Awakening Howl

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Departure

1 The Call to Adventure

Fenrir (a dog) lives in the city of Reverie together with Fafnir (an oversized lizard) and their master, Almy. Its master is acting sad because of family reasons and is petting it less and less. When playing one day with Fafnir in the attic, it finds a broken collar with magic glowing runes.

INTRO - (It`s a fantasy world with magic and different species. Fenrir and Fafnir can actually talk, all magic creatures can at some point after having enough magic power and development. The family has a complicated background as they are one of the most influential. Almy`s struggle is based on the inheritance of the family against his siblings and relatives.)

2 Refusal of the Call

It picks it in its mouth and takes it to Almy with its tail waging and a happy ‘smile’ on its face. Almy is with his uncle in the ball room discussing about the future of the family. When Fenrir gets there, they stop talking and Almy gives a bleak smile and asks if it wants to have the collar placed on it. Fenrir nods slightly while wagging its tail.

3 Supernatural Aid

The collar lights up and the runes start activating, tightening around its neck. It starts shrieking and twisting on the floor, looking pleadingly at its master. Almy, not knowing what to do, asks his uncle for help. His uncle, now known as Doran, takes a sword off a wall and enhances it with magic and cuts at the collar. Fenrir, feeling the sensation around its neck loosening, jumps up from the floor in excitement and slams into the sword. Doran, surprised, looks at its fur with no scratch mark after hitting his enchanted sword. He walks towards Almy and they start talking.

After their short discussion, Almy walks towards Fenrir with a gloomy face and starts petting it. His uncle asks Fenrir if it loves its master and it nods. Then he asks if it wants to help and get more pats on the head and it nods again. He says that Almy is in big trouble and Fenrir needs power to be able to help him, but it must leave for the moment to get stronger. Fenrir looks at Almy for a while and agrees after licking his sad face.

4 The Crossing of the First Threshold

On their way to train, Doran tells Fenrir bad guys want to take away the house of its master and harm him and it growls while lowering slightly. They exit the city and head to the forest so Fenrir can eat monsters and grow stronger.

While deepening into the forest, they stumble upon a lair. They go inside and find a dragon. As they don’t want to die, they start backing away slowly but the second dragon appears from the back. Doran gets their attention while Fenrir backs away from the fire breath. Its back is against the wall. As it gets closer, Fenrir howls at its weakness and lunges forward. Noticing its hair is not getting burnt and only its insides are heating up, Fenrir is happy and emboldened until it gets tail swiped into another cave.

5 The Belly of the Whale

While falling through the whole, it sees Doran trying to follow but the dragon smashes the entrance entirely. Fenrir spills blood from its mouth when it reaches the hard rock surface and another shock of intense pain assaults it when the rocks from the destroyed entrance fall on it. It hears water flowing and limps towards it. After drinking some water, it rests on the bank of the river.

Initiation

6 The Road of Trials

Waking up, Fenrir see a frog staring at it from atop its belly. It tries to bite it, but the frog is faster. It stands up and growls at the mocking frog, but the frog extends its tongue to Fenrir’s nose.

#1: Fenrir, enraged, jumps at it but falls through the lily pad the frog was staying on. As it falls, it tries to swim, but the wounds don’t allow its legs to move properly. As it trashes about and struggles, it feels relaxed as its body numbs from the lack of oxygen. As it is slowly fainting, it draws in a breath waiting for oblivion to claim Fenrir … but its breath is normal. The water flows through its body in a strange circuit as it passes out.

#2: The waterflow caries it towards a peaceful pond. It floats there feeling its body regenerating. Time passes and Fenrir awakens from its slumber, not knowing how much time has passed. It finds the frog staring at it again from a platform next to the pond. Fenrir jumps on the platform and starts growling at the frog. The water in its body starts running through the magic circuit and cools it down. As the circuit fully activates, Fenrir can now retain the calmness. It extends its head slowly towards the frog and gulps it down.

#3: After roaming around through the cave system for a while, it finds an exit towards a clearing. There it finds roasted boar and approaches cautiously. No one is there so it starts eating. After some time, it hears some shout and turns around to see a mage casting a spell. As the incantation gets closer to finality, Fenrir feels the pressure. The magic gets cast and swords get sent towards Fenrir at an alarming speed. It closes its eyes and waits for the impact as the blades bounce off its fur. The mage is curious but starts casting another spell. Fenrir focuses and starts calling out to the mage to stop. The mage stops casting.

(The lake water is special as it imbues Fenrir with magic since the first time it drinks. It can also understand language but not speak it before it gets the magic water in.)

7 The Meeting with the Goddess

Looking at the crouching dog, the sage apologizes for his prior behavior. Fenrir still cautious, looks at the mage through scrunching eyes. The sage asks Fenrir why it’s here. Fenrir answers ‘power’. To apologize for before, the sage spends some time training Fenrir in magic and telling it that it can find what it desires if it follows the marked path and goes to the dragon’s den. He tells Fenrir not to challenge the dragon and reconcile with it. He also gives the dog a bone in a sachet.

8 Woman as Temptress

After his journey, while sleeping, it sees the frog jumping on the water surface and signaling Fenrir to join. Fenrir gets close and starts walking on water, seemingly feeling the power within. Then the frog jumps in a direction and when Fenrir follows, it sees its home reflected in the water surface. It feels the desire to return, but steps on the water as it ripples and reflects its image. The frog jumps next to it again and Fenrir eats it one more time before waking from its dream.

(Might ask how it knows what it needs to help its master: dragons are the most powerful beings in this world, and it wants to get to the level of the dragon that pushed it down. The temptation comes from the fact Fenrir has enough magic skills to deal with anything from the city as those raised there are far weaker than a sage.)

9 Atonement with the Father

Arriving at the dragon’s den, Fenrir makes his way slowly through the edge of the cave while looking for what happened after it fell through the hole. It hears flapping and sees a red dragon rushing towards it. Fenrir starts using his abilities to shoot the dragon with his magic water but to no avail. The dragon gets closer and claws at a rock near Fenrir. The rock shatters and indentations are left in the floor. The claw scrapes the sachet and the bone falls out, glowing with an earthly rune. The dragon steps back and reassesses Fenrir. After a moment the dragon lays down leisurely and says in a rough voice the dog can stay. The second dragon lands and starts chatting with Fenrir about how the mage was allowed to leave as well.

(Dragons are inherently good, if not they would have destroyed the world a long time ago)

10 Apotheosis

Fenrir feels pacified at the thought Doran was able to escape as he was a powerful mage able to protect the family for a while longer. It also feels happy to be allowed to rest with the two dragons and talk about the world, magic and the unknown.

11 The Ultimate Boon

As the dragons learn of the wish of Fenrir, they offer it power. Fenrir accepts and follows through with their ritual. They complete the runes inscribed on his neck in the beginning of which Fenrir was not aware and they explain the meaning behind them. The runes are from a godly artefact that has unimaginable power. The runes allow Fenrir to surpass any mortal even though they shackle the user to the energy used.

(Dragons are immortal though can be killed by other dragons, that’s how bad dragons are dealt with)

Return

12 Refusal of the Return

The dragons tell Fenrir to return now as it has acquired what it wished for, but Fenrir says that it enjoys the free life in the caves and forests.

13 The Magic Flight

Other dragons show up after feeling the fluctuation in power and they look towards the cave. The red dragons try to defend Fenrir but are outnumbered by the others. Fenrir runs away though they catch up with it.

14 Rescue from Without

Fafnir, the black dragon comes as well and sees Fenrir being eyed by multiple dragons. As Fafnir is a lot stronger, it just walks through and looks at Fenrir. Fenrir climbs on his back and they both return home together.

(Fafnir is a dragon, thus not allowed to interfere too much in the mortal world, it was bound by a vow to stay there, and it has a full story as well)

15 The Crossing of the Return Threshold

On their way back Fafnir shares with Fenrir that the collar belonged to one of his previous friends and that the power is fairly rare in the world though there are others with powers that can outclass mortals and the family needs them.

16 Master of the Two Worlds

Fenrir returns home to its master and displays the power gained in front of the crowd, allowing Almy to become the leader of the family.

Fafnir is the tie between Fenrir and the old world as they both talk about a lot of experiences and so on.

17 Freedom to Live

Fenrir takes his place next to its master and gets belly rubs and heat pats every day, being happy.

(Thought of Fenrir as a ‘he’ but decide to write it down as ‘it’ since it doesn`t influence the story and it can be whatever the reader wants)