

I am saving my crowns for a wide variety of things. The likely most expensive thing is magic rolls for magic that has not been released yet. Who knows where the mentors are? Only time will tell, and my two Skireans on standby will have a whole adventure to track them down.

The first is Hacksaw, who is going to learn life magic. His whole story revolves around his grappling with the extreme amounts of death that he has experienced in his life. From the very beginning, he was a creature designed with only a single purpose: to kill the infections ravaging the land. When he was formed, it was humans from another planet, with bodies that absorbed magic and gave nothing in return that spurred his instincts.

He spent every waking moment hunting down these magical sinks and eradicating them, though even consuming them did not seem to return the magic back to the land. Mostly, they exploded into wormlings and either became something else, or died and returned the magic to the land.

During banishment, he was a huge target, and had become hyper aggressive to protect and feed himself. If he killed every crook that crossed his path, then he would never have to experience near-death again, and that strategy is what kept him alive.

He had been given the title [Red Hook] in his time in banishment, from the crooks who managed to encounter him and not be slain.

When he got out of banishment, he lived a difficult life in Fever, where he was constantly antagonized by Animal Control, a cccat hive that has a large swathe of territory in Fever. Lawless as it was, Fever ended up being the perfect place for Hacksaw to acclimate to life on Skire again. Though he didn't understand it, he had a special connection to Skire itself, and was passively learning and understanding what the new magical imbalance looked like.

He never got the opportunity to act on that connection until after the fracture, where the whole world broke apart and rose into the air. Ever

since he made the arduous journey up to Key when the elevators failed, he has been sensing more and more peculiar magical energy in the people around him, and, without realizing it, has been gaining more and more understanding of the world around him.

He has seen strange threads coming from the chests of people he has interacted with. Humans, mostly, but some crooks exhibit the same kind of energy. When Taiga cornered him one day and demanded he start looking for a way to improve his life -- which he appreciated because he hates when newts beat around the bush -- he decided to seek out knowledge that may be relevant to this new essence he has noticed.

It is the start of his discovery of life magic, and he will be eager to learn about it because it will make his job as an EMT much easier if he can do basic life magic casting in emergencies.

This will undoubtedly be an expensive endeavor, and who knows if a defect will appear along the way. Many such crowns will be needed to fund this venture, and I suppose he will have to earn those crowns somehow.

But it won't be nearly as expensive with Ruby's magic training. He is going to learn how to combine his spacial magic and his time magic into reality magic, which he already can do within very limited scopes. He's been practicing his magic ever since Alloy paid for it.

He now somewhat lives outside of the full influences of space and time, and whenever he brings it up to one of the CIB agents from the Temporal Institute of Magical Expertise department of the Law Enforcement Officers Division, they tell him that it's normal for casters of both magics to feel as if they are living outside of reality.

And the primary way to deal with this dissociative state, short of snipping the threads of magic off the body, is to train under a mentor who cannot be identified. Some believe it is a cccat named Complex, but that is only true some of the time. Until the mentor reveals themselves, and gets back to work,

Ruby is going to have to deal with the feeling of otherness. Not that it'll be that difficult. He is already somewhat out of touch with reality, seeing as he is a moon pod from Ofae, and has seen countless horrific things across splits in the timeline.

He has been known to use his individual powers for good, so who knows what will happen when he has a much fuller grasp on the integrated concept? Only time will tell. He'll need crowns for training, though, so right out of Alloy's pockets it goes.

Anything beyond this is up to how the story pans out when actually fleshing this leg of Ruby's journey out.

I might be tempted for other magic types but without all the other magics being out, I have no idea if certain things will work a certain way or not so it's just Hacksaw and Ruby's magic training, as everyone else's training has been completed so far. I guess except for Urs, who is mostly leveling with the magical musings prompt until the other magics come out and I can use a combo of prompts and crowns for leveling.

I think I will need to save even more crowns for the magic than I first thought since the system is different. Perhaps 6,000 crowns will be enough to pay for it all.

The other thing I am saving crowns for is for touched traits on some of my existing characters. I have no faith in rng, and would rather just do the grinding to get the crowns to just buy it. Opening 100 random boxes or rolling 100 different random loot tables is incredibly frustrating, so I'm hoping that I can just write 1000 prompts to get the crowns I need to buy touched items.

I'm not sure exactly what this looks like, but I would like to give dead eyes and tongues to all my old gen designs since I used the dead eye and tongue lore for them in some capacity anyway, and even though it would be

just a totally superficial change, just the trait on the masterlist, I am into that kind of thing.

I'd probably give the dead eye to Cardamon first, because in her lore, she actually died and came back to life on her own after a bender that resulted in her ingesting a substance that ended up being too magically potent for her. She came back weird, and has been chasing that ever since.

How cool would it be for her to seek out a Death Ledger and meet her ultimate fate through an interaction with one of the gods? It could be a whole storyline over the course of several prompts where I get to explore what that means for her with a definitive end where I get to attach the death ledger to her and make her eye truly dead.

As for everyone else, I think it would be cool to write something about Greg as well, who I think would look strange and creepy if he had an interaction with a Sinister Skeleton. It could be related to his agoraphobia and temporal displacement. Oh, look, another opportunity to give him some magic. Time magic, even though he's not really casting it, and just temporally displaced in his mind.

He could foresee a tragic event befalling one of his [siblings] or [mom and dad], and in a huge spur of courage, could go and confront the antagonistic force and come into contact with a god, who just reinforces his agoraphobia, and leaves him with a permanent reminder of that. It would be an excellent opportunity to explore more of his character with a specific goal in mind that is guaranteed because I already wrote enough prompts to get the item instead of aimless literary wandering in search for the right time to foreshadow something that will actually pay off in the narrative.

I have also flirted with the idea of giving one of my other Skireans a guild trait, or something else that is narratively satisfying with a theme that I can build up to and have pay off.

There are also countless ideas that could come along for MYOs in the future that could use touched traits for fun themes that I will not divulge because I want to be able to actually do it myself. I love setting goals and reaching them.

I suppose in character things would be a little less intuitive. Most of my Skireans were so poor that they never really could actually save for anything, because all their money either goes directly out of their pockets, or in the case of Idris and New Paths, she has to account for every crown spent in service to her nonprofit.

She cannot save much, though that might be changing as her [Beloved] has graciously given up most of his material wealth to help New Paths prosper in the coming years. His longevity relies on her being able to run the nonprofit as she needs to, else all of them will be on the street again and the world is far less kind than it was fifteen or so years ago.

Ruby wants to use Alloy's money to build a casino when he has the opportunity. That is a bit more difficult because Ruby needs to first prove that he has the leadership skills to run such an operation, and will absolutely need a legion of accountants to keep the books in order.

However, as Alloy is pushing to build in Fever, there might not be enough liquid capital to actually achieve such a thing, as wild as that sounds. But real estate is expensive. Construction is expensive. And in a world that recently experienced a catastrophic, life changing, world altering event, money of all denominations is much harder to come by and use as more and more people realize that it might not actually be that useful of a resource when it really comes down to it.

I suppose some of my other Skireans would have things to save for, too, but they mostly don't treat money the same way a human would in real life. They don't really understand it as a concept, why there needs to be a currency when the resources are in abundance and could be taken freely if they knew where the resources were, and most of them are not all that

materialistic when it comes to the spending and acquisition of capital. Their materialism comes in the form of gathering objects that appeal to them, like Idris and Hacksaw, and guarding those things if it is necessary.

Though Idris prefers to give her objects to her younglings so they can have things that they can play with, eat, or otherwise use in some capacity. Remember, she used to live in a lake where all things, living and dead, could disappear if they got too far away. Her younglings have no such object permanence issue.

Hacksaw collected things as well, but after watching it all sink into a shit lake, his materialism has augmented and changed. Now, he will look at anything, clean or dirty, garbage or not, and will pick out only the things he actually likes and thinks he will use. If they break, he expects that, and has long since abandoned wanting or desiring nice things.

Not like it matters, the concept of saving money for a later date is still just as foreign to him, since what happens if the people holding onto it say you can't use it anymore? Then it is just a gigantic pile of wasted time, energy, and resources.

Maybe some of my Skireans will adopt pets if that ever becomes a thing. They could save for that.