

ASRELIA RETIRES

Dusty, stale, the air of antiquity filled my nose. Old Age has entered our house...

Known Mythic Roles:

- **The Great Creatrix:** Earth Rune, Love (family) Passion, Magic Rune — called Asrelia
- **The Mighty Daughter:** Earth Rune, Disorder Rune — called Maran
- **The Bountiful Mother:** Earth Rune, Fertility Rune — called Esrola
- **Mistress of the Craffhall:** Fertility Rune, Harmony Rune — called Ernalda
- **The Impudent Daughter:** Disorder Rune, Hate (authority) Passion — called Eurmal
- **Other Daughters:** Earth, Fertility, or Harmony Runes
- **Fire:** Fire/Sky Rune
- **Old Age:** Death Rune
- **Daughter's Loom:** Harmony Rune

Known Stations:

- **Old Age Enters the House:** The Great Creatrix has given birth to Old Age, and begun to love him. She declares to her daughters that it's time for her to retire, and give them the Universe. She calls forth Power as the Loom of the World.
- **Inheriting the Earth's Might:** One daughter claims the physical power of the Earth, in all of her violence and majesty.
- **Inheriting the Earth's Generosity:** One daughter claims the bounty of the Earth, to feed the world forever.
- **Inheriting the Earth's Authority:** One daughter claims the Earth's role in the Universe, to continue creating new life.
- **Challenge of the Neglected Daughter:** A daughter who hasn't received inheritance from the Great Creatrix demands what she is owed.
- **The Weaving Contest:** Those contesting the Inheritance compete with one another to receive it. Traditionally Earth contests involve weaving, but a plethora of different competitions exist.
- **Power Judges the Daughters:** The Creatrix considers her competing daughters, and bestows the contested Inheritance. Rarely, she divides the Inheritance among multiple daughters.
- **Accepting the Neglected Daughter:** All of the daughters present are recognized as members of the Creatrix's family. Harmony between the Daughters of the Earth is restored.
- **The Great Creatrix Goes to Sleep:** Comforted by her now-harmonious daughters, the Creatrix goes to sleep. Harmony is restored, and the daughters receive their promised Inheritance.

However, heroquests are not consistent! New archetypes may be discovered, new stations revealed, and unexpected problems emerge.

