

Disquiet Being



Locations

[The Far Shore](#)

Magic Orb

[Glyph Tower](#)

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.

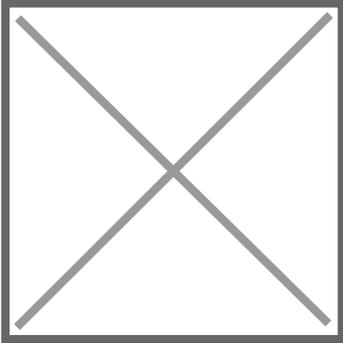
They are subtly depicted as corner decorations for the corners of [page 3](#), [4](#), and [5](#).

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."

Gallery



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