KNIGHTS IN THE NORTH



THE COLORING BOOK

AMP · JK · DANNY PRESCOTT © 2020

CONTENTS & CREDITS

Cover and back cover - KitN logo by Danny Prescott, cover design by Joni Kesti

Page 1 - "Tired Judge" by Joni Kesti

Page 2 - "Various Bastard Swords", "Hidden Lord" and "The Miner's Handbook" by Joni Kesti

Page 3 - "Entrance to the Rankwood Ravines" by Joni Kesti

Page 4 - "Cleric of Creostrax" by AMP and "Ratwolf" by Joni Kesti

Page 5 - "The Mage and his Demons" by Joni Kesti

Page 6 - "Caveman" by Joni Kesti

Page 7 - "The Druid" by Joni Kesti

Page 8 - "Gryphon" by AMP

Page 9 - "Sphinx hound" and "Sea ram" by AMP

Page 10 - "Wake up call", "Percival" and "Sailing" by Joni Kesti

Page 11 - "Speak to Plants" and "The Wolf, the Halfing and the Ham" by Joni Kesti

Page 12 - "The Herbalist" and "Orcish Brew" by Joni Kesti

Inside back cover - "The Ocarina of Inks" by Joni Kesti

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EDITOR'S FOREWORD

This little booklet is many things.

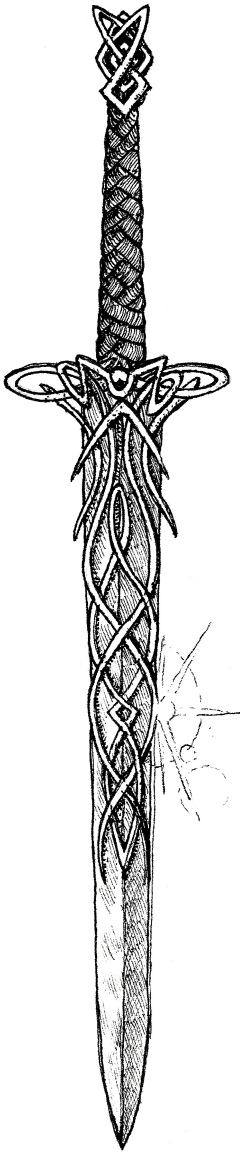
It's a celebration of what we've done so far. Our illustrations have received much love and appreciation from our readers, and we're very happy to share some thus-far-unseen pieces with you within these pages. What I write would not be half as cool without Joni's inks, and I'm always surprised at how well he can reproduce what I'm imagining and describing. It's almost like he's reading my mind!

This is also a hint of what is still to come: this project is a little different from what we usually publish, but it has been very useful for me personally. Putting together this coloring book gave me an easy enough practice project for learning a layout tool, which has been a thorn in our side for the longest time. Maybe now we can actually get to publishing some of our content on one of the various online storefronts!

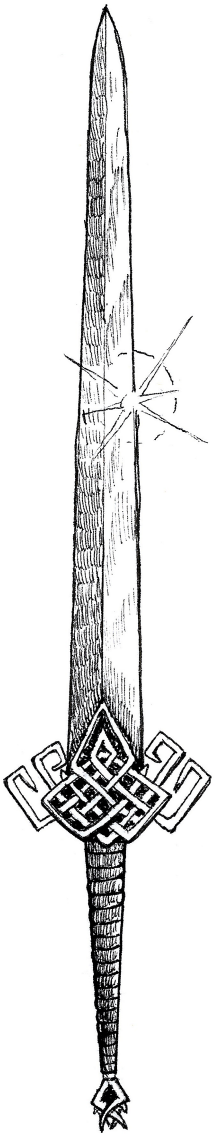
And finally, this is a case of "monkey see, monkey do". I've noticed that some of the big boys of RPG publishing have released their own coloring books this year, or at least made previously available products free to download, in an effort to give people something to do while we wait out the pandemic. So here's some more stuff to hopefully draw your attention away from all of the stress and worry of 2020.

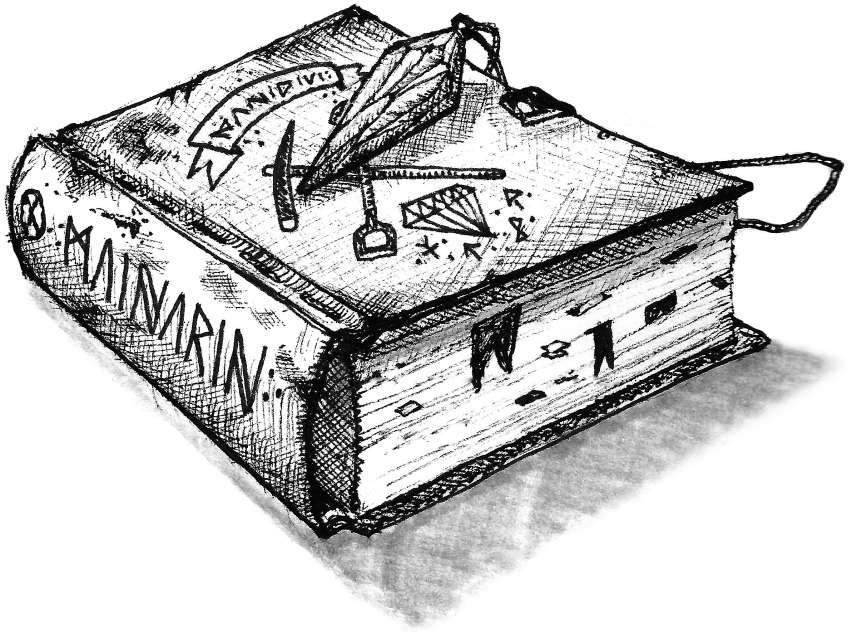
Stay safe, stay healthy.

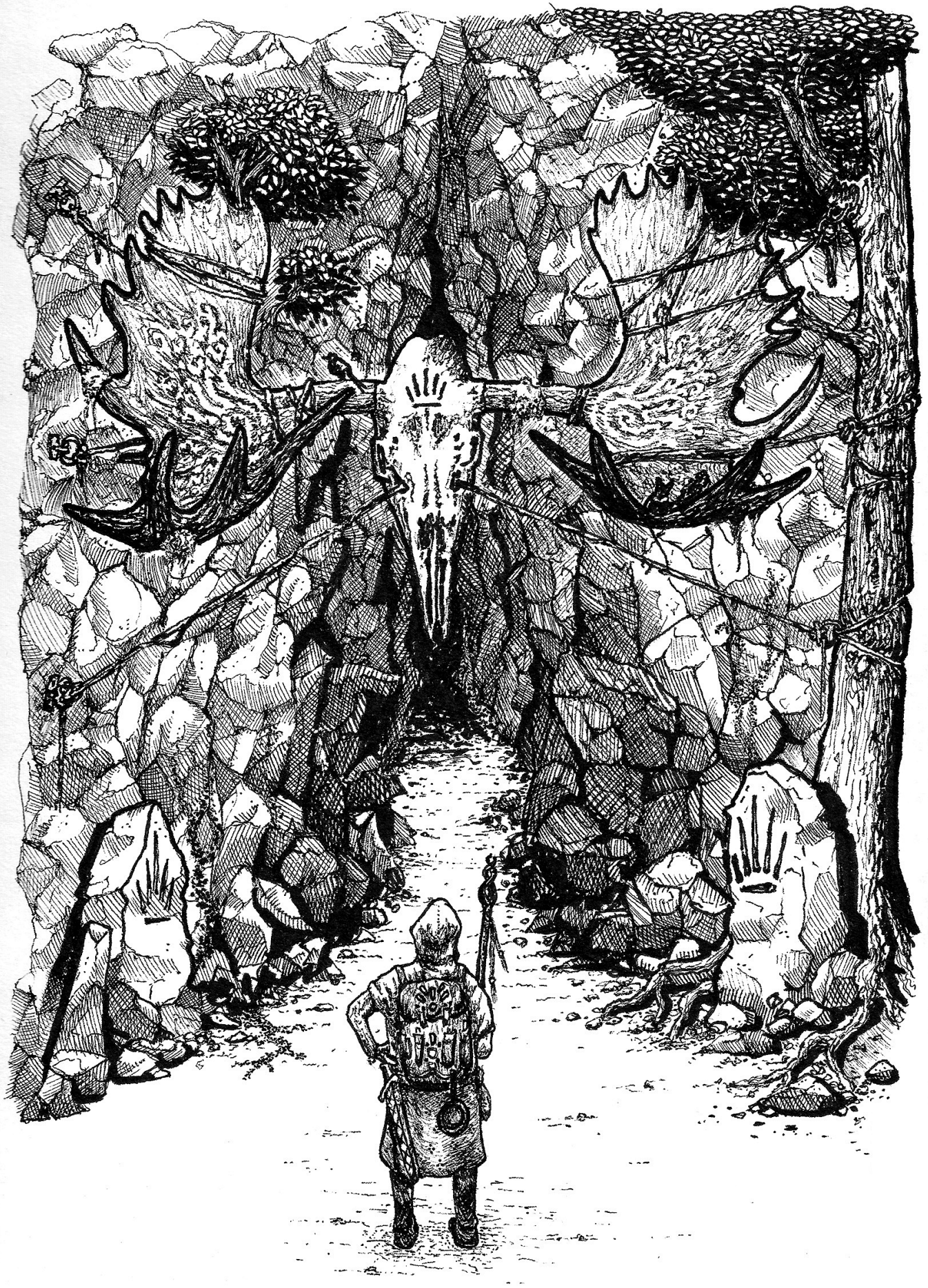
Cheers,
AMP













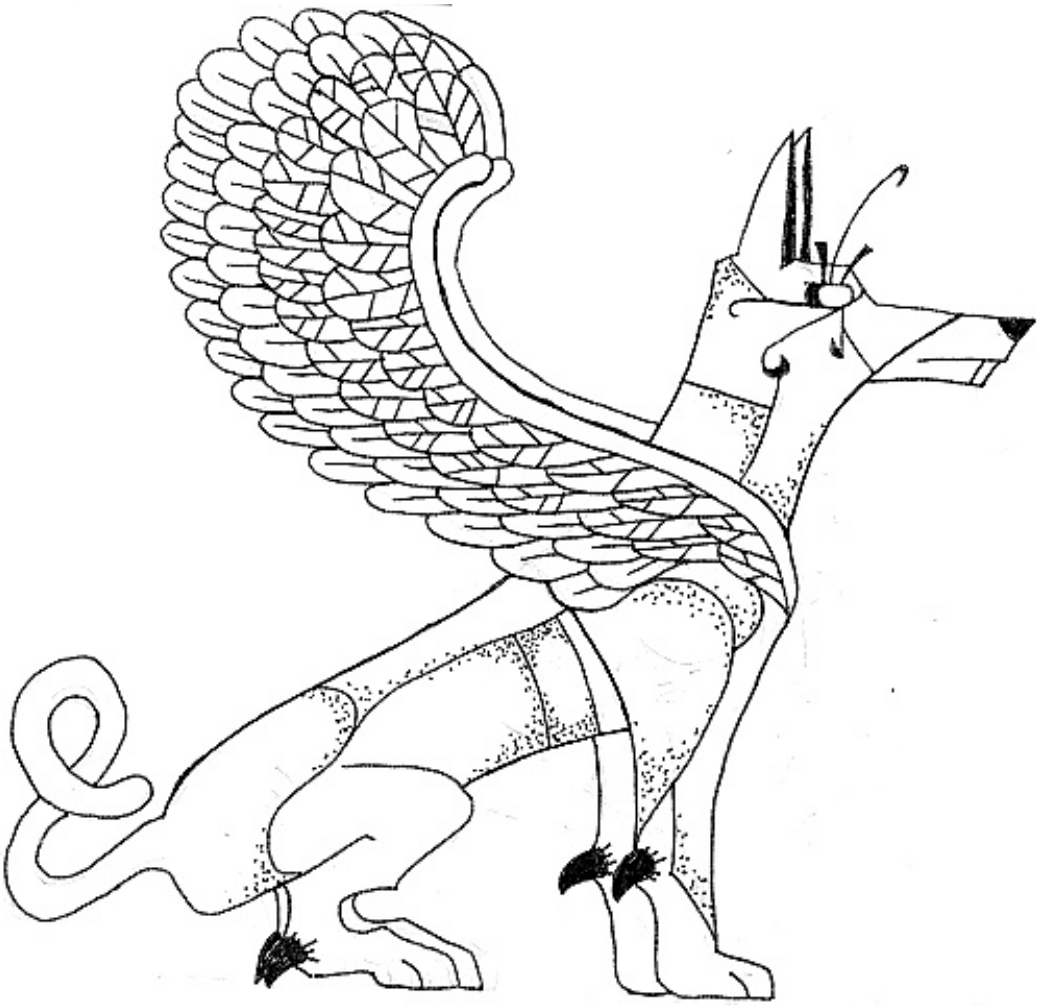










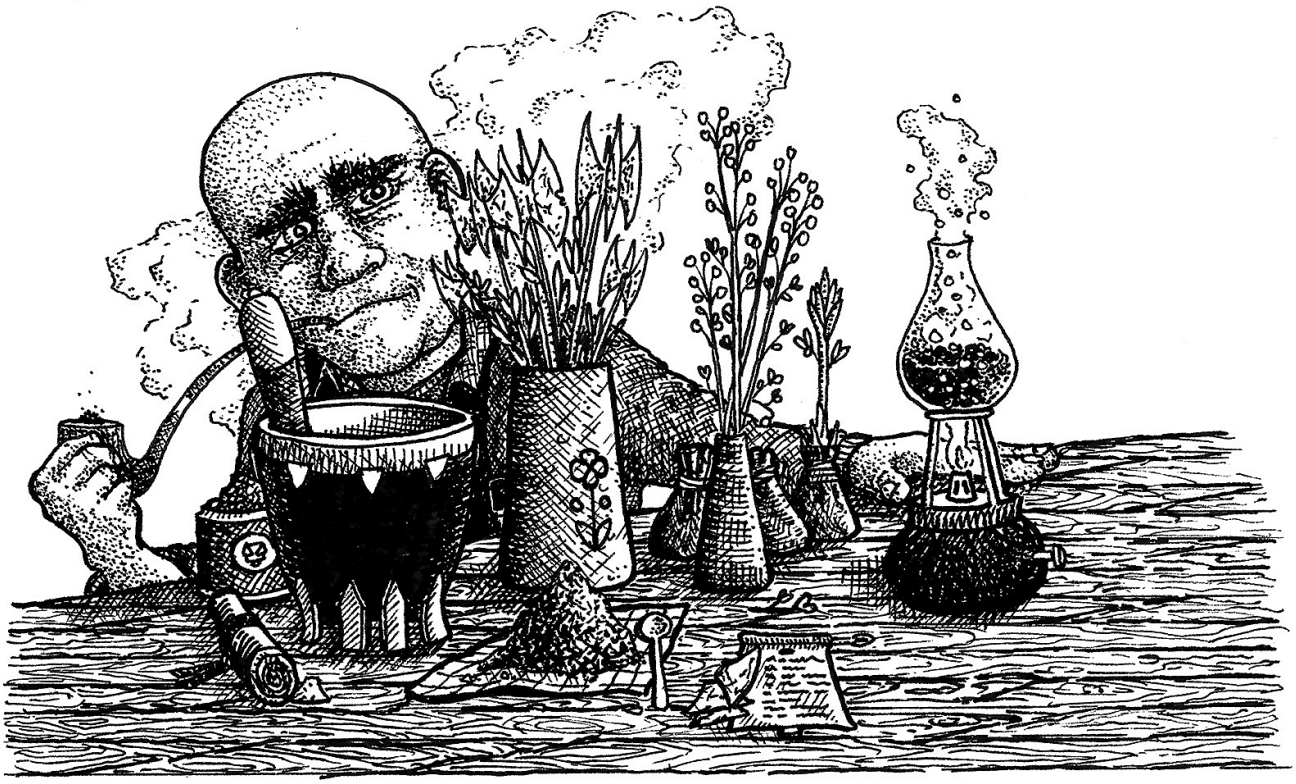














THE OCARINA OF INKS

"Created long ago by a multi-talented elven sorceress, this tool has many purposes and secrets."

Description: The Ocarina of Inks is a strange object: part inkwell, part instrument. It's origins are shrouded in mystery, but it is known that the item has changed hands many times over the years. Often overlooked as not quite as powerful as many other relics of the vaunted past, the Ocarina still has its uses for the knowledgeable wizard or sorceress. In the right hands, the Ocarina is capable of the following functions:

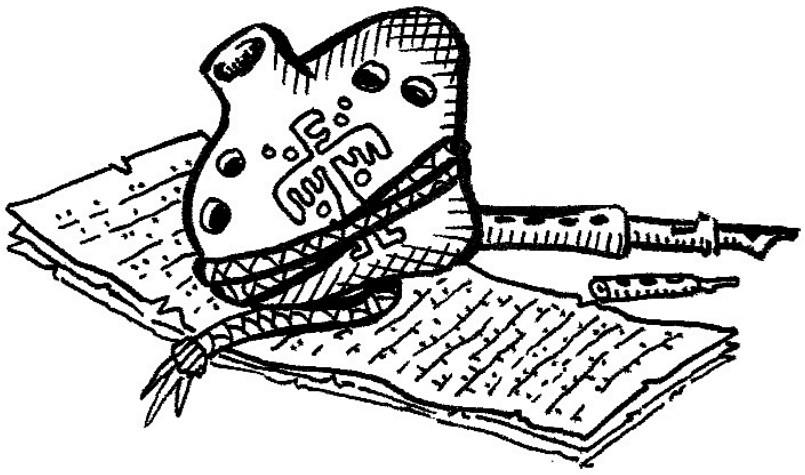
Endless Inks: The Ocarina can be commanded to produce any kind of ink, provided the correct command word is known. The creator of the Ocarina traveled far and wide, researching art and writing extensively, and consequently the list of possible command words is impossibly long.

There is a simple shortcut however - if an ink of any kind is poured into the Ocarina, the item will sing the command word in a flute-like whispering tone. Otherwise learning the correct words for exotic and possibly magical inks is a task worthy of a quest in itself.

The Waysong: The sorceress-creator of the Ocarina used it as her main method of travel on her journeys. When the correct notes are played on the instrument, it can be used to cast *Planar step* (DCC rulebook pg. 225), with the following caveats and alterations:

-> The check for casting Planar step is rolled as a skill check, and the size of the die used for the spell check is determined by the user's skill and practice at playing an ocarina or a similar wind-instrument. There is no mercurial effect, but die results 1-3 count as spell fumbles. Other rules for arcane spellcasting apply as normal.

-> Regardless of spell check result, only the wielder of the Ocarina may travel through the portal created by it. Should the result require extended ritual actions, count these as additional time spent playing the instrument.





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