

Creatures

The various **creatures** that the player can encounter across the world of *Tunic*.

- [Bosses](#)
- [Enemies](#)
- [Characters](#)

Bosses

Tunic has 6 total **bosses**.

Guard Captain



Trunic Subtitle	Captain of the Guard
Location	<u>East Forest</u>
Reward	20 coin bits

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.

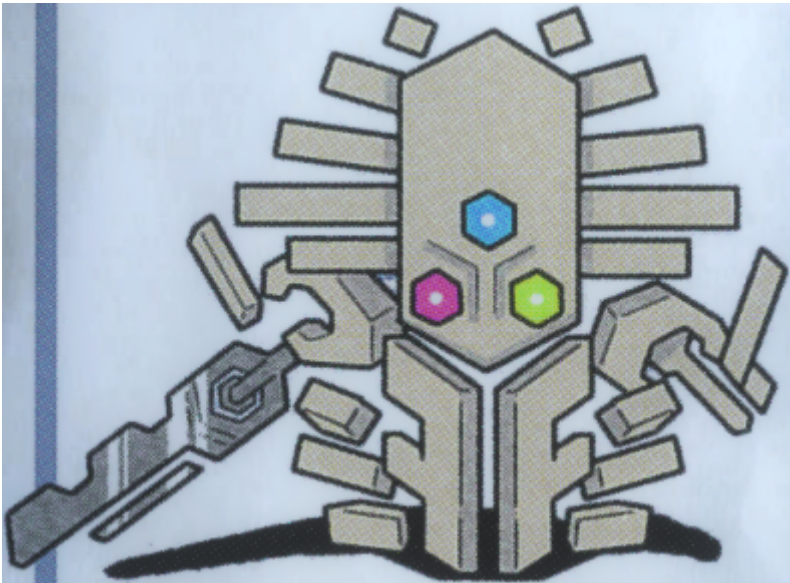
Abilities

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.

Garden Knight



Trunic Subtitle	A Sleeping Guardian, One of Many
Instruction Booklet Excerpt	"Blocks the way to the belltower. Will kill you."
Location	<u>West Garden</u>

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.

Strategy

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

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	<u>Eastern Vault</u>
Reward	Vault Key

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

Many of Siege Engine's sound effects can be interpreted as Tuneic.

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.

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	<u>Great Library</u>

Rewards	256 coin bits Green key
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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.

Plot

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.

Scavenger Boss



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	<u>Rooted Ziggurat</u>
Reward	Blue key

The **Scavenger Boss**, 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 Scavenger Boss wields a strange shield-like weapon, made from harvested parts.

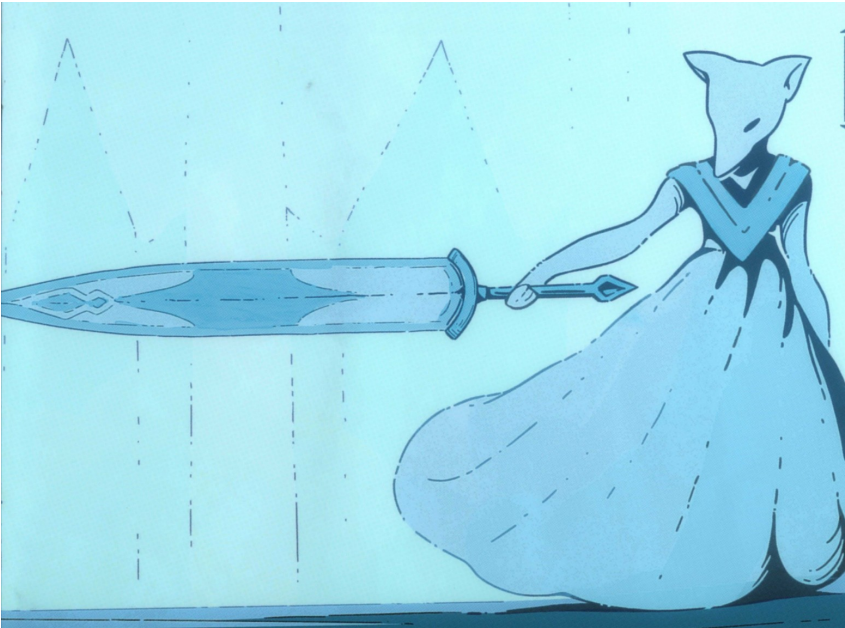
Abilities

The Scavenger Boss slashes her weapon around as a sword and uses it to perform the administrators' 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.

The Heir



Location	<u>The Far Shore</u>
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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

The Heir serves as the final boss of *Tunic*, though they can be skipped altogether by sharing the player's 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 makes parrying a bit easier.

Trivia

- The colors of The Heir in Ending B match that of the fox, reflecting customization colors.

Enemies

Tunic has various **enemies**. The [instruction manual](#) provides official names for a portion of the enemies.

Blob

Variants	Pink Blue Blue Big
Locations	Overworld East Forest Eastern Vault

Blob (conjectural and internal name) is an enemy in *Tunic*. There are small pink ones, small blue ones, and large blue ones.

Variants

Pink

Locations	Overworld East Forest Eastern Vault
Reward	1-2 coin bits

Blue

Location	Overworld
Reward	3 coin bits

Blue Big

Locations	Overworld East Forest
Reward	2-3 coin bits

Rudeling

Instruction Booklet Excerpt	"Ghost of a soldier who has forgotten why they fight. Follows orders but has no soul."
Variants	Red Blue Purple
Locations	<u>Overworld</u> <u>East Forest</u> <u>Under the Well</u> <u>West Garden</u>

Rudeling, internally known as `skuladot`, is an enemy in *Tunic*. The red ones have a sword, the blue ones have a sword and shield, and the purple ones have a sword and are much larger.

Variants

Red

Locations	<u>Overworld</u> <u>East Forest</u> <u>Under the Well</u> <u>West Garden</u>
Reward	8-9 coin bits

Blue

Locations	<u>Overworld</u> <u>East Forest</u> <u>Under the Well</u> <u>West Garden</u>
Reward	8-9 coin bits

Purple

Locations	<u>Overworld</u> <u>Under the Well</u> <u>West Garden</u>
Reward	19-20 coin bits

Hedgehog

Variants	Pink Blue
Locations	<u>Overworld</u> <u>East Forest</u>

Hedgehog (conjectural and internal name) is an enemy in *Tunic*. There are pink ones, which shoot a single projectile at a time, and blue ones, which shoot many projectiles at a time.

Variants

Pink

Locations	<u>Overworld</u> <u>East Forest</u>
Reward	2-3 coin bits

Blue

Location	<u>Overworld</u>
Reward	4-5 coin bits

Autobolt

Instruction Booklet Excerpt	"It wants to protect something, but what? Circle around and use the shield."
Locations	<u>Overworld</u> <u>Under the Well</u> <u>Frog's Domain</u> <u>Rooted Ziggurat</u>
Reward	? magic-points

Autobolt, internally known as turret, is an enemy in *Tunic*. The Magic Orb pulls the player closer to it.

Envoy

Instruction Booklet Excerpt	"More questions than answers."
Locations	<u>Overworld</u> <u>East Forest</u> <u>Ruined Atoll</u>
Reward	36 coin bits

Envoy, internally known as `honourguard`, is an enemy in *Tunic*.

Phrend

Instruction Booklet Excerpt	"A disquiet fragment who lives in a skull and wants to taste everything."
Locations	<u>Overworld</u> <u>Under the Well</u> <u>Dark Tomb</u> <u>Beneath the Eastern Vault</u> <u>Swamp</u>

Phrend, internally known as `bat` and as `tonguebat`, is an enemy in *Tunic*.

Spyrite & Sappharach

Instruction Booklet Excerpt	"Don't be fooled! The mark on their backs is a trick."
Locations	<u>East Forest</u> <u>Beneath the Eastern Vault</u>

Spyrite & Sappharach, internally known as `spiderSmall` and `spiderBig`, are enemies in *Tunic*. Spyrite has a yellow gem marking on its back, and Sappharach has a blue gem marking.

Variants

Spyrite

Locations	East Forest Beneath the Eastern Vault
Reward	6 coin bits

Sappharach

Location	Beneath the Eastern Vault
Reward	24 coin bits

Slorm

Instruction Booklet Excerpt	"A type of slime who just wants to be close to you. Stun it by blocking."
Variants	Default Corrupted
Locations	Under the Well Ruined Atoll

Slorm, internally known by the same name and as spinnerslime, is an enemy in *Tunic*. The default one has black eyes and leaves behind a normal explosion, and the corrupted one has glowing pink eyes and leaves behind a miasma-infused explosion.

Variants

Default

Location	Under the Well
Reward	6 coin bits 2 mana-points

Corrupted

Location	Ruined Atoll
Reward	6 coin bits 2 mana-points

Plot

Page 17 of the instruction manual states that Explosive Bombs are made from Slorm.

Through visual storytelling, it is depicted that the Slorms of the Ruined Atoll have become corrupted by the miasma spilling forth from the broken conduits, polluting the waters in which they live in. Unlike the normal Slorms of Under the Well, the corrupted Ruined Atoll Slorms have eyes that glow pink, and when they die, they temporarily leave behind an unnatural pink explosion of miasma.

A Husher is seen eating at the remains of an corrupted Slorm in the southern part of the Ruined Atoll. This act, along with various outdated information on page 34 of the instruction manual, implies that the Hushers have inherited the disease from eating the corrupted Slorms, altering their appearance and making them aggressive. In comparison, Plovers show no visual signs of the disease and are not depicted to eat corrupted Slorms, so they are not aggressive towards the player.

Tentacle

Locations	<u>Under the Well</u> <u>Swamp</u>
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Tentacle (conjectural and internal name) is an enemy in *Tunic*.

Fleemer

Instruction Booklet Excerpt	"Equipped in various ways. The flesh may be stripped away but the will to fight is strong."
Variants	Default Big Shield Club
Locations	<u>Dark Tomb</u> <u>Swamp</u>

Fleemer, internally known as `bomezome`, is an enemy in *Tunic*. The default one wields a single sword, the big one is the same as the default one but bigger, another variant wields a longer sword as well as a shield, and an enormous one wields an immense club.

Variants

Default

Locations	<u>Dark Tomb</u> <u>Swamp</u>
Reward	4-5 coin bits

Big

Location	<u>Dark Tomb</u>
Reward	5 coin bits

Shield

Location	<u>Swamp</u>
Reward	?

Club

Location	<u>Swamp</u>
Reward	?

Chompignom

Instruction Booklet Excerpt	"Always hungry. It runs fast but can't turn very quickly. Dangerous as a family!"
Variants	Default Void
Location	<u>West Garden</u>

Chompignom, internally known as `crocodoo`, is an enemy in *Tunic*. The default one is green, and the void one glows purple.

Terry the Chompignom, a lone Chompignom, is the most fashionable of the Chompignoms if the Sunglasses code is inputted.

Variants

Default

Location	<u>West Garden</u>
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Reward	7-8 coin bits
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Void

Location	<u>West Garden</u>
Reward	?

Fairy

Not to be confused with the character of the same name.

Instruction Booklet Excerpt	"Curious pieces of the wall that have come to life. They seem intent on stopping you."
Variants	Beam Ice beam
Locations	<u>West Garden</u> <u>Ruined Atoll</u> <u>Rooted Ziggurat</u>
Reward	5 magic-points

Fairy, internally known as `fairyProbe`, is an enemy in *Tunic*. There are ones that shoot a damaging beam, and there are ones that shoot a non-damaging ice beam.

Plot

Page 27 of the instruction manual states that the Magic Dagger is made from a Fairy. The building containing the Magic Dagger is filled with Fairy corpses.

Baby Slorm

Instruction Booklet Excerpt	"A baby slorm who cannot spin yet, but is still useful."
Locations	<u>Beneath the Eastern Vault</u> <u>Eastern Vault</u> <u>Ruined Atoll</u> <u>Frog's Domain</u>
Reward	2 magic-points

Baby Slorm, internally known as `slormBaby` and as `spinnerslime_baby`, is an enemy in *Tunic*.

Custodian

Instruction Booklet Excerpt	"Caretakers of the Vault who have learned some magic. Candles can be put out."
Variants	Default Candelabra Staff
Locations	<u>Beneath the Eastern Vault</u> <u>Eastern Vault</u> <u>Frog's Domain</u>

Custodian, internally known as `wizard`, is an enemy in *Tunic*. The default one wields a candle, the large one wields a candle and a candelabra, and another variant wields a wooden staff.

Variants

Default

Locations	<u>Beneath the Eastern Vault</u> <u>Eastern Vault</u>
Reward	9-10 coin bits 5 magic-points

Candelabra

Location	<u>Eastern Vault</u>
Reward	9-10 coin bits 5 magic-points

Staff

Locations	<u>Eastern Vault</u> <u>Frog's Domain</u>
Reward	9-10 coin bits 5 magic-points

Plover

Location	<u>Ruined Atoll</u>
Reward	8 magic-points

Plover (conjectural and internal name), is an enemy in *Tunic*. It runs away when the player approaches and does not attempt to attack them.

Husher

Instruction Booklet Excerpt	"A friendly bird that loves to eat slorms."
Locations	<u>Ruined Atoll</u> <u>Swamp</u> <u>Cathedral</u>
Reward	9-10 coin bits 5 magic-points

Husher, internally known as crow, is an enemy in *Tunic*.

Plot

Page 34 of the instruction manual depicts Hushers to have black eyes and a normal purple-feathered body, free of corruption. As well, they are stated to be "friendly." This page of the manual also depicts what appears to be a recommended order to approach the 4 tombs of the Ruined Atoll, and the walls and conduits of the atoll are intact and undamaged.

However, this page of the instruction manual is outdated, as it does not accurately reflect the state of the Ruined Atoll. Hushers have eyes that glow pink, and their bodies unnaturally glow with the corruption of miasma. They are aggressive and unfriendly. Furthermore, the recommended order to approach the 4 tombs is not practical, due to the collapse and decay of the walls and conduits.

At some point in time between the creation of page 34 and the events of the game, Slorms of the Ruined Atoll became corrupted by the miasma spilling forth from the broken conduits, polluting the waters in which they live in. Unlike the normal Slorms of Under the Well, the corrupted Ruined Atoll Slorms have eyes that glow pink, and when they die, they temporarily leave behind an unnatural pink explosion of miasma.

A Husher is seen eating at the remains of an corrupted Slorm in the southern part of the Ruined Atoll. This implies that the Hushers have inherited the disease from eating the corrupted Slorms, altering their appearance and making them aggressive. In comparison, Plovers show no visual

signs of the disease and are not depicted to eat corrupted Slorms, so they are not aggressive towards the player.

Crabbit

Instruction Booklet Excerpt	"Crabbo has a hard shell, but crabbit has pals."
Location	<u>Ruined Atoll</u>
Reward	2-3 coin bits

Crabbit, internally known by the same name, is an enemy in *Tunic*.

Crabbo

Instruction Booklet Excerpt	"Crabbo has a hard shell, but crabbit has pals."
Location	<u>Ruined Atoll</u>
Reward	5 coin bits

Crabbo, internally known by the same name, is an enemy in *Tunic*.

Frog

Instruction Booklet Excerpt	Young: "Still in training. They take turns attacking." Grown-up: "Grownups have hooks on their tongues." Well-equipped: "Well equipped. Always tries to attack 3 times."
Variants	Young Grown-up Well-equipped
Locations	<u>Ruined Atoll</u> <u>Frog's Domain</u>

Frog, internally known by the same name, is an enemy in *Tunic*. The young ones are small and wield two swords, the grown-ups are large and wield two swords, and the well-equipped ones are

large and wield a spear and shield.

Variants

Young

Locations	<u>Ruined Atoll</u> <u>Frog's Domain</u>
Reward	?

Grown-up

Locations	<u>Ruined Atoll</u> <u>Frog's Domain</u>
Reward	?

Well-equipped

Locations	<u>Ruined Atoll</u> <u>Frog's Domain</u>
Reward	?

Scavenger

Instruction Booklet Excerpt	<p>Rifle: "Built out of autobolt parts, but can only shoot once. Scavengers with this will try to keep their distance."</p> <p>Miner's greatsword: "Beefy scavengers use this to crack open odd architecture and you."</p> <p>Bombs: "Watch out for miners who use these. They try not to hurt their allies but accidents happen."</p>
Variants	Rifle Miner's greatsword Bombs
Locations	<u>Quarry</u> <u>East Forest</u>

Scavenger, internally known by the same name, is an enemy in *Tunic*. They wield either rifles, miner's greatswords, or bombs.

Variants

Rifle

Locations	<u>Quarry</u> <u>East Forest</u>
Reward	?

Miner's greatsword

Locations	<u>Quarry</u>
Reward	?

Bombs

Locations	<u>Quarry</u> <u>East Forest</u>
Reward	?

Admin

Location	<u>Rooted Ziggurat</u>
Reward	?

Admin (conjectural name), internally known as administrator, is an enemy in *Tunic*.

Plot

The Librarian repurposed an Admin to use it as a tea table in the Great Library.

Voidling

Locations	<u>Rooted Ziggurat</u> <u>Eastern Vault</u>
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Reward	?
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Voidling (conjectural and internal name) is an enemy in *Tunic*.

Plot

A Voidling appears during a one-time event when walking along the west edge of the Ruined Atoll.

Gunslinger

Location	<u>Swamp</u>
Reward	?

Gunslinger (conjectural and internal name), also internally known as `gunman`, is an enemy in *Tunic*.

Lost Echo

Instruction Booklet Excerpt	"An Echo-of-Self from a past Ruin Seeker whose owner gave up. Watch and listen closely, and release it from its agony."
Location	<u>Swamp</u>
Reward	?

Lost Echo, internally known as `ghostfoxMonster`, is an enemy in *Tunic*.

Oblivion Seeker

Variants	Slow Fast
Location	<u>Cathedral</u>

Oblivion Seeker (conjectural name), internally known as `foxZombie` and `foxEnemy`, is an enemy in *Tunic*. The former moves and attacks slowly, and the latter moves and attacks quickly.

Plot

Oblivion Seekers are depicted within the [Cathedral](#) on [page 4](#) of the [instruction manual](#).

Trivia

- The colors of Oblivion Seekers match that of the fox, reflecting customization colors.

Armored Statue

Location	Great Library
Reward	?

Armored Statue (conjectural name), internally known as `beefboy`, is an enemy in *Tunic*.

Fossil of Self

Location	Quarry
Reward	?

Fossil of Self (conjectural name), internally known as `voidtouched`, is an enemy in *Tunic*.

Plot

A Fossil of Self is depicted crucified within the [Cathedral](#) on [page 4](#) of the [instruction manual](#). This non-aggressive one is found during gameplay and disappears after venerating to the nearby tomb. Other non-aggressive Fossils of Self are seen imprisoned and entombed within the [Rooted Ziggurat](#).

The player can venerate to the first encountered one in the Rooted Ziggurat, and to the Cathedral one, which causes them to "awaken," and their head turns to watch the player more closely.

The aggressive Fossil of Self ambushes the player at night within the Monastery of the Quarry, bringing miasma that blocks the escape route with it. Defeating it removes the newly-introduced miasma, as well as the miasma blocking the path towards the Hero's Grave. After its defeat, it does not respawn.

Characters

Tunic has several friendly **characters**.

Fox



The **fox**,^{[1][2]} also known as the **Ruin Seeker**,^{[3][4]} is the playable protagonist of *Tunic*. They seek to explore ruins, or to bring ruin to the world.

Appearance

The fox is a small anthropomorphic orange fox with white patches of fur. Their nose and their paws are brown. They have a hair floof that bounces on their forehead as they move around. They wear a green tunic with a brown belt (yellow in the official artwork), and a purple-pink neckband.

The fox's colors can be customized in the secret changing room to the right of the Overworld's fountain.

Personality

The fox is fascinated with treasure and always locks their head to face any nearby unopened treasure chests, somehow even being able to sense them through solid walls. They also stare at Check-Points, tombs, and targetable objects, like enemies.

Trivia

- The colors of the Lures (other than in the inventory), Oblivion Seekers, and The Heir match the customization colors of the player’s fox.
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Spectral Seller



Locations	Shop <ul style="list-style-type: none">• Overworld• West Garden• Eastern Vault• Ruined Atoll• Quarry• Swamp• Cathedral
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The **Spectral Seller**,^[5] also known as the **Shopkeeper**,^{[6][7]} is a character in *Tunic*. They sell merchandise to the player at the [shop](#).

Appearance

The Spectral Seller is a large floating purple skeletal creature with glowing purple eyes. Their head has an animalistic shape, with pointed ears, and their lower jaw is missing.

Personality

The Spectral Seller patiently watches the fox wherever they wander within the shop, and the Seller’s hand tips float close to each other, as if expectant of the fox to buy something. The Spectral Seller is appreciative of the fox spending money at the shop, politely bowing whenever the fox purchases one of their goods.

Shop

Adventurers beware, there are no ways to obtain unlimited quantities of Ice Bombs or Hot Peppers on a single playthrough, as the Spectral Seller does not sell them, making them a limited resource.

Item	Price	Availability	Limit
Explosive Bomb x3	100	Initial	Unlimited
Fire Bomb x3	150	Visit the <u>West Garden's</u> shop	Unlimited
Red Fruit	100	Finish <u>Under the Well</u>	Unlimited
Magic Potion	300	Initial	1
Magic Potion	1,000	Visit the <u>West Garden's</u> shop	1
Lure	150	Visit the <u>Eastern Vault's</u> main floor	Unlimited
Blue Fruit	150	Visit the <u>Eastern Vault's</u> main floor	Unlimited
Golden Coin	999	Finish <u>Under the Well</u>	1
Golden Coin	999	Visit the <u>Swamp's</u> shop	1
Ivy	90	Visit the <u>West Garden's</u> shop	Unlimited

Fox Ghost

Not to be confused with Lost Echo or Oblivion Seeker.

Locations	<u>Overworld</u> <u>East Forest</u> <u>West Garden</u> <u>Eastern Vault</u> <u>Swamp</u>
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Fox ghosts are characters in *Tunic*. The player can speak to them for some dialogue, which is encoded in Tunic. They only appear at night.

Fairy

Not to be confused with the enemy of the same name.

Locations	<u>Overworld</u>
	<u>East Forest</u>
	<u>West Garden</u>
	<u>Eastern Vault</u>
	<u>Great Library</u>
	<u>Quarry</u>

Fairies are characters in *Tunic*. They are found residing in golden treasure chests.

Disquiet Being

Locations	<u>The Far Shore</u>
	Magic Orb
	<u>Glyph Tower</u>

Disquiet Beings are characters in *Tunic*.

Appearance

A Disquiet Being is a tentacled creature with a trio of hexagonal eyes colored red, green, and blue. It has an elongated hexagonal head.

Plot

Disquiet Beings are depicted on page 4 of the instruction manual, and are suggested to gnaw apart at the Canonical Plane.

They are subtly depicted as corner decorations for the corners of page 3, 4, and 5.

If the player opens the Sealed Temple doors prior to ringing the Eastern and Western Bells, they will see a vision where the eyes of a Disquiet Being looms above the imprisoned Heir, who is cowering in fear. The eyes are literally the red, green, and blue keys.

On page 35 of the instruction manual, it is stated that rotating the Magic Orb around the forbidden axis partially summons a Disquiet Being.

The Glyph Tower depicts a circle of 12 stone Disquiet Beings surrounding the top of tower. Page 54 of the instruction manual refers to the 12 as "strange beings."

References

1. <https://www.fangamer.com/products/tunic-fox-plush>
2. <https://twitter.com/FinjiCo/status/1123610624787927040>
3. <https://www.fangamer.com/collections/tunic/products/pinverse-tunic-fox-pin-pack>
4. <https://twitter.com/FinjiCo/status/1706731156845076972>
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