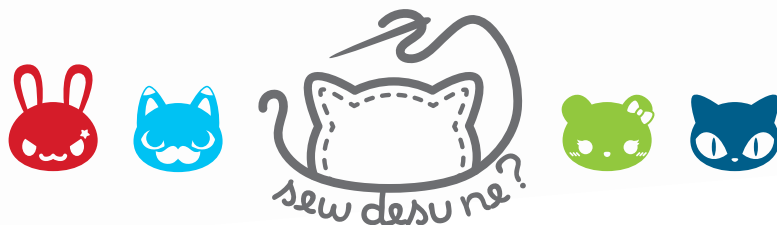


NIGHT FURY PLUSH



A SEWING PATTERN BY



NIGHT FURY PLUSH

Get ready for your own dragon-riding adventure with this fun night fury plush! This pattern will show you how to make this cute dragon in a playful and huggable pose.

The additional spike, ear, wing, and tail fin features make it look just like a night fury -- or you could change up the features to make it more like your own dragon character.

Though not canon, the sample is done in dark blue (rather than black) so it's easier to see what's going on. Shall we call it a twilight fury?

SKILLS USED:

- Fusible web applique
- Basting
- Darts
- Sewing small pieces
- Gathering stitch, gathering
- Sewing inner curves to outer curves
- Top stitching
- Ladder stitch
- Whip stitch

DIFFICULTY:



The hardest parts of this plush are all of the small details that form the character -- lots of tiny spikes, the ears, wings, and tail fins.

The back seam can also be a bit challenging, but is a good way to practice sewing curves.

MAKES:

One plush: 13" wide and 16" tall

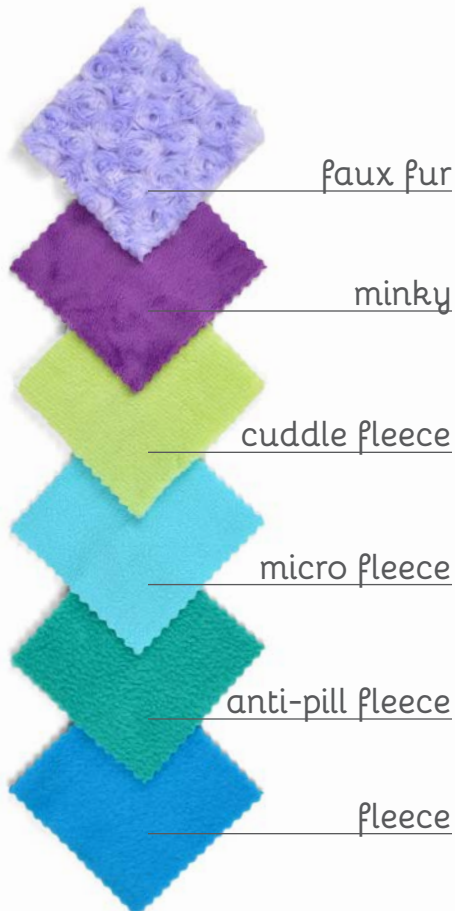


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materials & tools:

- ½ yd. of fabric for main body
- 7" x 6" piece of accent fabric for optional tail fin
- 3" x 6" piece of applique fabric (felt, cotton, etc.) for eyes
- 3" x 3" piece of black applique fabric (felt, cotton, etc.) for pupils
- 2" x 2" piece of white applique fabric (felt, cotton, etc.) for eye shines
- 2" x 2" piece of black or gray applique fabric (felt, cotton, etc.) for nostrils
- 6" x 6" piece of light or heavy duty fusible web
- sewing thread to match main fabric and applique fabrics
- poly-fil stuffing
- basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)



SUGGESTED FABRICS:

Plush, stretchy fabrics such as fleece or minky are suggested. The variations of fleece and minky mentioned to the left would work well, but really any plushy fabric with a bit of stretch on the cross-wise grain would be well-suited. Stretch fabrics like **FLEECE** or **MINKY** will create a more squat, round shape when stuffed. Non-stretchy fabrics, like **FELT** or **COTTON**, won't stretch when stuffed so the resulting plush will look elongated as shown.

MINKY

VS.

FELT



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printing the pattern:

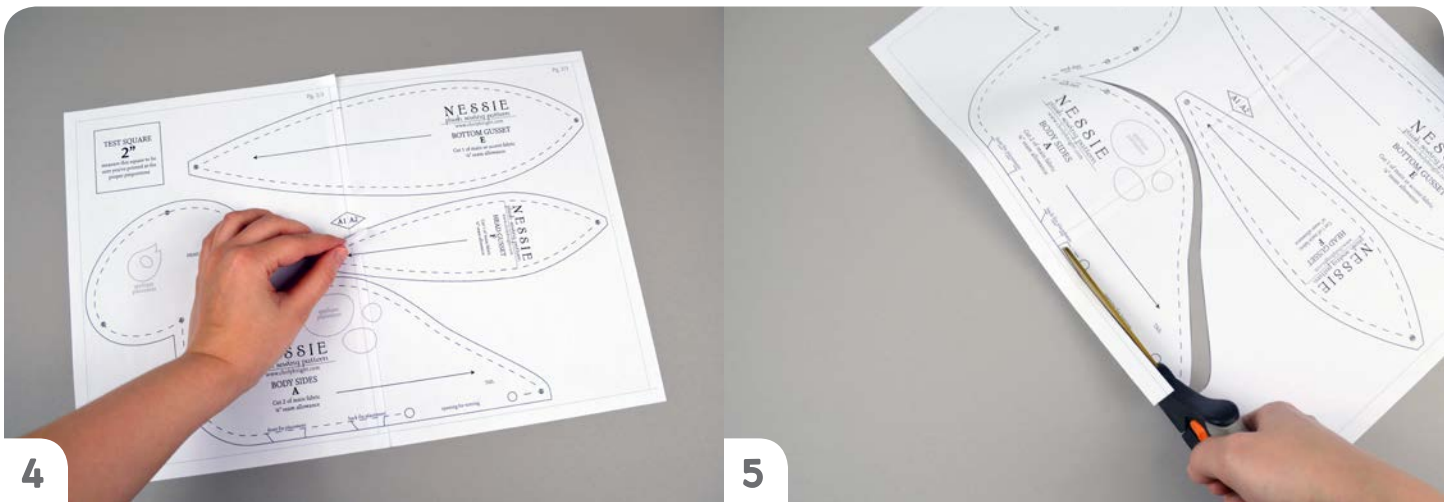
To print the pattern, set your computer to print **PAGES 22-28**. If you're unfamiliar with printing and assembling a .pdf pattern, read the steps below.



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 it's simply a matter of matching A1 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. If you have many pages, it's easier to tape up the pages into rows first. Then tape the rows together into a full block.

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.

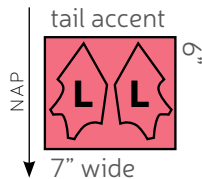
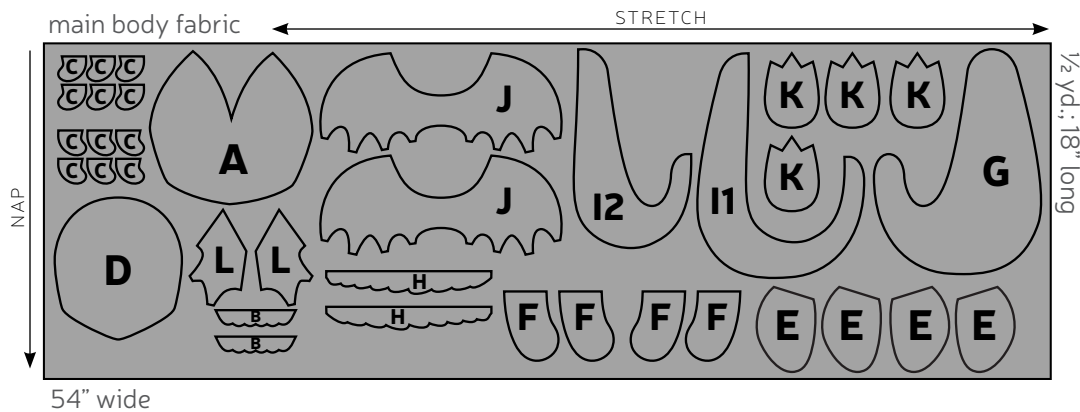
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cutting the fabric:

- Place pattern on the fabric, and make sure the stretch line matches the stretch of the fabric. The nap line should go in the direction of the fur.
- Pin the pattern in place, use pattern weights, or trace the outline of the pattern with a washable marker.
- Using the paper as a template, cut out the fabric. Cut the required amount according to the pattern.
- For all fur fabrics, shake the excess fuzz away.

cutting layout:



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 the seam allowance used is 1/4" throughout the project.

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1. PREPARE THE FACE APPLIQUE

- Take your fusible web and trace all your applique pieces onto the smooth (paper) side. You should have 2 eyes, 2 pupils, 2 eye shines, and 2 nostrils.
- Fuse the bumpy (adhesive) side onto the wrong side of your applique fabric. The pupils go onto black, the eye shines on white, and the eyes onto an accent fabric.
- Cut out the eye pieces and arrange them on the **HEAD FRONT** (A) piece of your main fabric. You can do this by setting your paper pattern on top of the fabric piece (right sides up), align the eye piece on top where the placement markings are, then carefully pull the paper pattern away while holding the applique piece in place.



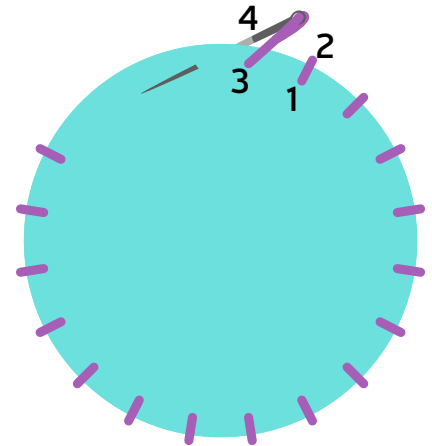
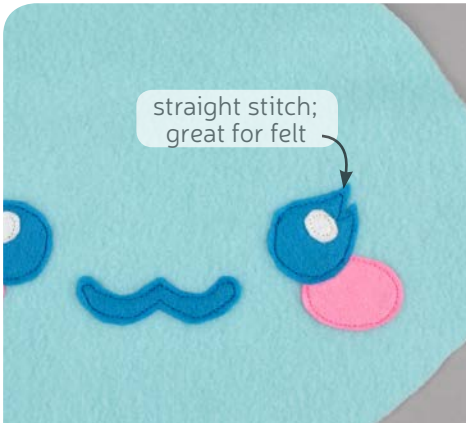
2. FUSE THE APPLIQUE

- Fuse the eye pieces in place with your iron (use a press cloth -- such as a scrap piece of cotton -- if you're using a polyester or fur fabric like minky).
- Next, move onto the smaller pieces, such as the pupils and nostrils. Fuse them much the same way as you did the eyes, using the paper pattern and photos as a guide.
- If you used heavy duty fusible web, you can keep the pieces fused without sewing, or you can sew them in place a number of ways. I've used a zigzag stitch here.

→ Refer to the next step for some other applique options.

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2a. OTHER APPLIQUE OPTIONS

Other good options for applique include a straight stitch, which involves sewing around the edge of the applique pieces with a straight stitch using matching thread -- about 1/8" in from the edge.

You can also applique by hand; I prefer a whipstitch. Thread a hand-sewing needle with some matching thread and knot it. Bring the thread up from the back of the project; about 1/8" in from the edge of the applique shape. Bring it down perpendicular from the curve, just outside of the applique shape. This completes one stitch.

For the next stitch, bring the needle back up about 1/8" away from the previous stitch and 1/8" in from the edge just as in the first stitch. Once again, bring it down just outside the applique shape. Continue this way until you've sewn around the shape.



3. SEW THE FOREHEAD SPIKES

- Grab your **FOREHEAD SPIKE** pieces (B). Align them together with right sides facing and raw edges matching up.
- The tight corners found in this piece can be difficult to sew without a guide. So I suggest trimming off the seam allowance from the paper pattern and using it to trace the seam line onto the wrong side of the fabric.
- Sew the spikes along the zigzagged edge you've just traced. The long straight edge should be left open for turning right side out later.

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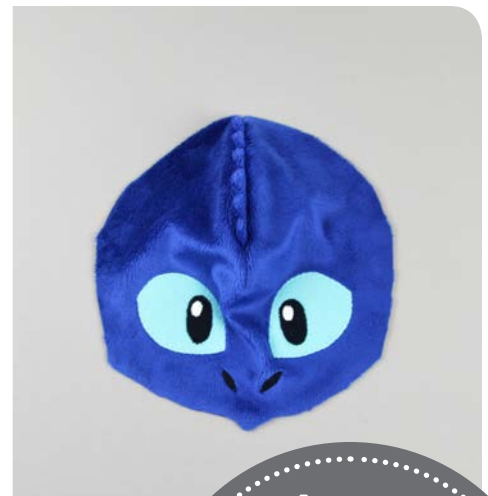


4. BASTE THE SPIKES

- Clip close to the inner corners of the spikes to increase flexibility. Trim away the excess seam allowance at the outer curves to decrease bulk. Turn the spikes right side out, defining each spike with a chopstick. If you have trouble getting the spikes to lie flat, press them very lightly.
- If you haven't already, locate the spike placement lines found on the top of the **HEAD FRONT** (A). Transfer them over to the right side of the fabric. Align the open end of the spikes within these lines and pin them in place.
- Baste the spikes in place within the seam allowance to hold them for the next step.

basting:

A form of temporary sewing meant to hold pieces in place. A long stitch length is often used for this reason. The finished result is not meant to be seen and sometimes is even removed later (depending on your project).



5. SEW THE HEAD DART

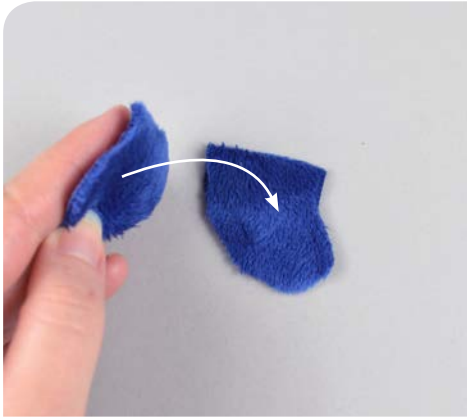
- The spikes are sewn onto one half of a dart found on the upper part of the **HEAD FRONT** (A). Fold the head in half down the middle so the diagonal edges match up and the spikes are sandwiched inside.
- Sew the dart by starting at the opening and moving down to the point. When sewing the point, try to blend the seam in with the fold so it makes a smooth transition and a rounder finished plush.
- Open the head back up once complete and the spikes should be sewn inside!

darts:

A wedge-shaped gap found in a pattern. When sewn in fabric, it creates a tuck in the fabric and develops a 3D shape. The diagonal sides of the wedge are the **LEGS**; these are matched up and sewn to the **POINT** of the dart.

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6. SEW THE HEAD SPIKES

- Grab your **HEAD SPIKE** pieces (C). Take two of them and align them so right sides are facing and raw edges are matching up.
- Sew the two together along the curved edge, leaving the short straight edge free for turning right side out.
- Before turning, trim the excess seam allowance at the curve to reduce bulk.



7. ATTACH THE HEAD SPIKES

- Repeat step 6 for the remaining 10 spike pieces so you have 6 completed spikes total. Turn them all right side out.
- If you haven't already, locate the head spike placement lines found on the Head Front paper pattern. There are spaces for two on each side of the head and two on the top. Transfer them over to the right side of the fabric. Align the open end of the spikes within these placement lines. The side spikes should point upward and the top spikes should point toward the center.
- Baste the spikes in place within the seam allowance so they're all attached.

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8. SEW THE HEAD FRONT TO THE BACK

- If you haven't already, locate the notch marking found on the **HEAD BACK (D)** paper pattern. Mark it onto the wrong side of the fabric. Align the **HEAD BACK** over the **HEAD FRONT** piece you have so far (with the spikes pointing inward). Right sides should be facing and the top notch should match up with the **HEAD FRONT** dart seam. Pin the edges in place.
- Sew around the perimeter of the head, being sure to pivot at the corners found near the bottom and sides of the face.
- To turn the head right side out, cut a small slit near the bottom center of the head through the back layer only. The area is marked on the paper pattern for extra help. This area will be covered by the neck later, so some accuracy is good here.



9. STUFF & SEW CLOSED

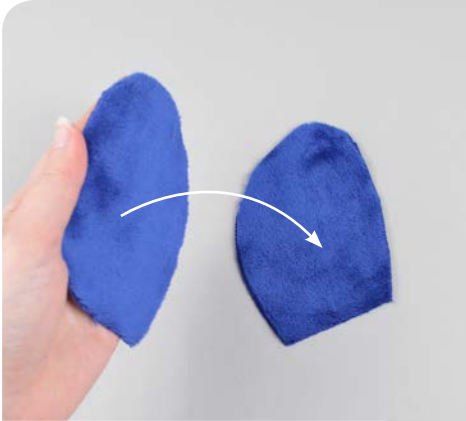
- Turn the head right side out and stuff it semi-firmly with stuffing. Focus a lot on the points in the chin and the corners of the head, as those are crucial to making the right shape in the plush.
- Once stuffed, thread a hand-sewing needle and stitch the opening closed with a whip stitch. This will hold it together for later when we attach it to the body.

whip stitch:

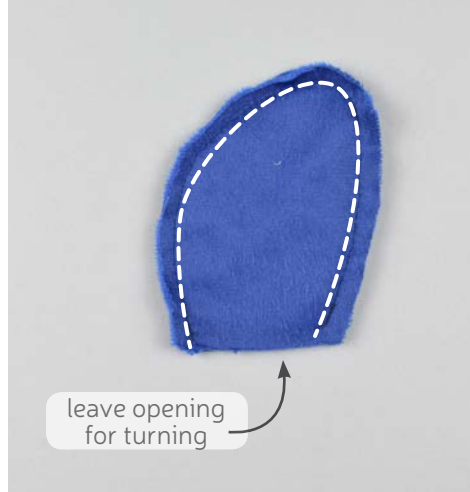
A kind of overhand stitch where the needle is brought from the back of the project to the front. The thread wraps around the fabric edge and the process is repeated for each stitch.

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10. SEW THE EARS



- Grab your **EAR** pieces (E). Take two of them and align them with right sides facing and raw edges matching up.
- Sew them together along the long curved edge, leaving the short straight edge free for turning right side out.
- Turn the ear right side out and repeat with the remaining two ear pieces for two complete ears total.



11. STUFF AND CLOSE THE EARS

- Stuff the ears lightly with stuffing so they take shape.
 - Thread a hand-sewing needle and knot the end. Run a gathering stitch around the opening of the ear.
 - Pull at the thread to cinch the ear closed. Tuck in the fabric edges so nothing is poking out. Sew a few knots into center to hold the ear closed.
- If you have a lot of thread left over, consider leaving it attached to sew the ear to the head later.

gathering:

The process of shortening the length of a piece of fabric by sewing long stitches through it. When the thread is pulled, it forms small folds that ruffle the fabric.

gathering stitch:

A long version of the running stitch, which is a stitch done by weaving the needle in and out of a length of fabric going along a line. The long stitches (about $\frac{1}{4}$ " - $\frac{1}{2}$ " long) gather the fabric when pulled later.

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12. ATTACH THE EARS

- Take your stuffed ear and align it on the head. The seams should match up with the head seams, and the straighter side of the ear should point toward the center. Place it right next to the head spikes and pin it in place by sticking pins down into the base of the ear.
 - Note that the base of the ear is at a slant so the ear points upward more even though the head is curved.
- Ladder stitch the ear in place around the base. If you need more help with a ladder stitch, refer ahead to step 19 which goes in more detail about the technique.
 - Set aside the head for now while we work on the body.

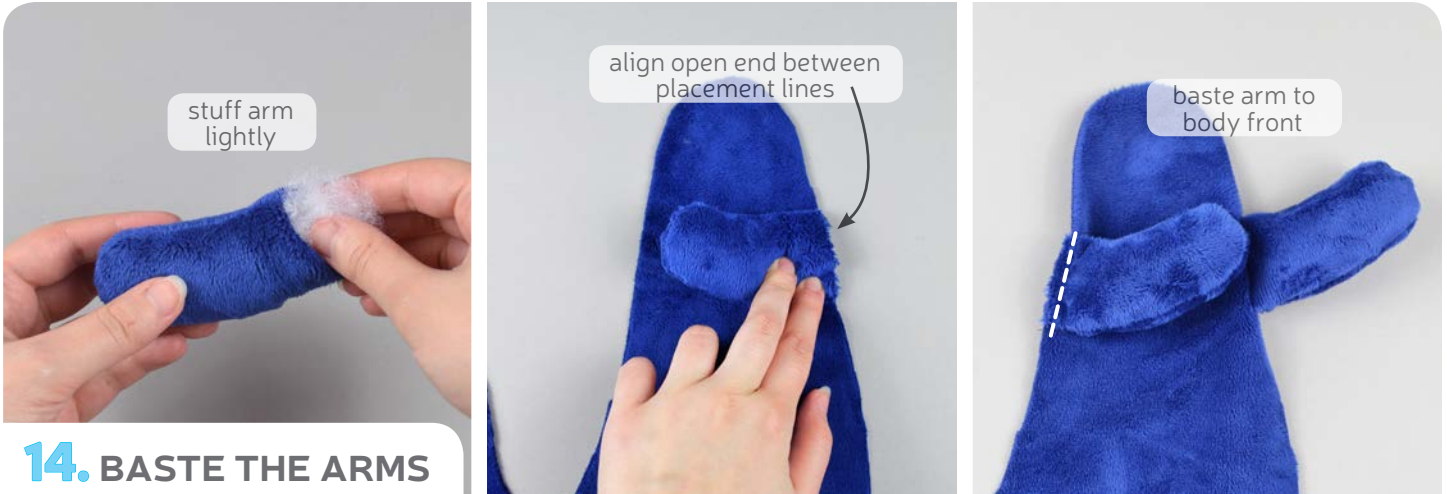


13. SEW THE ARMS

- Grab your **ARM** pieces (F). Take two of them and align them with right sides facing and raw edges matching up.
- Sew them together along the long curved edge, leaving the short straight edge free for turning the arm right side out.
- Turn the arm right side out and repeat with the remaining two arm pieces for two completed arms total.

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14. BASTE THE ARMS

- Stuff the arm lightly with stuffing, and keep from putting too much near the opening, as we'll be sewing it later.
- Grab your **BODY FRONT** piece (G). If you haven't already, locate the arm placement lines located on the corresponding paper pattern. Transfer them over to the right side of the fabric. Align the open end of the arm within these placement lines and pin in place.
- Baste the arm within the seam allowance to hold it in place. Repeat for the other arm on the opposite side. You'll need to move the first arm out of the way to do so (since the body is so skinny).
 - *Set aside the body front for now while we work on the body back.*



15. SEW THE BODY SPIKES

- Grab your **BODY SPIKE** pieces (H). Align them with right sides facing and raw edges matching up.
- Much like the forehead spikes, the tight corners found in this piece can be difficult to sew without a guide. So I suggest trimming off the seam allowance from the paper pattern and using it to trace the seam line onto the wrong side of the fabric.
- Sew the spikes along the zigzagged edge you've just traced. The long straight edge should be left open for turning right side out later.

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16. BASTE THE BODY SPIKES

- Clip the seam allowances close to the inner corners of each spike, this will increase flexibility when you turn the spikes right side out. Trim the excess seam allowances to decrease bulk. Turn the spikes right side out, and if they have trouble lying flat, press them lightly.
- Grab your **BODY BACK INSIDE** piece (I2). If you haven't already, locate the spike placement lines located on the paper pattern. Transfer them over to the right side of the fabric. Place the open end of the spikes within these lines with the spikes pointing downward. They should bend along the curve of the fabric edge.
- Baste the spikes in place within the seam allowance.



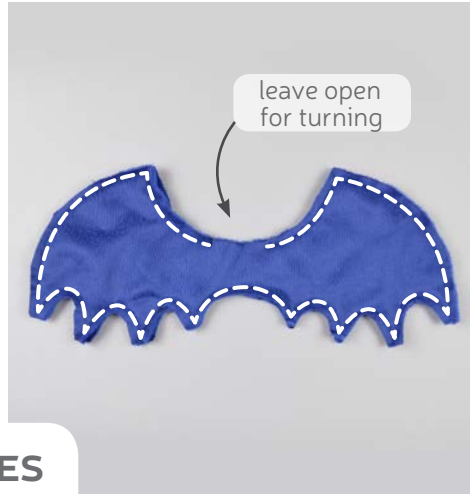
17. SEW THE BODY BACK PIECES

- Grab your corresponding **BODY BACK OUTSIDE** piece (I1). The inner curved edge of this piece will be aligned to the outer curved edge of the **INSIDE** piece as shown in the photo. The outside piece has the same spike placement markings that you can use as alignment points.
- To align them, bend the **OUTSIDE** piece so it matches up with the **INSIDE** piece. Match up the spike alignment points and the end points. Use lots of pins to secure everything together.
- Sew the two pieces together along the curved edge.



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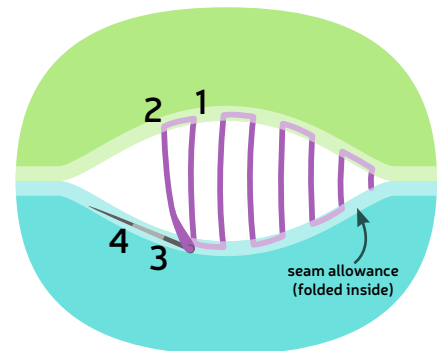
18. SEW THE WING PIECES

- Grab your **WING** pieces (J). Align them together with right sides facing and raw edges matching up.
- If you haven't already, locate the opening for turning markings found on the paper pattern. Transfer them over to the wrong side of the fabric. Sew around the perimeter of the wings, being sure to pivot at the points. Leave an opening as you marked before.
- Trim the excess seam allowance at the points (to decrease bulk) and the inner curves (to increase flexibility).



19. STITCH THE WINGS CLOSED

- Turn the wings right side out and poke out the corners with a chopstick or similar turning tool.
- Make sure the seam allowances in the opening are tucked inside and prepare to ladder stitch it closed. Thread a hand-sewing needle and knot it at the end. Insert the needle from the inside of the opening and out of the wings near one edge of the opening. This will leave the knot inside the wings.
- Continue from here doing a ladder stitch. Take a 1/8" stitch into the fold of one side of the opening, then go across and take another. Keep going down the opening until you reach the end.



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20. CLIP THE THREAD



- When you're finished, stitch a knot into the end of the seam. Then insert the needle near the finished knot and out of the wings about 1-2" away.
- Pull the thread through and hold it taut while snipping the thread. The excess thread should sink back inside the wings -- all hidden!



21. TOP STITCH THE WINGS



- The **WING** pattern has several top stitching lines that add depth and detail to the plush but are completely optional. To transfer them, I suggest trimming the pattern along the lines and using them as a template to trace onto the fabric.
- Use a slightly longer than average straight stitch to sew over these top stitching lines.



22. ATTACH THE WINGS



- Place the finished wings over the **BODY BACK** piece you have so far. Center them along the back seam, right above the spikes.
- Sew the **WINGS** in place by stitching down the middle of the wings and through the body back seam.

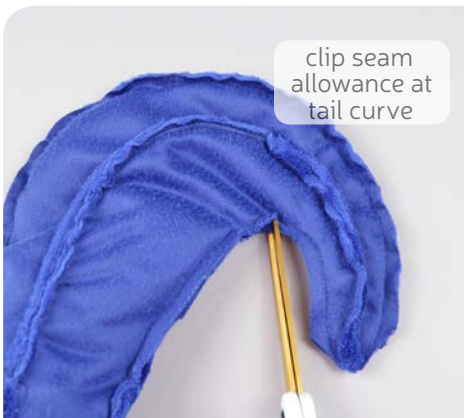
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23. SEW THE FRONT TO THE BACK

- Now you can retrieve the **BODY FRONT** piece that was set aside earlier. Align the **BACK** with the **FRONT** with right sides facing and raw edges matching up. Be sure the wings and the arms are tucked inside. This might be difficult because the arms are stuffed, so move them however you can to get them to fit.
- If you haven't already, locate the opening for turning markings found on the **BODY FRONT** pattern. Transfer them over to the wrong side of the fabric. Or just mark a 2-3" opening below the arms on the outer curve of the body. Sew around the perimeter of the body, leaving an opening where you marked before.



24. STUFF & CLOSE THE BODY

- Clip the seam allowance at the inner curve near the tail to increase flexibility when the body is turned. Also trim the seam allowance near the tail tip to reduce bulk.
- Turn the plush right side out and stuff it semi-firmly with stuffing. Be sure the tail is stuffed firm so it keeps its shape. The neck should be stuffed very lightly.
- Stitch the opening in the side closed with a ladder stitch similar to how you did back in step 19.

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25. ATTACH THE HEAD

- Grab your **HEAD** that you set aside before and prepare to align it to the **BODY**. Overlap it with the neck so the chin comes about halfway down the arms. The neck area should cover up the whip stitch you did back in step 9.
- While holding the pieces together, flip the body over. Pin the neck to the head by sticking pins down through the body into the head. Stitch the neck to the body around the rounded end with a ladder stitch. I find it's easiest to do this while the head is held against a flat surface.
- Once you've sewn around the back of the head, go underneath the head and stitch the under chin area to the body with a ladder stitch as shown.

tip:

Proper placement is tricky here, so you may want to use a bit of hot glue to hold the head in place before you sew. Or at least keep checking the head placement as you ladder stitch it to the body.



- Grab your **FEET** pieces (K). Take two of them and align them with right sides facing and raw edges matching up.
- Sew them together all the way around the perimeter of the piece, being sure to pivot at the corners.
- Clip the seam allowance near the inner corners (to increase flexibility), and trim the excess seam allowance at the outer corners (to reduce bulk). Repeat with the remaining two foot pieces for two complete feet total.

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27. TURN AND STUFF THE FEET

- To turn the feet, make a small slit near the center bottom of the foot. Be sure to cut through one layer of fabric only.
- Turn the feet right side out through the opening and define the corners with a chopstick or similar turning tool.
- Stuff the feet lightly with stuffing just so it takes shape.

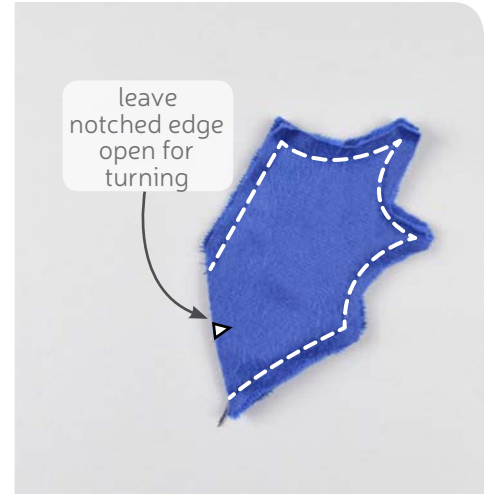


28. ATTACH THE FEET

- Once the feet are stuffed, stitch the opening closed with a whip stitch to keep the stuffing in while we attach them.
- Place the feet on the body you have so far so the stitched side is facing the body (and isn't seen). The pointed claws should be pointing up. The feet are placed about $3\frac{1}{2}$ " down from the head, or right over the area where the body starts to curve. There are placement markings on the paper pattern for extra help. Pin the feet in place by sticking pins down through the feet and into the body.
- Stitch the feet in place with a ladder stitch similar to what you did back in step 19. Be sure to stitch around the whip stitch you just made.

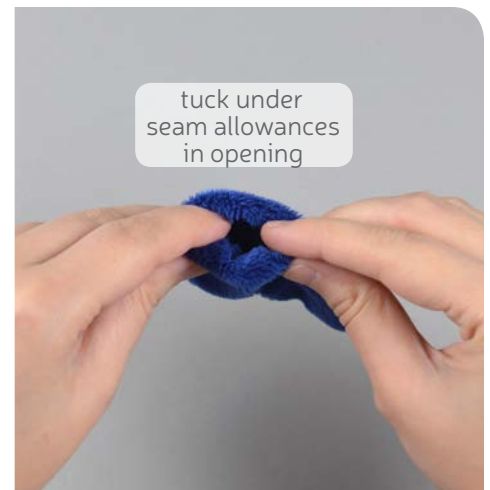
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29. SEW THE TAIL FIN

- Grab your **TAIL FIN** pieces (L). If you're doing a Toothless version, make the viking skull applique similar to how you did back in steps 1 and 2:
 - Trace the template onto fusible web and fuse it to your white applique fabric. Cut out the shape and fuse it to your accent tail fin piece using the placement lines as a guide.
- Align two of your tail fin pieces with right sides facing and raw edges matching up.
- Note that one of the straight edges of the tail fin has a notch. This is the edge to leave open. The straight edges can start to look similar so this is to tell them apart. Sew around the rest of the tail fin piece, remembering to pivot at the corners.

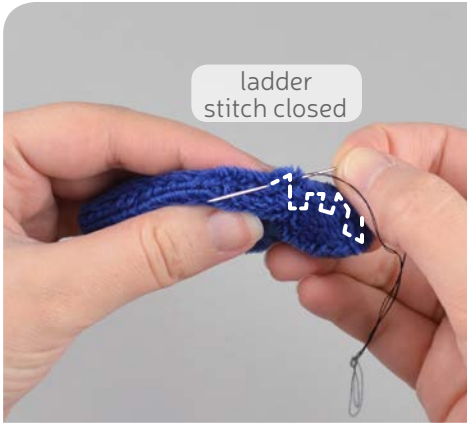


30. TURN THE TAIL FIN

- Trim the excess seam allowance at the points to reduce bulk in the **TAIL FIN**. Clip the seam allowance at the inner curves to increase flexibility. Repeat with the remaining two tail fin pieces for two finished fins total.
- Turn the tail fins right side out through the opening and poke out the corners with a chopstick or similar turning tool.
- Tuck in the seam allowances in the opening so the edges are flush.

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31. ATTACH THE TAIL FIN

- Sew the folded edges together with a ladder stitch or a whip stitch. Just enough to hold the folded edges together, nothing fancy.
- Align the stitched edge of the **TAIL FIN** along the sides of the tail as shown. Be sure the fin is pointing upward. Pin the tail fin in place by sticking pins down into the base of the fin and through the tail.
- Stitch the fin in place using a ladder stitch around the base of the **TAIL**.



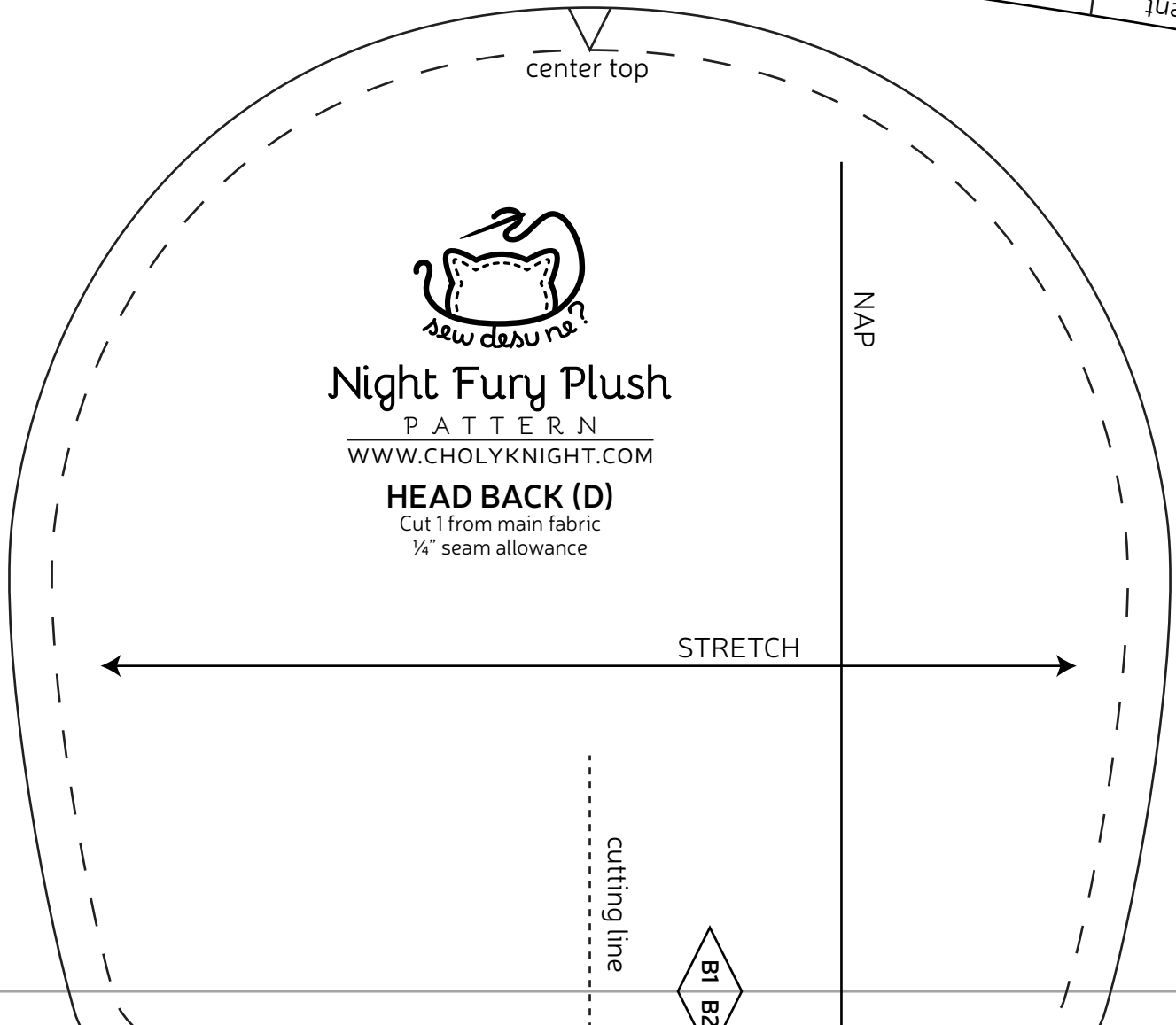
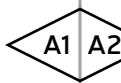
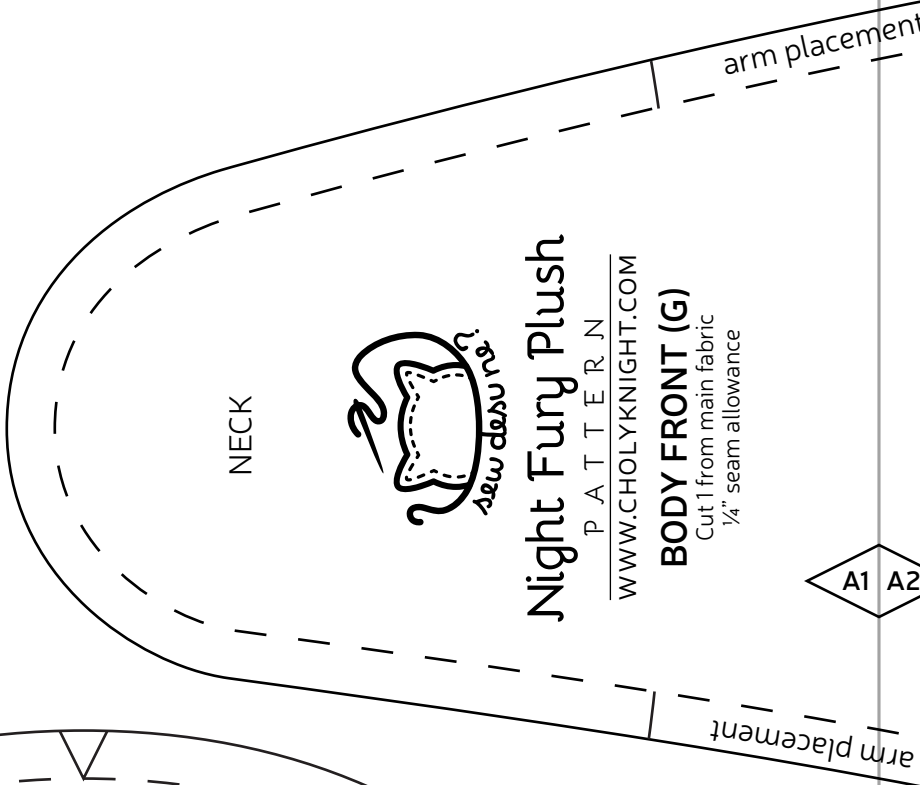
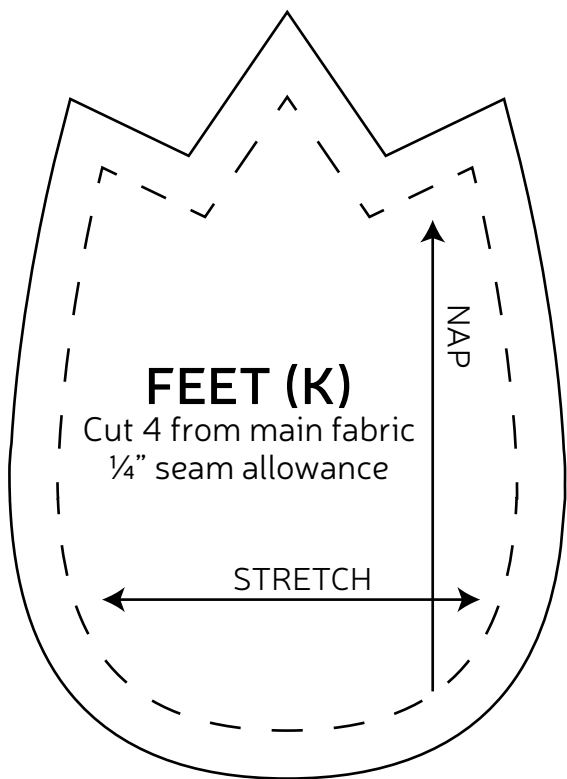
tip. TOOTHLESS' TAIL FIN

- For Toothless, be sure that the accent fin is placed on the **RIGHT** side when viewed from the **BACK** with the skull design facing up as shown. This will ensure it's accurate for the character.



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ement

opening for turning

foot
placement

NAP

A1 A2

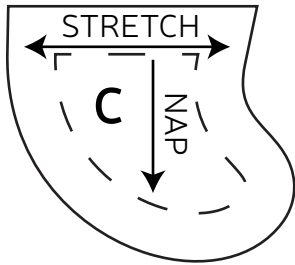
foot
placement

arm p

STRETCH

HEAD SPIKES (C)

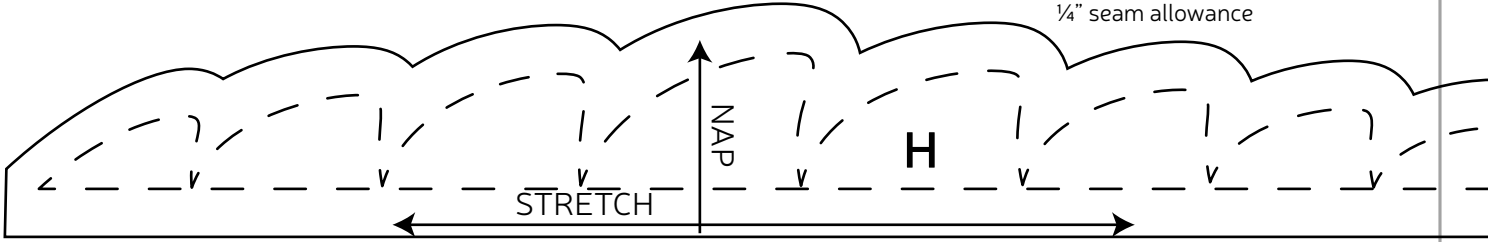
Cut 12 from main fabric
1/4" seam allowance



B3
B4

BODY SPIKES (H)

Cut 2 from main fabric
1/4" seam allowance



B1 B2

C1 C2

D1 D2

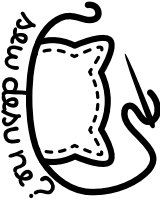
Night Fury Plush

P A T T E R N

WWW.CHOLYKNIGHT.COM

**BODY BACK -
INSIDE (I2)**

Cut 1 from main fabric
1/4" seam allowance

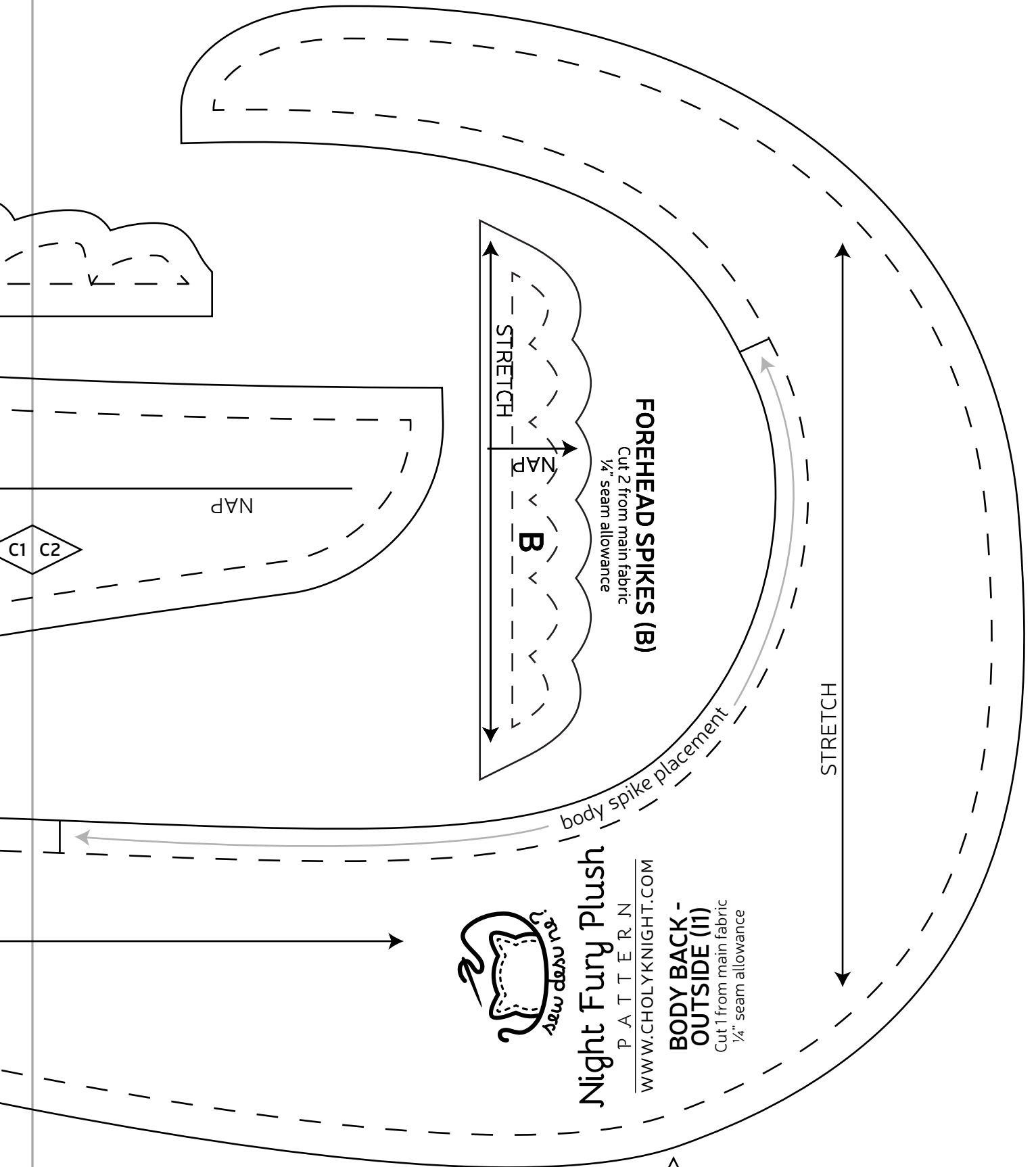


body spike placement

STRETCH

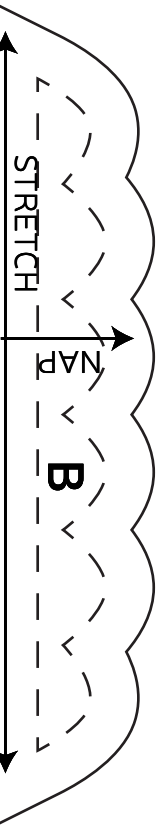
NAP

B3 B4



FOREHEAD SPIKES (B)

Cut 2 from main fabric
1/4" seam allowance

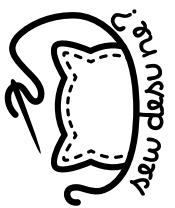


NAP

C1 C2

STRETCH

body spike placement



Night Fury Plush

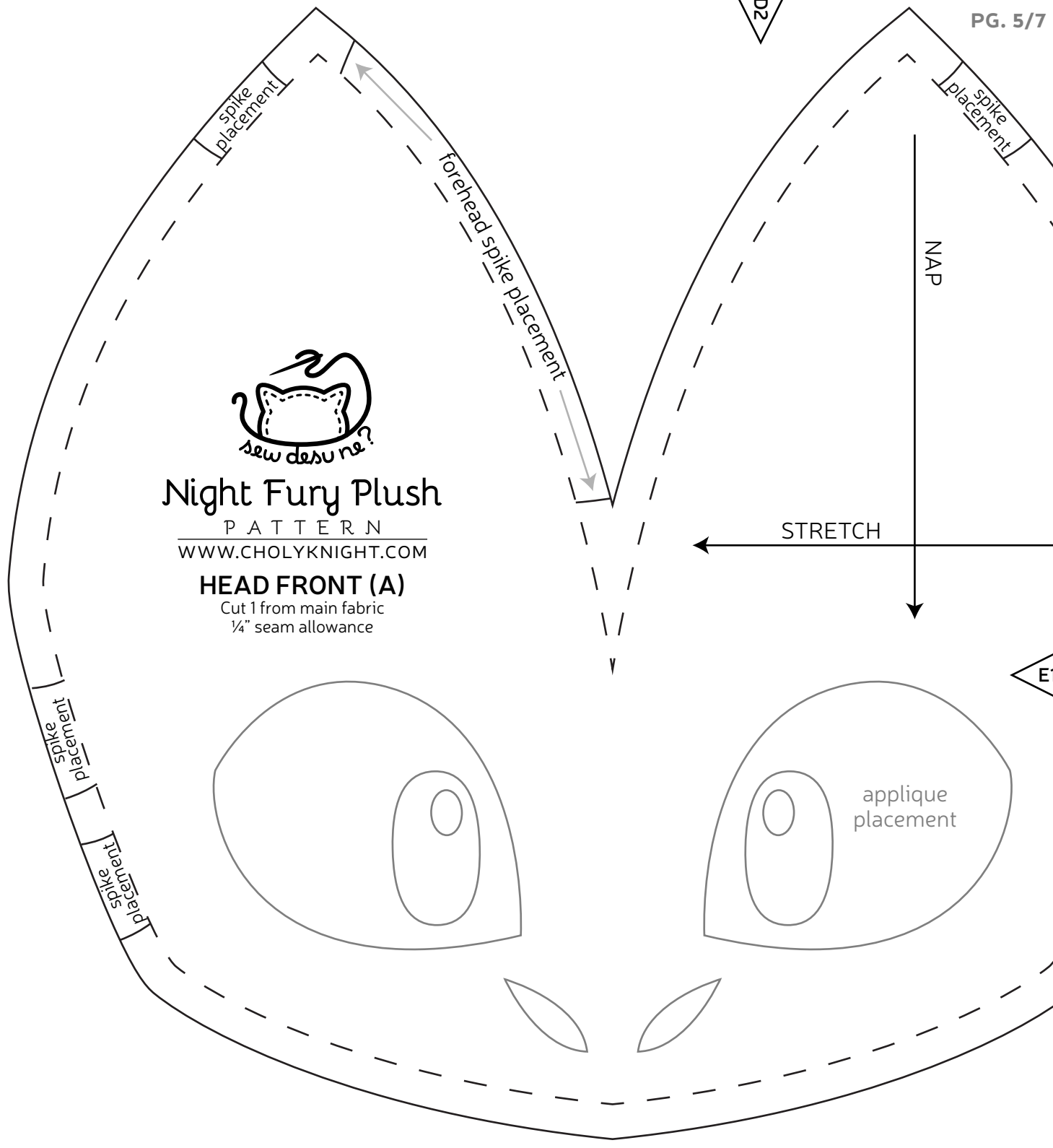
P A T T E R N
WWW.CHOLYKNIGHT.COM

**BODY BACK -
OUTSIDE (II)**

Cut 1 from main fabric
1/4" seam allowance

D3 D4

D1 D2



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HEAD FRONT (A)

Cut 1 from main fabric
 1/4" seam allowance

STRETCH

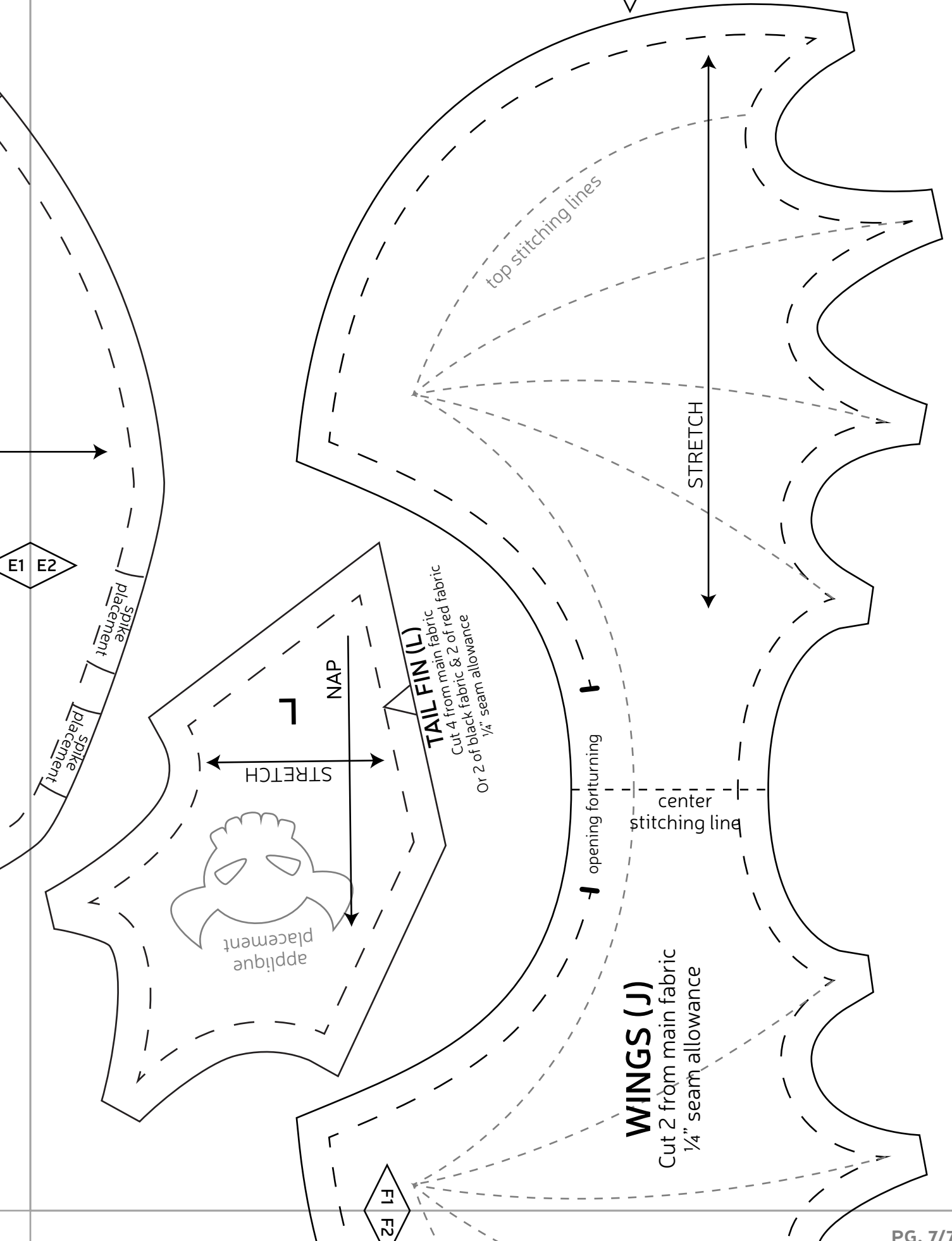
NAP

applique placement

E1 E2

D3
D4

E1
E2



WINGS (J)
 Cut 2 from main fabric
 1/4" seam allowance

TAIL FIN (L)
 Cut 4 from main fabric
 & 2 of red fabric
 Or 2 of black fabric & 2 of red fabric
 1/4" seam allowance

appliance placement

NAP

STRETCH

STRETCH

top stitching lines

opening for turning

center stitching line

F1
F2

F1
F2

NAP

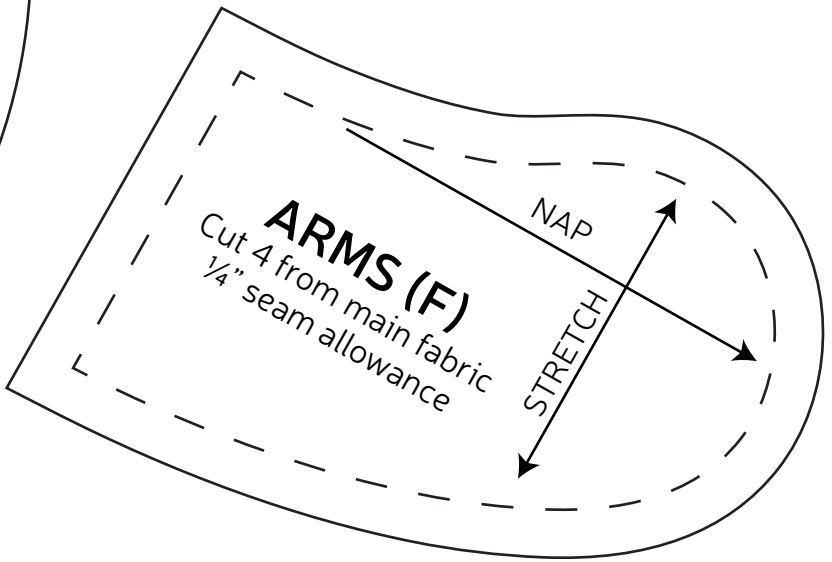
top stitching lines

NAP

EARS (E)

Cut 4 from main fabric
1/4" seam allowance

STRETCH



ARMS (F)

Cut 4 from main fabric
1/4" seam allowance

NAP

STRETCH

NOSTRIL
trace & cut 2
from gray or
black



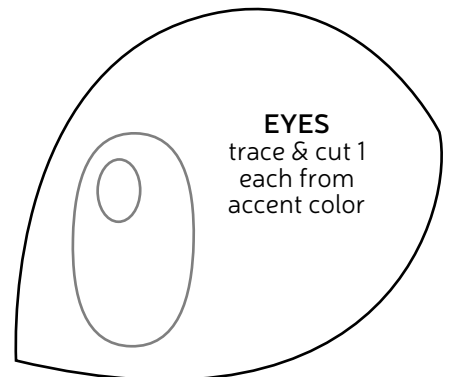
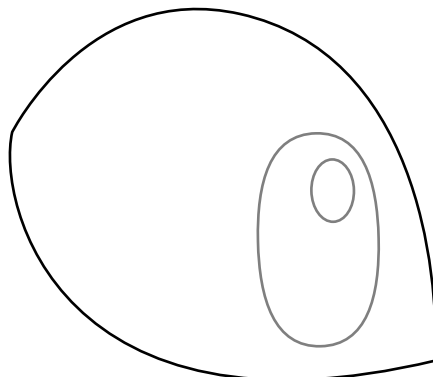
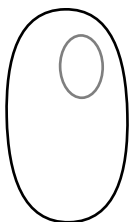
SKULL
trace & cut 1
from white



EYE SHINE
trace & cut 2
from white



PUPIL
trace & cut 2
from black



EYES
trace & cut 1
each from
accent color