

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.

Spectral Seller



Locations

Shop

- [Overworld](#)
- [West Garden](#)
- [Eastern Vault](#)
- [Ruined Atoll](#)
- [Quarry](#)
- [Swamp](#)
- [Cathedral](#)

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

Trivia

- The Spectral Seller is internally referred to as `merchant`.

Fox Ghost

Not to be confused with Lost Echo or Oblivion Seeker.



Locations

[Overworld](#)

[East Forest](#)

[West Garden](#)

[Eastern Vault](#)

[Swamp](#)

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.

Trivia

- Fox ghosts are internally referred to as `ghostfox`.
- Fox ghosts and Lost Echoes use the same model.

Fairy

Not to be confused with the enemy of the [same name](#).



Locations	Overworld East Forest West Garden Eastern Vault Great Library Quarry
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Fairies are characters in *Tunic*. They are found residing in golden treasure chests.

Disquiet Being



Locations	The Far Shore Magic Orb Glyph Tower
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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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