

R3

Destroying Angel



The Destroying Angel is a very deadly fungus, it has a white cap and white gills. The mushroom opens up and straightens out as it ages so you can choose to knit either a domed or a flat version. Dip it in poison for added realism.

You will need:

white dk yarn • white paper (optional)

4 x double ended knitting needles (3mm) • tapestry needle • scissors

Pattern (Domed Top):

Cast on 8sts in white and join into the round.

Knit approx 4cm straight, purl one round, then knit 2cm more.

Round 1: pfb x 8 (16)

Round 2: kfb x 16, while *also* elongating the stitches by wrapping the yarn around the needle three times per stitch. (32, but looks like 96)*

Round 3: [k1 (and drop the extra two wraps of the stitch), kb1 (and drop the extra two loops)] x 16 (32)

Tug downwards on the knitting to even out the long stitches.

Rounds 4-10: p –

Round 11: [p6, p2tog] x 4 (28)

Round 12: p –

Round 13: [p2, p2tog, p3] x 4 (24)

Round 14: p –

Round 15: [p2tog, p4] x 4 (20)

Round 16: [p2, p2tog, p1] x 4 (16)

Round 17: p –

Round 18: [p2tog, p2] x 4 (12)

Round 19: [p1, p2tog] x 4 (8)

Round 20: p –

Pull yarn through remaining sts.

Pattern (Flat Top):

Work pattern as for domed top until *.

Round 3: [kfb (and drop the extra loop), kb1 (drop the extra loops)] x 16 (48)

Tug downwards on the knitting to even out the long stitches.

Rounds 4-6: p –

Round 7: [p2tog, p10] x 4 (44)

Round 8: [p6, p2tog, p3] x 4 (40)

Round 9: [p2, p2tog, p6] x 4 (36)

Round 10: [p7, p2tog] x 4 (32)

Round 11: [p1, p2tog, p5] x 4 (28)

Round 12: [p3, p2tog, p2] x 4 (24)

Round 13: [p2tog, p4] x 4 (20)

Round 14: [p2, p2tog, p1] x 4 (16)

Round 15: [p2tog, p2] x 4 (12)

Round 16: [p1, p2tog] x 4 (8)

Round 17: p –

Pull yarn through remaining sts.

Making Up:

By using a small needle size for the yarn weight the knitted fabric of these mushrooms is quite stiff and they can generally remain upright on their own providing the base is fixed in place (e.g. sewn to another piece of knitting). Lose any remaining loose ends of yarn in the fabric.

If you want the mushrooms to be free-standing see 'Notes' for a method of adding structure to the stem and provide a flat standing base. This method may not be entirely successful as knitted mushrooms tend to be top heavy.

Notes:

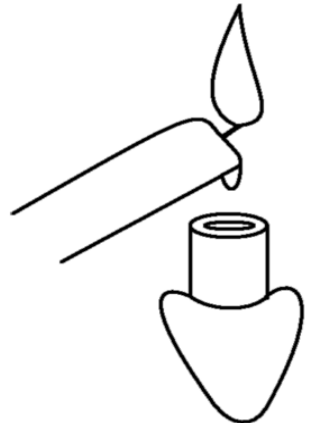
Standing Wobbly Fungi

The ODDknit fungi are designed to be enjoyed as knitted 3D objects to be picked up and played with but the following method might help if you want them to be free standing on a flat surface.

1. Cut a strip of paper 30cm x 5cm (a.k.a. take a piece of A4 paper and cut a lengthwise strip about the same height as your stem).
2. Roll the paper tightly to make a cylinder. Insert the cylinder into the knitted stem and allow it to unroll so that it fits tightly.
3. Sew the stitches at the base of the stem together across the opening.

For added stability:

4. Light a white candle.
5. Dribble a tiny amount of wax onto the base of the stem.
6. Quickly press the base against a cold, flat surface (e.g. a mirror or heat resistant work-surface)
7. Allow to cool and then twist to release.
8. Remove any excess wax from the edge of the stem.



The wax provides a completely flat surface that will help the fungi remain balanced.

Abbreviations

[] x number	Repeat the section in square brackets the required number of times.
(number)	Gives the total number of stitches you should have on needle by the end of the row.
k number	Knit this number of stitches
kb number	Knit into the back of the loop for this number of stitches.
p –	Purl every stitch to the end of the row.
p2tog	Purl the next two stitches together (-1 stitch).
pfb	Purl into the front and then the back of a single stitch (+1 stitch).
sts	Stitches.

Needle/Yarn Size

As with most ODDknit patterns the yarn and needle sizes in the "you will need" section are just a guide. Feel free to improvise with whatever needles and yarn you have lying around - that's half the fun!