

A decorative graphic for the scene header, featuring a blue sunburst pattern on the left and a green and blue map-like background on the right. The text 'Act IV' and 'Scene 2' is written in a stylized, serif font within the sunburst.

Act IV
Scene 2

Mouthy

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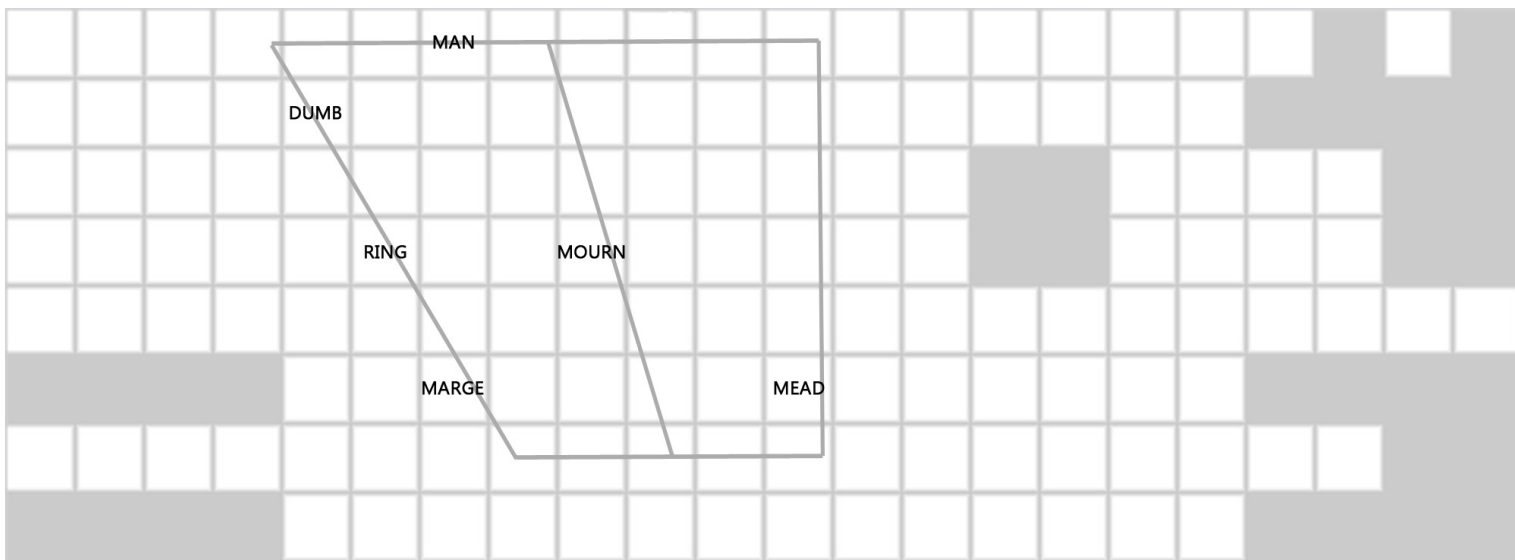
Mezza sees you, letting out a screech in joy. You extend out your arm, and Mezza obediently swoops up and perches on it. The two of you start migrating towards the building in the north, as indicated by the woman.

Along the way, you find yourself starting a conversation with Mezza. The conversation is somewhat one-sided of course, since Mezza seems to understand you better than you can understand Mezza. However, at the very least you are able to understand Mezza's general emotions, and you've always been thankful that the bird makes for such a fine companion on travels.

You're a few metres from the building when you suddenly trip over, falling flat on your face as Mezza flaps skyward in surprise. You get up and look around, not seeing anything which could have caused the fall, but then you feel something bump into your feet. Your gaze drops and you see a pink creature with a ponytail, holding out a white stone as though it were a present.

You politely decline, but thank the creature anyway as you walk into the building. A staff member greets you from behind a counter, asking you if it's your first time here. You reply to the affirmative since you've only ever heard of what this place was, but haven't actually heard enough to understand how the place works.

As the attendant begins their explanation, you can't help but notice the oddity on the wall behind them...



when reprimanded



BAD
BAG **3**
BARGE **2**
BEET **1**
BOARD **1**
BORG **4**
DAD **1**
DUB **1**
DUMB

GUM
GUN **3**
MAN
MARGE
MEAD
MEET
MOURN
NEAT **2**
PARCH **1**

PAT **2**
PORK **2**
PORT **4**
RING
TAT **3**
TORQUE **3**
TUM **2**
WIG **3**
WING