



STOUT STOAT

IT'S OUR WINTER 2023 CATALOGUE

Who are we?

Stout Stoa is a Scottish tabletop games publishers, based in Edinburgh. The press was founded in 2023 by Brian Tyrrell, a queer and autistic writer, illustrator and graphic designer.

We've run hit success Kickstarters, been featured in museum exhibitions, and have won multiple industry leading awards.

Our goal is to Uplift

We create our games to excite both new and experience players. Behind the scenes, we specifically work with entry-level creators, providing a constructive work environment with above-industry standard pay. We're proud to have worked with editor, illustrators and sensitivity consultants from all around the world.

Our titles focus on being accessible to players of all experience levels, and from different walks of life. We're currently in the process of adding accessibility tags to all our published PDFs, so they work well with screen readers.

Rebrand

Stout Stoa Press used to be known as Dungeons on a Dime, and some of our books use this name. We rebranded in early 2022!

All links (e.g. doad.co.uk) in our older books, and all social media profiles redirect to our new web spaces.

PLACING ORDERS

Please email brian@stoutstoa.co.uk to discuss titles you're interested in and get an invoice.

We take payment through direct bank transfer, and through PayPal.

INTERNATIONAL ORDERS

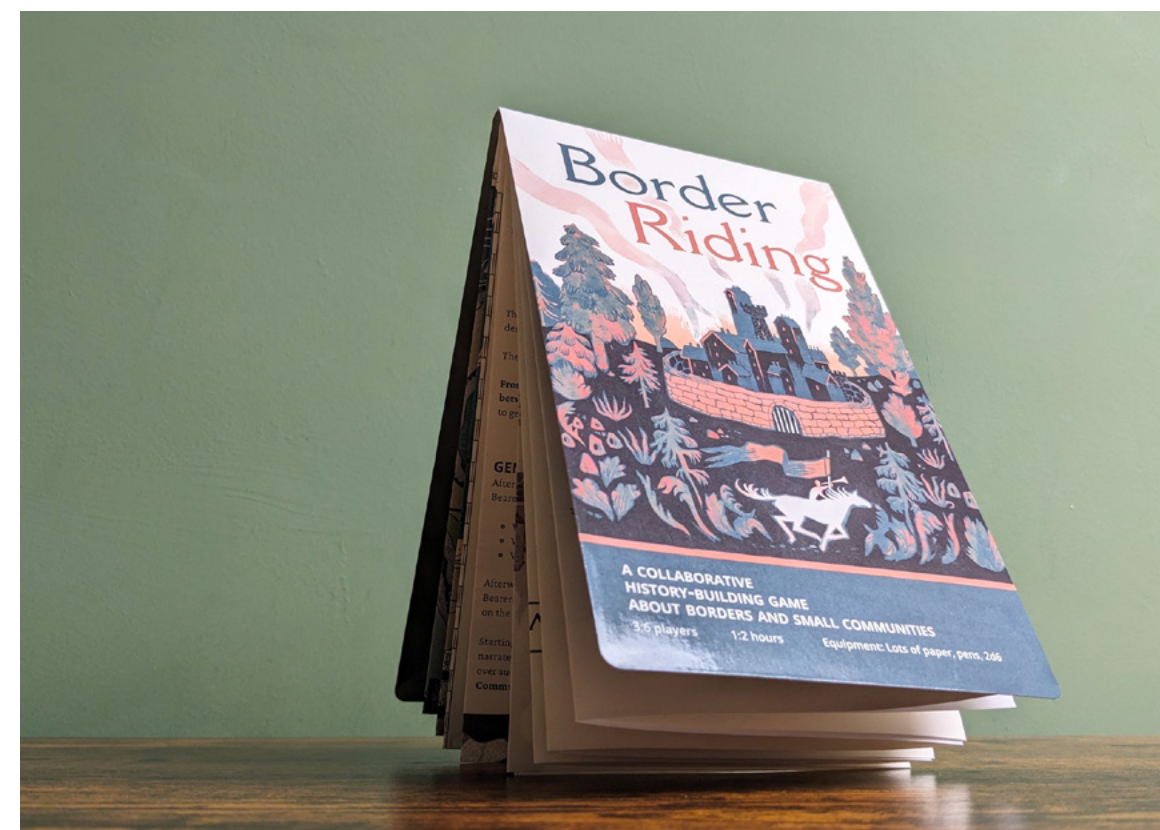
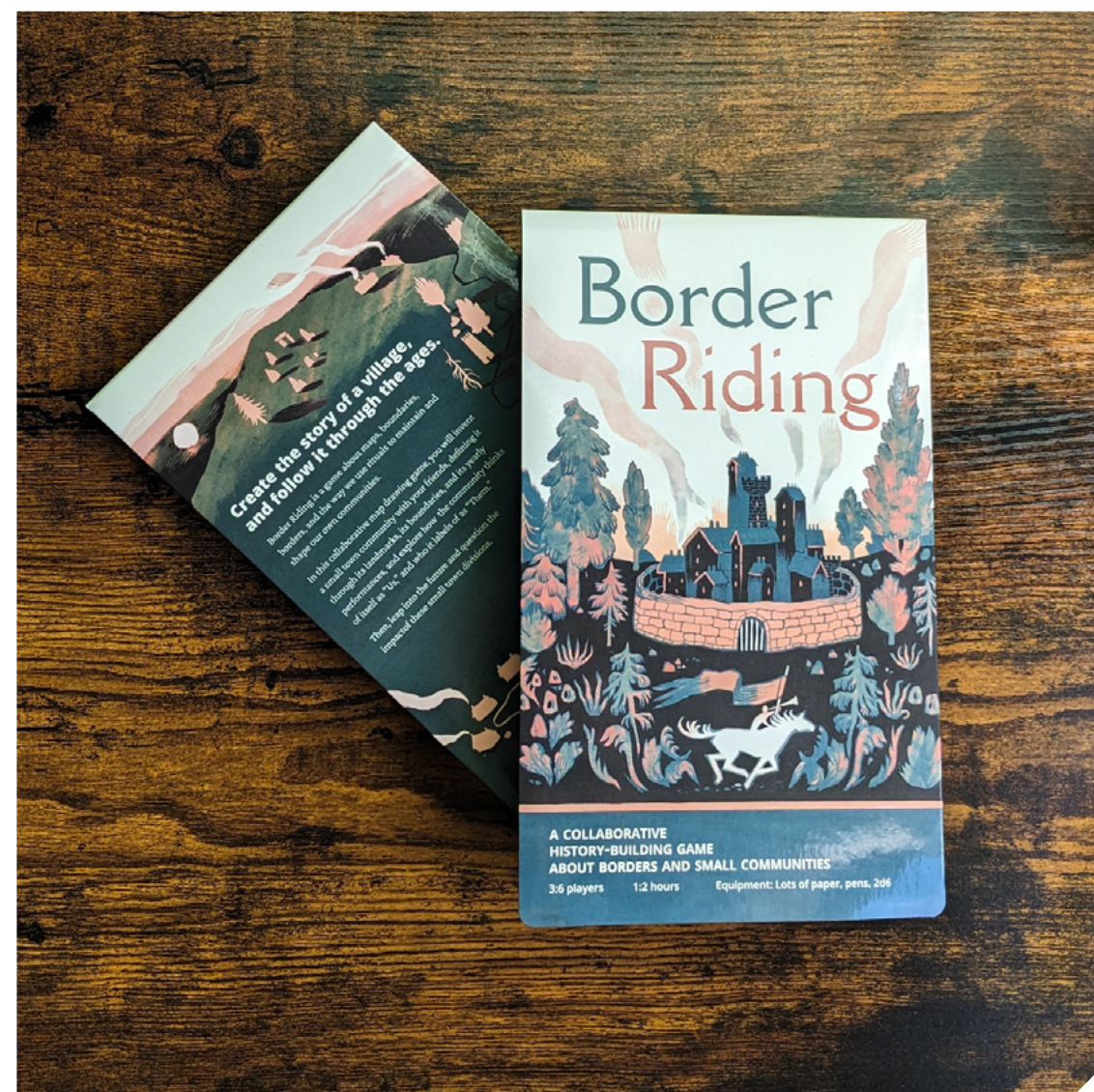
Orders coming into the European Union will incur local import taxes that, unfortunately, we cannot anticipate.

Border Riding

A collaborative history building game about borders and small communities. Published September 2023.

New!

Debut project from Scottish author Jo Reid received over 1,000 backers on [Kickstarter](#) in July 2023. Stretch goals unlocked and illustrated free bonus digital zine; "On Common Ridings", a self-reflective essay on Scottish Borders traditions.



Bound Together By Ritual

Border Riding is a game about maps, boundaries, borders, and the way we use rituals to maintain and shape our community. It is played in a single session, and tells the story of a community in any time, place or setting.

Jo Reid wrote Border Riding as a love letter to her hometown. She was inspired by the Common Riding festivals that take place every summer in the Scottish Borders; both their origins in war, and their evolution into small town pagentry over the centuries.

Mechanics

A GM-less map drawing game, suitable for all ages. 3 to 6 players (includes bonus solo and duo modes). Play is divided into two phases:

- **Set Up.** Players take it in turn to create and explore their own village, define the outsiders of their community, and the social rituals that bind their community.
- **Play.** Players face years-long events, and watch their community live, breathe, grow, and evolve.

Credits

Writing: Jo Reid

Editing: Roz Leahy

Illustration: Eli Spencer

Design: Brian Tyrrell

Sensitivity Consult: Penny Blake

Details

Wholesale - £7.50, **RRP** - £15.00

Digital PDF pack provided as a free incentive.

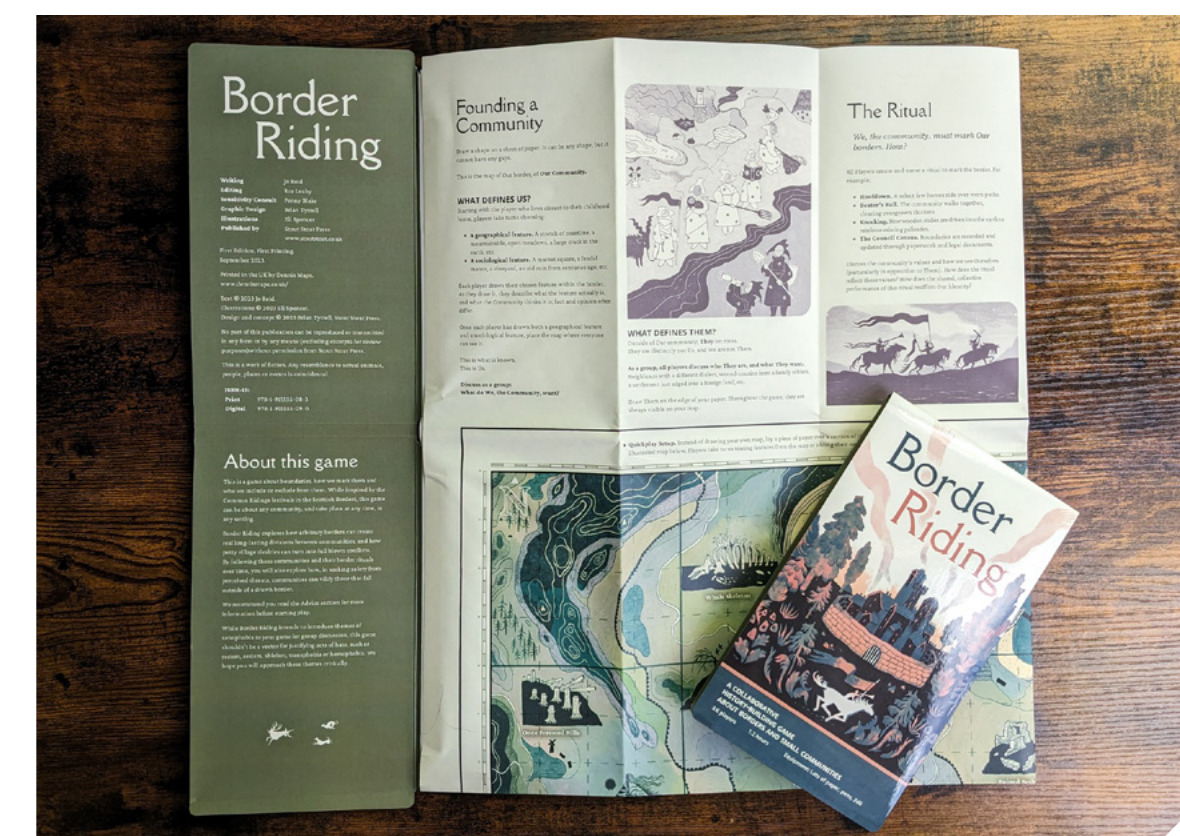
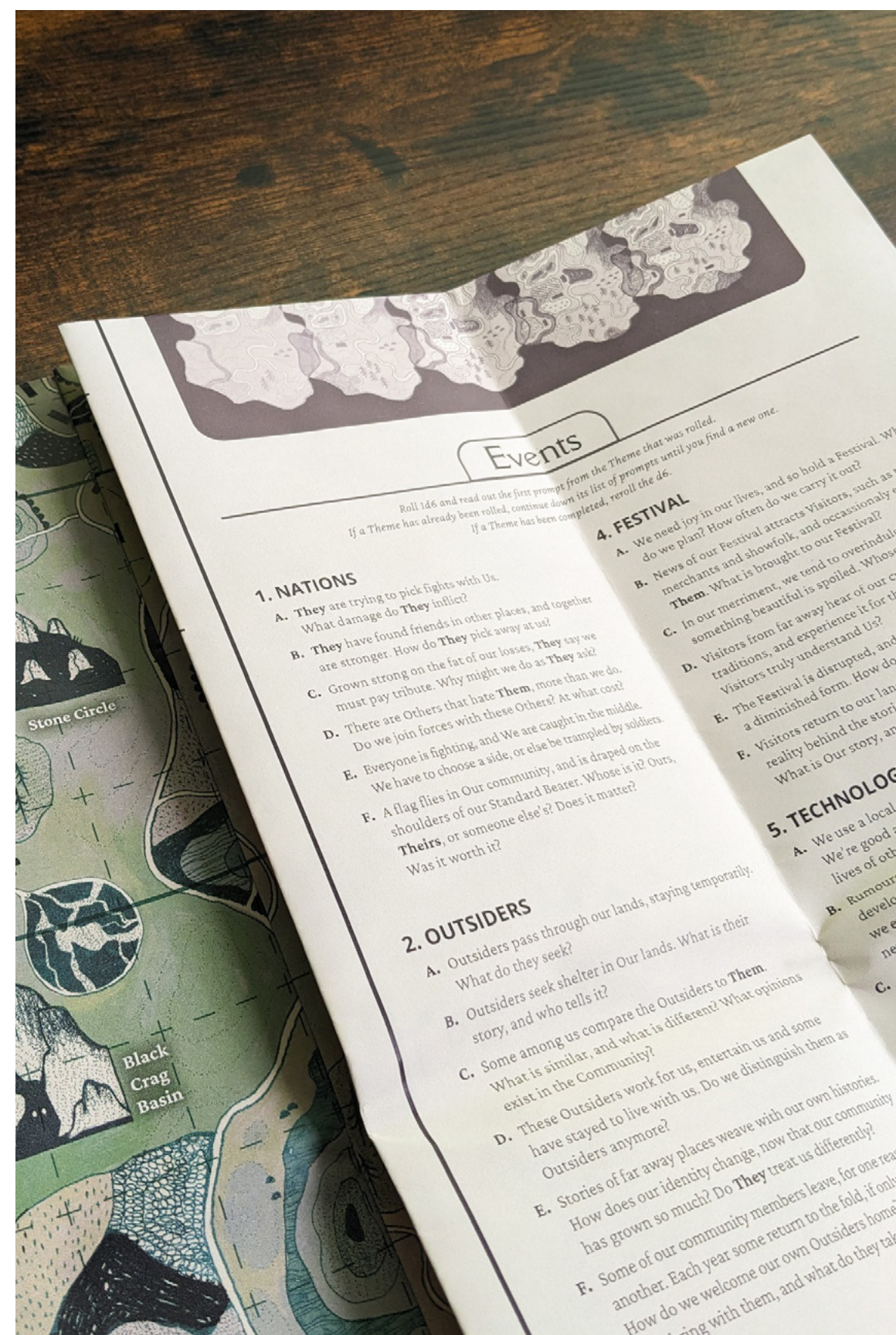
230mm x 135mm map, **115g**
(1000mm x 800mm fully extended)

Laminated card cover. High quality, durable hiker's map paper stock.

Print ISBN: 978-1-915555-08-3

Vibes

Something to delight map lovers, history buffs, culture nerds and appreciators of beautiful artwork.





SCURRY: A GAME THAT GATHERS SPEED

One-Shot System with Adventures, Published 2021

“ This is one of the most beautiful books I own. I freak out whenever I look inside ”

Sam Leigh, @Goblinmixtape



Embark on Fast-Paced Adventures!

Embark on a swift and exciting scurry through Scotland’s verdant underbrush as you’ve never been able to before—as beasts!

Players race against the clock, face conflicts and resolve them with imaginative solutions while trying to complete their goal before succumbing to exhaustion!

Contains system, setting guide, and four adventures.

Mechanics

- Game Master & Player Dynamic
- All Players share a single die, called the Scurry Die
- The Scurry Die starts at a D12, and gets smaller as bad things happen in the story
- Roll 4 or higher on checks to succeed
- Players get advantage on rolls by using the tools, talents or traits of their animal adventurer
- All adventures wrap up in 1-2 hours

Credits

Writing & Design: Brian Tyrrell

Editing: Vi Huntsman

Art: Atlanta Pritchard-Barrett, Brian Tyrrell, Fraser Robertson, VER

Details

Wholesale - £10, **RRP** - £20

Digital PDF pack provided as a free incentive.

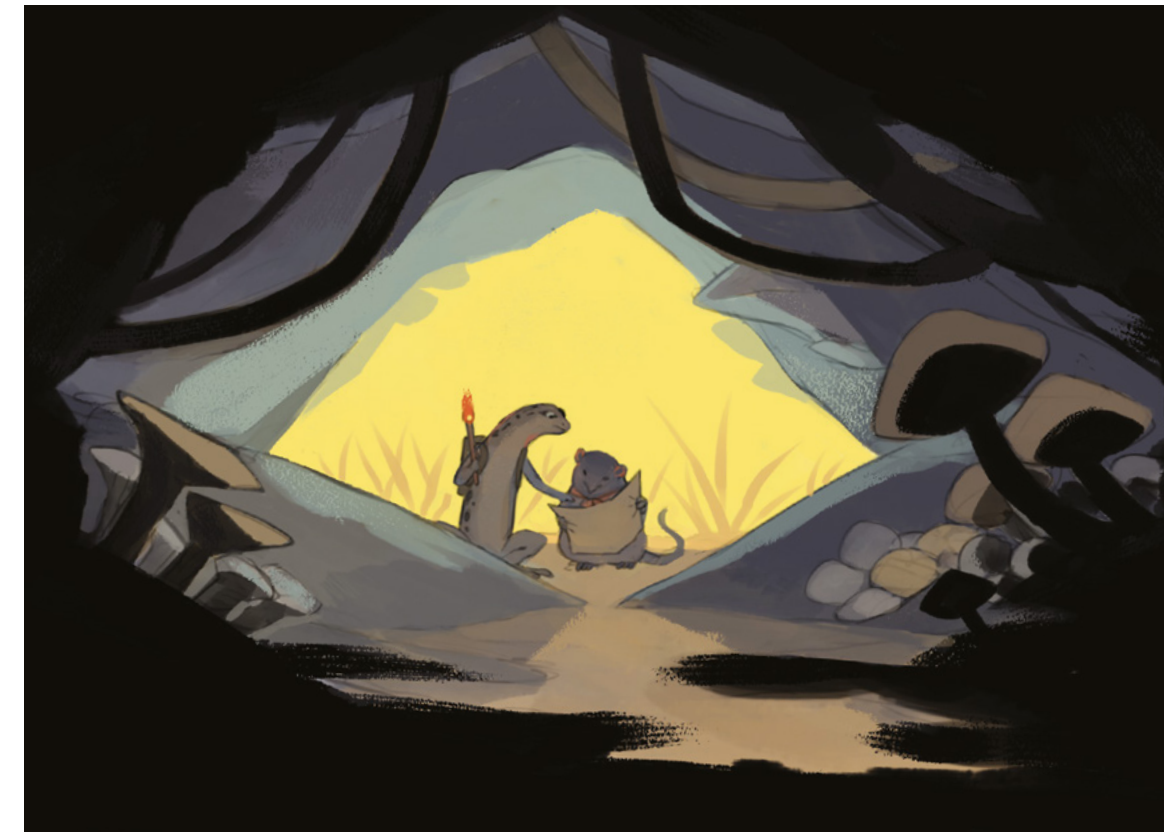
Bonus content added for the 2nd edition!

210mm x 148mm (A5), Hardcover, 68 pages, **360g**

Print ISBN: 978-1-915555-12-0

Vibes

Animal adventures, based in Scotland, post-apocalypse, no humans, cosy fantasy, quick-to-master rules





APAWTHECARIA

Solo-Journaling Game, Published 2022

“A deep game of exploration that will have you stopping to smell the flowers (before picking them for parts in an attempt to stave off the death of an ailing kestrel).”

Christopher Jogn Egget, Tabletop Gaming

A forest of beasts needs your help!

Play as a tiny animal from the Guild of Poultricepounders, making remedies for local beasts as you go on grand journeys with your Familiar sidekick.

Explore Scotland’s varied landscapes as seasons change, reagents bloom and fade and the beasts of the Bristley Woods adapt to survive.

Go on adventures spanning all four seasons, across bogs, lochs, mountains, ancient titan ruins and devious behemoth barrows.

Mechanics

- Solo-Journaling, playing card based system
- Players explore the Scottish wilderness, using cards to generate journaling prompts
- Legacy reputation system builds across characters
- Optional co-op playbooks for in-person and online groups, from 2 to 15+ players



Credits

Writing & Design: Brian Tyrrell, Anna Blackwell

Editing: Brian Tyrrell, Fiona Geist

Art: Aimee Lockwood, Anine Bosenberg, AnneMarie Rogers, Bern Lehtinen, Cecilia Ferri, Eli Spencer, Ema Acosta, Jenny Mure, Paige Brooklyn, VER, Brian Tyrrell

Details

Wholesale - £12.50, **RRP** - £25

Digital PDF pack provided as a free incentive.

210mm x 148mm (A5), Perfect Bound, 216 pages, 400g

Includes large fold-out map for use in game.

Print ISBN: 978-1-915555-00-7

Vibes

Cosy adventures, potion making, witchcraft, exploration, hiking, animal adventure, community building, found family

