

# Enemies

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

## Blob

Variants	Pink Blue Blue Big
Locations	<a href="#">Overworld</a> <a href="#">East Forest</a> <a href="#">Eastern Vault</a>

**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	<a href="#">Overworld</a> <a href="#">East Forest</a> <a href="#">Eastern Vault</a>
Reward	1-2 coin bits

### Blue

Location	<a href="#">Overworld</a>
Reward	3 coin bits

### Blue Big

Locations	<a href="#">Overworld</a> <a href="#">East Forest</a>
Reward	2-3 coin bits

# Rudeling

<b>Instruction Booklet Excerpt</b>	"Ghost of a soldier who has forgotten why they fight. Follows orders but has no soul."
<b>Variants</b>	Red Blue Purple
<b>Locations</b>	<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

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

### Blue

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

### Purple

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

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# Hedgehog

<b>Variants</b>	Pink Blue
<b>Locations</b>	<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

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

### Blue

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

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# Autobolt

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

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

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# Envoy

Instruction Booklet Excerpt	"More questions than answers."
Locations	<a href="#">Overworld</a> <a href="#">East Forest</a> <a href="#">Ruined Atoll</a>
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	<a href="#">Overworld</a> <a href="#">Under the Well</a> <a href="#">Dark Tomb</a> <a href="#">Beneath the Eastern Vault</a> <a href="#">Swamp</a>

**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	<a href="#">East Forest</a> <a href="#">Beneath the Eastern Vault</a>

**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

<b>Locations</b>	<a href="#">East Forest</a> <a href="#">Beneath the Eastern Vault</a>
<b>Reward</b>	6 coin bits

## Sappharach

<b>Location</b>	<a href="#">Beneath the Eastern Vault</a>
<b>Reward</b>	24 coin bits

## Slorm

<b>Instruction Booklet Excerpt</b>	"A type of slime who just wants to be close to you. Stun it by blocking."
<b>Variants</b>	Default Corrupted
<b>Locations</b>	<a href="#">Under the Well</a> <a href="#">Ruined Atoll</a>

**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

<b>Location</b>	<a href="#">Under the Well</a>
<b>Reward</b>	6 coin bits 2 mana-points

### Corrupted

<b>Location</b>	<a href="#">Ruined Atoll</a>
<b>Reward</b>	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

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

## Big

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

## Shield

<b>Location</b>	<u>Swamp</u>
<b>Reward</b>	?

## Club

<b>Location</b>	<u>Swamp</u>
<b>Reward</b>	?

# Chompignom

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

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

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

# Fairy

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

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

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

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# 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.

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# 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*.

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# 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*.

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# 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

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

### Grown-up

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

### Well-equipped

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

## Scavenger

<b>Instruction Booklet Excerpt</b>	<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>
<b>Variants</b>	Rifle Miner's greatsword Bombs
<b>Locations</b>	<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	<u>Great Library</u>
Reward	?

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

# Fossil of Self

Location	<u>Quarry</u>
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.