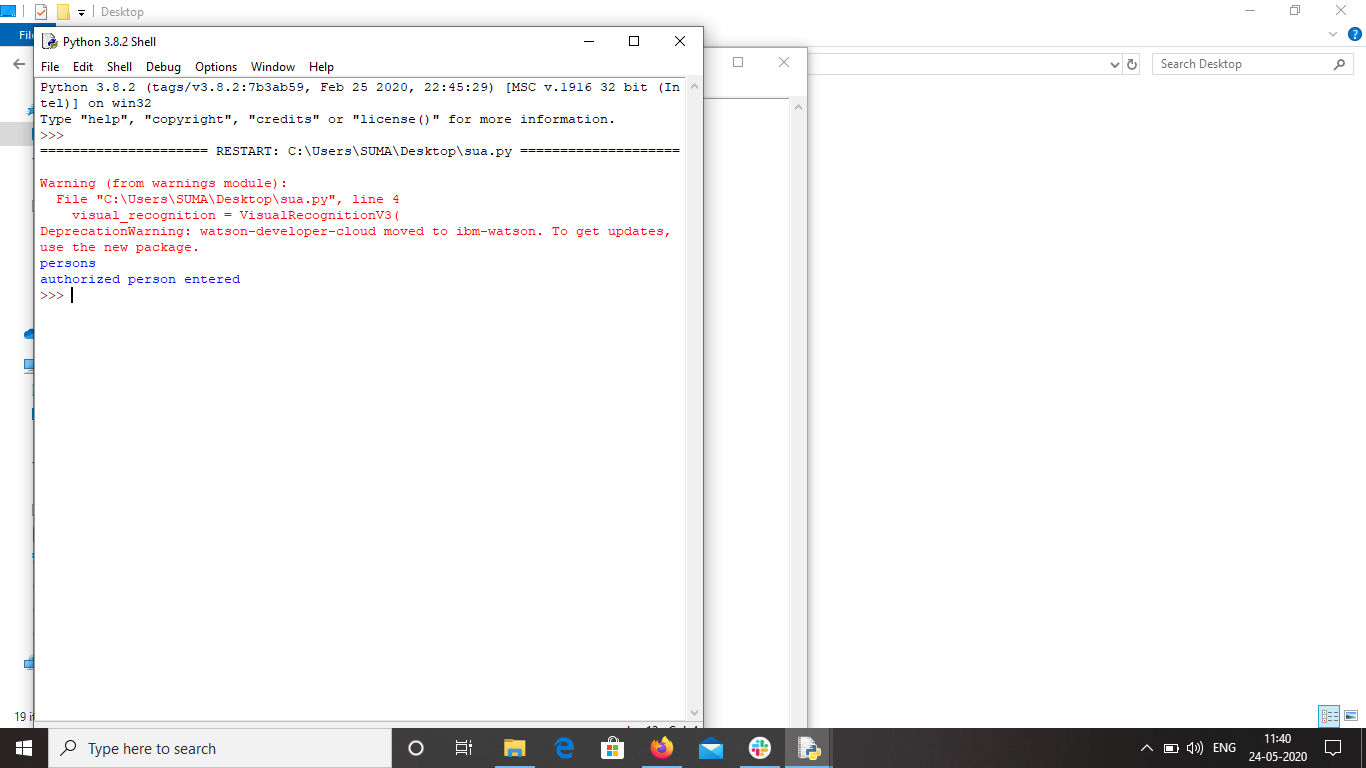
**When person entered:**



**When any other creature enters:**

