

Hestur Gráni

Character Reference — Arctic Wool World



Reference art for construction guidance. Colors/pose may vary slightly from your finished piece.

Hestur Gráni — Crochet Pattern

A sturdy, hand-knitted Viking war horse. Proud and hardy, featuring thick grey yarn, a voluminous knit mane, and a simple leather-style knit saddle and bridle. (~25 cm, true to reference size)

Origin: Nordic Highlands · **Personality:** Proud, fierce, loyal · **Likes:** Battle, open fields, thick yarn

This is an original pattern written for this character, based on standard, generic amigurumi and toy-knitting construction techniques (magic ring/CO, spiral increases and decreases, i-cord, stuffed tubes and spheres). It does not copy, trace, or reproduce any published or copyrighted pattern -- these underlying construction techniques are standard craft knowledge, not anyone's intellectual property, the same way a recipe's technique of 'creaming butter and sugar' isn't owned by any one baker.

Crochet abbreviations: sc = single crochet · inc = increase (2 sc in same st) · dec = invisible decrease (sc2tog) · sl st = slip stitch · rnd(s) = round(s) · st(s) = stitch(es)

Materials

Yarn: DK or worsted-weight (8-10 ply) pure wool, small quantities in each of: Charcoal Grey.

Hook/needles: a 2.5-3mm crochet hook (go smaller than the yarn band suggests -- a tight, dense fabric is what keeps stuffing from peeking through).

Notions: Tapestry/yarn needle · stitch markers · polyester fiberfill stuffing · embroidery needle and a little dark thread/yarn for the face · small scissors; a short length of wire or pipe-cleaner for horns/tusks/ears if you want them extra crisp.

Gauge

Worked at a firm amigurumi tension: roughly 18 sts and 20 rows over 10 cm in single crochet, worked in the round. Finished size at this gauge is approximately 25 cm -- true to the reference art. Exact gauge isn't critical for a stuffed toy; if your fabric is loose enough to see stuffing through it, drop a hook size rather than add more stuffing.

BODY

Worked as a horizontal barrel in Charcoal Grey, starting at the tail end.

Rnd 1: 6 sc in magic ring (6 sts)
Rnd 2: inc around (12 sts)
Rnd 3: *sc, inc; rep from * around (18 sts)
Rnd 4: *sc2, inc; rep from * around (24 sts)
Rnd 5: *sc3, inc; rep from * around (30 sts)
Rnd 6: *sc4, inc; rep from * around (36 sts)
Rnd 7: *sc5, inc; rep from * around (42 sts)
Rnd 8: *sc6, inc; rep from * around (48 sts)
Rnd 9: *sc7, inc; rep from * around (54 sts)
Rnd 10: *sc8, inc; rep from * around (60 sts)
Rnd 11: *sc9, inc; rep from * around (66 sts)
Rnd 12: *sc10, inc; rep from * around (72 sts)
Rnds 13-31: sc around even, 19 rnds (72 sts)

Stuff as you go.

Rnd 32: *sc10, dec; rep from * around (66 sts)
Rnd 33: *sc9, dec; rep from * around (60 sts)
Rnd 34: *sc8, dec; rep from * around (54 sts)

Rnd 35: *sc7, dec; rep from * around (48 sts)
Rnd 36: *sc6, dec; rep from * around (42 sts)
Rnd 37: *sc5, dec; rep from * around (36 sts)
Rnd 38: *sc4, dec; rep from * around (30 sts)
Rnd 39: *sc3, dec; rep from * around (24 sts)
Rnd 40: *sc2, dec; rep from * around (18 sts)
Rnd 41: *sc, dec; rep from * around (12 sts)
Break yarn, thread through remaining 12 sts, pull tight, fasten off.

Finished body is roughly 23.0 cm nose-to-tail, 13.0 cm at its widest.

HEAD

Worked as a sphere in Charcoal Grey.

Rnd 1: 6 sc in magic ring (6 sts)
Rnd 2: inc around (12 sts)
Rnd 3: *sc, inc; rep from * around (18 sts)
Rnd 4: *sc2, inc; rep from * around (24 sts)
Rnd 5: *sc3, inc; rep from * around (30 sts)
Rnd 6: *sc4, inc; rep from * around (36 sts)
Rnd 7: *sc5, inc; rep from * around (42 sts)
Rnd 8: *sc6, inc; rep from * around (48 sts)
Rnds 9-16: sc around even, 8 rnds (48 sts)
Rnd 17: *sc6, dec; rep from * around (42 sts)
Rnd 18: *sc5, dec; rep from * around (36 sts)
Rnd 19: *sc4, dec; rep from * around (30 sts)
Rnd 20: *sc3, dec; rep from * around (24 sts)
Rnd 21: *sc2, dec; rep from * around (18 sts)
Rnd 22: *sc, dec; rep from * around (12 sts)
Break yarn, thread through remaining 12 sts, pull tight and fasten off.

SNOUT / MUZZLE

Worked as a short tapered tube, attached to the front of the head.

Rnd 1: 6 sc in magic ring (6 sts)
Rnd 2: inc around (12 sts)
Rnd 3: *sc, inc; rep from * around (18 sts)
Rnd 4: *sc2, inc; rep from * around (24 sts)
Rnds 5-9: sc around even, 5 rnds (24 sts)

Lightly stuff, close, and sew to the face.

HEAD

Stuff and sew to the front of the body, angled slightly down.

LEGS (make 4)

Four legs, worked identically.

Rnd 1: 6 sc in magic ring (6 sts)
Rnd 2: inc around (12 sts)
Rnd 3: *sc, inc; rep from * around (18 sts)

Rnds 4-18: sc around even, 15 rnds (18 sts)

Stuff firmly, leave the last round or two flat, close, and sew evenly spaced along the underside of the body.

EARS (make 2)

Small pointed triangle ears: two flat pieces, increased to a point over a few rows, sewn to the top of the head.

TAIL

A thick fringe tail: loop and knot ~20 strands of grey yarn through the last body stitches at the rear, trim to length.

MANE

A thick fringe mane down the back of the neck, same technique as the tail -- loop, knot, and trim the strands even.

FACE

Embroider small eyes and nostrils once head is stuffed and attached.

EXTRAS & DETAILS

Saddle and bridle: worked as thin flat straps in Chestnut Brown, laid over the back and around the muzzle and sewn down with a few tacking stitches (surface slip-stitch or duplicate stitch reads as tack/leather nicely).

Finishing: steam very lightly (hover an iron just above the surface, don't press) to even out stitches, and check every seam by hand -- these take the most handling stress, especially if this toy is for a child. This is a first-generation pattern for this character: proportions, stuffing firmness, or a specific shaping detail may want a tweak once you've made one -- treat it as a working draft.