

Naut (Ox)

Character Reference — Arctic Wool World



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

Naut — Knitting Pattern

A strong, hand-knitted bull ox. Muscular proportions with visible wool stitches for a saga world. (~35 cm, enlarged for easier knitting)

Origin: Saga World · **Personality:** Strong, steadfast, protective · **Likes:** Open pastures, heroic sagas, carved wooden shields

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.

Knit abbreviations: k = knit · kfb = knit into front and back of st (inc 1) · k2tog = knit 2 together (dec 1) · CO = cast on · dpns = double-pointed needles · pm = place marker · rnd(s) = round(s) · st(s) = stitch(es)

Materials

Yarn: Aran or chunky-weight (10-12 ply) pure wool -- deliberately thicker than a true-to-scale yarn would call for, so the stitches stay big, easy to see, and quick to work, small quantities in each of: Cream with Chestnut Brown chest/face patches (work the patches as simple colour-blocked rounds/rows rather than a stranded pattern).

Hook/needles: a set of 4.5-5mm double-pointed needles (or two short circulars for magic loop), plus a spare needle for grafting.

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 relaxed toy-knit tension in a thicker yarn: roughly 13 sts and 17 rows over 10 cm in stockinette, worked in the round. Finished size at this gauge is approximately 35 cm -- deliberately enlarged from the reference art so the stitches stay big and easy to track. Exact gauge isn't critical for a stuffed toy; adjust stuffing firmness to taste.

BODY

Worked as a horizontal barrel in Cream with Chestnut Brown chest/face patches (work the patches as simple colour-blocked rounds/rows rather than a stranded pattern), starting at the tail end.

Rnd 1: CO 6, divide over 3 dpns, join, pm (6 sts)
Rnd 2: *kfb; rep from * around (12 sts)
Rnd 3: *k, kfb; rep from * around (18 sts)
Rnd 4: *k2, kfb; rep from * around (24 sts)
Rnd 5: *k3, kfb; rep from * around (30 sts)
Rnd 6: *k4, kfb; rep from * around (36 sts)
Rnd 7: *k5, kfb; rep from * around (42 sts)
Rnd 8: *k6, kfb; rep from * around (48 sts)
Rnd 9: *k7, kfb; rep from * around (54 sts)
Rnd 10: *k8, kfb; rep from * around (60 sts)
Rnd 11: *k9, kfb; rep from * around (66 sts)
Rnd 12: *k10, kfb; rep from * around (72 sts)
Rnds 13-31: knit even, 19 rnds (72 sts)

Stuff as you go.

Rnd 32: *k10, k2tog; rep from * around (66 sts)

Rnd 33: *k9, k2tog; rep from * around (60 sts)

Rnd 34: *k8, k2tog; rep from * around (54 sts)

Rnd 35: *k7, k2tog; rep from * around (48 sts)

Rnd 36: *k6, k2tog; rep from * around (42 sts)

Rnd 37: *k5, k2tog; rep from * around (36 sts)

Rnd 38: *k4, k2tog; rep from * around (30 sts)

Rnd 39: *k3, k2tog; rep from * around (24 sts)

Rnd 40: *k2, k2tog; rep from * around (18 sts)

Rnd 41: *k, k2tog; rep from * around (12 sts)

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

Finished body is roughly 32.2 cm nose-to-tail, 18.2 cm at its widest.

HEAD

Worked as a sphere in Cream with Chestnut Brown chest/face patches (work the patches as simple colour-blocked rounds/rows rather than a stranded pattern).

Rnd 1: C0 6, divide over 3 dpns, join, pm for start of rnd (6 sts)

Rnd 2: *kfb; rep from * around (12 sts)

Rnd 3: *k, kfb; rep from * around (18 sts)

Rnd 4: *k2, kfb; rep from * around (24 sts)

Rnd 5: *k3, kfb; rep from * around (30 sts)

Rnd 6: *k4, kfb; rep from * around (36 sts)

Rnd 7: *k5, kfb; rep from * around (42 sts)

Rnd 8: *k6, kfb; rep from * around (48 sts)

Rnds 9-16: knit even, 8 rnds (48 sts)

Rnd 17: *k6, k2tog; rep from * around (42 sts)

Rnd 18: *k5, k2tog; rep from * around (36 sts)

Rnd 19: *k4, k2tog; rep from * around (30 sts)

Rnd 20: *k3, k2tog; rep from * around (24 sts)

Rnd 21: *k2, k2tog; rep from * around (18 sts)

Rnd 22: *k, k2tog; 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: C0 6, divide over 3 dpns, join, pm (6 sts)

Rnd 2: *kfb; rep from * around (12 sts)

Rnd 3: *k, kfb; rep from * around (18 sts)

Rnd 4: *k2, kfb; rep from * around (24 sts)

Rnds 5-9: knit 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: CO 6, divide over 3 dpns, join, pm (6 sts)

Rnd 2: *kfb; rep from * around (12 sts)

Rnd 3: *k, kfb; rep from * around (18 sts)

Rnds 4-18: knit 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 rounded ears, sewn to the sides of the head, just below the horns.

TAIL

A thin tube tail with a small tuft of loose strands at the very tip.

FACE

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

EXTRAS & DETAILS

Two curved horns: short tapered tubes stiffened with a pipe-cleaner or wire core, curved outward and sewn to the top of the head. A nose ring: a small crocheted/knit ring, or a metal jump ring, threaded through the snout.

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.