Creations

Materials

- G hook

- Sugar n' Cream Hot Blue yarn

- Red Red Heart yarn

- Buff Red Heart yarn

- White Red Heart yarn

- Black, brown, white, red, and pink felt

- Fiberfill stuffing

Feraligatr

There are quite a few pokemon that I get requests for from my fiancé and others. The ones with the greatest frequency are always those that are part of my party from the games. Ever since I got SoulSilver and added Toto to my party he's been at the top of the request list. Unfortunately, he's also been at the top of the list of those pokemon that scared me senseless. I just couldn't see how to make him. So, now, years after getting the game (our Feraligatr is level 75 now), I got it in my head to try him out. Where urges like these come from no one knows, my fiancé is trying to come up with some kind of formula to figure it out. Regardless, this little guy really worked me for a while, but now that he's done I just want to hug him!

I hope you like the pattern and that your Feraligatr turns out as endearing as mine did!

He's a happy fella isn't he!

From Ah Creations:

Thanks for purchasing this pattern!

If you find any errors or just need assistance feel free to email me: ahcreationscrochet@hotmail.com

Head (Hot Blue)

Round 1: sc 7 in MR

Round 2: *2 sc in each sc* around (14)

Round 3: *sc, 2 sc in each sc* around (21)

Round 4: *sc 2, 2 sc in each sc* around (28)

Round 5-6: *sc in each sc* around (28)

F/o.

Assembly:

Attach Row 1 of snout to Round 6 of head. Sew nose on to Row 5 of snout. Sew sides of snout from the nose to the head, creating a curve on the snout, helping to form the mouth.

Snout (Hot Blue)

Row 1: ch 9, sc in 2nd chain from hook and each remaining sc (8) turn

Row 2: dec across first 2 sc, sc 4, dec across last 2 sc (6) turn

Row 3: dec across first 2 sc, sc 2, dec across last 2 sc (4) turn

Row 4: sc, dec across next 2 sc, sc (3) turn

Row 5: *sc in each sc* across (3)

F/o.

Sides of Snout (Hot Blue)

Row 1: ch 11, sc in 2nd chain from hook and remaining chains (10)

F/o.

Nose (Hot Blue)

Round 1: sc 4 in MR

Round 2: *2 sc in each sc* around (8)

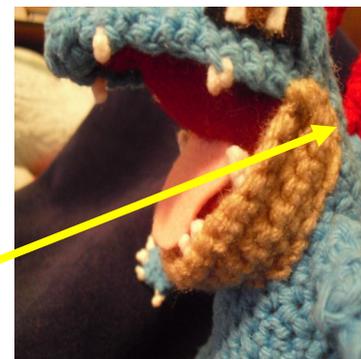Round 3: *dec across next 2 sc* around (4)

F/o.

Mouth (Buff)

Row 1: ch 25, sc in 2nd chain from hook and each remaining sc (24)

Row 2: *sc in each sc* across (24)

Row 3: dec across first 2 sc, sc 20, dec across last 2 sc (22)

Row 4: dec across first 2 sc, sc 18, dec across last 2 sc (20)

F/o. Row 1 will eventually attach to the body and connect farthest back on the head.

Definitely the "big jaw" pokemon!

Legs (Hot Blue)

Round 1: sc 8 in MR

Round 2: 2 sc in first 2 sc, sc 2, 2 sc in next 2 sc, sc 2 (12)

Round 3: sc, 2 sc in next 2 sc, sc 4, 2 sc in next 2 sc, sc 3 (16)

Round 4: sc 2, 2 sc in next 2 sc, sc 6, 2 sc in next 2 sc, sc 4 (20)

Round 5: sc 3, 2 sc in next 2 sc, sc 8, 2 sc in next 2 sc, sc 5 (24)

Round 6: *sc in each sc* around (24)

Round 7: *sc 4, dec across next 2 sc* around (20)

Round 8: *sc 3, dec across next 2 sc* around (16)

F/o. Stuff and sew hole closed by sewing 8 sc to 8 sc.

Assembly:
Attach Round 6 of Feet to Legs. Round 13 of arms attaches to body. Finger nails and teeth were made by creating three overlapping knots in the yarn and sewing them in place.

Feet (Hot Blue)

Round 1: sc 6 in MR

Round 2: *sc, 2 sc in next sc* around (9)

Round 3-6: *sc in each sc* around (9)

F/o.

Arms (Hot Blue)

Round 1: sc 8 in MR

Round 2-13: *sc in each sc* around (8)

F/o.

Look at those guns!

Body (Hot Blue)

Round 1: sc 8 in magic ring

Round 2: *2 sc in each sc* around (16)

Round 3: *sc, 2 sc in next sc* around (24)

Round 4: *sc 2, 2 sc in next sc* around (32)

Round 5 -15: *sc in each sc* around (32)

Round 16: *sc 5, dec in next 2 sc* (28)

Round 17: *sc 5, dec in next 2 sc*(24)

Round 18: *sc in each sc* around (24)

Round 19: *sc 4, dec in ne next 2 sc* around (20)

Begin to stuff

Round 20: sc 10, ch 1, turn (10)

Round 21: sc 8, ch 1, turn (8)

F/o.

Assembly:
Attach body to
Head and mouth
piece.

Tail (Hot Blue)

Round 1: sc 4 in MR

Round 2: *sc, 2 sc in next sc* around (6)

Round 3: *sc 2, 2 sc in next sc* around (8)

Round 4: *sc 3, 2 sc in next sc* around (10)

Round 5: *sc 4, 2 sc in next sc* around (12)

Round 6: *sc 5, 2 sc in next sc* around (14)

Round 7: *sc in each sc* around (14)

Round 8: *sc 6, 2 sc in next sc* around (16)

Round 9: *sc in each sc* around (16)

Round 10: *sc 7, 2 sc in next sc* around (18)

Round 11: *sc in each sc* around (18)

Round 12: *sc 8, 2 sc in next sc* around (20)

Round 13: *sc in each sc* around (20)

Round 14: *sc 9, 2 sc in next sc* around (22)

Round 15: *sc in each sc* around (22)

Round 16: *sc 10, 2 sc in next sc* around (24)

Round 17: *sc in each sc* around (24)

F/o.

Note: The red things are spikes, not flames, as I initially tried to call them

Assembly:
Row 17 of tail attaches to body. The hump should be sewed on near the top of the body, right below the head. Look at pictures for placement of spikes and patches.

Hump (Hot Blue)

Round 1: sc 8 in MR

Round 2: *sc in each sc* around (8)

Round 3: *sc 4, 2 sc in next sc* around (10)

Round 4: *sc, 2 sc in next sc* around (15)

Round 5: *sc 2, 2 sc in next sc* around (20)

Round 6: *sc 4, 2 sc in next sc* around (24)

F/o.

One hump! One hump!

Spikes (Red-make 3)

Row 1: ch 11, sc in 2nd chain from hook and remaining chains (10)

Row 2: *sc in each sc* across (10)

First part of 3 part spike
Row 3: sc 3, leave remaining unworked, turn (3)

Row 4: sc 3, turn (3)

Row 5: dec, sc, turn (2)

Row 6: dec (1)

F/o.

Middle part of spike
working in 1st unworked sc from row 3
Row 7: sc 4, leave remaining 3 sc unworked, turn

Row 8: sc 4, turn (4)

Row 9: dec, dec, turn (2)

Row 10: sc 2, turn (2)

Row 11: dec (2)

F/o.

Last part of spike
attach yarn to 1st unworked sc from row 7
Row 12: sc 3, turn

Row 13: sc 3

F/o.

Tummy Patch (Buff)

Row 1: ch 11, sc in 2nd chain from hook and each remaining chain (10)

Row 2-3: *sc in each sc* across (10)

F/o. When sewing on, create a v shape, just by bending in the middle.

Arm /Side patches (make 10-Hot Blue)

Row 1: chain 5, sc in 2nd chain from hook, and each remaining chain (4)

F/o.

Leg patches (make 2-Hot Blue)

Row 1: chain 5, sc in 2nd chain from hook, and each remaining chain (4)

Row 2: * sc in each sc* across (8)

F/o.

Tail Patch (Hot Blue)

Row 1: chain 9, sc in 2nd chain from hook, and each remaining chain (8)

Row 2: *sc in each sc* across (8)

F/o.

Feraligatr copyright Nintendo.