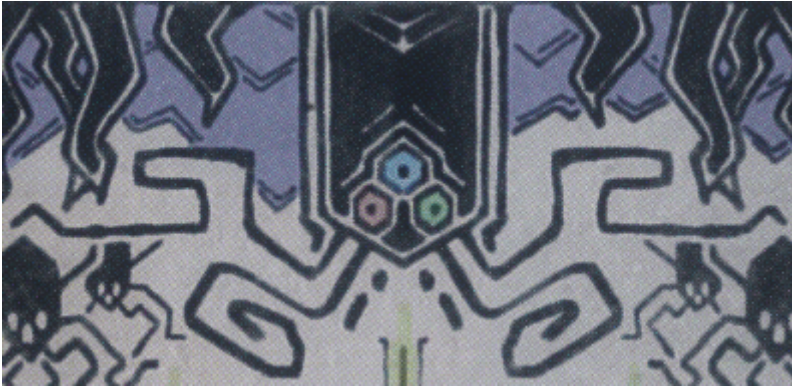


Disquiet Being



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](#). They also decorate the corners of the back side of item cards.

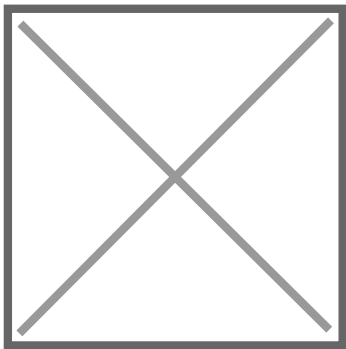
If the player opens the Sealed Temple doors prior to ringing the Eastern and Western Bells, they will see a vision where the eyes of a Disquiet Being looms above the imprisoned [Heir](#), who is cowering in fear. The eyes are literally the red, green, and blue keys.

Statues of Disquiet Beings are on either side of The Heir statue in the first room of the [Cathedral](#).

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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