

Bosses

Tunic has 6 total **bosses**.

Guard Captain



Trunic Subtitle	Captain of the Guard
Location	East Forest
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.

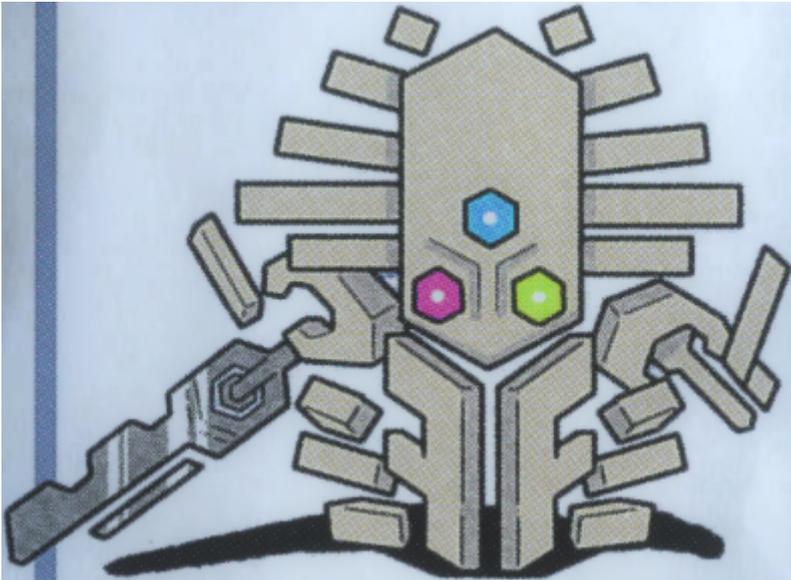
Abilities

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.

Trivia

- The Garden Knight is internally referred to as `tunic_knight` and as `techknight`.

Siege Engine



Tunic 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

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`.
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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

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.

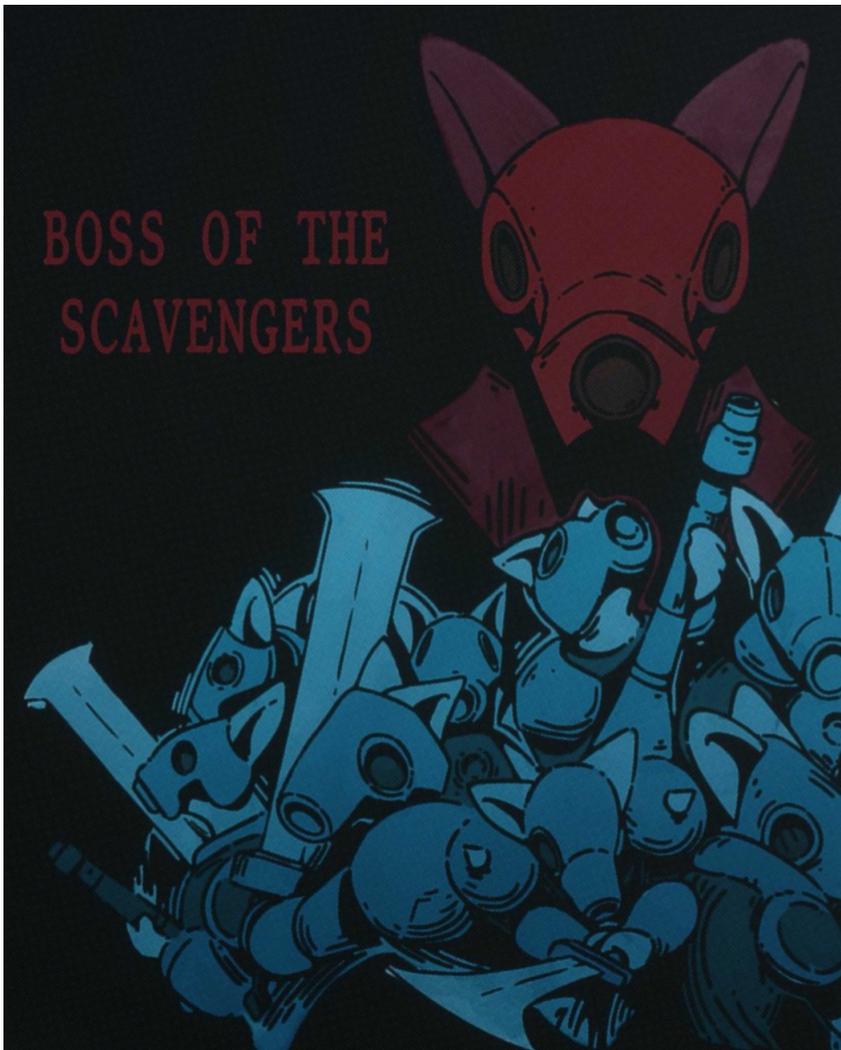
Abilities

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.

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

Plot

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

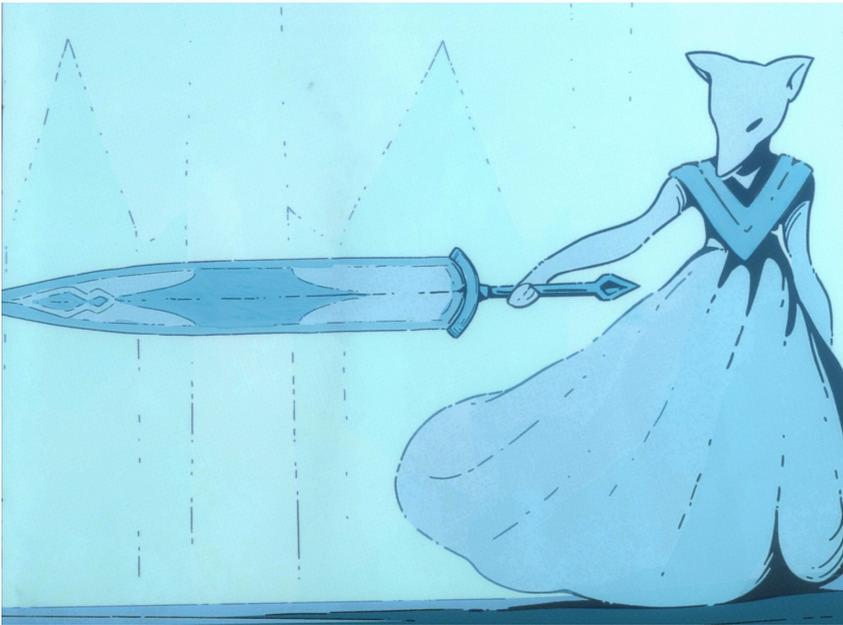
Abilities

The Scavenger Boss 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.

The Heir



Location	The Far Shore
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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

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 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 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.

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