

Original Krabbinn (Crab)

Character Reference — Arctic Wool World



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

Original Krabbinn — Knitting Pattern

A cute hand-knitted amigurumi crab. Playful, curious, and full of heart. (~35 cm, enlarged for easier knitting)

Origin: Rocky Coast · **Personality:** Bold, defensive, adventurous · **Likes:** High tide, hiding in kelp, shiny shells

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: Deep Red, Red.

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.

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.

CARAPACE (shell/body)

Worked as a shallow dome rather than a full ball, in Red: increase all the way out to full width, work only 2 rounds even (this is what keeps it flat instead of round), then decrease straight back down and close underneath.

Rnd 1: CO 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)
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)
Rnd 13: *k11, kfb; rep from * around (78 sts)
Rnd 14: *k12, kfb; rep from * around (84 sts)
Rnd 15: *k13, kfb; rep from * around (90 sts)
Rnd 16: *k14, kfb; rep from * around (96 sts)
Rnd 17: *k15, kfb; rep from * around (102 sts)

Rnd 18: *k16, kfb; rep from * around (108 sts)
Rnd 19: *k17, kfb; rep from * around (114 sts)
Rnd 20: *k18, kfb; rep from * around (120 sts)
Rnd 21: *k19, kfb; rep from * around (126 sts)
Rnd 22: *k20, kfb; rep from * around (132 sts)
Rnd 23: *k21, kfb; rep from * around (138 sts)
Rnd 24: *k22, kfb; rep from * around (144 sts)
Rnd 25: *k23, kfb; rep from * around (150 sts)
Rnd 26: *k24, kfb; rep from * around (156 sts)
Rnd 27: *k25, kfb; rep from * around (162 sts)
Rnd 28: *k26, kfb; rep from * around (168 sts)
Rnd 29: *k27, kfb; rep from * around (174 sts)
Rnd 30: *k28, kfb; rep from * around (180 sts)
Rnd 31: *k29, kfb; rep from * around (186 sts)
Rnd 32: *k30, kfb; rep from * around (192 sts)
Rnd 33: *k31, kfb; rep from * around (198 sts)
Rnd 34: *k32, kfb; rep from * around (204 sts)
Rnd 35: *k33, kfb; rep from * around (210 sts)
Rnd 36: *k34, kfb; rep from * around (216 sts)
Rnd 37: *k35, kfb; rep from * around (222 sts)
Rnd 38: *k36, kfb; rep from * around (228 sts)
Rnds 39-40: knit even, 2 rnds (228 sts)
Rnd 41: *k36, k2tog; rep from * around (222 sts)
Rnd 42: *k35, k2tog; rep from * around (216 sts)
Rnd 43: *k34, k2tog; rep from * around (210 sts)
Rnd 44: *k33, k2tog; rep from * around (204 sts)
Rnd 45: *k32, k2tog; rep from * around (198 sts)
Rnd 46: *k31, k2tog; rep from * around (192 sts)
Rnd 47: *k30, k2tog; rep from * around (186 sts)
Rnd 48: *k29, k2tog; rep from * around (180 sts)
Rnd 49: *k28, k2tog; rep from * around (174 sts)
Rnd 50: *k27, k2tog; rep from * around (168 sts)
Rnd 51: *k26, k2tog; rep from * around (162 sts)
Rnd 52: *k25, k2tog; rep from * around (156 sts)
Rnd 53: *k24, k2tog; rep from * around (150 sts)
Rnd 54: *k23, k2tog; rep from * around (144 sts)
Rnd 55: *k22, k2tog; rep from * around (138 sts)
Rnd 56: *k21, k2tog; rep from * around (132 sts)
Rnd 57: *k20, k2tog; rep from * around (126 sts)
Rnd 58: *k19, k2tog; rep from * around (120 sts)
Rnd 59: *k18, k2tog; rep from * around (114 sts)
Rnd 60: *k17, k2tog; rep from * around (108 sts)
Rnd 61: *k16, k2tog; rep from * around (102 sts)
Rnd 62: *k15, k2tog; rep from * around (96 sts)
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Rnd 68: *k9, k2tog; rep from * around (60 sts)
Rnd 69: *k8, k2tog; rep from * around (54 sts)
Rnd 70: *k7, k2tog; rep from * around (48 sts)

Rnd 71: *k6, k2tog; rep from * around (42 sts)
Rnd 72: *k5, k2tog; rep from * around (36 sts)
Rnd 73: *k4, k2tog; rep from * around (30 sts)
Rnd 74: *k3, k2tog; rep from * around (24 sts)
Rnd 75: *k2, k2tog; rep from * around (18 sts)
Rnd 76: *k, k2tog; rep from * around (12 sts)
Break yarn, thread through remaining 12 sts, pull tight and fasten off.

Stuff lightly before closing -- just enough to hold the dome shape, not a full firm ball.

LEGS (make 8)

Eight short, slim tubes.

Rnd 1: C0 6, divide over dpns, join, pm (6 sts)

Rnds 2-17: knit even, 16 rnds (6 sts)

Lightly stuff or leave unstuffed and flatten. Sew four along each side of the carapace underside.

CLAWS (make 2, in Deep Red if different from the body)

Bigger tapered tubes than the legs.

Rnd 1: C0 6, divide over dpns, join, pm (6 sts)

Rnds 2-24: knit even, 23 rnds (6 sts)

At the tip, split the last few stitches into two small points (a few sts each, worked back and forth for 2-3 short rows) to suggest a pincer. Sew to the front corners of the carapace, held slightly forward and up.

EYES

Two tiny stalks: a 3-4 round tube each, topped with a small bead or a French-knot eye, sewn to the front of the carapace.

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.