

NECK DRAGON PLUSH

FANART BUNDLE

PATTERN HACK



A FREE SEWING PATTERN BY



NECK DRAGON PLUSH

FANART PATTERN HACK BUNDLE

These instructions are meant to work alongside my **NECK DRAGON PLUSH SEWING PATTERN**. But if you are adept at frankensteining sewing templates, you could even try adapting the pieces here for your own plush design. Inside you'll find the templates to make Toothless, Haku from *Spirited Away*, Dragonair, and Dratini. When combined with the main pieces from my neck dragon, you'll have a fun cuddly accessory of your favorite character!

MAKES:

Add-ons for one neck dragon for either: Toothless, Haku, Dragonair, or Dratini

DIFFICULTY:



The additional pieces don't add any difficulty to the original plush pattern. Though it should be noted that Dragonair and Dratini go faster because they don't have legs!

SKILLS USED:

- fusible web applique
- sewing curves (straight to curved pieces, inner to outer curves, outer to outer curves, etc.)
- sewing tiny pieces
- basting
- top stitching
- matching notches and points
- gathering; gathering stitch
- ladder stitch



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supplies - all styles:

- basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)
- poly-fil stuffing
- sewing thread to match main fabric and applique fabrics
- 8" x 8" of light or heavy duty fusible web
- **OPTIONAL, BUT HIGHLY RECOMMENDED WIRE SUPPLIES:**
 - 28" of 1/8" diameter armature wire
 - about 50" of 1" wide thin quilt batting or scrap fluffy material
 - jewelry pliers
 - wire cutter
 - hot glue

SUGGESTED FABRICS:

Plush, stretchy fabrics such as fleece, anti-pill fleece, micro fleece, cuddle fleece, minky, or short pile faux fur would work well. Particularly those that match the fabric you're already using for your plush. But really any plushy fabric with a bit of stretch on the crosswise grain would be well-suited.

fabrics & supplies -

HAKU:

→ *Note: Haku doesn't need any extra pattern pieces, he's just a color swap of the original!*

- 2/3 yd. of white fabric for main body
- 1/3 yd. of gray fabric for belly and nose bridge
- 1/4 yd. of teal fabric for spikes
- 1/8 yd. of pink fabric for inner ears and claws
- 1/4 yd. of gold fabric for horns
- about 20" of white embroidery floss for whiskers
- 3" x 3" piece of teal applique fabric (such as cotton, felt, or flannel) for irises
- 3" x 3" piece of black applique fabric for pupils
- 2" x 2" piece of white applique fabric for eye shines
- 1" x 1" piece of pink applique fabric for nose

PATTERN LABEL

NAME

COLOR

ORIGINAL PATTERN PIECES

A1	HEAD SIDE	WHITE
A2	FOREHEAD	WHITE
A3	NOSE BRIDGE	GRAY
A4	MUZZLE	WHITE
C1	EAR	PINK, WHITE
E	HEAD BACK	WHITE
F	HEAD BOTTOM	WHITE
G	OUTER CURVE	WHITE
H	INNER CURVE	WHITE
I	BELLY	GRAY
J1	BODY SPIKES	TEAL
M1	BIRD LEG	WHITE
M2	BIRD CLAW	PINK
M3	CLAW BOTTOM	PINK
N1	STRAIGHT HORN	GOLD
O1	TAIL SPIKES	TEAL

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cutting the fabric:



1 Place pattern on fabric, and make sure the stretch line matches the stretch of the fabric.



2 Pin the pattern in place, use pattern weights, or trace the outline of the pattern with a washable marker.



3 Using the paper as a template, cut out the fabric. Cut the required amount according to the pattern.



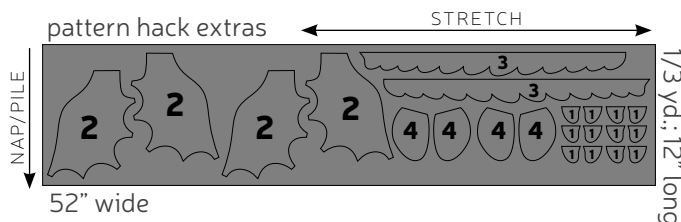
4 Look out for notches; these are found on the edge of patterns. Cut outward from the pattern to leave a small notch in your fabric.

fabrics - TOOTHLESS:

- $\frac{3}{4}$ yd. of black fabric for main body
- 8" x 8" of red fabric for tail fin
- 3" x 3" piece of green applique fabric (such as cotton, felt, or flannel) for irises
- 5" x 5" piece of black applique fabric for pupils and scales
- 4" x 4" piece of white applique fabric for eye shines and tail fin skull

PATTERN HACK PIECES:

Cut out all of your **NECK DRAGON** pieces using the guide to the right, and use these add-ons to replace the extra details.



PATTERN LABEL

NAME

COLOR

ORIGINAL PATTERN PIECES

B1	HEAD SIDE	BLACK
B2	FOREHEAD	BLACK
E	HEAD BACK	BLACK
F	HEAD BOTTOM	BLACK
G	OUTER CURVE	BLACK
H	INNER CURVE	BLACK
I	BELLY	BLACK
L1	ROUNDED LEG	BLACK
L2	CLAWS	BLACK
O3	TAIL SPIKES	BLACK, RED

PATTERN HACK PIECES

1	HEAD SPIKES	BLACK
2	WINGS	BLACK
3	BODY SPIKES	BLACK
4	HORNS	BLACK

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fabrics - DRATINI:

- 2/3 yd. of light blue fabric for main body
- 1/3 yd. of white fabric for belly and head spikes
- 3" x 3" piece of magenta applique fabric (such as cotton, felt, or flannel) for irises
- 3" x 3" piece of black applique fabric for pupils
- 2" x 2" piece of white applique fabric for eye shines

PATTERN HACK PIECES:

Cut out all of your **NECK DRAGON** pieces using the guide to the right, and use these add-ons to replace the extra details.

PATTERN LABEL

NAME

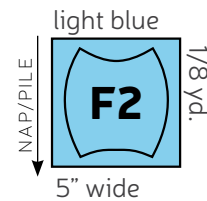
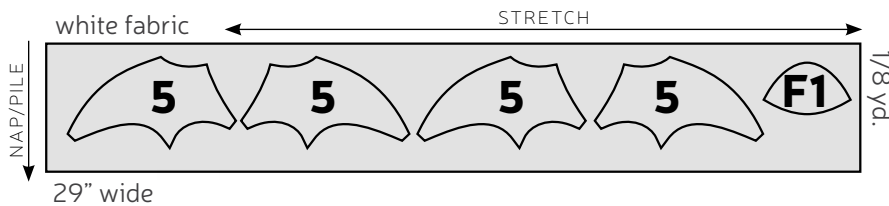
COLOR

ORIGINAL PATTERN PIECES

A1	HEAD SIDE	LIGHT BLUE
A2	FOREHEAD	LIGHT BLUE
A3/4	MUZZLE	WHITE
E	HEAD BACK	LIGHT BLUE
G	OUTER CURVE	LIGHT BLUE
H	INNER CURVE	LIGHT BLUE
I	BELLY	WHITE

PATTERN HACK PIECES

F1	CHIN	WHITE
F2	HEAD BOTTOM	LIGHT BLUE
5	HEAD SPIKES	WHITE



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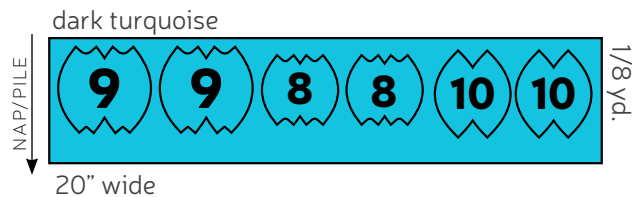
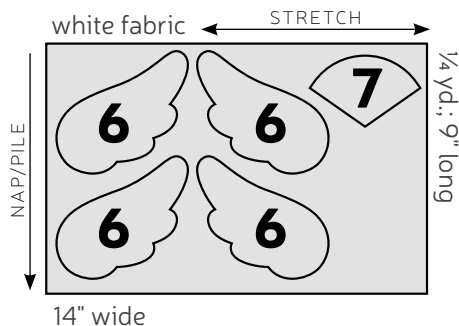
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fabrics - DRAGONAIR:

- 2/3 yd. of turquoise fabric for main body
- 1/3 yd. of white fabric for belly and wings
- 1/8 yd. of dark turquoise fabric for spheres
- 3" x 3" piece of magenta applique fabric (such as cotton, felt, or flannel) for irises
- 3" x 3" piece of black applique fabric for pupils
- 2" x 2" piece of white applique fabric for eye shines

PATTERN HACK PIECES:

Cut out all of your **NECK DRAGON** pieces using the guide to the right, and use these add-ons to replace the extra details.



PATTERN LABEL	NAME	COLOR
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ORIGINAL PATTERN PIECES

A1	HEAD SIDE	TURQUOISE
A2	FOREHEAD	TURQUOISE
A3/4	MUZZLE	TURQUOISE
E	HEAD BACK	TURQUOISE
F	HEAD BOTTOM	TURQUOISE
G	OUTER CURVE	TURQUOISE
H	INNER CURVE	TURQUOISE
I	BELLY	WHITE

PATTERN HACK PIECES

6	WINGS	WHITE
7	HORN	WHITE
8, 9	TAIL SPHERES	DARK TURQUOISE
10	NECK SPHERE	DARK TURQUOISE

BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- If desired, mark the cut fabric pieces with the markings and symbols from the pattern. Or wait until the applicable step before transferring.
- Note that a 1/4" seam allowance is used throughout the project.

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printing the pattern:

The pattern can be found on **PAGES 24-28**. Be sure your printer is set to print at 100% scale or "Actual size" to prevent any distortion. If you're unfamiliar with printing and assembling a .pdf pattern, read the steps below.

FOR TOOTHLESS:

Print pg. 24-26

FOR DRATINI:

Print pg. 26

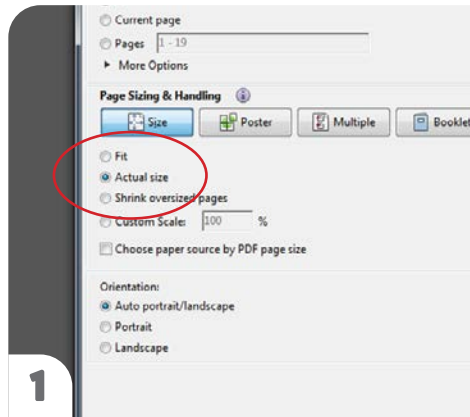
FOR DRAGONAIR:

Print pg. 27

FOR APPLIQUE:

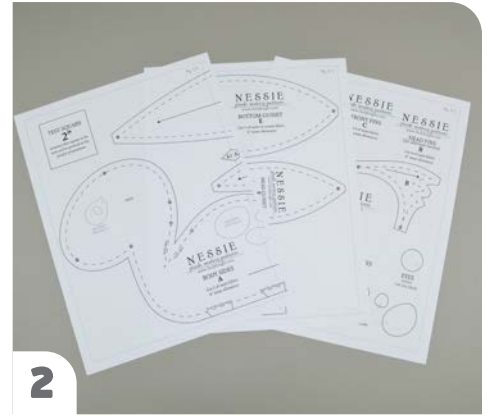
Print pg. 28

***NOTE:** everything you need for **HAKU** is already in the original pattern! You just need to swap the colors.



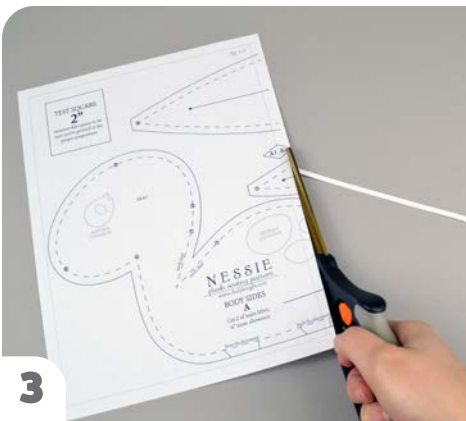
1

At the print dialog box, check the box that says print at "Actual Size" or 100%. Any other selection (such as "Fit to page") will distort the pattern so it's slightly larger or smaller and we don't want that.



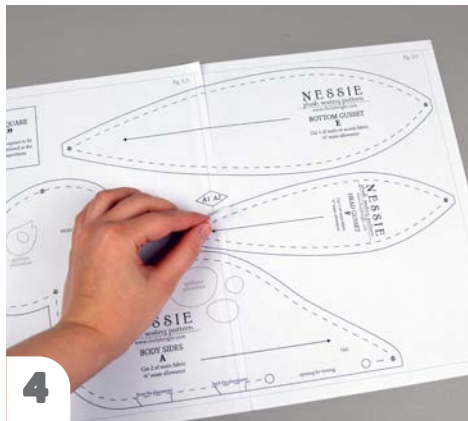
2

Print the pages needed for the file. You might have one or more. Either way, be sure you have the full collection by noting the page numbers in the corner.



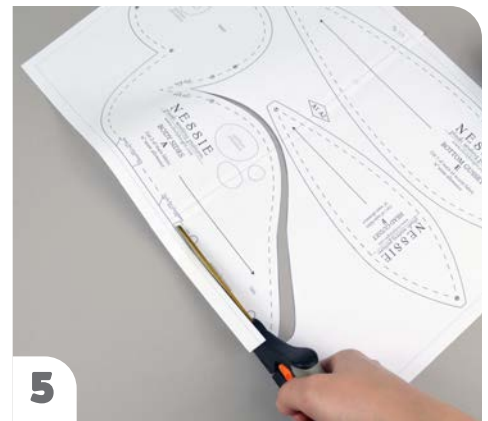
3

It's likely your printer will have a margin that ensures your image doesn't print to the very edge. Assembly will be easier if you trim off this blank margin edge. This will give you pages that overlap slightly during assembly. If you trim across the gray outline boxes, this will give you pages that don't overlap but rather butt against each other.



4

To line up the pattern pages, match up the corresponding diamond shapes. Each diamond will have a letter, so A1 should match to A2, B3 to B4 and so on. The faint gray lines indicate the border of every page, you should be able to line those up as well. When the diamond goes together, tape it in place.



5

You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper -- be sure that each piece is fully taped together along the joins so they don't fall apart when you cut them.

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PART 1: APPLIQUÉING THE NEW FACES

fuse traced templates to corresponding fabrics



aplique new eyes



and any other additional pieces:



1. FUSE THE APPLIQUE

Follow the instructions from the main plush pattern (steps 1-3) and the templates on the last page of these instructions to trace and fuse your new face pieces depending on your character.

FOR HAKU: Use the *round eyes* (in teal), *nose* (in pink), and *mouth* (in black) found in the **ORIGINAL PATTERN**.

FOR TOOTHLESS: Use the *eyes* (in green) and *tail fin skull* (in white) found in these instructions. And the *scales* (in black) in the original pattern.

FOR DRATINI: Use the *eyes* (in magenta) and *forehead spot* (in white) found in these instructions.

FOR DRAGONAIR: Use the *eyes* (in magenta) found in these instructions.

PART 2: HAKU

- a. Haku doesn't actually need many extra tips. Just about everything you need to make him is in the original pattern. You just need to swap the colors of the pieces included. The only thing missing might be his whiskers. Here, they're made with two 10" long pieces of white embroidery floss. They are threaded through his muzzle, between the nose and mouth and tied off to secure. You'll likely want to trim the excess floss to a length you prefer.

thread floss into the muzzle and tie off for whiskers



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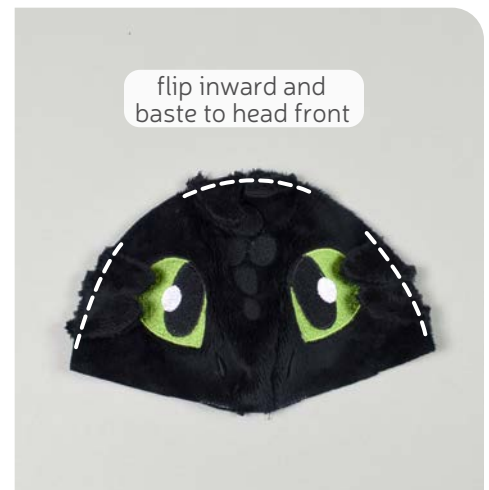
PART 3: TOOTHLESS

Assemble the plush as directed from the original pattern until you reach the part regarding the **HEAD SPIKES** (step 12). Replace them with the new **HEAD SPIKES** (1) here.



1. SEW THE HEAD SPIKES

- Grab your **HEAD SPIKE** pieces (1). Take two of them and align them with right sides facing and raw edges matching up.
- Sew them together around the curved edge. Leave the short straight edge free for turning them right side out later.
- Trim the excess seam allowance around the curve to reduce bulk and increase flexibility when the pieces are turned later.



2. BASTE THE HEAD SPIKES

- Turn the **SPIKE** right side out, then repeat 5 times more so you have 6 spikes total.
- Grab your **HEAD FRONT** so far. Align the spikes around the outside edge of the head. Place one pair along the forehead, just inside the forehead seam. Ensure that the spikes are pointing inward. Place another pair on the head side, about $\frac{3}{4}$ " up from the bottom corner. Ensure that they are pointing upward and space them about $\frac{1}{4}$ " apart. Repeat on the other side of the head with another pair of spikes.
- Flip the spikes inward and baste them in place.

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Continue with the original directions as usual until you reach the **WINGS** (step 24). Replace them with the new **WINGS** (2) here.



3. SEW THE WINGS

- Grab your **WINGS** (2). Take two of them and align them with right sides facing and raw edges matching up.
- Sew the wings together along the pointed edge. Leave the straight edge free for turning it right side out later.
- Trim the excess seam allowance at the corners and curves of the wing. This will help reduce bulk and increase flexibility when the wings are turned next.

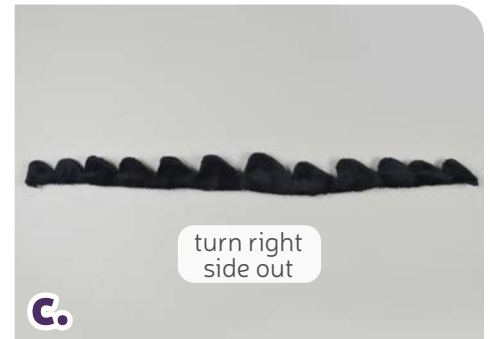
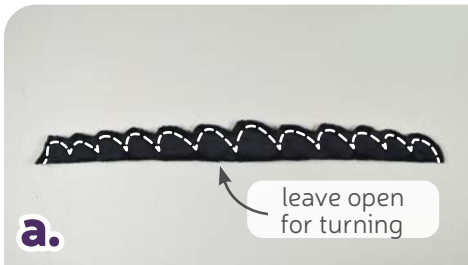
- Turn the **WINGS** right side out through the opening and define the corners with chopsticks or a similar turning tool. The wings have extra **top stitching lines** for more depth. Transfer them over to the fabric by trimming away the paper pattern along the top stitching lines. Then use the paper as a template to trace onto the fabric.
- Sew along the traced lines to complete the top stitching.



4. TOP STITCH THE WINGS

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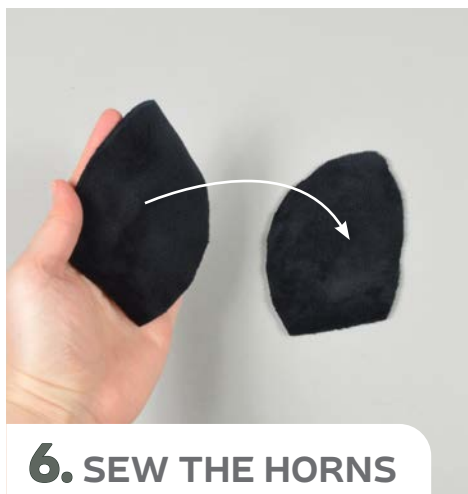
5. SEW & BASTE THE BODY SPIKES

- Here we're going to sew the **BODY SPIKES** as shown in steps 26-28 of the original pattern, but replace them with the new **BODY SPIKES** (3). Follow step 26-27 to align and sew the body spikes piece.
- Refer to step 28 for trimming the seam allowance of this newly sewn piece
- Turn the piece right side out through the opening. Define the points with a chopstick or similar turning tool.
- Use the **WINGS** (2) you've just sewn as well as these new spikes to baste them to your outer body curve as shown in steps 29-30 of the original instructions.



Continue with the original directions as usual until you reach the horns (step 53). Replace them with the new **HORNS** (4) here.

- Grab your **HORN** pieces (4). Take two of them and align them with right sides facing and raw edges matching up.
- Sew them together along the long curved edge. Leave the straight edge free for turning them right side out.



6. SEW THE HORNS

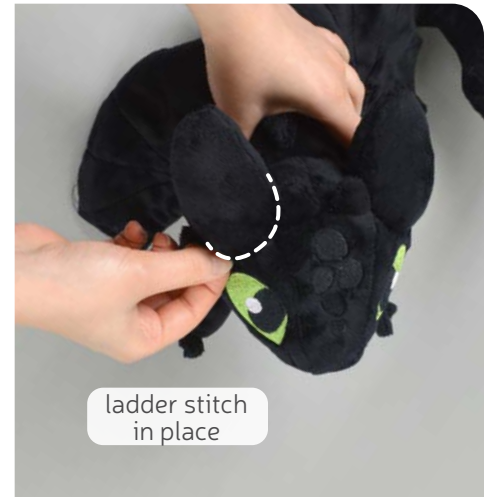


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7. ATTACH THE HORNS



- Turn the **HORNS** right side out, then stuff and cinch the openings closed as shown in steps 54-55 of the original instructions.
- Place the cinched horn onto the head of your Toothless, between the side and forehead spikes. For the most character accurate look, place and pin the horn so it's tilting toward the back of the head. Also ensure that the more curved side of the horn is pointing away from the center.
- Ladder stitch the horn to the head around the base of the horn.



8. ATTACH THE TAIL FIN



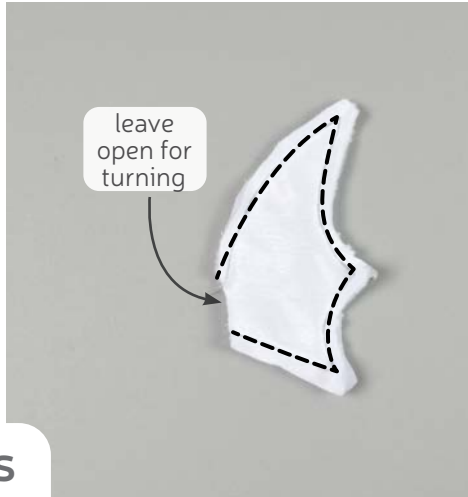
- Sew the **TAIL FIN** as usual following the original instructions (steps 57-61). However, don't forget to make one in red with the skull motif for Toothless' tail fin.
- To be character accurate, ensure that the red tail fin is on the left side of Toothless' tail.
- Ladder stitch the tail fins in place as usual following the original instructions.

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PART 3: DRATINI

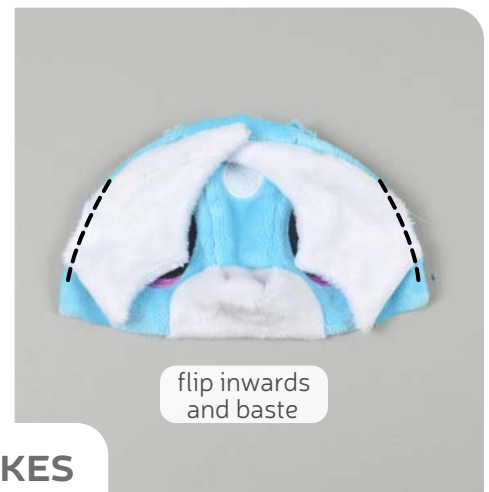
Assemble the plush as directed from the original pattern until you reach the part regarding the **HEAD SPIKES** (step 12). Replace them with the new **HEAD SPIKES** (5) here.



1. SEW THE HEAD SPIKES

- Grab your **HEAD SPIKE** pieces (5). Take two of them and align them with right sides facing and raw edges matching up.
 - Sew the spikes together along the pointed edge. Leave the straight edge free for turning the spikes right side out later.
 - Trim the excess seam allowance at the corners and curves to reduce bulk and increase flexibility when the piece is turned later. Turn the piece right side out and define the corners with chopsticks or a similar turning tool.
- Repeat this step once more for two sets of spikes total.

- Grab your **HEAD FRONT** so far as well as your finished spikes. Align the **SPIKES** around the outside of the head front so the raw edges match. The spikes should be about $\frac{3}{4}$ " up from the bottom corner. Ensure that the tallest tip is also pointing upward.
- Flip the spikes to the inside and baste them to the head front.



2. BASTE THE HEAD SPIKES

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Continue with the original directions as usual until just before the **HEAD BOTTOM** (step 20). Replace them with the new **CHIN** and **HEAD BOTTOM** (F1 & F2) pieces here.



3. ALIGN THE CHIN

- Grab your **CHIN** and **HEAD BOTTOM** pieces (F1/2). These two pieces will combine to make the full **HEAD BOTTOM** as used in the original pattern. Begin by locating the two edges with the **notches**. These edges will be sewn together next.
- Flip the head bottom piece (F2) over so it matches up with the notched edge of the chin (F1).
- Stretch the head bottom so the **notched edges** match up. Pin the fabrics together.



4. SEW THE CHIN

- Sew the **HEAD BOTTOM** to the **CHIN** along this notched edge.
- The second photo shows how it might look with the chin piece on top.
- Open up the piece when complete, and this will act the same as the **HEAD BOTTOM** from the original instructions.

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- a. Now you can attach your new **HEAD BOTTOM** piece to your head so far. Follow the instructions from step 20 of the original pattern for aligning the pieces. You'll also find that the seam for the **CHIN** (F1) will match up with the muzzle so the whole area is white.
- b. Sew the head bottom to the **HEAD** as shown in the original instructions (step 21).



5. SEW THE HEAD BOTTOM

Continue with the original directions as usual until the very end. You're nearly done!



6. SECURE THE SPIKES

- a. If you wish to have the **HEAD SPIKES** (5) pointing backward, you can use a few ladder stitches behind the spikes to attach them to the back of the head.

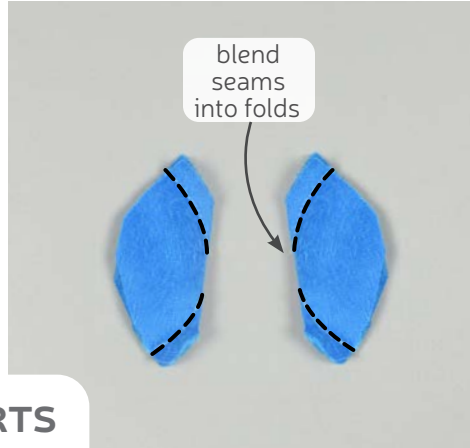
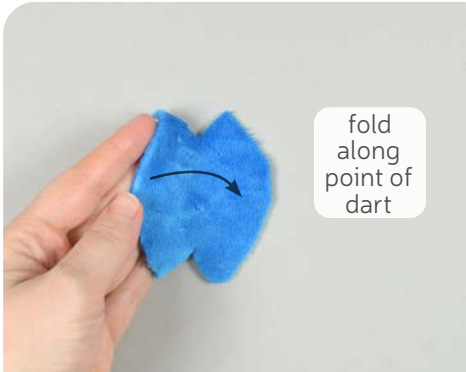


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PART 4: DRAGONAIR

All of the Dragonair pieces are added after the main body is done. So go ahead and assemble the plush as directed from the original pattern until the very end (for a legless plush), step 41.



1. SEW THE SPHERE DARTS

- Grab your **NECK SPHERE** pieces (10). Take one and note the wedge shapes at the top and bottom of the piece. These are **darts**. To sew them, begin by folding the sphere piece in half at the point of the **dart**. This will make the slanted lines match up.
- Sew the **dart** by starting at the top and sewing down into the fold of the fabric. Try to blend your stitching into the fold as much as possible for a smooth transition and a rounder finish. Repeat with both darts on the top and bottom of the piece. Then repeat this again for both sides of the sphere.
- Take both of your sewn sphere halves and line them up so right sides are facing and the edges align. The darts should also match up.



2. SEW THE SPHERE

- Sew the **SPHERE HALVES** together all the way around the outside edge. But leave a small **opening for turning** in one side. There's also a guide on the paper pattern for extra help.
- Turn the sphere right side out through the opening.
- Stuff the sphere firmly with stuffing so it takes shape and forms a little ball.

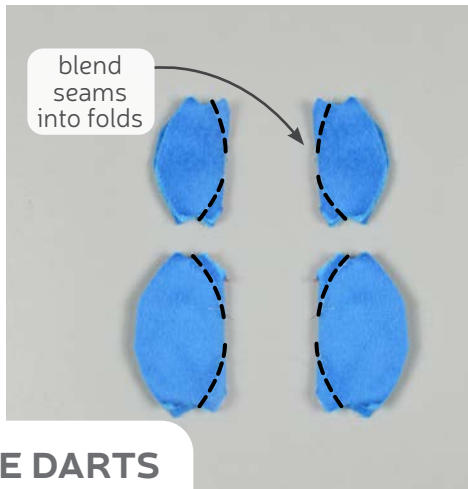
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3. ATTACH THE SPHERE

- Tuck in the seam allowances of the **SPHERE** and ladder stitch it closed. If you have a lot of thread leftover, keep it attached so you can use it to join the sphere to the neck.
- Take your finished sphere and align the ladder stitched side onto the neck of your Dragonair. Place it centered on the **BELLY**, about ¼" down from the neck seam.
- Ladder stitch the sphere to the neck, going around the ladder stitch you made earlier.

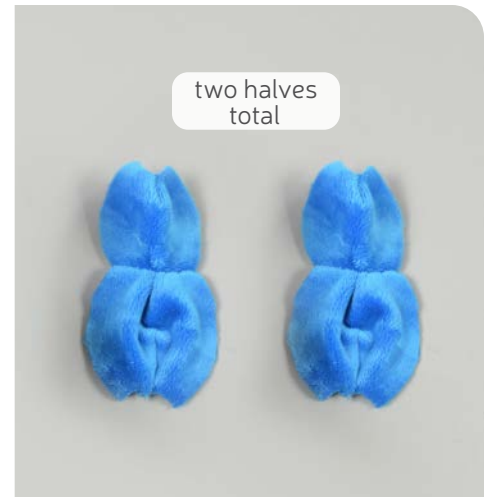


4. SEW THE TAIL SPHERE DARTS

- Grab your **LARGE TAIL SPHERE** pieces (8). These pieces also have **darts** like the neck sphere, they're just between the two short curved edges. *(These curves will later be the openings for sliding the spheres onto the tip of Dragonair's tail).* We're going to sew the darts the same as the **NECK SPHERE**. Fold the piece along the point of the dart, matching up the tiny slanted lines.
- Sew darts at the top and bottom of the piece, just like with the neck sphere. Repeat with the other large tail sphere for two total. Then repeat this all over again with your **SMALL TAIL SPHERE** pieces (9).
- When complete, you should have four sphere pieces total.

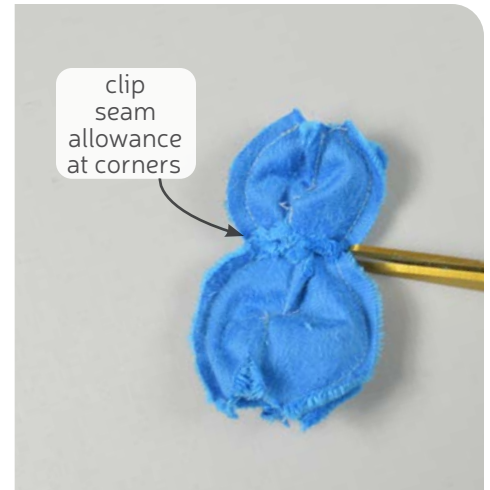
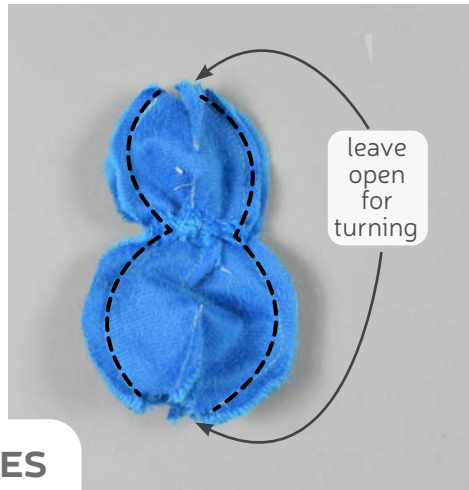
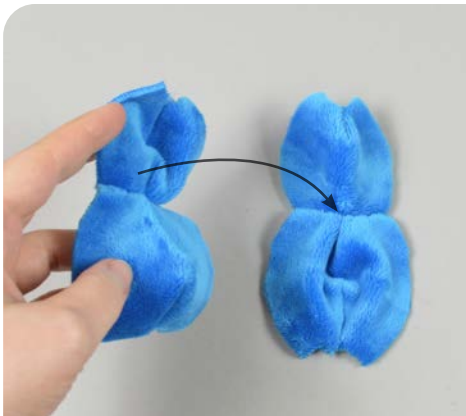
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5. JOIN THE TAIL SPHERES

- Take one of your **LARGE TAIL SPHERE** (8) and **SMALL TAIL SPHERE** (9) pieces. If you haven't already, note the edges of the pieces that have **circle markings**. We're going to be joining those edges next. Align the small tail sphere with the large tail sphere at the edge with the **circle markings**.
- Sew the small tail sphere to the large tail sphere at this short curved edge.
- Open up the pieces when complete, then repeat with your remaining tail sphere pieces. When complete you should have 2 pieces total.

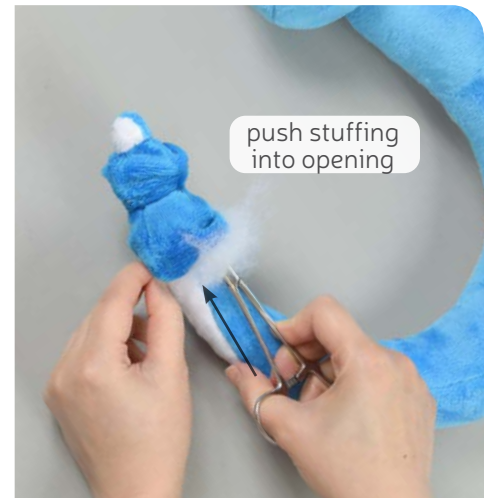


6. SEW THE TAIL SPHERES

- Take your two pieces and align them together with right sides facing and raw edges matching up.
- Sew the sphere pieces together along the sides only. Leave the short curved ends free for both turning the piece and for sliding it down your Dragonair's tail later.
- Clip the seam allowance at the corner between the two spheres. This will help increase flexibility when the pieces are turned next.

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7. SLIDE ON THE TAIL SPHERES

- Turn the spheres right side out through one of the openings.
- Take the end with the **LARGER SPHERE** and slide it over the tail of your Dragonair. It might be a snug fit, which is good because it will help ensure the spheres stay on securely while we stuff and attach them. Slide the spheres down until about $\frac{3}{4}$ "-1" of the tail tip peeks out.
- Begin stuffing the spheres by pushing small balls of stuffing into the spheres from the bottom opening. Hemostats are especially helpful here, but if you don't have them you can also use a chopstick to guide the stuffing around. Ensure that you push in stuffing from all directions so it fills out the spheres all around the tail.

- Repeat the same process from the other opening, pushing stuffing into the smaller tail sphere. Continue until both spheres look nice and round.
- Complete the tail spheres by tucking in the seam allowance at both openings, then ladder stitching the spheres to the tail around the openings.



8. STUFF THE TAIL SPHERES

sew desu ne?

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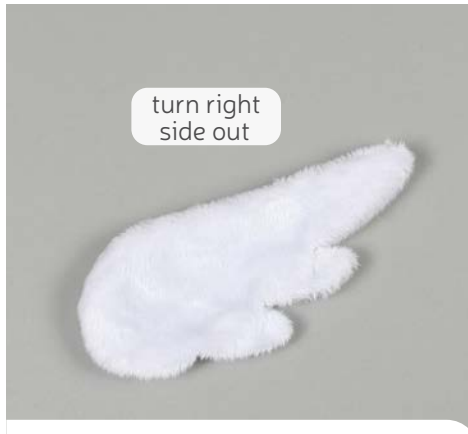


9. SEW THE WINGS

- Grab both of your **WING** pieces (6). Take two of them and align them with right sides facing and raw edges matching up.
- Sew them together around the edge of the piece, but leave an **opening for turning** as marked on the paper pattern.
- Trim the excess seam allowance at the tight curves and corners to reduce bulk and increase flexibility when the pieces are turned right side out. Repeat once more with your remaining wing pieces so you have two wings total.



- Turn the **WINGS** (6) right side out through the opening you left. Define the points of the wings with a chopstick or similar turning tool.
- Stuff the wings lightly with stuffing, just enough so they take shape. Be sure to get small balls of stuffing in each wing tip so they don't deflate later.



10. STUFF THE WINGS



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ladder
stitch closedtrace top
stitching linestitch along
traced line

11. TOP STITCH THE WINGS

- Tuck in the seam allowance of the **WING (6)** and ladder stitch it closed.
- To complete the wing, they have one last bit of **top stitching**. Use the paper pattern as a guide to trace the **top stitching line** onto the sewn and stuffed wing.
- Sew along the traced line, through the stuffing, to complete the wing. Repeat with your other wing for two wings total.

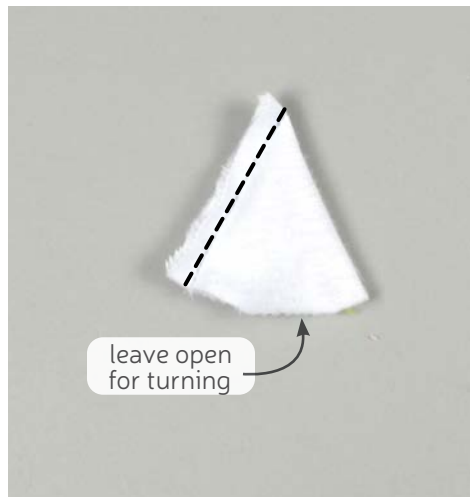
- Take your finished **WING (6)** and align it over the head of your Dragonair. Place it so the base of the wing is directly behind the eye and flush with the top of the eye. Also be sure the wing tips are pointing away from the nose.
- Ladder stitch the wing to the head from the underside of the wing.

align
behind eyeladder stitch
to head

12. ATTACH THE WINGS

sew desu ne?

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13. SEW THE HORN

- Grab your **HORN** piece (7). Fold it in half with right sides facing so the straight edges match up and it makes an even skinnier triangle.
- Sew the horn together along the straight edge.
- Trim the excess seam allowance at the tip of the horn to reduce bulk.

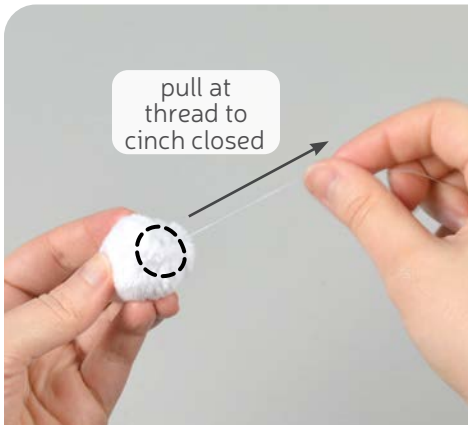


14. STUFF THE HORN

- Turn the **HORN** (7) right side out through the opening in the bottom.
- Stuff the horn semi-firmly with stuffing. Be sure to get a good bit in the tip of the horn so it doesn't deflate later.
- Thread a hand sewing needle and knot the end. Sew a gathering stitch around the opening of the horn.

sew desu ne?

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15. ATTACH THE HORN

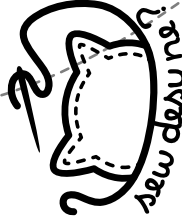
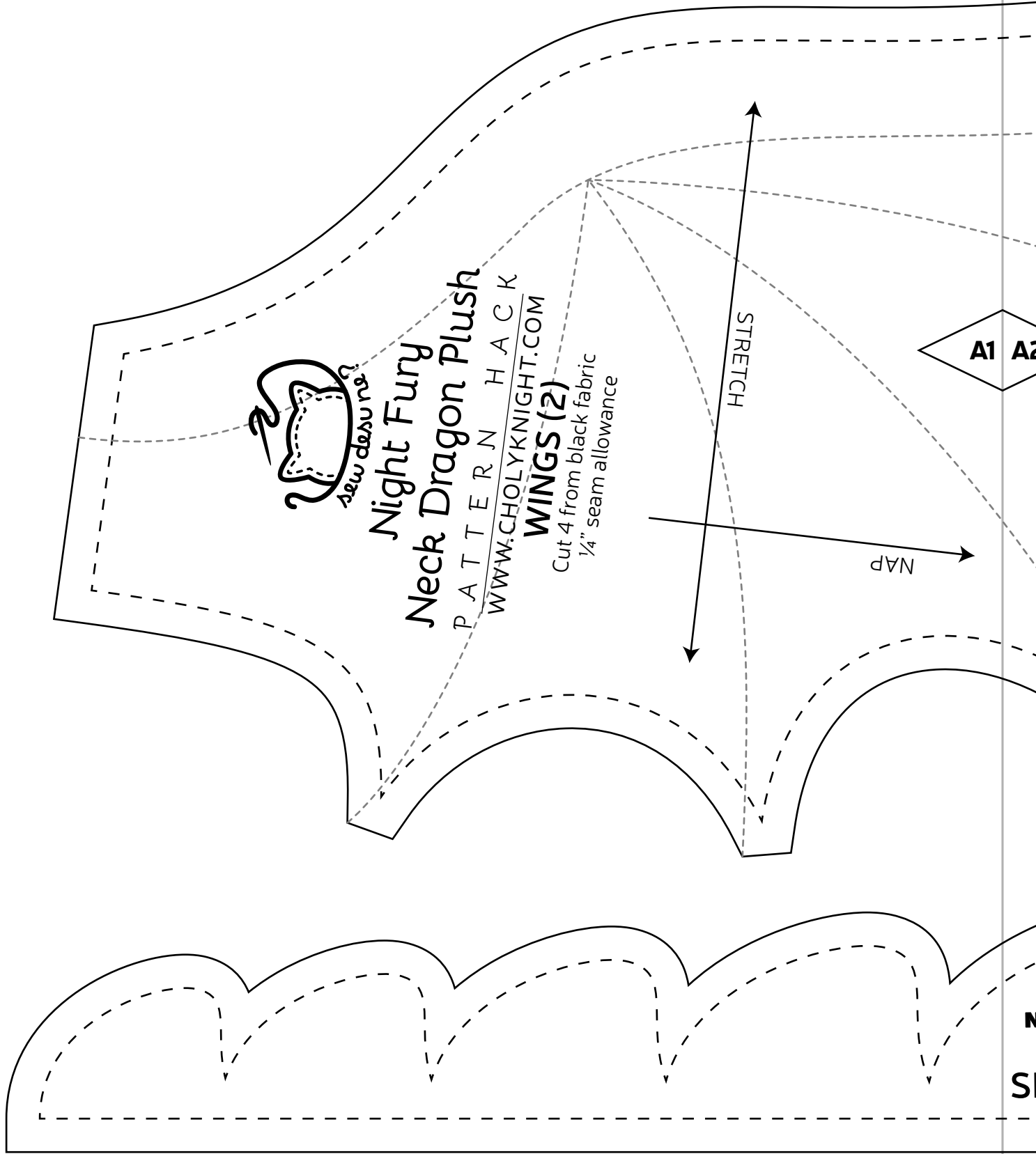
- Pull at the thread to cinch up the opening of the **HORN** (7). Sew a few knots into the center to hold the horn securely shut. If you have plenty of thread leftover, keep it attached for joining to the **FOREHEAD** next.
- Take your sewn horn and place the cinched end on the forehead of your Dragonair. Center it on the forehead about $\frac{1}{2}$ " down from the top seam.
- Ladder stitch the horn to the head around the base of the horn.

CONGRATS!
This completes your
plush! Now go on a
Pokemon
adventure!



sew desu ne?

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Night Fury Neck Dragon Plush

PATTERN HACK
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WINGS (2)

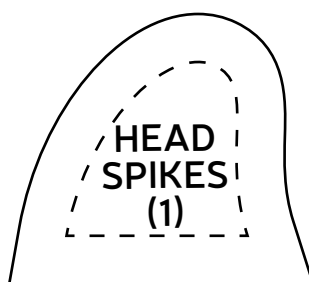
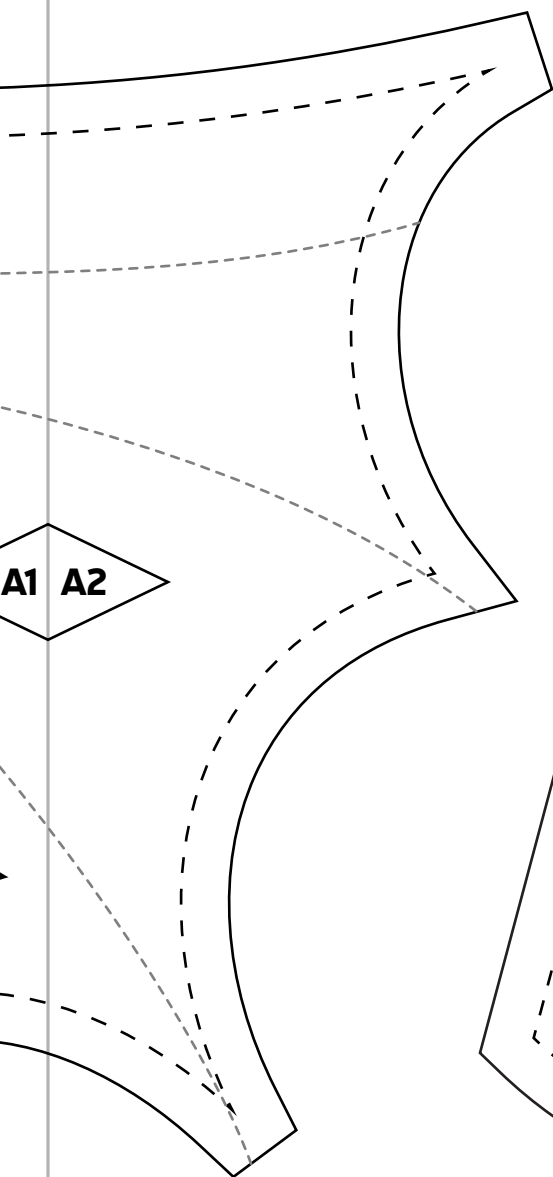
Cut 4 from black fabric
1/4" seam allowance

STRETCH

NAP

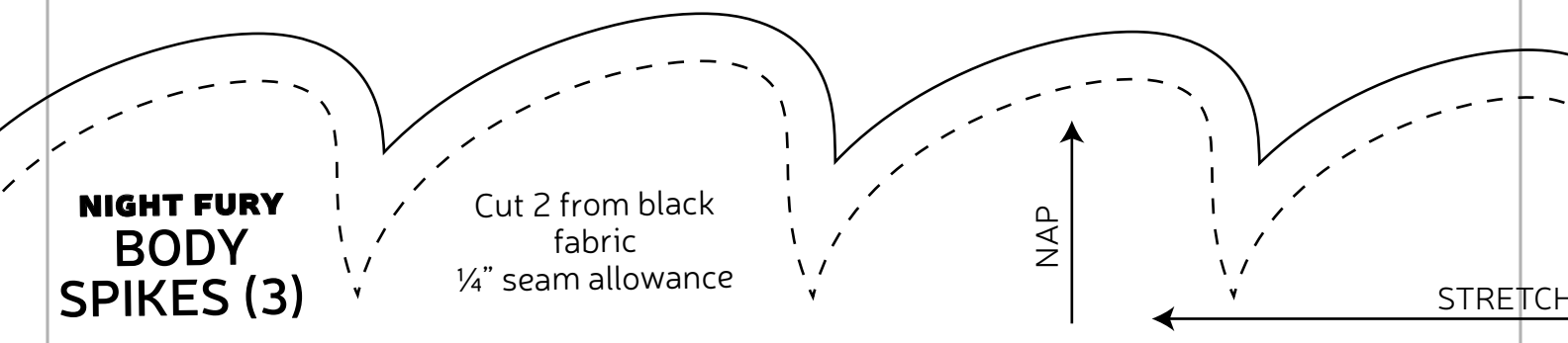
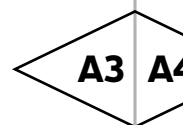
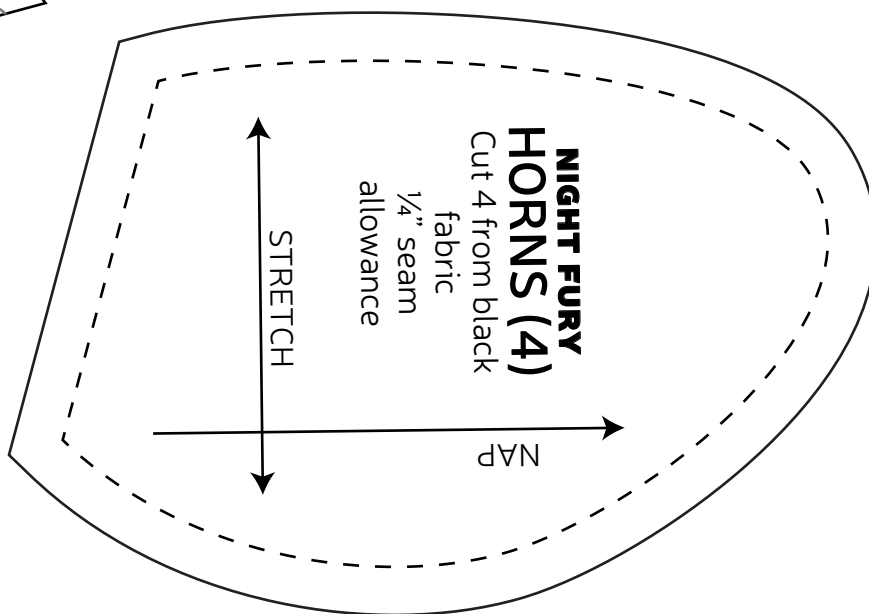
A1 A2

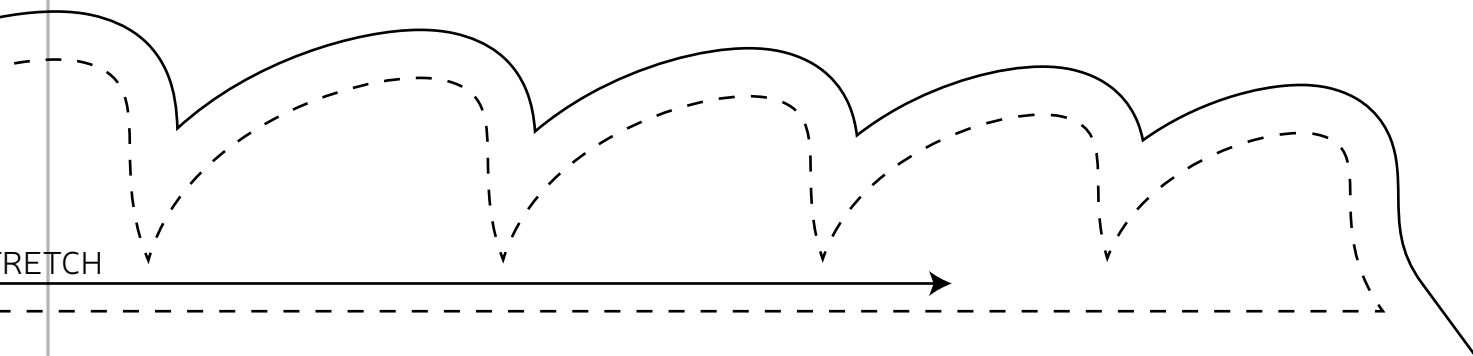
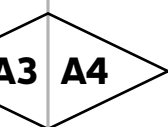
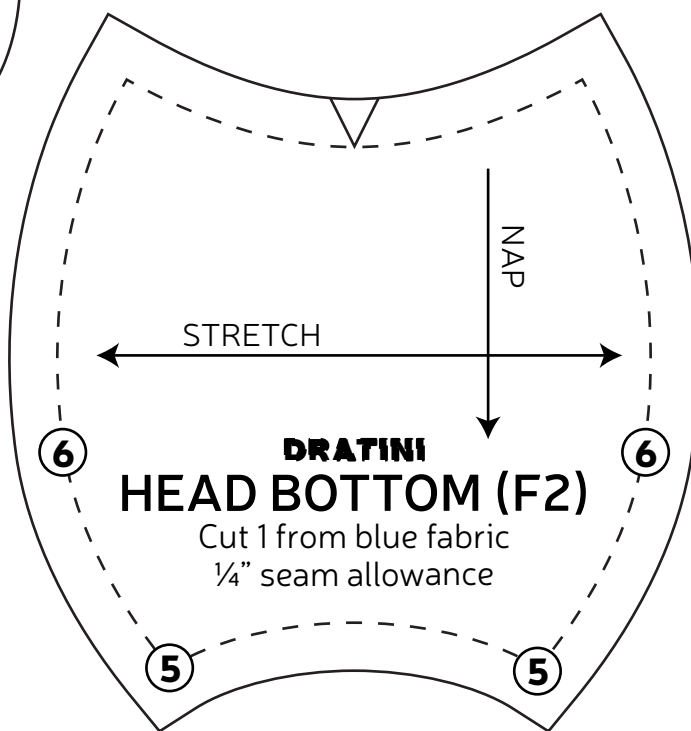
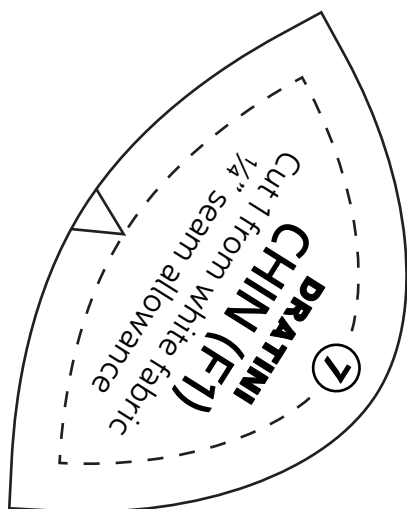
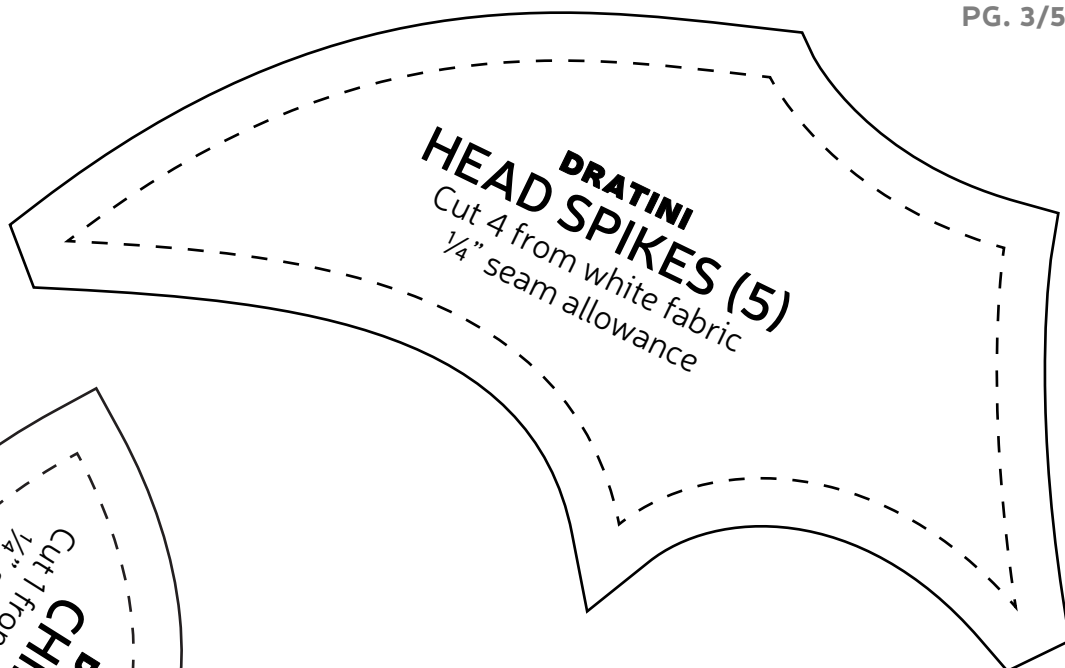
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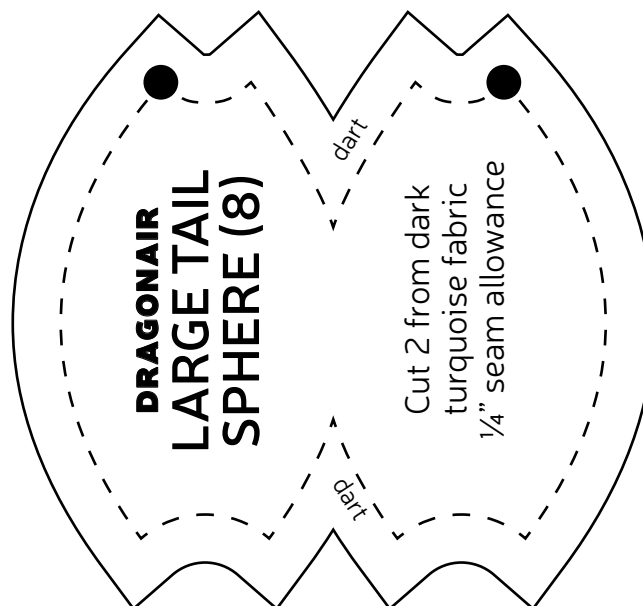
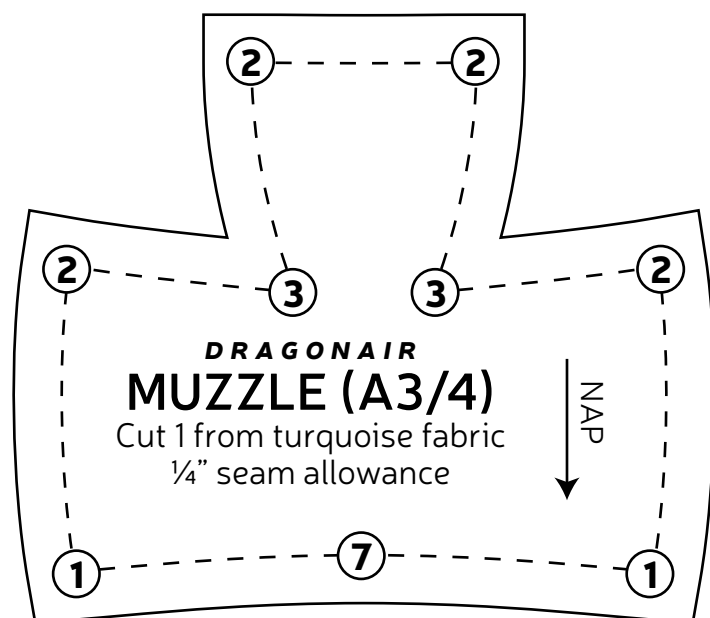
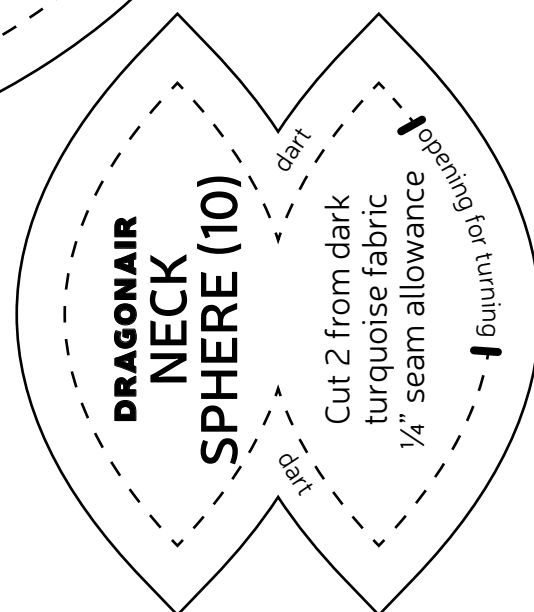
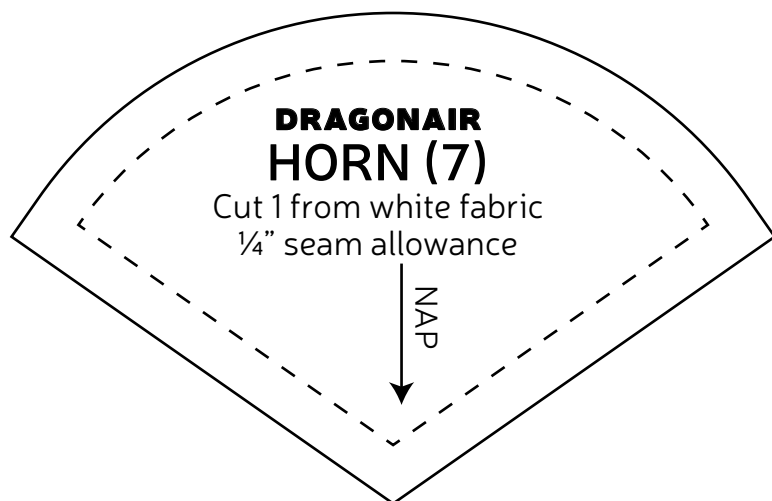
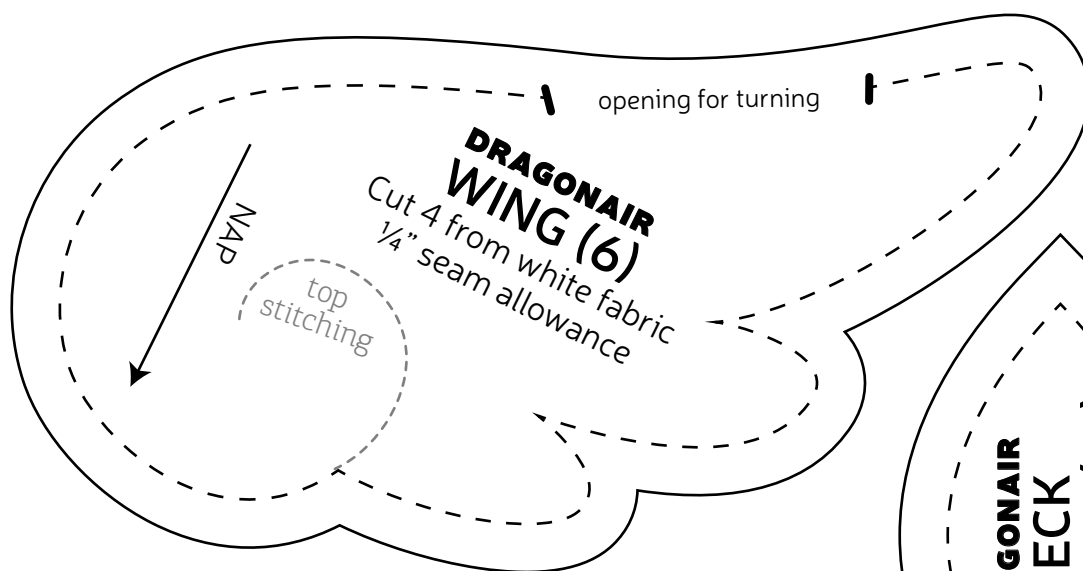


NIGHT FURY HEAD SPIKES (1)

Cut 12 from black fabric
1/4" seam allowance

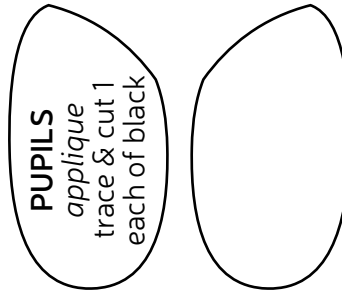
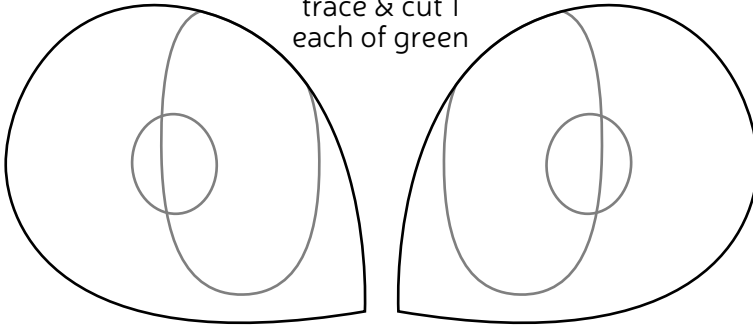






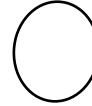
NIGHT FURY APPLIQUE

IRISES
applique
trace & cut 1
each of green

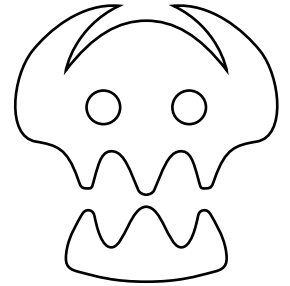


PUPILS
applique
trace & cut 1
each of black

EYE SHINE
applique
trace & cut 2
of white

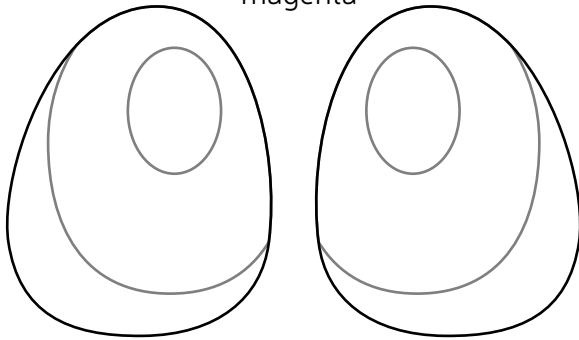


TAIL SKULL
applique
trace & cut 2
each of white

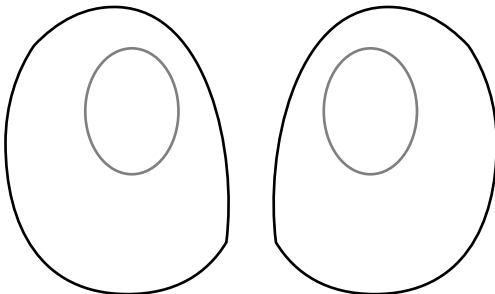


DRATINI APPLIQUE

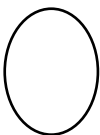
IRISES
applique
trace & cut 1
each of magenta



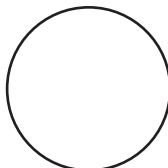
PUPILS
applique
trace & cut 1
each of black



EYE SHINE
applique
trace & cut 2
of white

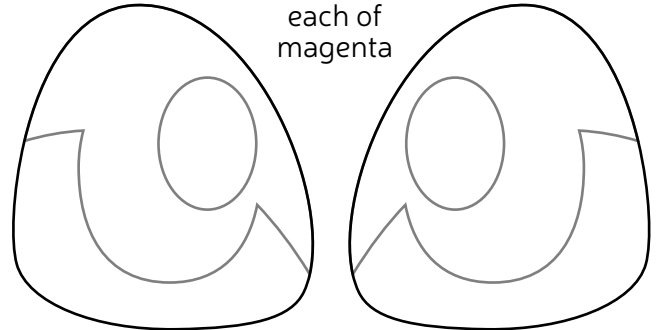


FOREHEAD SPOT
applique
trace & cut 1
of white

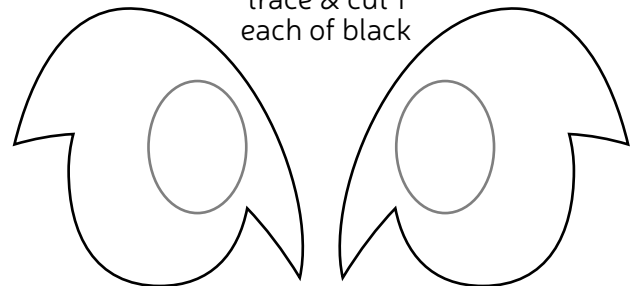


DRAGONAIR APPLIQUE

IRISES
applique
trace & cut 1
each of magenta



PUPILS
applique
trace & cut 1
each of black



EYE SHINE
applique
trace & cut 2
of white

