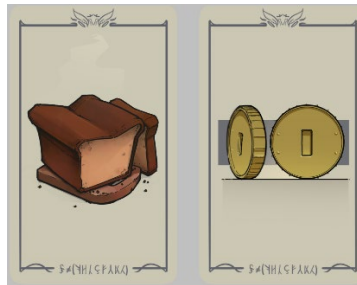


Fantasy Pet Shop



Placed in charge of a Fantasy Pet Shop for the day, an eager, newly employed Mage Intern is told by the upbeat Shop Owner to fulfil orders by distributing enchanted cards. At first, a small number of basic Pet Card Orders come through, depicting exotic animals wanted as company by lonely civilians, isolated in their homes by a plague outbreak. To transport these animals safely and compactly to each customer's home, a magic glove was developed with the ability to suck the soul of each animal residing within the shop and place their essence inside a singular card. This technology is used worldwide for several purposes, including the distribution of food and currency, in a world where deliveries are essential.



As orders start to pile up, demands for more unique pets increases, introducing the concept of hybrid animals. The Intern must now make use of the Shop Owner's custom steampunk machine, a device commonly found amongst the industrial technology of the world. Average household devices are used to extract the essence contained within purchased cards. However, the Shop Owner's machine binds the soul obtained by the glove to a card whilst also possessing the ability to merge multiple cards into one, allowing for these high-value mystical creatures to be produced for sale. Each card is surrounded by a metallic border, demonstrating their relation to this technology and the theme of the setting. Above each card, a colour indicator informs the Intern where to send off the order, transported by pneumatic tubes that spread throughout several lands.

