Morgan returned from the Academy at Aeryn Tear determined to face the demons of her childhood. An only child, Morgan was orphaned when she was seven years old. The lone witness, and obviously the sole survivor of the massacre that claimed the lives of her parents, she alone knew what the expedition into the ruins of Aeslyn Tear had unearthed. It had taken ten years of training to master the naked psychic potential unleashed within her that tragic night and fully comprehend the horror her parents unwittingly helped loose upon the world. Armed with the psychic and physical disciplines necessary for her to become a paladin of the goddess, Morgan hoped to discover who her parents had been, find out why they had died and lay their ghosts to rest.

[Revisional Pass]

Morgan, an only child, was orphaned when she was seven years old. The trauma of witnessing the massacre that claimed the lives of her parents shattered her young psyche, unleashing her full, naked psychic potential. Unable to deal with her in this condition, her surviving family abandoned her on the steps of the temple of the goddess Arden. Morgan recovered quickly in the goddess's care, healing from the trauma and adapting to the strange powers it awakened. She was sent to the Aeryn Tear Academy for training in the physical and psychic disciplines necessary for her to become a paladin of the goddess. When she returned ten years later, she ached to confront the ruins of her childhood and find out who her parents had been and why they had died.

The temple of the goddess crested the ridge dividing the Port of Avon and the City of Avon with a commanding view of the Aeslyn Tear Ruins and the former Seat of Avon. The largest port, and third largest city in Arden, Avon was unique for not having a reigning lord. House Avon had traditionally been the servants of the goddess and the defenders of the throne, so the Seat of Arden lay within the Avon Domain. When House Avon fell, and no legitimate heir could be found, the crown prince was appointed regent and ever since the domain had been under the indirect rule of the throne. The port and city were both home to vampire communities, each under the thumb of vampire princes, while the villages and countryside were both haven and hunting grounds for shape-shifter clans headed and protected by the tiger clan—tigers being the fiercest natural predators of the north.

Morgan had a certain fame for being the sole survivor of the Avon massacres. Among the people she sought out, there were a number of individuals notably opposed to the excavation of Aeslyn Tear. Because people were willing to talk to her, Morgan was able to begin unraveling a web of intrigue that tied into a series of very recent deaths. Her suspicions were aroused when she noticed that these same people were being murdered shortly after she talked to them or before she ever reached them. None she talked to would explain their reasons for discouraging the excavation project, but deeper probing revealed that they were all representatives of the vampire and were communities. From her own nightmares, she was able to discover the link between the current slayings and the massacre she had witnessed. Her parents had been killed by vampires.

The Myth of the Goddess

The Rise of the Phoenix presents a significant break point that can be exploited by A Child of Paradox, as well as encompassing story elements relevant to both stories. In A Child of Paradox, the heroine delves into the mystery of her own origin only to realize that she plays the central role in her own paradoxical conception and birth. To wit, she comes of age as the orphaned daughter of an avatar of the goddess. She was seven years old when she survived her abduction and offering to a demon only to witness the apparent death of her mother. At seventeen, before assuming the mantle of a paladin herself, she returns to the site of her mother's death only to be inexplicably transported into the past where she discovers no trace of her mother's existence--until she is mistaken for her own mother by a group that is stunned to find her alive. To her horror, the only people who can confirm her mother even lived had all witnessed her death several months earlier. Concluding that a near brush with death caused the confusion and disorientation she obviously suffers, they attempt to restore her memory--arousing doubts about everything in her mind, as the general details of her mother's life strongly parallel her experiences, as if the life she remembers is a dream's distortion of these events. Gradually, she adjusts to her adopted life, entering the service of the goddess and bearing an incarnation of the goddess as her daughter. All the while, she is haunted by the goddess' nemesis, until at age twenty-seven she is forced to escape his torment through the gate, orphaning her daughter, but taking possession of her body on her return to the side of her death ten years later.

Only when she returns home to consult her goddess is she able to begin sorting out her confusion. To her shock, the goddess reveals that the person described in her friends' tales had in fact been her--that life an attempt to escape from the grip of her nemesis. The story of the god and the goddess unfolds. The goddess reveals that she attempted to exploit the power of rebirth to create an offshoot of her nemesis, and seized possession of it in the hopes of breaking free from his enslavement. Unfortunately, he had displaced her by simply terminating the root incarnation and migrating into the offshoot. The startling thing, however, was the fact that Morgan (being consistent with the heroine of The Rise of the Phoenix) had somehow taken possession of that incarnation in her migration from the future.

Obviously this approach produces a number of complications entering the Rise of the Phoenix story arc. However, there are variations on the Child of Paradox origin story that are made viable and are compatible with the Rise of the Phoenix storyline. In short, the story of a boy turned girl, a child turned paradoxical parent, and the goddess breaking free of her nemesis. Through temporal manipulation, the goddess engineered her escape from her nemesis.

The first incarnation of the goddess was conceived and born male as an offshoot of her nemesis. This boy's transformation into a girl was part the result of the passage of the goddess into her first incarnation at the crux of the paradox, and part the result of becoming self possessed coming into her power. At the age of seven, when the boy first turned female, he did not understand what had happened and willed himself to revert to "normal" unwittingly sealing away the power he possessed--becoming effectively latent and thus a superb candidate for magical initiation. His initiation gradually eroded the self imposed seal, until the power manifested itself again at age sixteen. Of course the manifestation of the power also triggered the transformation to female again. Through sheer will, he could restrain his power and revert to male form, but over the course of a year he came to understand the power and transformation was the expression of his, or rather her, true self. In hopes of learning more, she allowed the power to guide her further, but she never expected the power to drag her twenty years into the past. Once it did, however, she was in a position to confront the goddess' nemesis. As intended, the god took a profound interest in the mysterious boy-girl, especially once the goddess proclaimed she was her paladin and personal avatar.

Morgan still did not know why, however, and began to pursue answers more aggressively. Like most people, Morgan was unaware that Avon held a highly coveted and disputed territory in the underworld. The killings Morgan was investigating were the result of a territorial dispute between the tiger clans and the prince of the city. The slain were a mix of shape-shifter casualties, mauled vampire retainers and the remains of an occasional interrupted meal—prey that no predator lived long enough to properly dispose of. The turf war between the were-tigers and the vampires was fought covertly, a deadly chess game of ambushes and assassinations in an ever-mounting feud. Normal routines and habits became disrupted, producing a trail of bodies. Morgan's big break was discovering that they were fighting for control over Ruin's Deep.

Aeslyn Tear, the city once smothered by the wrath of the gods was far more extensive and surprisingly intact than anyone suspected, a sprawling underground metropolis dwarfing the port and city and underlying the surrounding countryside. Morgan had hardly begun her hunt when the prince of the city called a truce with the alpha male, to point out that their war endangered them all, and proposed a wager to settle their claim to the ruins. Initially, the object of the wager was simply to eliminate Morgan, but she proved to be something of a prize herself. As Morgan would make either a fine consort, the truce almost disintegrated over their attempts to conquer her. The increased stakes prompted a change in the wager, to settle both disputes by infecting Morgan at the same time, a test of the powers of a vampire and a ware to turn their victims.

Morgan fell into their trap, helpless as her body and soul became the battle ground to determine the outcome of the were-vampire war. To speed her transformation, she was bled to the brink of death before receiving their corrupting kisses, the venomous bites of the vampire and the were. Because weres and vampires were immune to each other’s venom, the possibility of producing a were-vampire never occurred to them. It was more probable that she would simply perish from the conflicting infections.

At first it seemed that the prince was the victor, when Morgan died and rose as a vampire. Only her natural regeneration, a facet of her innate psychic ability, made it plausible for her to endure the battle for dominance of her flesh and spirit. A were would turn overnight and swiftly gain vitality. Then as the hunger seized her, she transformed into a tiger, proving that she had been turned simultaneously into a blood-drinker and a man-eater. In a way, the dual transformation proved Morgan's salvation, her tiger form making it far easier to slake her blood thirst at the same time she fed her hunger for fresh meat by leading her instinctively to animal prey.

As was common in fledging new weres and vampires, Morgan's sires exploited her ignorance of her new condition to strengthen their hold over her, though in her case neither was certain of what to expect. Assessing her limits and abilities demanded a level of cooperation unheard of between a vampire and a were who were not bound in a master-servant relationship. The gestalt effect of her dual conversion granted her greater resistance to the unique vulnerabilities of weres and vampires, immunity to either sire's thrall, unparalleled powers of regeneration and the enhancement of her natural psychic talents. These benefits did not console Morgan for the loss of her humanity, however. As she became aware of the seductiveness of human prey, she decided to end her unnatural existence before she damned herself by succumbing to them. Exposure to the sun seemed the most obvious and certain way out, as she had been forced to witness such an execution—never realizing that it was the victim's ignorance that made such exposure fatal.

Morgan regained her humanity through what she believed to be the intervention of her goddess when she attempted to commit suicide.

[Original Pass]

Morgan was an orphan chosen to become the paladin of the goddess. Nothing was known of her past or origins prior to her mysterious arrival at the temple of the goddess when she was seven years old. Morgan herself could offer little enlightenment. A victim of her own psychic ability, the young girl's mind had been overwhelmed by an endless flood of sensation from the moment of her birth—any natural adjustment or conditioning she had to cope with her sensitivity was blown away by a traumatic ordeal immediately prior to her abandonment at the temple. Morgan was enrolled at the academy to gain control of her psychic gifts and receive the training she would need to become a paladin. At the age of seventeen she completed her initiation and received her first mission from the temple.

It seemed a simple trial, to investigate a series of local slayings and hunt down the men or monsters responsible. The mission was literally in her own backyard, her summer home and stomping grounds while on recess from the academy. The temple of the goddess crested the ridge dividing the Port of Avon and the City of Avon with a commanding view of the Aeslyn Tear Ruins and the former Seat of Avon. The largest port, and third largest city in Arden, it was unique for not having a reigning lord. House Avon had traditionally been the servants of the goddess and the defenders of the throne, so the Seat of Arden lay within the Avon Domain. When House Avon fell, and no legitimate heir could be found, the crown prince was appointed regent and ever since the domain had been under the indirect rule of the throne.

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In spite of her familiarity with the region, Morgan's mission quickly put her on unstable ground. Like most people, Morgan was unaware that Avon was also a highly coveted and disputed territory in the underworld. The port and city were both home to vampire communities, each under the thumb of vampire princes, while the villages and countryside were both haven and hunting grounds for shape-shifter clans headed and protected by the tiger clan—tigers being the fiercest natural predators of the north. The killings Morgan was investigating were the result of a territorial dispute between the tiger clans and the prince of the city over the Aeslyn Tear Ruins. The buried, ancient city once smothered by the wrath of the gods was far more extensive and surprisingly intact than anyone suspected, a sprawling underground metropolis dwarfing the port and city and underlying the surrounding countryside.

The turf war between the were-tigers and the vampires was fought covertly, a deadly chess game of ambushes and assassinations in an ever-mounting feud. Normal routines and habits became disrupted, producing a trail of bodies. The slain Morgan examined were a mix of shape-shifter casualties, mauled vampire retainers and the remains of an occasional interrupted meal—prey that no predator lived long enough to properly dispose of. Morgan had hardly begun her hunt when the prince of the city called a truce with the alpha male, to point out that their war endangered them all, and proposed a wager to settle their claim to the ruins. Initially, the object of the wager was simply to eliminate Morgan, but she proved to be something of a prize herself. As Morgan would make either a fine consort, the truce almost disintegrated over their attempts to conquer her. The increased stakes prompted a change in the wager, to settle both disputes by infecting Morgan at the same time, a test of the powers of a vampire and a ware to turn their victims.

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Morgan regained her humanity through what she believed to be the intervention of her goddess when she attempted to commit suicide. It took a decade, during which Morgan bore a daughter of the goddess, for the two sires to realize that the were and vampire aspects of Morgan had simply become dormant in response to her resurrection. Morgan's dual turning foiled the terms of the wager, so once more the deal was revised. The contest now became a matter of conquering Morgan herself—a distinct challenge since she had rebuffed both her sires and made her escape. To become the master of Ruin's Deep, they had to woo this twice cursed immortal girl and make her a willing consort. Each pursued the matter with a ruthless grace, an ongoing hunt to run her down and cut her off from any means of support apart from themselves. For ninety years they conducted this merciless and nurturing pursuit, teaching and guiding her while razing or rending every nest or companion she tried to make. Those same years saw the rise of the Athelon Empire under the rule of a conqueror conspicuous for his seeming immortality.

…

Morgan Na Avon Lea

In the evolution of the soul, an individual is confronted by many dualities representing the extremes of physical, mental and spiritual development. For one with boundless potential, struggling to awaken from the primordial state of point paradox, the chance to realize her full potential would tear her in two. By virtue of who and what she really is, however, her twinning, and the paradoxical rift in space and time that reflects her personal trauma and hints at her true identity, are all part of what enables her to be born and attain her full potential in the span of a single, very strange life. Unaware that she is the Dreamer in the Dream, her conscious existence unfolds in the shadow of her unconscious existence, her personal evolution reflected in the evolution of the god and goddess of her people.

Integrating notes detailing mutually exclusive variations on the underlying theme, a single resolution becomes apparent. In specific, this is a story about an individual divided by innate dualities. A soul conceived in the understanding of the apparent duality of point paradox, who is torn apart embracing her full potential through polarized embodiments and inspirations.

Implications

In pursuit of a singular resolution of complex and detailed epic, numerous impulses have been defined and-or detailed in a variety of contexts. With the evolution of a promising context, many of these impulses can be tapped to bring the depth of inspiration into play to produce viable chapters in the working project.

A past life, the first avon

a phoenix born

an angelic phoenix unleashed

a demonic phoenix unleashed

A parallelled life, a girl and a boy

a phoenix reborn, divided by sex and parallel lives

A phoenix took on human form, innocently creating an alien sex and being driven out into the wilderness as an outcast. She fell prey to a tiger, who in turn fell prey to a dragon seeking to prey on the humans who exiled her. In the process of undergoing a dual initiation, the tiger takes on her avon form and conceives of her and the dragon as twin daughters. Recognizing the difference in her daughters, and being twinned herself as a result of the initiations, she splits the daughters up by nature. The phoenix daughter is taken by the tiger phoenix, and the dragon daughter is taken by the tiger dragon.

At a very young age, the phoenix daughter was abducted and endured mutilation, rape and murder, from which she resurrected scarred by the trauma. As a child, the dragon daughter learned to adopt human guise, creating male and female versions of herself. As a teen, the phoenix daughter encountered and fell in love with her twin, the dragon daughter, as the psychic schism within reached the breaking point. Unable to comprehend her lover's madness, the dragon daughter responded to an attempt by her twin's demonic half to possess her by subjecting the phoenix daughter to a dragon initiation. As a result, the phoenix daughter was split into angelic and demonic twins who confronted one another in a deadly struggle that consumed them both and opened a rift in space and time. The dragon daughter's own duality, of male and female, was also liberated by the reflexive phoenix initiation. As a man and a woman, the dragon conceived of the phoenix, splitting her between male and female embryos, before making a desperate escape from the eye of paradox abandoning the two impregnated bodies vacant in the rift. Trapped in paradox, bound to the seeds within those vacant bodies, the phoenix calls upon paradox itself to ensure her rebirth. In the eye of paradox, there is no past or present suited to answer that desperate cry, but a future which only paradox might engineer offered a hope of salvation. To be born, the son and daughter would have to return to their point of origin and become mother and father to themselves.

A large population of humans had been exiled to Aeirn by the Dragon Empire. Humans had been appropriated as a servitor race, and this group had proven far too adaptable and independent for the comfort of the Established Races. Due to the degree of evolution and advancement they achieved in the Empire, they could not be returned to their native home, nor exiled in close proximity to any of the established spheres, thus their new home was in a remote galaxy on the fringes of the galactic frontier. To tend to them, the dragons initiated from within the group, and those who had proven sympathetic to their demands for independence, had been exiled with them. The powerful psionics that had emerged among the humans, the immortals and the eternals whom the latent segment of the population revered as gods, who had represented the greatest threat to the Empire, and who negotiated for the relocation of their constituents to this remote paradise, were also among them. The gods established a pact with the exiled dragons, in which the gods would be responsible for the mortal population and the dragons would not interfere beyond the needs of their own nature. The emergence of the exotics, in a world that was already divided by populations differentiated to the point of becoming distinct species, was almost cataclysmic. People violently rejected the appearance of a third sex, particularly one that competed exclusively with the male sex. the heavens had to be reshaped, and a new world prepared as a sister to Aeirn, where these incredible gifted people could live, because even the gods could not hope to wipe them out.

The age of gods came to an end during the purge, as humanity fought against the eradication of magic arts and artifice. During the cataclysm, the dragon and phoenix legacies were established by the avatar of the dragon and the phoenix, the tiger initiate. This brought stability to the northern kingdoms of the shattered continent that endured through the cataclysm and the age of empires. At the height of the age of empires, the dragon house held power over the united winter kingdoms, and the phoenix house held power over the united autumn kingdoms, and the two houses stood on the brink of war.

At this time, ancient legends about the demonic daughter of the first phoenix, and the identification of the phoenix avatar as the first phoenix, combined to inspire an attempt to awaken the dark phoenix, by sacrificing the avatar's twin daughter. This plot provided the impulse to resolve the paradox of the phoenix's resurrection. The tiger's daughter died and retreated into the shadow of her mother, and the time and place for the emergence of the phoenix established. To fulfill the impulse of the demon's summoning, the son and daughter would have to enter the rift and pass through the eye of paradox into the vacant bodies (merging with the statues of the god and goddess) and then embrace each other, to merge and allow the demonic side of the phoenix to emerge, in order for the angelic side of the phoenix to carry the displaced seeds of the son and daughter out of the rift and find herself in her mother's place in history. To liberate the seeds from the shadow of her metamorphoses, she would have to merge with her demonic twin to reclaim her male and female forms, reunite the split shadow of the seeds, and be mother and father to her former selves.

Initially, she did not discover her twinning, as the two of her were separated in the confusion of a shattered reality. One of her fell under the influence of the demons released by her passage through the eye of paradox, and the summoner who took advantage of her temporal dysphoria to win her support in a war against her own people. The other, after being mistaken for the demon that had been summoned and after realizing that she had arrived in the past, endured the traumatic discovery that her mother had died in the events that opened the rift in space and time that she had stumbled through. In spite of learning that her mother had been heir to the avatar of a goddess who could neither die, nor give birth, she clung to the memories that insisted her mother was the phoenix, and that somehow, she lived on in the demon she had been sacrificed to raise. The people of that day and age refused to believe her claims and viewed her amongst themselves as the resurrected phoenix goddess, privately dismissing her own assertions as confusion caused by the trauma of her death and resurrection. Being named Phoenix, she assumed people were addressing her by name, when in fact they were addressing her by her mother's title, and by the time she realized she had somehow usurped her mother's identity, she was too firmly established to dispute it. She persevered in her determination to save her mother from damnation and preserve her own existence. The most disturbing part of all was discovering that many of her dreams while growing up fit the experiences attributed to her mother's life, in history and in living memory of those who knew her.

She was dangerously close to succumbing to the beliefs held by others that the life she clung to was a delusion, when she confronted her twin. Her twin had believed herself to be living in her own time and had no doubts about who she really was. After they were reunited, her twin confirmed all of her memories, and they figured out how they had been twinned in the first place. They also agreed that the salvation of their mother was of utmost importance.

Status

0111-01

Recovered notes detailing earlier apprehensions of the initial embodiment of the goddess through her chosen avatar.

0111-05

A past life, the first avon

a phoenix born

a phoenix unleashed demonic and angelic

A paralleled life, a girl and a boy

a phoenix reborn, divided by sex and parallel lives

a phoenix merged, athenic, demonic and angelic aspects emerge

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The heavens had to be reshaped, and a new world prepared as a sister to Aeirn, where these incredible gifted people could live, because even the gods could not hope to wipe them out. The age of gods came to an end during the purge, as humanity fought against the eradication of magic arts and artifice. During the cataclysm, the dragon and phoenix legacies were established by the avatar of the dragon and the phoenix, the tiger initiate. This brought stability to the northern kingdoms of the shattered continent that endured through the cataclysm and the age of empires. At the height of the age of empires, the dragon house held power over the united winter kingdoms, and the phoenix house held power over the united autumn kingdoms, and the two houses stood on the brink of war.

At this time, ancient legends about the demonic daughter of the first phoenix, and the identification of the phoenix avatar as the first phoenix, combined to inspire an attempt to awaken the dark phoenix, by sacrificing the avatar's twin daughter. This plot provided the impulse to resolve the paradox of the phoenix's resurrection. The tiger's daughter died and retreated into the shadow of her mother, and the time and place for the emergence of the phoenix established. To fulfill the impulse of the demon's summoning, the son and daughter would have to enter the rift and pass through the eye of paradox into the vacant bodies (merging with the statues of the god and goddess) and then embrace each other, to merge and allow the demonic side of the phoenix to emerge, in order for the angelic side of the phoenix to carry the displaced seeds of the son and daughter out of the rift and find herself in her mother's place in history. To liberate the seeds from the shadow of her metamorphosis, she would have to merge with her demonic twin to reclaim her male and female forms, reunite the split shadow of the seeds, and be mother and father to her former selves.

Initially, she did not discover her twinning, as the two of her were separated in the confusion of a shattered reality. One of her fell under the influence of the demons released by her passage through the eye of paradox, and the summoner who took advantage of her temporal dysphoria to win her support in a war against her own people. The other, after being mistaken for the demon that had been summoned and after realizing that she had arrived in the past, endured the traumatic discovery that her mother had died in the events that opened the rift in space and time that she had stumbled through. In spite of learning that her mother had been heir to the avatar of a goddess who could neither die, nor give birth, she clung to the memories that insisted her mother was the phoenix, and that somehow, she lived on in the demon she had been sacrificed to raise. The people of that day and age refused to believe her claims and viewed her amongst themselves as the resurrected phoenix goddess, privately dismissing her own assertions as confusion caused by the trauma of her death and resurrection. Being named Phoenix, she assumed people were addressing her by name, when in fact they were addressing her by her mother's title, and by the time she realized she had somehow usurped her mother's identity, she was too firmly established to dispute it. She persevered in her determination to save her mother from damnation and preserve her own existence. The most disturbing part of all was discovering that many of her dreams while growing up fit the experiences attributed to her mother's life, in history and in living memory of those who knew her.

She was dangerously close to succumbing to the beliefs held by others that the life she clung to was a delusion, when she confronted her twin. Her twin had believed herself to be living in her own time and had no doubts about who she really was. After they were reunited, her twin confirmed all of her memories, and they figured out how they had been twinned in the first place. They also agreed that the salvation of their mother was of utmost importance.

Innovations

Perspective Shifts

Source Material

Contributing Content 00 - A Naked Goddess : Avatar Project, Point Paradox

Contributing Content 01 - Coming of Age : Voices (Extended)

Contributing Content 02 - Avatar Project, Coming of Age : Dragon's Nest

Contributing Content 03 - Avatars : Redundant

Contributing Content 04 - Avatars : Embodiments of Change, Dragon & Phoenix (MC 02)

Contributing Content 05 - Avatars : Sex & Death

Contributing Content 07 - Coming of Age : Voices (Backup)

Contributing Content 08 - Point Paradox : Side Notes

Contributing Content 09 - Domain and Dominion : The Goddess Overture, Phoenix Codes

Contributing Content 10 - Avatars : Sex & Death, General Blocking

Contributing Content 11 - Avon Establishment Notes

Master Content 00 - Point Paradox : Avatars, Avatar Project, Applicable to Initiation

Master Content 01 - Point Paradox : Original Impulses, Alternatives

Master Content 02 - Point Paradox, Eve & Eye : Recent Developments 1997-2001

Master Content 03 - Journal Roughs : Philosophical Input

Master Content 04 - Point Paradox : Applicable to the War of the Rift and Origins

Master Content 05 - Psionics and Mechanics (RP)