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Frosted Fields (Snowdin) Part 3

* Chara

- Asriel



: Very well then.



: ...



: We will be careful. She won't smell hide nor hair of us-

Asriel suddenly rushes into Chara and hugs them desperately.



: !!



: You BETTER be careful.



: ...of course.

They stay like that for a moment before Chara pulls away. Asriel reluctantly steps back and heads towards his upper path.



: Bye, Chara.



: Farewell, Asriel.

Asriel takes off. Chara watches him for a moment before sighing and turning to Frisk.



: As far as the natives know, I don't exist.



: They think I am Asriel's imaginary playmate and nothing more.



: The only exceptions to this "fact" are the members of the Royal Guard.



: I would suggest that you follow suit in keeping yourself scarce. Just run away if they get close.



: Come along, we have a bit of ground to cover and the puzzles will keep you busy enough.

Chara briskly heads onto the next room, Frisk following after. An X and O type puzzle is laid out in this room with a plaque engraved onto a nearby rock that Chara stands next to. Spikes block the exit.

The snow on this path lightens to a pale cyan from the lack of traffic around this area with darker green pine trees. Enemy encounters are severely decreased, comparable to Geno's encounter rate at the CORE. This will continue on for the rest of this split path.

Frisk examines the plaque.

"AS PROCLAIMED BY PRINCE PAPYRUS: IN ORDER TO PASS, YOU MUST TURN ALL X'S INTO O'S!"

Frisk talks to Chara.



: This is a standard style of puzzle you will see through the entire Underground.



: If you can't handle something like this now, you're just going to get stuck later on.



: Of course, that would require trying first. Why not try that out.

Frisk stumbles through the X and O puzzle until they get it right.



: Well done. Let's move on.

Frisk and Chara continue on through a small hall surrounded by trees with a lot of low branches.



: Ah, seems you can keep up after all.



: I imagine you're used to being on your own, being what you are.



: A valuable side effect of a dour situation.



: Keep it up. It will treat you well.

Chara continues forward. Frisk however stays in the hall to examine some of the branches.

You peek underneath the thick brush.

There appears to be some ill-fitting vines frozen over half buried in snow. How odd.

Frisk continues on to the next room. There's a small table next to a wall with a slice of frozen cheese on a plate adorning it. A save point floats above the cheese.

Frisk examines the cheese.

It's a slice of Asiago d'Allevo, abandoned to the frigid winds and stuck in a block of ice.

You ponder whether the mouse will ever claim its prize.

The thought of such a miracle fills you with determination. Let's move on before we're frozen too.

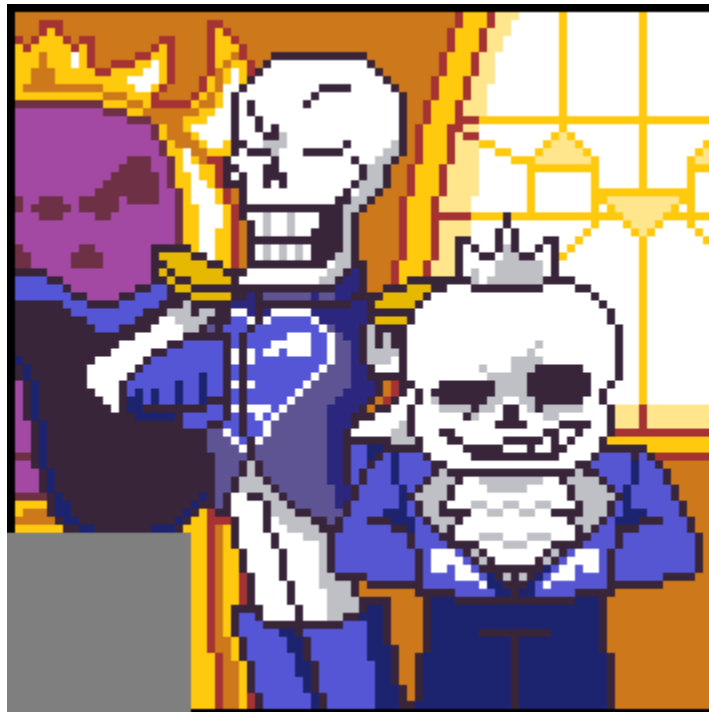
Frisk moves on to the next room. Chara is off to the side of a plaque on the wall while a sliding picture type puzzle dominates the room. Spikes block the exit to the right while the north has an open pathway.

Frisk examines the plaque.

“ROYAL DECREE: A GREAT, BIG SMILE WILL HELP YOU GET FAR!

THAT'S WHY WE'RE ALWAYS SMILING!”

Frisk messes with the puzzle for a minute before it all clicks together.



Sliding tile puzzle art made by FifLeo

The finished image is of Prince Papyrus in fancier clothes than Frisk has seen him before (aka has a cape now) with a wide grin. King Sans is also in similar garb, wearing a uncomfortable smile for the picture.



: The duality of skeleton royalty. Pictured here for all to see.



: I wonder why the King has not tried to change the picture after all these years.



: More trouble than it's worth to him maybe?

Frisk starts to head towards the north.



: Can you afford to take a detour now?



: Sigh.



: Fine. I'll accompany you then. Better safe than sorry.

Frisk enters the path to the north with Chara following behind.

A strange looking guard station sits alone in this room.

Frisk examines the guard station.

An odd guard station that's split into two but has the stations connected.

It must have enough room for the whole family in there.



: This used to be the station for the Dogaressa and Dogamy.



: It has been repurposed in the meantime, but it is a bit of a shame-

???: Bark?

Suddenly the sleepy head of Lesser Dog pokes out of the station's window.



: ...oh.



: Apologies there, my good guard.



: Tending to the herds of counted sheep I see.

Lesser Dog: Whimper.



: What?



: Oh, oh no.



: Come on, we can't afford to play now.

Lesser Dog: Whine...



:



: Fine, one round. Just for you.

Lesser Dog jumps out of his station and begins ~~FIGHTing~~ PLAYing. Frisk and Chara enters the battle screen together. Frisk will always go first in a party wide fight but it will alternate every turn. Chara's actions will be described by Mettacrit since he can't see Chara's battle arrangement.



Battle mock up made by Voltra, Lesser Dog battle sprite made by PineWSun

Frisk takes the first turn to Check.

Lesser Dog ATK 16 DEF 4

Its dagger resembles a sword more with its height, but don't let that fool you into thinking he's a threat.

Lesser Dog: Arf arf!

Chara takes their first turn to Check as well.



: The newest recruit of the Royal Guard, Lesser Dog.



: He's had trouble adjusting to the idea of fighting after being vouched for by his family.



: So he's been learning the basics of commands in the meantime.



: He's very proud of the stone dogger he made of the finest pomer-granite and enjoys being scratched behind both his ears at once.

Lesser Dog: Bark!

A bullet in the shape of Annoying Dog jumps in place in the battle box containing two red human SOULs owned by Frisk and Chara comes into view. Chara's SOUL will be represented in these duo battles and will dodge skillfully since they have a lot of experience with Lesser Dog.

The Annoying Dog bullet makes large jumps, trying to make contact with whichever SOUL is closest when it begins targeting.

Chara takes a turn to Command Lesser Dog into staying still with a stern look.

Lesser Dog takes to this well!

Well, poorly that is. He just gets more excited. Chara looks disappointed.

Lesser Dog: Bark Bark BARK!

Frisk takes an ACTION to try and Scold Lesser Dog.

You give a sharp reprimand to Lesser Dog.

Lesser Dog: Whine...

You apologize for the reprimand and instead encourage him to do better next time.

A series of white and blue spear bullets appear in a line under the battle box all at once. After a few seconds, they all strike up at once in an attack that covers the whole battle box.

Frisk takes an ACTION to try and Command Lesser Dog.

You tell Lesser Dog to sit down in the snow.

He listens! With a plop, he's sitting down in the snow like it's nothing.

Lesser Dog: R-ruff!

Chara takes an ACTION to try and Praise Lesser Dog.

Chara extols the virtues of Lesser Dog with flowery language.

Lesser Dog is confused.

Chara says they are a good boy and Lesser Dog becomes VERY happy.

Lesser Dog: Bark bark bark!!

A series of white and blue spear bullets appear underneath and above the battle box in a staggered fashion, striking into the box after a few seconds of spawning in.

This is the last unique attack.

Chara takes an ACTION to try and Command Lesser Dog.

Chara commands Lesser Dog to speak.

Lesser Dog enthusiastically complies.

Lesser Dog: Woof woof woof woof woof woof!!!

Frisk takes an ACTION to try and Praise Lesser Dog.

You tell Lesser Dog that he's SUCH a good boy and the bestest in the Royal Guard.

He takes it with the calm bravado you would expect.

Lesser Dog: Bark?! Bark bark bark!!

Lesser Dog is spareable now but Frisk isn't done. Frisk takes an ACTION to try and Pet Lesser Dog.

You reach forward and pet Lesser Dog for a job well done.

His head raises up to meet your hand immediately.

Lesser Dog: Arooo!

Lesser Dog has a slightly longer neck.

Chara takes an ACTION to try and Pet Lesser Dog.

Chara raises an eyebrow in your direction before going in to pet Lesser Dog as well.

Lesser Dog meets their hand as well, pushing it up as his neck extends.

Lesser Dog: Bark bark!

Lesser Dog's neck has risen. Lesser Dog stops attacking altogether at this point.

Chara takes an ACTION to try and Pet Lesser Dog.

After seemingly pondering as to whether or not this is a good idea...

Chara begins giving Lesser Dog head scratches!

...It quickly becomes neck scratches.

Lesser Dog: Pant pant pant...

Lesser Dog's neck has risen.

Frisk takes an ACTION to try and Pet Lesser Dog.

You follow Chara's lead, scratching away at Lesser Dog's neck.

His excitement, and himself, ascend further above.

Lesser Dog: Arf arf arf!

Lesser Dog's neck has risen.

Frisk takes an ACTION to try and Pet Lesser Dog.

...What's this smirk on your face?

You walk up to Lesser Dog... and begin giving him a neck massage?!

His tail wags with the intensity of helicopter blades as he skyrockets above.

Lesser Dog: Aroooooooooooooo!

Nothing but neck.

Chara takes an ACTION to try and Pet Lesser Dog.

Looking at you funny, Chara gives Lesser Dog a few parting pets.

The barking from above becomes increasingly distant.

Lesser Dog: bark

Despite everything, Lesser Dog's neck has risen even more.

Frisk Spares Lesser Dog and the battle ends, his neck reverting to the same length as it was at the start.



: That was certainly a nice diversion.



: I wish you the best Lesser Dog, you'll pass training school with flying colors this time.

Lesser Dog: Bark!!



: Yes, I too look forward to seeing how they tell the red medals apart from the green medals.

Lesser Dog jumps back into his station with an excited wiggle.

Frisk talks to Chara.



: ...perhaps I was too quick to judge.



: You've had plenty of chances to do even anything callous and yet. Nothing.



: Then again, it could be that you like monster dogs more than actual dogs.



: A fair assessment, they can be rather.... brutal.

Frisk talks to Lesser Dog in the station.

Lesser Dog yips excitedly at you, yet has an easier time keeping himself under control.

The Royal Guard has a bright future with this candidate.

Frisk and Chara heads back down and to the right into the next room, stepping on some branches on the way in. It has a cliff looming over the area with stumps all over. Chara is nearby the entrance and examining a large amount of felled tree trunks covered in axe marks with intense worry.



: These are recent.



: INCREDIBLY recent.



: We need to hide. Now.

Chara ducks behind a tree stump and Frisk follows suit. A pair of familiar paws walk down to the cliff's edge.

Dogaressa: **I can smell you.**

Chara and Frisk now have to hide behind the felled trunks between Dogaressa looking down and striking down on both empty spots and older trunks with magic axe slashes. The room goes on for a while but the exit door is within reach. However as Frisk rushes forward towards the exit, they trip on a branch. Dogaressa jumps down from the cliff, axe readied, and approaching Frisk. They shake as they can't get up in time-

-for a pair of vines to sprout up from the snow around the Dogaressa's ankles. She struggles against this unexpected threat but is unable to do more than wiggle on the spot.



: LET'S GO!!

Chara dashes forward, grabs Frisk by the arm, and pulls them up and out of the room while leaving Dogaressa behind and tied up.

Chara and Frisk arrive into the next room with Chara still holding onto Frisk's arm. They both stop and catch their breath.



: ...oh, apologies.

Chara lets go of Frisk's arm.



: After all this, I suppose some more detailed explanation is needed.

THAT'S all they have to say after almost being killed??



: I imagine you are familiar with the Solar Warriors, at least in reputation.



: The Dogaressa, that dog monster we saw, has been a member of their cult for some time. As far as I know, at least a decade.



: Apparently she used to be a part of the Royal Guard but split off after some.



: Differences in opinion.



: Unfortunately for us, that opinion is rather lethal towards humans.



: At least on the whole. I have not had the chance to sit down and ask about her thoughts on our.



: Well, specific abilities, due to our heritage.



: ...those vines will not hold forever.



: We should make haste to Flurriville before she manages to hack through them.

Chara moves on ahead, Frisk following closely.

The next room has three pedestals with statues on them in front of some familiar Os. The statues are of a lit campfire with a cross of logs underneath, a snowpoff, and a tiny pine tree.

The exit is again blocked by spikes. The center pedestal has a plaque on it.

Frisk goes to read the plaque.

“AS PROCLAIMED BY PRINCE PAPYRUS:

“THIS ONE WAS THE KING'S IDEA. I ELABORATED UPON IT, TO MAKE IT LESS...
SNOWPOFF-Y.”



: What do you make of the royalty here?



: Seems hard to get a bead on how seriously they take the job from these
plaques.



: ...but that can only give so much at the end of the day.

Frisk makes the shapes on the floor match the statues, making the spikes retract. Chara and Frisk head to the next room wordlessly.



: Not much longer until we meet up with Asriel now-



: ...wait. The other route...



: The teenagers will be hanging around there at this time.



: Sigh.



: He will probably need some comforting in place of the Captain's normal routine. I'll go on ahead to check on him.

Chara moves on, leaving Frisk behind.

Again, they were almost killed. But the TEENAGERS are the real trouble? What's going on in that kid's head??

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