



**Detail:**  
**Regrowth**

Dear reader,

Detail holds a special place in my heart, as it was the first game I ever officially uploaded to itch.io. It began as a worldbuilding checklist in my notes app. I continued to work on it throughout 2020 and realized it had some legs as a fully fledged worldbuilding game. It's pretty easy to track my mental state and priorities by reading through the original list of 150 details, and the original game grew out of several playtest sessions with a group of dear friends and collaborators. During 2021, I was fortunate enough to play the finalized version Detail with several other groups of friends, and through these games I began to realize that Detail's approach to worldbuilding is very society-centric. So many of the original prompts have to do with culture and people, and very few are about the actual properties and geography of the worlds. I still really like the original game, but I also believe there is more to get at.

Detail: Regrowth is a product of my attempt to look past built structures and see what lies beneath. Writing this new list was a really fun exercise in trying to untether my perspective on the world from the technologies through which I experience it. Whether or not I succeeded is for you to decide.

Thank you for playing,

Declan

1. Rivers
2. Gorges
3. Seeds
4. Deeds
5. The wind
6. Mountains
7. Weather Cycles
8. Sand
9. Bark
10. Oceans
11. Caves
12. Hurricanes
13. Lightning
14. Frost
15. Beaches
16. Shells
17. Predators
18. Crops
19. Scavengers
20. Eggs
21. Symbiosis
22. Parasites
23. Undergrowth
24. Fencing
25. Crop mazes
26. Windbreaks
27. Coves
28. Nomads
29. Farm equipment
30. Lumber

31. Mimicry
32. Cryptids
33. Hollow trees
34. Leaf litter
35. Microbes
36. Lowlands
37. Tides
38. Constellations
39. Moonlight
40. Burrows
41. Nests
42. Ambushes
43. Snowfall
44. Aquatic plants
45. Shorebirds
46. Glaciers
47. Marine mammals
48. Ecosystem boundaries
49. Estuaries
50. Sails
51. Asteroids
52. Eclipses
53. Geysers
54. Volcanoes
55. Packs
56. Migration
57. Metamorphosis
58. Invasive species
59. Tectonics
60. Insular dwarfism or gigantism

## Optional Guidance for Framing Scenes

When framing a vignette, be specific about where in the world it takes place. It is easy to describe a scene happening just somewhere, but if you can take the time to place it, especially in relation to scenes that have come before, you might find some interesting opportunities you would have otherwise overlooked.



Thanks to Jonathan, Ben, and Nolan for helping me see what this game looks like out in the wild, especially Jonathan for facilitating so I didn't have to.

Artwork also by Jonathan

This expansion was made in part for the Finish Your Damn RPG Jam by Ian Magenta (<https://ian-magenta.itch.io/>)

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