

Lundi the Atlantic Puffin

Character Reference — Arctic Wool World



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

Lundi the Atlantic Puffin — Crochet Pattern

A hand-knitted Atlantic puffin from the snowy North. Loyal, curious, and full of heart. (~15 cm, true to reference size)

Origin: Arctic Wool World · **Personality:** Loyal, curious, playful · **Likes:** Fresh fish, cliff diving, snowball fights

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: Black, Vivid Orange & Yellow (work 2 bands of colour down the beak), White (face patches and belly).

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.

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 15 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 & HEAD (one piece)

Worked bottom-up in one continuous piece, Black body shading into White (face patches and belly) head/face if two-toned.

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)
Rnds 10-17: sc around even, 8 rnds (54 sts)

Stuff the body, then shape the neck:

Rnd 18: *sc7, dec; rep from * around (48 sts)
Rnd 19: *sc6, dec; rep from * around (42 sts)
Rnd 20: *sc5, dec; rep from * around (36 sts)
Rnd 21: *sc4, dec; rep from * around (30 sts)

Rnd 22: *sc3, dec; rep from * around (24 sts)

Increase back out into the head:

Rnd 23: *sc3, inc; rep from * around (30 sts)

Stuff the head firmly, then close the top:

Rnd 24: *sc3, dec; rep from * around (24 sts)

Rnd 25: *sc2, dec; rep from * around (18 sts)

Rnd 26: *sc, dec; rep from * around (12 sts)

Break yarn, thread through remaining 12 sts, pull tight, fasten off.

WINGS (make 2)

Small flat teardrop pieces: work a short increasing tube, then flatten and taper to a point over a few rows.

Rnd 1: 6 sc in magic ring (6 sts)

Sew to the sides of the body, angled back.

BEAK (large, Vivid Orange & Yellow (work 2 bands of colour down the beak))

A small folded triangle: work a few rows increasing then decreasing to a point, fold in half, and sew to the face point-out.

FEET

Two small stitched loops or tiny knotted tufts in a contrasting colour, tacked to the underside so the bird stands.

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.