Whisperwood

Build the forest paths to the Mother Tree. Some of your fellow travelers want the forest to fail.

SOCIAL DEDUCTION | 3–10 PLAYERS | 30–45 MIN

THE STORY

Whisperwood is a hidden-role board game set in an enchanted forest. A band of masked travelers lays paths out from the Mother Tree to wake the old landmarks hidden in the woods. Most of them are Keepers who want the grove to bloom. A few are Blighters, and they would much rather watch the deck run dry before the forest wakes up. Nobody shows their role, so every card on the table is also a small piece of evidence.

Each turn you play one card: a path tile, a spell on someone else, or a quiet discard. Keepers need to reach enough Forest Power before the cards run out, and a path that looks helpful can still be a trap. That makes the talking the real game. You explain your plays, you question the traveler who keeps cursing the same person, and you decide who to cure and who to leave stuck. Three rounds, fresh roles each time, and personal Spirit Shards that stay secret until the end.

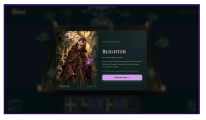
It plays well over a video call or around one big screen, with 3 to 10 people on their own devices. A full match takes about 30 to 45 minutes. The forest looks warm and a little magical, the rules come in through play, and groups who like a bit of friendly suspicion tend to ask for another match. No group yet? Start a solo match against AI travelers and learn the paths first.



PLAYERS	3–10 players
DURATION	30–45 min
TYPE	Social deduction
PLATFORM	Browser, no installs
PRICING	Free to play







HOW IT PLAYS

1. **Join with one code**
   The organiser shares a Superglue link.
2. **Read your secret role**
   Each round you are dealt a role: Keeper or Blighter.
3. **Play one card a turn**
   On your turn, lay a path tile that joins the Mother Tree network, cast an action card on a traveler or a path, or discard.
4. **Talk it through**
   Keepers win the round by waking enough landmarks before the deck and every hand run out.
5. **Collect Spirit Shards**
   The winning side of each round collects Spirit Shards.