

Flying together

Rules for playing Koriko as a group.

Koriko
a magical year

Introduction

Koriko with friends

Koriko is designed to be a **solo experience**, to be played by yourself at your own pace. This supplement provides additional rules and content to allow you to **play it as a group** as well.

In this format, your witches will all come from the **same place**, and say goodbye to their home **together** as they depart for their year away.

We'll tell this part of the story **as a group**, sat together or playing online, using the **first two sections** of this supplement. You'll create your world and witches together, and describe how they leave their home and family.

After this time playing together, the rest of your witch's story will be told **on your own** in regular solo play.

Each of your characters will have their own **unique journey**, and spend their year away in a separate, distinct city, created solely by you as a solo player.

Even when playing alone, though, you'll connect with each other using **letters**—sharing your experiences and feelings across this shared year.

This is covered in the **final section**.

Safety in numbers

The intentions and themes (described on **page 12** of the main book) should still be used to guide your story in group play. You can read them together now.

In addition, here are two tools you might consider using to support group play:

Off limits

Before you start, discuss as a group any topics that you'd like to make **off-limits** for your story. These could include specific triggers, fears, or discomforts.

Make a list of these topics. You can always add to it during play, if needed.

Hang on

If something makes you feel uncomfortable during play, such as a prompt, an action that someone described for their character or something that should've been off-limits, you can ask the group to **hang on**.

To do this, you can either say the words out loud, or hold up your hand as a **"stop"** sign. If you're playing online, you could also type the words in your chat.

Then, as a group, you might take one or more of these actions:

- Take some time away from the story to discuss the issue.
- Rewind and remove something that was added.
- Change the direction the story goes from this point.
- Continue with a better understanding of a sensitive topic.
- Make space for a player to leave the game.
- Take a break, or end the session for today.

Then, when you're all ready, you can **resume your story**.

Begin with a brief recap of recent events, incorporating any changes you've made as part of your discussion.

Notes and entries

When playing as a group you'll likely need a more flexible way of recording your story. Consider these:

Make notes not entries

In normal Koriko play, the main way you'll be recording your story is through making **journal entries**.

While you're all playing together, though, it would take too long for you all to write journal entries as you go.

Instead, take plenty of **notes** as you play—brief summaries of events and any character quotes or actions that you find interesting.

Make entries with notes

After you've finished playing together, it might be worth making a few journal entries **retrospectively** to cover this part of your witch's life.

These opening events will often have a far-reaching impact on your story, and you'll find it useful to be able to go back and check those entries later.

This might include an entry to introduce your witch, one for your good-byes and one more for your departure.

I: Building together

Make your world and witches, as a group.

Making our world

I. Choosing to create

Now we'll begin to create, as a group, the places and people that make up the backdrop of our shared stories.

We'll do this by making **lots of little choices** from a series of lists—incorporating each choice into our story.

Take turns making choices as you work through all of the sections.

Sometimes you'll choose a specific option like '**gleaming skyscrapers**'. Other times you'll choose something to fill in yourself, like '**a wild beast**'.

It might not always be clear what an option in a list means—look it up, or agree on a meaning together. As you go, ask each other questions, build on the answers and offer suggestions.

You're free to modify or invent your own answers to these prompts. However, you'll find it slows things down if you're **always** trying to craft a unique response—use the lists if they work.

Finally, as we introduced in the safety section, players should feel empowered to ask the table to "**hang on**" to discuss a choice, story beat or anything else affecting their enjoyment.

II. Our setting

Choose 2-3 found in every city:

a vast covered bazaar, familiar franchise stores, gleaming skyscrapers, tram cars packed with commuters, a smoke-choked railway station, blighted power stations, a prismatic vaulted dome, a temple built of silk, a lord in a bone mask, an emerald-tiled guildhall, a withering branch of a golden tree

Choose 2-3 only found in wild places:

honest conversation, open doors, true silence, total darkness, unsullied waters, fungal overgrowth, remnants of the old empire, machines we can fix ourselves, exposed leylines, the last great beasts, the trees that still remember, the song of the west wind, the ever-wary creatures of the fey

Choose 1-2 lost to mystery and legend:

how the spires were built—their scale is impossible, the language of the nomads—their monoliths are inscrutable, the freedoms of the first republic—the records have been purged, gods that walked among us—we walk alone now, the machines of glass—still imposing in dormancy, the true name of magic—we speak in its echo

III. Our village

Choose a name:

Little Hook, Rosehall, Somer's Spa, Bonneto, Karikiya, Penkun, Carnaby, Nabera, Kvodin, Olmak, Gristhorpe, Brod, Croft le Marsh, Indara, Trishal, something from your local geography

Choose 2-3 that have always been here:

gorse-covered hills, jagged outcrops, snow-capped peaks, a towering glacier, sun-baked dunes, a muddy creek, a dramatic waterfall, a foreboding forest, wildflower fields, untamed horses, inquisitive birds, the thing in the cave

Choose 2-3 our ancestors built:

winding cobbled paths, a timber-arch bridge, a yellow windmill, a spring water channel, an open-air temple, a hallowed sports ground, a verdant apple orchard, neatly tended paddies, a mosaicked plaza, twelve stone statues

Choose 2-3 that are special to us:

the one and only cafe, the rusted-out bus in the woods, the haunted bunker, the clearing in the woods, the old bandstand, the hollow behind the water, the retired artist and their strange gallery, the place we heard the voices

IV. Our mentor

Choose their name and pronouns:

an evergreen tree, a perennial flower, a wild beast, a bird of prey, an ancient name, an unkind nickname, a lyrical epithet—never shortened

Choose 2-3 ways the village sees them:

a dedicated worker, a tranquil soul, a generous inventor, a gregarious socialite, a thoughtful advisor, a cheerful bumpkin, a harmless elder, a forgetful eccentric, a grumpy recluse, a gloomy retiree, a powerful sage, an ill-omened occultist, some kind of monster

Choose 2-3 that only we have seen:

their easy smile, their tireless efforts, their subtle tenderness, their sharp mind, their wicked humour, their burdensome anxieties, their startling temper, their slovenly habits, their haughty disdain, their old wounds, their true motivations, their real face

Choose why your witch trusts them:

they're family, they helped my family, they don't treat me like a kid, they can keep up with me, they put up with my moods, they told me I had potential, they showed me something amazing

Making our witches

I. Creating your character

With your world, village and mentor taking shape, you'll now **create your own witch characters** for your story.

First, go through and make choices in the middle section **on your own**.

Once everyone has created their witch, you should take turns **introducing them** to the rest of the table.

Then, you'll give your witches some personality and create connections.

Take turns to choose **one** of the following actions:

- Choose a **trait** for **your own witch**. Describe something your witch did recently that embodies this trait.
- Choose a **trait** for **someone else's witch**. If they accept your suggestion, describe what your witch saw that makes them believe this is true.
- Choose a **bond** to connect your witch to someone else's. If they accept, ask them its related question and make a note of their answer.

Continue going around the group until you each have at least **two traits** and **two bonds** for your witch.

II. Your witch

Choose a name and pronouns:

a broadleaved tree, a flowering annual, a precious stone, a little songbird, an old-fashioned name, a three-letter alias, a single syllable repeated

Choose 2-3 physical attributes:

piercing stare, careworn look, star-touched eyes, restless gaze, coke-bottle glasses, easy smile, toothy grin, clunky braces, chewed lip, pointed teeth, fuzzy beard, shaved head, two-tone hair, silver streak, neat braids, tight curls, facial tattoos, acne scars, meticulous makeup, prominent birthmark, countless piercings, calloused hands, broken wrist, perfect nails, stained fingers

Choose 2-3 clothes and accessories:

heavy black robes, bright yellow dress, hand-me-down shirt, punk rock tee, denim vest, moss-covered knitwear, herringbone coat, polyester jacket, boot-cut jeans, baggy shorts, embroidered skirt, garish dungarees, shoestring belt, spotless gloves, very pointy shoes, fraying sandals, pointed hat, flight goggles, bright red bow, tartan tie, wildflower braids, crown of briars, bone charms

Choose something you always carry with you:

dad's old 35mm camera, one of my many sketchbooks, a lime-green pocket radio, a beat-up half-sized guitar, a brass tin of boiled sweets, a flask of meticulously brewed coffee, a cameo locket in coral and gold, a wilderness survival guide, a dog-eared almanac from the year I was born, my mum's final research notes, a pouch of soil from my garden, a fallen star in a glass jar

Choose your animal familiar:

cat, owl, rat, skink, raven, toad, snake, mink, hawk, bat, spider, moth, beetle, crab

Choose a word to describe your familiar:

friendly, bright-eyed, fearless, skittish, dozy, wary, sassy, aloof, smelly, cute, tiny, giant, multicoloured, creepy, two-headed, three-eyed, spectral

III. Connecting our witches

Traits:

friendly, helpful, charming, responsible, lazy, lucky, ungrateful, strange, hot-headed, frustrating, easy-going, stubborn, practical, calm, spiritual, quiet, scared, distractible, curious, excitable, tender, creative, magnetic, funny, admirable, superior, boring

Bonds:

- We've been best friends for forever. When was the last time we argued?
- We used to be such great friends. Why have we grown apart lately?
- We're siblings, closer than any friend. What's the one thing we fight about?
- We're siblings. We bicker constantly. What's the one thing we agree on?
- I moved here recently. Why did you go out of your way to welcome me?
- We went through something tough together. Do we ever talk about it?
- We fell out, long ago. What happened, and why are we both at fault?
- Something strange draws us together. What weird magic binds us?

II: Leaving together

Prepare to leave your village and say goodbye, as a group.

How to play

I. Our departure

With your witches created, you're now ready to tell the story of them **saying goodbye** to their home and setting off to find their new home, their Koriko.

In the **single-player** version of the game, you do this by rolling dice and responding to prompts (see "Farewell" and "Take flight", pages 30–33).

Here, **instead**, we'll play using an entirely different set of short **scenes** to describe how our characters depart.

As before, you might want to **take notes** about what your character does during these scenes so that you can create new journal entries later when you're by playing alone.

Through playing these scenes, you'll continue to build out your characters, their bonds, and the village itself.

After all, the big question at the end of your story is: **as your year draws to a close, will you stay in Koriko or will you return to your home village?**

These scenes help you to learn what this choice **means** for your witch—you need to understand and define what it is that they're **leaving behind**.

II. Playing scenes

Each of the **scenes** in this section is its own little self-contained game.

Each scene is different, but they share a common structure. They'll explain how you start playing, give you some choices or suggestions as you play, and tell you when the scene is over.

To begin your scenes, everyone will play **Vignettes** on page 8.

Thereafter, **take turns** choosing a scene from the list. Scenes might involve just one witch character, a choice few, or all of you together.

You'll usually play your own witch, but you might also be asked to make choices for **other characters** in the scene—such as your mentor.

If you're not involved in a scene, you're always free to turn back to **Vignettes** and think about what your character is doing while you wait.

Once everyone has chosen **at least one** scene, any player may choose the **Departure** scene if they wish. This describes how your witches **leave the village**, ending the scenes and your time playing as a group.

III. The scenes

These are the **scenes** that you can choose from. Each one is described briefly here, but you're welcome to read ahead if you're not participating in a scene to help you decide what to choose next.

Scenes are flexible enough that you should feel free to choose one that you've played before—though it can be fun to experience something new, too. Consider what you'd like to learn about your witches and let that guide you.

Departure should not be chosen until everyone has had a chance to choose a scene. At that point, you don't have to choose it right away—you'll probably understand as a group when it's time to wrap things up.

Vignettes—page 8

Evoke short, often silent, moments of your witch spending time in the village.
Use this scene to add colour, or when you don't know what else to do.

Lesson—page 9

Receive a lesson in magic from your mentor, and see how well you can follow.
Use this scene to explore your character's relationship with their mentor.

Venture—page 10

Someone in the village has a problem, and your mentor has asked you to help.
Use this scene to see how your character uses their skills in practice.

Hangout—page 11

Spend time with each other, without any adults around to tell you what to do.
Use this scene to explore the relationships between your characters.

Departure—page 12

Describe your final moments in the village, as you each fly away to a new home.
Use this scene to wrap up your time in the village and begin your solo stories.

Vignettes

Paint a picture of your witch going about their daily life

Scene

I. Setup

In **Vignettes**, each of you plays alone. You'll start by **all** playing this scene, but you're also encouraged to play it alone whenever your character has some downtime between scenes.

II. Conducting the scene

To play, each player should choose a **Backdrop** and a **Reflection** from the corresponding lists on this page.

Use them together to imagine a short, quiet **vignette** focused on your character. Make notes as you go.

Once you've all had some time to think, take turns **sharing your vignettes** with the table.

Keep it brief, painting a picture of your witch's environment and describing their feelings in a few sentences.

If you're playing this while other people are doing their scene, share your vignette when they're finished.

III. Ending the scene

Once everyone playing has had a chance to describe their vignette, this scene is over.



Backdrops

At home...

- in your bedroom, listening to music
- at the dinner table, eating breakfast
- in your garage, with a parent
- on the roof, watching a sunset

The village...

- at the store, picking up groceries
- at the cafe, sipping a favourite drink
- under strip lights, working a dull job
- on the streets, walking at dusk

The fields...

- in the orchard, eating the peaches
- with the horses, riding at speed
- by the hives, watching the bees
- in the old barn, climbing the rafters

The wilds...

- by the river, with a chunky novel
- in the fen, wondering why you came
- among the tall trees, singing loudly
- in a clearing, practicing your magic
- in the grove, dancing with the fey

Reflections

- What will you miss most about this village, your home?
- What practice or tradition will you be glad to leave behind?
- How do you wish you could be more like your mentor?
- What makes you different from your mentor, and why do you cherish it?
- Who in the village has always believed in your potential?
- Who in the village has done nothing but judge and criticise you?
- What stress dream do you keep having about leaving home?
- What anxiety about your journey troubles you throughout your day?
- What are you most excited to find in your new home?
- What do you hope you can still find in your new home?
- A year from now, what kind of homecoming do you anticipate?
- How do you think the village will change without you here?

Lesson Receive teaching from your mentor and test your understanding

Scene

I. Setup

To begin a **Lesson**, choose at least one other witch that you'd like to spend time with.

Then choose a **Subject**, the broad category of your exercise, and ask another player in the scene its question.

II. Conducting the scene

In this scene, all players will take turns.

On your turn, you'll play your **mentor**, describing their actions and words.

Choose another player's witch, and a **Challenge** from the list. Read the prompt and use its suggestions to come up with a task for their witch.

Then, that player should **toss a coin**.

On **heads**, their witch does well at the task. They should describe how they exceed their mentor's expectations.

On **tails**, their witch falls short. They should describe how they make a mistake or miss something important.

Either way, you should then **describe your mentor's reaction**, in their words and manner, to their student's performance at this Challenge.

III. Ending the scene

Once every witch has had a **Challenge**, end the scene and check totals.

Witches with **more successful Challenges** than failed ones have **pleased** their mentor. **How can you tell they're feeling pleased with your progress?**

Witches with **equal or more failed Challenges** than successful ones have **disappointed** their mentor. **How do they make their frustration known?**

Fail **three** Challenges in a row and the scene ends **immediately**. **Does your mentor say anything as they give up?**

Subjects

- We're brewing some kind of potion. **What will it cause or cure if it works?**
- We're learning about a new curse. **What troubles can the curse cause?**
- We're practicing our divination. **What are we using to ply the fates?**
- We're taking to the air on brooms. **What makes today tricky for flying?**
- We're in the woods studying herbs. **Which of us got lost here last time?**
- We're studying the history of magic. **What famous witch is our focus?**

Challenges

- A question about facts or reason—history, ingredients, patterns, truth.
- A question about motive or spirit—purpose, empathy, belief, power.
- A task that they should find easy—a distraction, a comfort, a dismissal
- A task they've not yet attempted—a trial, a reminder, a provocation
- A task they screwed up last time—a second chance, a final attempt
- A task to be completed together—to fix an argument, to test a bond



Venture Solve a problem in the village without your mentor's help

Scene

I. Setup

To begin a **Venture**, choose at least one other witch that you'd like to spend time with.

Then choose a **Problem**, the broad category of your task, and ask another player in the scene its question.

II. Conducting the scene

In this scene, all players will take turns.

On your turn choose another player's witch, and a **Challenge** from the list.

Read the prompt and use its suggestions to come up with a task for their witch, describing it in the scene.

Then, that player should **toss a coin**.

On **heads**, their witch does well at the task. They should describe how they succeed and whether they are confident or just barely scrape through.

On **tails**, their witch falls short. They should describe how it takes longer or don't work as well as hoped, but also how things **move forward anyway**.

As you go, ask each other questions about things in the scene—the people, the environment, your magic, etc.

III. Ending the scene

Once everyone has had a **Challenge**, you can end the scene when you like.

If, together, you have **more successful Challenges** than failed ones, you've fixed the problem. **How do you all work together to put things right? How are you thanked by the villagers?**

However, if, you have **more failed Challenges** than successful ones, you've messed up. **How do you band together for one last attempt to fix it? Why does it make things even worse?**

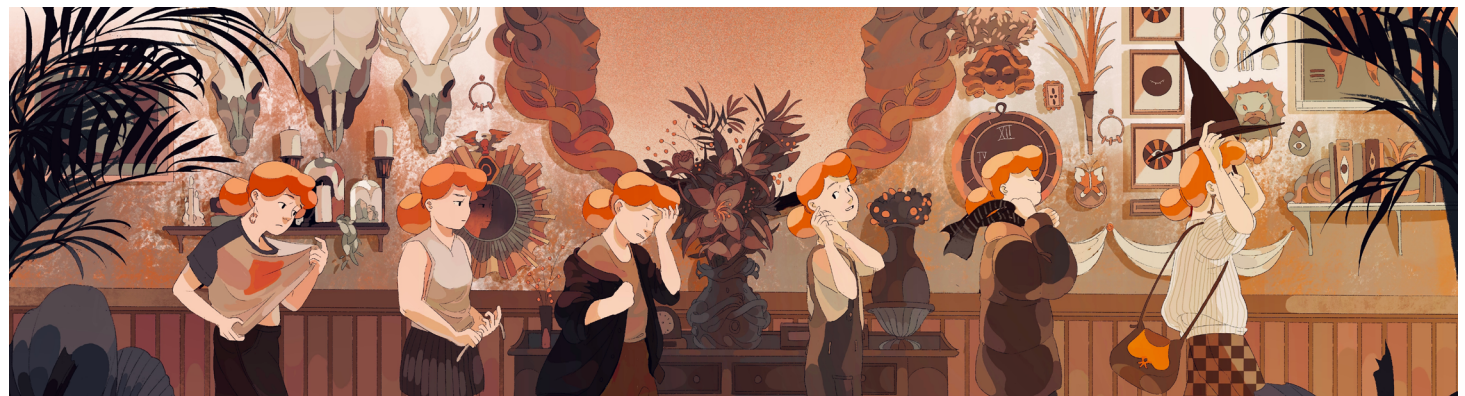
If you have **equal** successes and failures, your mentor appears at the last moment to help you. **Are you relieved or frustrated by their intervention?**

Problems

- A farmer's entire flock of hens disappeared overnight. **What strange object was left behind in the roost?**
- Something is making the village dogs howl wildly every night. **What sign always precedes the baying?**
- A villager is suffering from an embarrassing curse. **What is it, and why do they think they were afflicted?**
- Someone is stealing supplies from the village store. **Why does the owner believe magic must be involved?**
- A bubbling sinkhole has opened up in the village square, inky-black and viscous. **How quickly is it growing?**

Challenges

- They must use magic to overcome a physical obstacle blocking the way—a door, a maze, a river, a wall.
- They must create something material to move forward or get answers—a gift, a key, a trick, a toy.
- They must connect with someone, offering kindness or compassion—someone ashamed, angry or hurt.
- They must consult their knowledge to determine the best path forward—a puzzle, a map, a truth.
- They must face a personal fear or anxiety head-on to move forward—a place, a person, a feeling.



Hangout Spend time together as teenagers, not as witches

Scene

I. Setup

To begin a **Hangout**, choose at least one other witch that you'd like to spend time with.

Then choose a **Spot**, the location of your scene, and ask another player in the scene its question.

II. Conducting the scene

In this scene, all players will take turns.

On your turn, all the other players ask your witch "**Truth or Dare!**". Let them know which you would prefer.

They will then issue a **Challenge**.

If it's a **Truth**, you should answer as your witch, describing their reaction.

If it's a **Dare**, toss a coin. On heads, you get away with it. On tails, you get into some kind of mishap or embarrassment. Either way, describe what happens in a few short sentences.

III. Ending the scene

Once everyone has had a **Challenge**, you can end the scene when you like.

You might also end the scene early if someone gets in trouble from a Dare!



Spots

At home...

- In my bedroom, cosy in our blankets.
How late have we already stayed up?
- In the garage, surrounded by junk.
What's the oldest thing in here?

The village...

- In the cafe, huddled around a table.
What snacks are we sharing today?
- Behind the station, kicking cans.
Who disapproves of us being here?

The fields...

- Walking trails, with no end in mind.
Why must we stick to the footpaths?
- In an old orangery, our mildewy den.
How have we made it feel homely?

The wilds...

- By the river, taking turns on a swing.
Who built the swing, decades ago?
- In a hollow yew, wide enough to sit.
How have we decorated the inside?

Apart, but together...

- On the phone, hogging the line.
Why couldn't we talk face-to-face?
- In a dream, connected by magic.
How many times have we done this?

Challenges

Truths:

- When was the last time you lied?
- When was the last time you cried?
- When did you last break a rule?
- What dream have you never shared?
- What do you fear about leaving?
- What are you most proud of?
- What is your biggest regret?
- Which one of us do you like best?
- Which one of us do you like least?

Dares:

- Play a trick on a nearby adult—someone grumpy or important.
- Eat something weird, something you dislike, or too much of something.
- Perform a song or dance in public, with no context, for two minutes.
- Reveal a secret about someone else here—but don't say their name.
- Empty out your bag and pockets for everyone else to inspect.
- Read a random page from your journal out loud.

Departure

Leave the village and begin your journey to Koriko

Scene

I. Setup

When you're ready to end your scenes, you'll **all** play **Departure** to describe how your witches leave their home.

II. Conducting the scene

There are two parts to this scene—**goodbyes**, and **leaving**.

First, take turns choosing a **Last goodbye** from the list. Describe what this looks like for your witch as you answer the question.

Once everyone has had a chance to choose a goodbye, players must choose **how their witches depart**.

Witches who leave as a group follow the process in **Leaving in a crowd**.

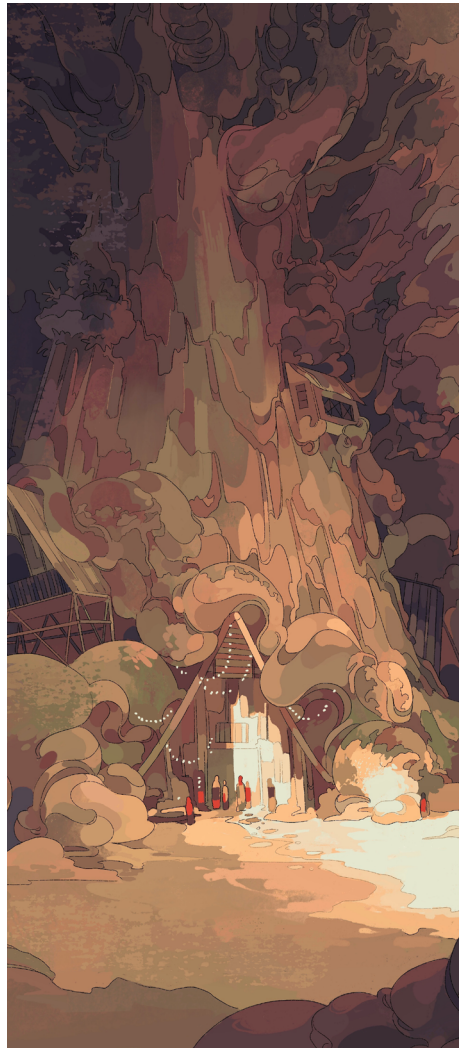
Everyone choosing to depart this way should resolve this part of the scene first, before those who leave alone.

Then, witches who choose to fly solo follow the process in **Leaving alone**.

III. Ending the scene

When everyone has left the village, your time with the scenes has **ended**.

Move on to **Next steps**, on page 13.



Last goodbyes

With a fellow witch...

- One you're sad to be leaving. **What promise do you make one another?**
- One you're glad to be getting space from. **Do you think they know this?**

With your family...

- One who gave you your powers. **Do you think they trust you to succeed?**
- One close to you, but not magical. **What do you treasure about them?**

With friends left behind...

- One you'll always love. **What binds you, even as your paths diverge?**
- One who you've grown beyond. **What awkward topic do you avoid?**

With your mentor...

- After you sought them out. **What final reassurance are you looking for?**
- After you failed to avoid them. **What final warning do they leave you with?**

With the village itself...

- To the roads and the buildings. **What little memento do you take with?**
- To a wild or magical place. **What gift do you offer, and who is it for?**

Leaving in a crowd

Most of the village has gathered to celebrate your departure. **Take turns choosing and answering a question**, using your answers to paint a scene:

- **Who has brought gifts for you all?**
- **Who offers advice—is it welcome?**
- **Who is too overwhelmed to speak?**
- **Who watches from the shadows?**

When everyone has answered one question, all players should answer this final question for their witch:

- **Do you shout a final farewell to the crowd, or simply fly away in silence?**

Leaving alone

Any player may choose for their witch to leave **alone** instead of leaving with the group. **Describe how they depart**, using your answers to these questions as you paint the scene:

- **Why did you feel you needed to leave this way, without the crowd?**
- **Do you leave a note or some other intentional trace of your departure?**
- **As you fly away, do you look back?**

Next steps

The journey so far

Let's pause to reflect on the journey we've made, and what's yet to come.

You've created a **world** together, unique to your tastes and interests, and a home within it—your **village**.

You've created your **witches**, your characters for the rest of the story, and the **mentor** that has guided their training so far.

You've said **goodbye** to the people and places of your village, spending time developing your witches and their relationships as you went.

Just now you've described their final farewell as they **depart**, leaving their home and taking their first steps on a journey towards a new one.

Preparing for solo play

Next, you'll tell the story of their **travels** and, after a few days of wandering, their **arrival** at their own Koriko.

To tell this part of your story, and everything that comes after it, you'll move to **solo play**—the way Koriko is written to be played in the main book.

Since you'll be playing on your own, it's important now for you to use your **journal** to capture your witch's experiences through written entries. Your journal is the witness to your story.

Before you continue, you might want to make some of those earlier journal entries for your witch that we talked about—just enough to capture the main points from your story so far.

Continuing your story

When you're ready, likely not today, you'll pick up your story on **page 34** of the main book, **Journey**.

You shouldn't need to do anything in particular to carry on playing—just follow the instruction and begin writing journal entries as instructed.

The city of '**Koriko**' is yours to create as your witch discovers it, and it can be wildly different each time you play.

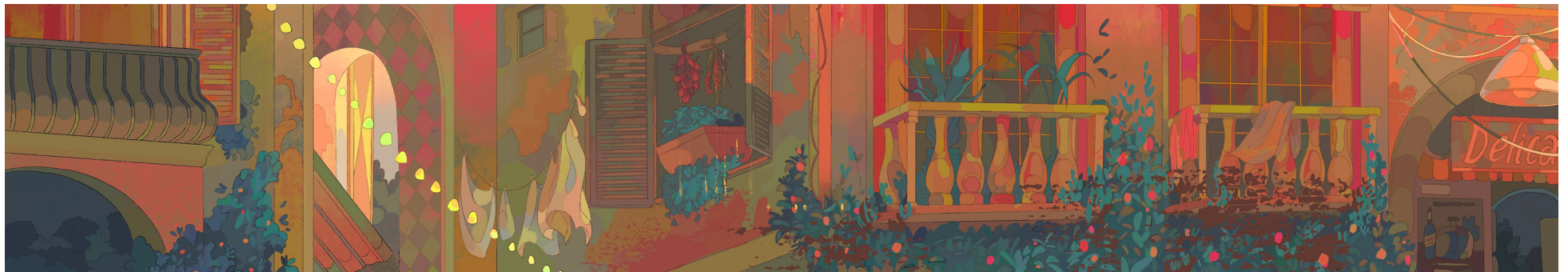
However, it's important when playing with other people to come up with a **unique name** for your city—otherwise things might get a little confusing when you're talking about your new home! Pick a name that feels right for you and your witch.

Discrete threads

By keeping your stories contained to your own cities, you can play freely without introducing any contradictions or duplications. Even if multiple players draw the same confidant card during their story, there's plenty of choices on each confidant page to make the actual characters unique.

One confidant is a little more tricky—if multiple players have the **Judgement** confidant in play at the same time, we can just assume your mentor is doing a lot of commuting by broom!

Though your stories are separate, you should **play each volume in sync**. Wait at the end of each for everyone else to catch up. This will make space for you to **write letters** to each other.



III: Flying alone

Continue your story on your own, staying in touch by sending letters.

How to play

I. Letters for friends

When you've **all** finished playing each volume, as well as writing a letter to your mentor you may write a letter to one or more of your fellow witches.

You don't have to write a letter to every (or any!) witch if you don't want to, it's an **optional** activity.

Writing letters to your friends works in much the same way as writing letters to your mentor, as described on **page 19** of the main book.

There are no codas presented here, but you should still **choose two reflections** and incorporate your answers into the letter you write.

Some of the reflections in this supplement are **conditional**—with some sort of requisite (**in red**) that you need to meet before you can choose them.

Send a copy of your letter to the other player so they can read it and respond in a later volume, if they wish.

Finally, there might be times when you want to make a note in your journal of **how your witch really feels** about something—especially if they've been evasive or dishonest in their letter.



II. Connection types

Rather than picking from a single list of reflections, you'll choose from a particular list based on the kind of relationship your witch has with the other witch—their **connection type**.

There are **seven** connection types in this supplement: **Enduring**, **Fading**, **Protective**, **Competitive**, **Adoring**, **Resentful** and **Acquainted**. Each has a description and a unique list of reflections on the following pages.

Before you write your first letters, you should **choose a connection type** for each of the other witches in your group. Make a note of your choices.

Connection types are **one way**—you don't need to mirror the choices other players make. Your witch might feel they have an **Enduring** connection with another witch, while they might feel the **Adoring** connection reflects their feelings better. This asymmetry can lead to some interesting stories!

Connection types are also **not fixed**. You can change them whenever you like, and sometimes a reflection will explicitly ask you to make a change.

Enduring

Connection

Comfortable together

You've been close friends for such a long time—or you're so trusting and confident in this person that it feels that way. You know they'll always be there for you, no matter what, and this helps you to feel safe when things are hard.

Reflections

- **Recount.** You had an experience this season that was really fun. Why do you think your friend, in particular, would've enjoyed being a part of it with you?
- **Absence.** You struggled with something this season. How do you think your friend would've made it easier? What reassurance do you hope they provide?
- **Reminisce.** Lately you've been thinking about something that happened to you both. What did you witness that brought this shared memory to mind?
- **Small talk.** Write about your city's weather or wildlife to avoid a topic. You're usually comfortable sharing anything with them—why is this different?
- **Real talk.** Share a hope or fear for your future that makes you feel a little vulnerable. Do you have friends in the city that you can talk to like this?

Conditional reflections

If they share a shameful or troubling experience with you:

- **Follow-up.** Does it change the way you see them? Can you hold their feelings and provide reassurance? Change to any new connection type, if appropriate.

If you've resolved a crossroad with a confidant:

- **Contrast.** Tell them about this confidant, and what you've been through together. How do they remind you of your friend? How are they different?

If you've not heard from them for more than two seasons:

- **Abandoned.** Do you try to offer some kind of excuse for their lack of contact, or go on the attack? Change your connection type to **Fading** or **Resentful**.

Fading

Connection

Drifting apart

You were once very close friends, but it feels like they've been pulling away from you lately. You might know exactly what caused this distance, or it might be a mystery. Either way, you find it harder to connect with them than you used to.

Reflections

- **Anxiety.** You had an experience this season that was really fun. You really want to share it with your friend. What do you worry they might write in response?
- **Grasping.** You struggled with something this season. Despite the growing distance, what familiar comfort do you still yearn for from your old friend?
- **Fiction.** Embellish or censor something that happened to you this season to make it more appealing to your friend. How do you hope they'll respond?
- **Small talk.** Write about your city's weather or wildlife to avoid a topic. What are you concerned their reaction would be if you were more open with them?
- **Real talk.** In as clear—or otherwise—manner as you like, mention that you feel like you're growing apart from each other. Do you suggest a potential reason?

Conditional reflections

If they share a difficult experience or feeling with you:

- **Cover-up.** Gloss over what they've written by sharing something cheerful. Why can't you engage with what they shared? How do you really feel about it?

If they indicate that they'd like to be closer with you again:

- **Reconnect.** Change your connection type to **Enduring** or **Adoring**. What truth will you have to swallow or forgive to move forward with your friendship?

If they suggest that you might be the cause of the growing distance:

- **Fault.** Why are you so sure that they're to blame? How explicit or explosive are you about it? Change your connection type to **Resentful** or **Competitive**.

Protective

Connection

Watching over

You've always looked out for this friend, and to be honest you're a little concerned about how they're going to fare without you. Still, they have to learn to look after themselves—and you can always check up on them with your letters!

Reflections

- **Informative.** You succeeded at something that challenged you this season. How do you frame your success as a lesson or moral message for your friend?
- **Projecting.** Something made you feel insecure or homesick this season. Instead of confronting it, how do you make it about your friend instead?
- **Memory.** Remind your friend of a time you helped them through a difficult situation. What did you see lately that brought this shared memory to mind?
- **Small talk.** Write about your city's weather or wildlife to avoid sharing a bad experience. Why do you worry it might make them feel differently about you?
- **Fiction.** Embellish or censor something that happened to you this season to make you seem assured. Who in your life are you able to be vulnerable with?

Conditional reflections

If they share a difficult experience or feeling with you:

- **Pep talk.** Offer at least three different pieces of advice in response, while also using positive language to build them up. Do you think it will help them?

If you've resolved a crossroad with a confidant:

- **Contrast.** Tell them about this confidant. How have they changed the way you view your old friend? Change to any new connection type, if appropriate.

If you've not heard from them for more than two seasons:

- **Panic button.** Write about your concerns to your mentor. The player you have this connection with should add **Judgement** (p.128) to their witch's circle.

Competitive

Connection

Racing past

This friend has a level of skill that rivals—or maybe even exceeds—your own. Whether this rivalry is relatively new or something you've lived with for years, you're driven to do better than them at every turn—and make sure they know it.

Reflections

- **Showboat.** You really excelled at something this season. Can you play it cool, letting them fill in the gaps, or is the temptation to boast too hard to resist?
- **Deflecting.** You struggled with something this season. What past success do you remind your friend about instead of being open about your difficulties?
- **Challenge.** Issue a contest to them in writing, something you can both compete to win. Do you think they'll accept it? Do you think you can beat them?
- **Small talk.** Write about your city's weather or wildlife to avoid a topic. What advantage do you fear losing if you were more open with them about it?
- **Fiction.** Make up something that happened to you this season that makes you look brilliant. What real event, far less impressive, inspired your fabrication?

Conditional reflections

If they share a triumphant experience or feeling with you:

- **One-up.** How did you set out to surpass their achievement this season? Do you think you managed? Even if you didn't, do you tell them that you did?

If they share a difficult experience or feeling with you:

- **Childish.** This rivalry seems silly in the light of their honest vulnerability. How do you respond to them? Change to any new connection type, if appropriate.

If you've not heard from them for more than two seasons:

- **Winning?** Maybe they don't really care about you, or perhaps you pushed too hard. How do you try to reach out? Change your connection type to **Fading**.

Adoring

Connection

Warm devotion

You really, really like this person. Maybe you're coupled up, trying to stay close despite your separation. Or maybe they have no idea how you feel—you didn't get (or take) the chance to tell them before you left. Either way, you're in love.

Reflections

- **Prospect.** You had an experience this season that was really fun. What plan do you propose to make together, hoping to recapture this experience?
- **Distance.** You struggled with something this season. Why did it make you think of your friend? Do you let them know how much you miss them?
- **Last words.** You've been thinking about something they said to you before you left. What did you witness that brought this shared memory to mind?
- **Small talk.** Write about your city's weather or wildlife to avoid a topic. Why are you worried they'd see you differently if you told them the whole story?
- **Real talk.** In as clear—or otherwise—manner as you like, talk about how strongly you feel for this person. What do you hope they'll write in response?

Conditional reflections

If they share a meaningful experience with you:

- **Cheerleader.** Whether or not this was a good experience, what positive aspect do you focus on in your response? What critique do you keep to yourself?

If you've resolved a crossroad with a confidant:

- **Reframed.** Tell them about this confidant. How have they changed the way you see your old friend? Change to any new connection type, if appropriate.

If you've not heard from them for more than two seasons:

- **Rejected.** Do you try to offer some kind of excuse for their lack of contact, or lash out, hurt? Change your connection type to **Fading** or **Resentful**.

Resentful

Connection

Cool hostility

You hold this person responsible for something bad that happened in your past. Maybe they took deliberate and hurtful action against you, or maybe they were just careless or a little selfish. Either way, you're not their biggest fan right now.

Reflections

- **Thriving.** You had an experience this season that was really fun. What do you emphasise about it? What do you hope to gain by framing it this way?
- **Blame.** You struggled with something this season. How do you link it back to something this person did to you? Privately, do you think they're to blame?
- **Small talk.** Write about your city's weather or wildlife to avoid a topic. What difficult subject are you not ready to talk about with them, not yet anyway?
- **Fiction.** Make up something that happened to you this season. How do you frame it as an opportunity to bring up the issues you have with this person?
- **Real talk.** As directly as you think your character could manage, confront this person about their past actions. Do you think the relationship can be fixed?

Conditional reflections

If they share a difficult experience or feeling with you:

- **Pounce.** How do their actions validate the way you feel about them? They've been vulnerable with you—and it's a chance for you to attack. Do you take it?

If they apologise for the way that they hurt you:

- **Forgiveness.** You accept their apology. Does it bring you any closure? What doubts or fears about them still linger? Change to any new connection type.

If they refuse to take responsibility for their behaviour:

- **Severed.** You tried to explain, but they didn't want to listen. To look after yourself, you're going to have to excise this person. What will you miss about them?

Acquainted

Connection

Not that close

You've never been close with this person. It's not that you don't like them, you just haven't spent much time together. You might not think of writing them a letter, but perhaps you'd like to check in—or respond cordially to one of theirs.

Reflections

- **Check in.** Ask them about a goal or dream that you heard them share before you left. If you have a similar ambition, let them know how you're doing too.
- **Needs.** What can this person give you—practical advice, emotional support, or something stranger? Why are they the best (or only) person you can ask?
- **Nostalgia.** Embellish or reimagine a shared memory to make the two of you appear closer than you were. Why do you feel that you need to do this?
- **Small talk.** Ask a couple of mundane questions to pad out your letter. Perhaps something about local food, an upcoming holiday, or their family back home.
- **Real talk.** In as clear—or otherwise—manner as you like, ask them whether they'd like to be better friends. What inspired you to seek out this closeness?

Conditional reflections

If they suggest a closeness in your relationship that you hadn't considered:

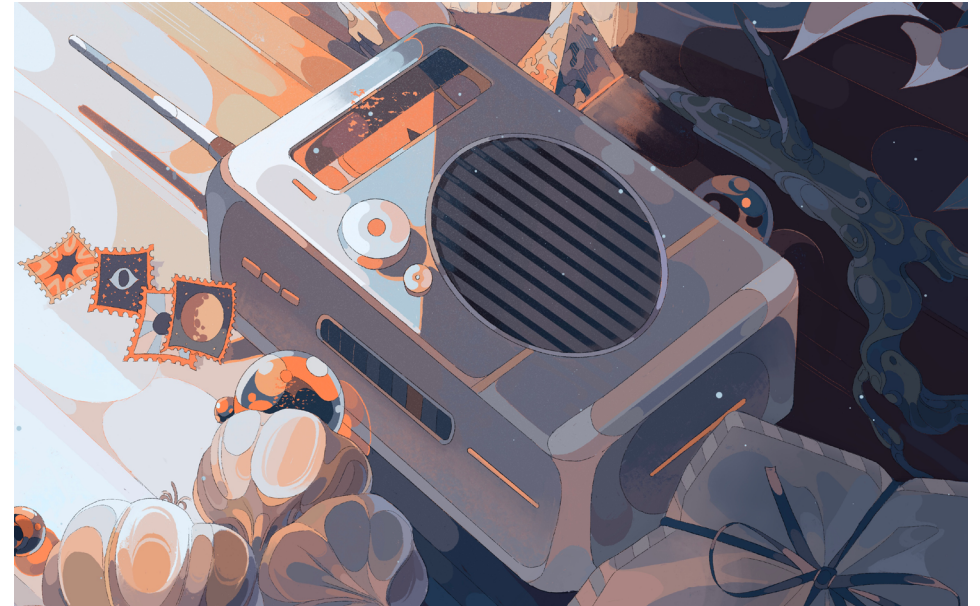
- **Warming.** Do you feel the same? If so, do you think it's always been there, or is it a result of your letters? Change to any new connection type, if appropriate.

If they suggest that you're responsible for something bad that happened to them:

- **Shocked.** How does it feel to be accused like this? Do you accept their version of events? Change your connection type to **Protective** or **Resentful**.

If they ask you for help that you are unable to provide:

- **Pass the buck.** Why can't—or won't—you help them? Write to another friend, asking them to reach out to help instead. Do you think they'll do it?



Ending your stories

Wrapping up

When you've all completed the final volume, let your friends know what you decided and where your witch is heading next.

Consider coming together, one last time, to review the story you told together and discuss any lingering threads. It's okay to leave some things unresolved though—we're moving on from our witches, but their lives are just beginning!

I'd love to hear about your experience playing this way—please drop me an email to jack@mousehole.press or I'm [@mouseholepress](https://twitter.com/mouseholepress) on most socials.