



The Welcome Table

In the entryway is a table. The table has a nice little arrangement of fresh-cut flowers from the garden which is periodically refreshed. Upon it, there is a painting of rats (adorably pudgy and bright-eyed rats) holding a banner that bears the following message: "If you cannot reach the top of the table, you can usually find a stool in a closet." There is a sign propped up on the table that reads as follows, in Tress's careful penmanship:

Hello and W

elcome

You're probably not where [REDACTED] you're supposed to be. That's unfortunately true for everyone here. We've all been pulled into this place from, as far as anyone can tell, different worlds. There is a chance that someone from your world that you know may be here already. Some of us haven't found anyone from home yet, though. So far there are roughly forty people here. (Also a dragon whose name is Temeraire and mostly stays in a pavilion outside and a cat whose name is Mothwing. They can both talk and are quite nice to talk to!)

Nobody has managed to leave so far. Trying to fly away means you run up against what seems to be an invisible wall in the sky. Trying to leave through the woods just

turns you around and ends you back where you started. There don't appear to be any other ways to exit that anyone has found so far.

When you find a room, that's more or less where it's going to stay, but new rooms and hallways seem to be springing up all the time, so be careful. The same goes for the grounds. (There is a large lake in the woods if you're interested in lakes.)

Our immediate needs seem to be provided for. There are multiple kitchens which remain stocked with food and ingredients.* ~~FBD: JK IT'S ALL BACK NOW.~~ There are plenty of bedrooms to sleep in. Feel free to pick one that's not obviously claimed. ~~(OR YOU CAN SHARE. IT'S ALL THE RACE.)~~

Some of us might leave other more specific information on the table if you want to read it, but those are the basics.

Thank you for reading this! *IT'S ABSOLUTELY OKAY TO GO AND CRY NOW!*

* EXCEPT DURING DARK
(CONSULT CALENDAR)

Other informational things left on the table include (add more as needed!):

- A list of discovered common rooms (kitchens, library, game room, music room), and directions to them, along with basic directions to outbuildings, including the tower with telescope.
- A basic sporesplanation, from Tress.
 - This talks about how on Tress's world, the seas are not made of water, instead filled with different colored spores that drop from the twelve matching moons. The spores have different effects when they come in contact with water, depending on the color. It offers an example of verdant spores sprouting into vines but doesn't go into any particular detail on others.
- Cultivation 101, courtesy Lan Wangji

- This constitutes a series of slim hand-lettered pamphlets (originally in Chinese, but presumably the mansion may translate) that give a quick but eloquent broad strokes overview of the nature of cultivation: spiritual practice, refines and gathers qi for the purpose of self-improvement and helping those in need, etc. Most of the copies are in Lan Wangji's impeccably precise and beautiful handwriting; some are in Wei Wuxian's, which is still good, but has considerably more... personality. This is a result of Lan Wangji occasionally deciding to make Wei Ying copy lines as a form of foreplay – sorry about that.
- A clipboard with a legal pad divided into two columns, headed (in neat but oddly childlike block caps) NAME and GENDER PRONOUNS, along with several assorted writing instruments in a mason jar.
- A sticky note from Magnus rapidly losing its stickiness that reads *IF YOU'VE EVER GIVEN AWAY A SWORD DON'T TELL JACK!* (There is no further context provided at the table.)
 - A second sticky note from Magnus, half-holding the first sticky note in place, that reads, *PS I'M OLDER THAN I LOOK*
- A note that says '*Game room. Pinball high score: 55,120,653. Good luck! -R*'
 - 630,240,192 - M :)
 - 1,100,521,710 - Sagamore
 - DAD CHEATED - M :/
- An invitation to a summer house in the grounds to discuss magic with Nightingale
- A small, framed sign that says "CLOTHING ALTERATIONS AND BESPOKE DESIGNS—WILL TRADE FOR STORIES. KADE WEST, ATTIC"
- [The Snogging Scale](#).
- A new small sign: ~~FOR FREE (SURPRISE) FOOD AND DRINK, FIND~~
~~ERZOWLEY~~ — BUTZNT (NO MORE FREE FOOD, SORRY)
- An assortment of posted [interest checks](#) as well as a place to [suggest topics](#) for a lecture series by Grantaire.
- A placard explaining that Susan has appointed herself seneschal, with a few reliable places she can be found if anyone needs assistance (the places include: her shooting range in the early morning; the kitchen or cafe just before lunch; her personal parlor or the laboratory she shares with Galahad in early afternoon)
- A sheet of neon green card stock, folded in half so it stands up, with the same neat block caps but this time in Sharpie: PLEASE CONSULT SECUNIT

BEFORE DOING EXPLOSIONS AND/OR LARGE FIRES. The "please" is heavily, not to say dramatically, underlined.

Talent show sign-up! (Signups closed for now! Show was on 17 Kumaras, Year 1!)

Name	Talent
Aziraphale	Stage magic! :)
Tress	Spore demonstration
Laertes and Claudius	Music Dance
‡ [this is carved by sword-point]	◇ [he will be singing a medley of songs]
Asmodean	Music
<i>Enjolras</i>	<i>aRousing political speech</i>
Sagamore	Poetry recitation
<i>Magnus</i>	<i>It's a surprise!</i>
<i>Nina Zenik and Luo Binghe</i>	<i>Performing a scene</i>