

Skáldkona Vígdís

Character Reference — Arctic Wool World



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

Skáldkona Vígdís — Knitting Pattern

A hand-knitted female Viking poet from the icy fjords. Wise, charismatic, and full of ancient verses. (~35 cm, enlarged for easier knitting)

Origin: Arctic Wool World · **Personality:** Wise, charismatic, poet · **Likes:** Sagas, warm fires, mead

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: Charcoal, Chestnut Brown, Cream, Dark Brown, Deep Red, Forest Green.

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; thin wire or pipe-cleaner for props.

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.

HEAD

Worked top-down in Cream, in the round.

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)

Rnds 8-13: knit even, 6 rnds (42 sts)

Rnd 14: *k5, k2tog; rep from * around (36 sts)

Rnd 15: *k4, k2tog; rep from * around (30 sts)

Rnd 16: *k3, k2tog; rep from * around (24 sts)

Rnd 17: *k2, k2tog; rep from * around (18 sts)

Rnd 18: *k, k2tog; rep from * around (12 sts)

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

Stuff firmly before the final closing round. Head finishes roughly 10.5 cm across.

BODY / GARMENT

Worked bottom-up in the round, starting in Charcoal for the lower torso.

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)

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

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

Rnds 7-13: knit even, 7 rnds (36 sts)

Yoke colourwork (2 rnds, switching between Charcoal, Cream, Forest Green, Deep Red in narrow stranded bands -- a simple peerie/fair-isle sequence reads clearly at this scale; alternate 1-2 rnds per colour, e.g. background, then 2-colour dot or chevron rnds, then background again).

Rnd 14: *k4, k2tog; rep from * around (30 sts)

Rnd 15: *k3, k2tog; rep from * around (24 sts)

Rnd 16: *k2, k2tog; rep from * around (18 sts)

Rnds 17-18: knit even, 2 rnds (18 sts)

Stuff the body firmly, then Break yarn, thread through remaining 18 sts, pull tight and fasten off -- this is the neck.

Sew the head to the body at the neck, all the way round, adding a pinch more stuffing into the join before closing it fully.

ARMS (make 2)

Worked from the hand up: Cream hand, Charcoal sleeve.

Rnd 1: C0 6, divide over 3 dpns, join, pm (6 sts)

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

Rnds 3-5: knit even, 3 rnds (12 sts)

Rnds 6-15: knit even, 10 rnds (12 sts)

Stuff lightly, leave the last few rounds flat and unstuffed, flatten and graft/whip-stitch closed. Sew to the shoulders.

LEGS (make 2)

Worked from the Dark Brown shoe/boot sole up, switching to Chestnut Brown for the leg.

Rnd 1: C0 6, divide over 3 dpns, join, pm (6 sts)

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

Rnds 3-5: knit even, 3 rnds (12 sts)

Switch to Chestnut Brown.

Rnds 6-17: knit even, 12 rnds (12 sts)

Stuff, leave the last few rounds flat, flatten and close. Sew to the underside of the body, angled slightly forward so the doll can sit.

SKIRT

Worked flat in Chestnut Brown, seamed at the back, and slipped over the waist. Cast on/ch a foundation of roughly 71 sts, work straight stockinette/sc rows, increasing a little every few rows so it flares, for about 7.7 cm, finishing with 1-2 contrast trim rows. Seam the back edge, fit over the hips, and tack in place at 3-4 points.

HAIR

One thick braid: cut ~40 lengths of Deep Red yarn about 1.5x the doll's height, loop each through the crown/back of the head with a hook (like rug fringe), then divide into three sections and braid tightly from the nape down, tying off the end and trimming.

FACE

Embroider once the head is stuffed and attached, centred on the fullest round: small satin-stitch eyes, a short straight stitch for each brow, soft circles of pink for the cheeks, a soft, thoughtful smile

PROPS & DETAILS

a small harp: bend wire or cut thin card into an open triangular frame, string 5-6 lengths of cream thread across it, and sew between the hands

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.