

Bosses

Tunic has 6 total **bosses**.

- [Guard Captain](#)
- [Garden Knight](#)
- [Siege Engine](#)
- [The Librarian](#)
- [Boss Scavenger](#)
- [The Heir](#)

Guard Captain



Trunic Subtitle	Captain of the Guard
Location	East Forest
Reward	20 gems
Soundtrack	The Captain

The **Guard Captain** is the (typical) first [boss](#) of *Tunic*. It is encountered in the [East Forest](#), guarding the Eastern Bell. It can be found later as a normal [enemy](#).

Appearance

The Guard Captain is a large Rudeling with purple accents.

Abilities

The Guard Captain is able to charge at the player.

Strategy

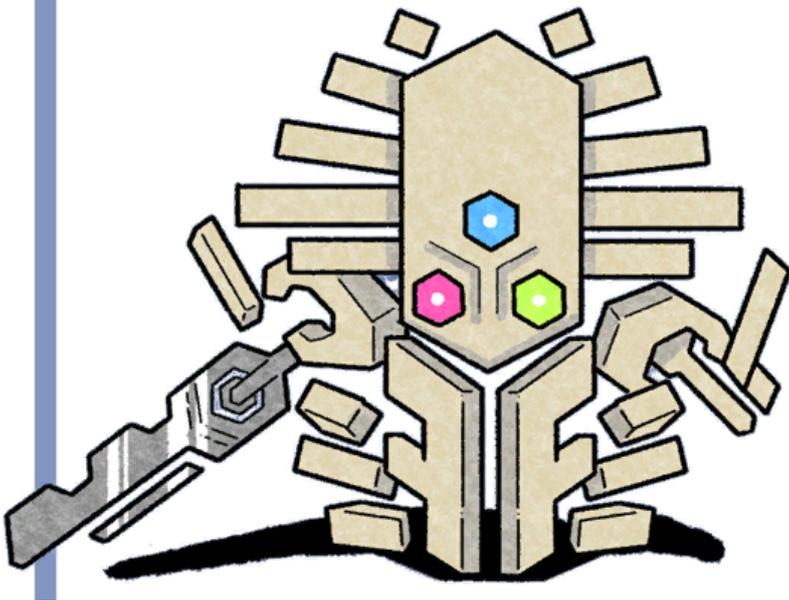
The Guard Captain can be disposed of with a few bombs. The player can also sneak around it in order to activate the gate lever and proceed to the next area.

Nomenclature

Language	Name
English	Guard Captain
Arabic	سرح ال بي قن
Bulgarian	Капитан на гвардията
Canadian French	Capitaine de la garde
Czech	Kapitán gardy
Danish	Vagtkaptajn
German	Hauptmann der Wache
Greek	Επικεφαλής Φρουράς
Spanish	Capitán de la guardia
Finnish	Vartion kapteeni
French	Capitaine de la garde
Hungarian	Az őrök kapitánya
Italian	Capitano delle guardie
Japanese	□□□
Korean	□□□
LATAM Spanish	Capitán de la guardia
Dutch	Kapitein van de wacht
Norwegian	Vokterkaptein
Polish	Kapitan gwardii
Portuguese	Capitão da Guarda
Brazilian Portuguese	Capitão da Guarda
Romanian	Căpitanul gărzii
Russian	Капитан стражи
Simplified Chinese	□□□
Swedish	Vaktkapten
Traditional Chinese	□□□
Turkish	Bekçi Komutanı

Language	Name
Ukrainian	Капітан варту

Garden Knight



Trunic Subtitle	A Sleeping Guardian, One of Many
Instruction Booklet Excerpt	"Blocks the way to the belltower. Will kill you."
Location	West Garden
Soundtrack	The Knight

The **Garden Knight** is the (typical) second [boss](#) of *Tunic*. It is encountered in the [West Garden](#), guarding the Western Bell.

Appearance

The Garden Knight is shaped similar to the Eyes of The Far Shore. It wields a large sword which doubles as a shotgun.

Plot

The Garden Knight is stated to be a palace guard by a [fox ghost](#). Corpses of Garden Knights are found in the West Garden and the [Swamp](#).

Strategy

The player should acquire at least a few upgrades before fighting the Garden Knight. They should also acquire the Magic Dagger.

Trivia

- The Garden Knight is internally referred to as `tunic_knight` and as `techknight`.
- There is cut content for a Void Garden Knight fight.^[1] The initial idea during development was to traverse the West Garden backwards during the night and to fight the Void Garden Knight at the end of it, but the boss idea did not properly come together, and the strict pathing did not seem like a good idea either,^[2] so the boss was cut.

Nomenclature

Language	Name
English	Garden Knight
Arabic	قديح لال سراف
Bulgarian	Градински рицар
Canadian French	Chevalier du jardin
Czech	Zahradní rytíř
Danish	Haveridder
German	Gartenritter
Greek	Ἰππότης Κήπου
Spanish	Caballero del jardín
Finnish	Puutarhan ritari
French	Chevalier du jardin
Hungarian	A kert lovagja
Italian	Cavaliere del giardino
Japanese	庭騎士
Korean	원기사
LATAM Spanish	Caballero del jardín
Dutch	Tuinridder
Norwegian	Hageridder
Polish	Ogrodowy rycerz
Portuguese	Cavaleiro do Jardim
Brazilian Portuguese	Cavaleiro do Jardim

Language	Name
Romanian	Cavaler de grădină
Russian	Садовый рыцарь
Simplified Chinese	花园骑士
Swedish	Trädgårdsriddare
Traditional Chinese	花园骑士
Turkish	Bahçe Şövalyesi
Ukrainian	Садовый лицар

References

1. <https://www.youtube.com/watch?v=Z0NWVYhc7Ko>
2. <https://www.youtube.com/watch?v=ixuteVBMx0s&t=6951s>

Siege Engine



Trunic Subtitle	The Last Functioning War Machine
Instruction Booklet Excerpt	"One key to The Shadow Oubliette is guarded by the last great machine of war. When the siege was done, this beast was coaxed into this lonely purpose."
Location	Eastern Vault
Reward	Vault Key
Soundtrack	The Siege

Siege Engine is a [boss](#) in *Tunic*. It is encountered in the Fortress of the [Eastern Vault](#). Defeating it rewards the player with the Vault Key.

Appearance

Siege Engine is the largest enemy in the game.

Plot

Siege Engine contains the Vault Key within it, guarding it so that no being can steal the red key from the Eastern Vault. During the fight, many of Siege Engine's sound effects can be interpreted as [Tuneic](#).

[Page 4](#) of the [instruction manual](#) depicts an army of Siege Engines.

Abilities

Siege Engine can summon Fairies, launch homing bombs, and fire projectiles.

Strategy

The player should use the Magic Wand to dispose of the Fairies quickly. Stay close to the Siege Engine and be as aggressive as possible.

Trivia

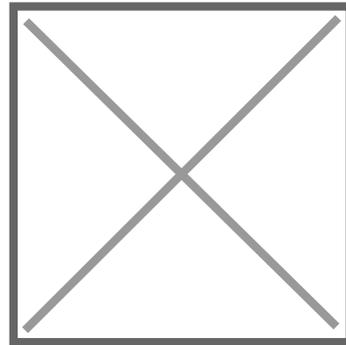
- Siege Engine is internally referred to as `spidertank`.

Nomenclature

Language	Name
English	Siege Engine
Arabic	رصاص حلال كرحم
Bulgarian	Обсадна машина
Canadian French	Engin de siège
Czech	Obléhačí stroj
Danish	Belejringsmaskine
German	Belagerungsmaschine
Greek	Μηχανή Πολιορκίας
Spanish	Máquina de asedio
Finnish	Piirityskone
French	Engin de siège
Hungarian	Ostromgépezet
Italian	Macchina d'assedio
Japanese	砲台
Korean	포대
LATAM Spanish	Máquina de asedio
Dutch	Belegeringsmachine
Norwegian	Beleiringsmaskin
Polish	Machina oblężnicza

Language	Name
Portuguese	Máquina de Guerra
Brazilian Portuguese	Máquina de Guerra
Romanian	Mecanism de asediu
Russian	Осадная машина
Simplified Chinese	攻城器
Swedish	Belägringsvapen
Traditional Chinese	攻城器
Turkish	Dev Örümcek
Ukrainian	Осадна машина

Gallery



The Librarian



Trunic Subtitle	The Thieving Scholar Who Seeks the Cross but Does Not Understand
Instruction Booklet Excerpt	<p>"Many have sought the secrets of this world, drawn by the great power and other secret legends.</p> <p>"The Librarian has learned much, including powerful sorcery. He makes his home high above the clouds, waiting for foolish Ruin Seekers to bring him more pages.</p> <p>"Although powerful, his tragedy is his belief that the Holy Cross resides in the Cathedral.</p> <p>"He will never visit The Far Shore."</p>
Location	Great Library
Rewards	256 gems Green key
Soundtrack	The Librarian

The Librarian is a [boss](#) in *Tunic*. He is encountered at the apex of the [Great Library](#). Defeating him rewards the player with the green key.

Appearance

The Librarian is a tall anthropomorphic fox-like creature with black fur and glowing orange eyes. His pompadour tapers into an upward point. He wears a black robe with a gray cape, fastened with a brooch composed of a trio of red, blue, and green hexagons.

Plot

The Librarian waits atop of the Great Library, in order to ambush and kill [Ruin Seekers](#) so he can take their manual pages.

It is implied that The Librarian stole the gate device from the southwest corner of the [Swamp](#) and placed it within the Great Library. He is also implied to have stolen the green key from the [Frog's Domain](#). At night, The Librarian can be found in the Great Library where he shares some dialogue.

Abilities

The Librarian uses magic to summon other [enemies](#) and fire powerful projectiles.

Strategy

The Magic Orb forces The Librarian to get close to the player. They can abuse this to end the fight quickly.

Nomenclature

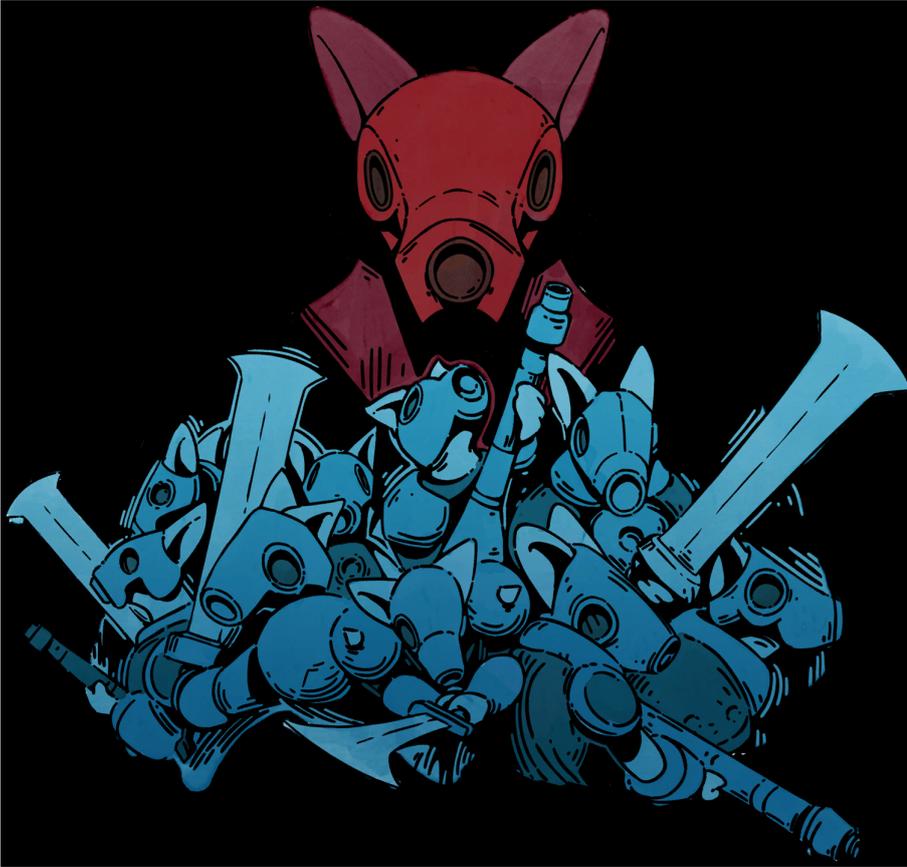
Language	Name
English	The Librarian
Arabic	ةبتكلم لانيمأ
Bulgarian	Библиотекаря
Canadian French	Le Bibliothécaire
Czech	Knihovník
Danish	Bibliotekaren
German	Der Bibliothekar

Language	Name
Greek	Ο Βιβλιοθηκάριος
Spanish	El bibliotecario
Finnish	Kirjastonhoitaja
French	Le Bibliothécaire
Hungarian	A könyvtáros
Italian	Il bibliotecario
Japanese	図書館員
Korean	도서관장
LATAM Spanish	El bibliotecario
Dutch	De bibliothecaris
Norwegian	Bibliotekaren
Polish	Bibliotekarz
Portuguese	O Bibliotecário
Brazilian Portuguese	Bibliotecário
Romanian	Bibliotecarul
Russian	Библиотекарь
Simplified Chinese	图书馆员
Swedish	Bibliotekarien
Traditional Chinese	圖書館員
Turkish	Kütüphaneci
Ukrainian	Бібліотекар

Gallery



Boss Scavenger



Trunic Subtitle	The Queen of Those Who Pick the Bones of This Land
Instruction Booklet Excerpt	"Will stop at nothing to obtain the blue key. She has long known that it lies in the Rooted Ziggurat but has only now entered its depths. It cost many lives, but any price would be acceptable."
Location	Rooted Ziggurat
Reward	Blue key
Soundtrack	The Scavenger

The **Boss Scavenger**, or **Boss of the Scavengers**, is a [boss](#) in *Tunic*. She is encountered within the Hidden Vault of the [Rooted Ziggurat](#). Defeating her rewards the player with the blue key.

Appearance

The Boss Scavenger is a large, beefy Scavenger. She wields a strange shield-like weapon, made from harvested parts.

Plot

The Boss Scavenger is mere moments away from pillaging the blue key from the Hidden Vault before she is interrupted by the player.

Abilities

The Boss Scavenger slashes her weapon around as a sword and uses it to perform the Admins' shockwave attack. She can also fire a shotgun and throw bombs, which can damage herself if she gets too close.

Strategy

The player needs to be proficient at *Tunic's* combat in order to defeat her. She can be instantly defeated by triggering the battle outside of the arena with the Magic Wand, then by using the Magic Orb to drop her into the pit.

Nomenclature

Boss Scavenger

Language	Name
English	Boss Scavenger
Arabic	نيشأب نل ميعز
Bulgarian	Бос на грабителите
Canadian French	La Charognarde Matriarche
Czech	Hlavní sběračka
Danish	Boss-samler
German	Bossplünderer
Greek	Αρχιεχθρός Πτωματοφάγων
Spanish	Carroñera jefa
Finnish	Tonkijoiden pomo
French	La Charognarde Matriarche
Hungarian	Dögevők vezére
Italian	Capo raziatore
Japanese	ボススクラッパー
Korean	보스 수거자

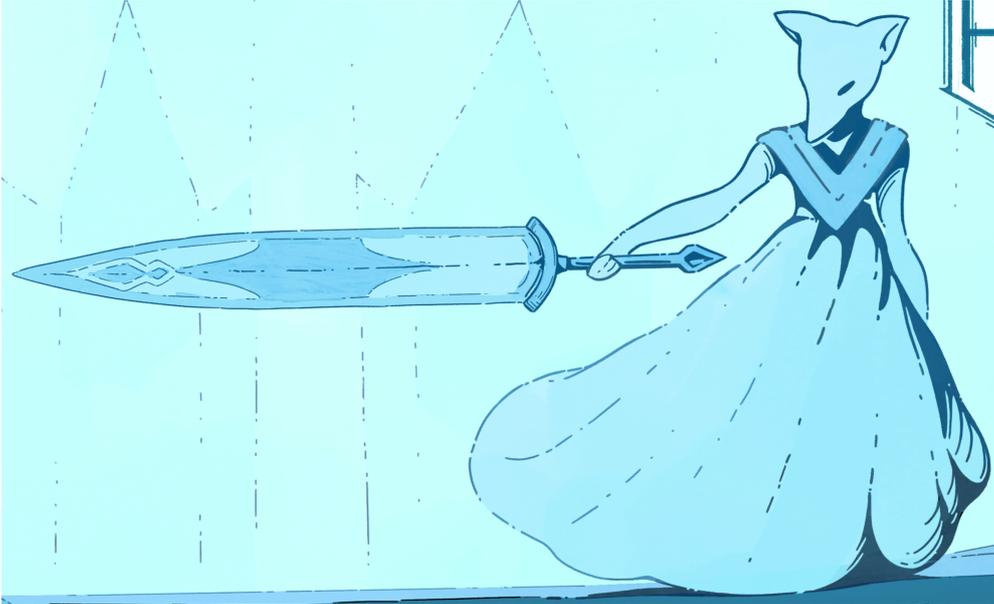
Language	Name
LATAM Spanish	Carroñera jefa
Dutch	Baas Aasvreter
Norwegian	Sjefsplyndrer
Polish	Przywódczyni zbieraczy
Portuguese	Líder dos Coletores
Brazilian Portuguese	Líder dos Coletores
Romanian	Şefa vânătorilor de comori
Russian	Главарь падальщиков
Simplified Chinese	废品 boss
Swedish	Förste sopletare
Traditional Chinese	废品王
Turkish	Yağmacı Lider
Ukrainian	Ватажок стерв'ятників

Boss of the Scavengers

Language	Name
English	Boss of the Scavengers
Arabic	بوس الشايفين
Bulgarian	Бос на грабителите
Canadian French	La Charognarde Matriarche
Czech	Boss sběračů
Danish	Boss for samlere
German	Boss der Plünderer
Greek	Αρχιεχθρός των Πτωματοφάγων
Spanish	Jefe de los carroñeros
Finnish	Tonkijoiden pomo
French	La Charognarde Matriarche
Hungarian	A dögevők vezére
Italian	Capo dei razziatori
Japanese	ゴミ王
Korean	쓰레기 왕
LATAM Spanish	Jefe de los carroñeros

Language	Name
Dutch	Baas van de aasvreter
Norwegian	Sjefen for plyndrerne
Polish	Przywódczyni zbieraczy
Portuguese	Líder dos Coletores
Brazilian Portuguese	Líder dos Coletores
Romanian	Şefa vânătorilor de comori
Russian	Главарь падальщиков
Simplified Chinese	Boss
Swedish	Sopletarnas ledare
Traditional Chinese	Boss
Turkish	Yağmacıların Lideri
Ukrainian	Очільниця стерв'ятників

The Heir



Location	The Far Shore
Soundtrack	The Heir

The Heir is the final [boss](#) of *Tunic*. They are a previous [Ruin Seeker](#) and the game's main antagonist. Found trapped in The Shadow Oubliette for most of the game, then in the Spirit Arena of [The Far Shore](#) after being freed.

Appearance

The Heir is a tall ghostly anthropomorphic fox wearing a long flowing tunic. They wield a large glowing sword called the "Sword of The Heir" by [page 41](#) of the [instruction manual](#).

Plot

Within The Far Shore, the player can discover The Heir, who is trapped within The Shadow Oubliette's shivering ring. The player procures the red, green, and blue keys, and places them on pedestals within the Sealed Temple of the [Overworld](#), freeing The Heir. Off-screen, The Heir enters the Spirit Arena and obtains the Sword of The Heir. They await for the player.

When the player arrives, The Heir gently greets them. However, The Heir betrays them, slashing down the Sword of The Heir upon them to engage them in combat. If the player dies, they become a ghost and are sent to Ruin Seeker's Arrival during the night.

During Ending A, the player defeats The Heir, and The Heir dissipates into light. The player inherits the role and becomes the Heir-To-The-Heir. They are trapped within The Shadow Oubliette.

During Ending B, the player presents the completed instruction manual to The Heir, sharing their wisdom.

Abilities

The Heir can perform powerful magic attacks, and is also able to channel the miasma.

Strategy

Well-timed parries are the key to this battle. Most of The Heir's attacks can be dodged, and parrying will leave them stunned long enough for 2 full sword combos. The Aura's Gem card makes parrying a bit easier.

Trivia

- The Heir is internally referred to as `elderfox` and as `foxgod`.
- The colors of The Heir in Ending B match that of the fox, reflecting customization colors.

Nomenclature

Language	Name
English	The Heir
Arabic	ث ر إ ل ا ف ل خ
Bulgarian	Наследника
Canadian French	L'Hoir
Czech	Dědic
Danish	Arvtageren
German	Der Erbe
Greek	Ο Κληρονόμος
Spanish	Descendiente
Finnish	Perijä
French	L'Hoir
Hungarian	Az örökös
Italian	L'erede

Language	Name
Japanese	相続
Korean	상속
LATAM Spanish	Descendiente
Dutch	De erfgenaam
Norwegian	Arvingen
Polish	Spadkobierca
Portuguese	O Herdeiro
Brazilian Portuguese	Herdeiro
Romanian	Moștenitorul
Russian	Наследник
Simplified Chinese	继承
Swedish	Arvtagaren
Traditional Chinese	繼承
Turkish	Vâris
Ukrainian	Спадкоємець

Gallery

