

Enemies

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

Blob

Variants	Pink Blue Blue big
Locations	Overworld East Forest Eastern Vault

Blob (conjectural and internal name) is an enemy in *Tunic*. There are small pink ones, small blue ones, and large blue ones.

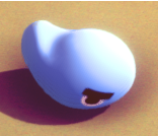
Variants

Pink



Locations	Overworld East Forest Eastern Vault
Reward	1-2 gems

Blue



Location	Overworld
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Reward	2-3 gems
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Blue big



Locations	Overworld East Forest
Reward	2-3 gems

Rudeling

Instruction Booklet Excerpt	"Ghost of a soldier who has forgotten why they fight. Follows orders but has no soul."
Variants	Red Blue Purple
Locations	Overworld East Forest Under the Well West Garden

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



Locations	Overworld East Forest Under the Well West Garden
Reward	8-9 gems

Blue



Locations	Overworld East Forest Under the Well West Garden
Reward	8-9 gems

Purple



Locations	Overworld Under the Well West Garden
Reward	19-20 gems

Nomenclature

Portmanteau of "rude" and "underling."

Hedgehog

Variants	Pink Blue
Locations	<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



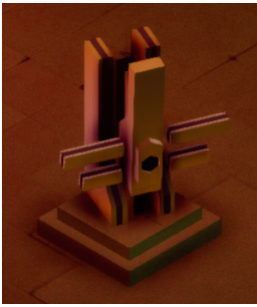
Locations	<u>Overworld</u> <u>East Forest</u>
Reward	2-3 gems

Blue



Location	<u>Overworld</u>
Reward	4-5 gems

Autobolt



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

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

Plot

A chalkboard in the [Great Library](#) has anatomy diagrams of an Autobolt.

[Page 37](#) of the [instruction manual](#) states that Scavenger rifles are built out of Autobolt parts.

Nomenclature

Combination of "auto" and "bolt" since it is an automatic that shoots bolts (projectiles).

Envoy



Instruction Booklet Excerpt	"More questions than answers."
Locations	<u>Overworld</u> <u>East Forest</u> <u>Ruined Atoll</u>
Reward	36 gems

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	<u>Overworld</u> <u>Under the Well</u> <u>Dark Tomb</u> <u>Beneath the Eastern Vault</u> <u>Swamp</u>

Phrend, internally known as `bat` and as `tonguebat`, is an enemy in *Tunic*.

Nomenclature

Homophone of "friend." Contains "rend" (to violently split something apart).

Spyrite & Sappharach

Instruction Booklet Excerpt	"Don't be fooled! The mark on their backs is a trick."
Locations	<u>East Forest</u> <u>Beneath the Eastern Vault</u>

Spyrite & **Sappharach**, internally known as `spiderSmall` and `spiderBig` , are enemies in *Tunic*. Spyrite is smaller and has a yellow gem marking on its back, and Sappharach is larger and has a blue gem marking.

Variants

Spyrite



Locations	East Forest Beneath the Eastern Vault
Reward	6 gems

Sappharach



Location	Beneath the Eastern Vault
Reward	24 gems

Nomenclature

"Spyrite" is a portmanteau of "spider" and "pyrite."

"Sappharach" is a portmanteau of "sapphire" and "arachnid."

Slorm

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

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.

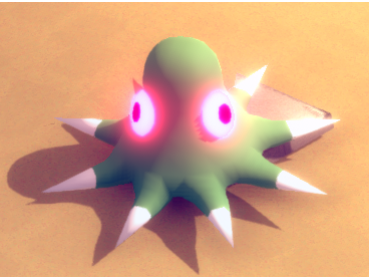
Variants

Default



Location	<u>Under the Well</u>
Reward	6 gems 2 magic-points

Corrupted



Location	<u>Ruined Atoll</u>
Reward	6 gems 2 magic-points

Plot

Page 17 of the instruction manual states that Explosive Bombs are made from Slorm.

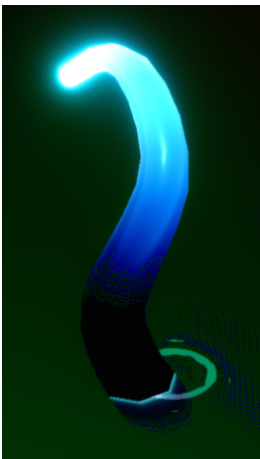
Through visual storytelling, it is depicted that the Storms of the Ruined Atoll have become corrupted by the miasma spilling forth from the broken conduits, polluting the waters in which they live in. Unlike the normal Storms of Under the Well, the corrupted Ruined Atoll Storms have eyes that glow pink, and when they die, they temporarily leave behind an unnatural pink explosion of miasma.

A Husher is seen eating at the remains of a corrupted Storm 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 Storms, altering their appearance and making them aggressive. In comparison, Plovers show no visual signs of the disease and are not depicted to eat corrupted Storms, so they are not aggressive towards the player.

Nomenclature

Portmanteau of "slime" and "worm."

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."
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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 scimitar, the big one is the same as the default one but bigger, another variant wields a rapier as well as a shield, and an enormous one wields an immense club.

Variants

Default

Locations	<u>Dark Tomb</u> <u>Swamp</u>
Reward	4-5 gems

Big

Location	<u>Dark Tomb</u>
Reward	4-5 gems

Shield

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

Club

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

Nomenclature

Derived from "femur," the thigh bone.

Chompignom

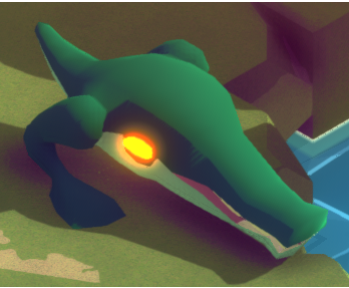
Instruction Booklet Excerpt	"Always hungry. It runs fast but can't turn very quickly. Dangerous as a family!"
Variants	Default Void
Location	<u>West Garden</u>

Chompignom, internally known as `crocodoo`, is an enemy in *Tunic*. The default one is green, and the void one is black and glows purple.

Terry the Chompignom, a lone Chompignom, is the most fashionable of the Chompignoms if the Sunglasses `code` is inputted.

Variants

Default



Location	<u>West Garden</u>
Reward	7-8 gems

Void



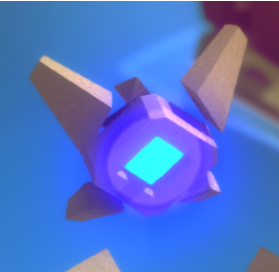
Location	<u>West Garden</u>
Reward	7-8 gems 5 magic-points

Nomenclature

Portmanteau of "chomp," "pig" (to pig out), and "nom" (to eat).

Fairy

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



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



Instruction Booklet Excerpt	"A baby slorm who cannot spin yet, but is still useful."
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Locations	<div>Beneath the Eastern Vault</div> <div>Eastern Vault</div> <div>Ruined Atoll</div> <div>Frog's Domain</div>
Reward	2 magic-points

Baby Slorm, internally known as `slormBaby` and as `spinnerslime_baby`, is an enemy in *Tunic*.

Nomenclature

"Slorm" is a portmanteau of "slime" and "worm."

Custodian

Instruction Booklet Excerpt	"Caretakers of the Vault who have learned some magic. Candles can be put out."
Variants	<div>Default</div> <div>Candelabra</div> <div>Staff</div>
Locations	<div>Beneath the Eastern Vault</div> <div>Eastern Vault</div> <div>Frog's Domain</div>

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	<div>Beneath the Eastern Vault</div> <div>Eastern Vault</div>
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Reward	9-10 gems 5 magic-points
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Candelabra



Location	Eastern Vault
Reward	9-10 gems 5 magic-points

Staff



Locations	Eastern Vault Frog's Domain
Reward	9-10 gems 5 magic-points

Plover



Location	Ruined Atoll
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Reward	8 magic-points
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Plover (conjectural and internal name), is an enemy in *Tunic*. It runs away when the player approaches and does not attempt to attack them.

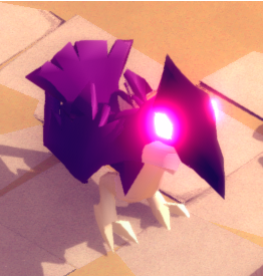
Husher

Instruction Booklet Excerpt	"A friendly bird that loves to eat slorms."
Variants	Default Void
Locations	<u>Ruined Atoll</u> <u>Swamp</u> <u>Cathedral</u>

Husher, internally known as crow, is an enemy in *Tunic*. The default one is dark purple, and the void one is black and glows purple.

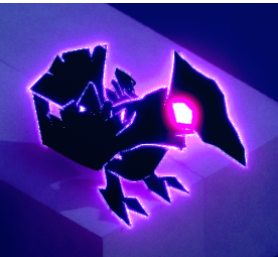
Variants

Default



Location	<u>Ruined Atoll</u>
Reward	9-10 gems 5 magic-points

Void



Locations	<u>Swamp</u> <u>Cathedral</u>
Reward	5 magic-points

Plot

Page 34 of the instruction manual depicts Hushers to have normal black eyes, 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 in the atoll have eyes that glow pink, and they act 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 a 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.

Crabbit



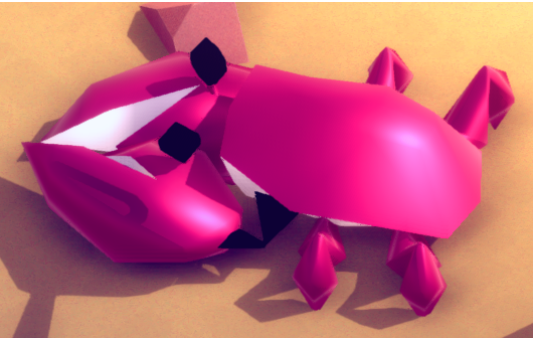
Instruction Booklet Excerpt	"Crabbo has a hard shell, but crabbit has pals."
Location	<u>Ruined Atoll</u>
Reward	2-3 gems

Crabbit, internally known by the same name, is an enemy in *Tunic*.

Nomenclature

Combination of "crab" and "bit" (something small).

Crabbo



Instruction Booklet Excerpt	"Crabbo has a hard shell, but crabbit has pals."
Location	<u>Ruined Atoll</u>
Reward	4-5 gems

Crabbo, internally known by the same name, is an enemy in *Tunic*.

Nomenclature

Diminutive of "crab."

Frog

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 scimitars, the grown-ups are large and wield two scimitars, and the well-equipped ones are large and wield a spear and shield.

Variants

Young



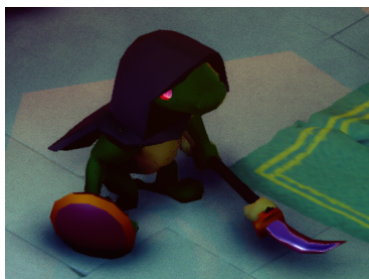
Instruction Booklet Excerpt	"Still in training. They take turns attacking."
Locations	Ruined Atoll Frog's Domain
Reward	2-3 gems

Grown-up



Instruction Booklet Excerpt	"Grownups have hooks on their tongues."
Locations	Ruined Atoll Frog's Domain
Reward	9-10 gems

Well-equipped



Instruction Booklet Excerpt	"Well equipped. Always tries to attack 3 times."
Locations	Ruined Atoll Frog's Domain

Reward	9-10 gems
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Scavenger

Variants	Rifle Miner's greatsword Bombs
Locations	<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



Instruction Booklet Excerpt	"Built out of autobolt parts, but can only shoot once. Scavengers with this will try to keep their distance."
Locations	<u>Quarry</u> <u>East Forest</u>
Reward	9-10 gems

Miner's greatsword



Instruction Booklet Excerpt	"Beefy scavengers use this to crack open odd architecture and you."
Locations	<u>Quarry</u>
Reward	9-10 gems

Bombs



Instruction Booklet Excerpt	"Watch out for miners who use these. They try not to hurt their allies but accidents happen."
Locations	<u>Quarry</u> <u>East Forest</u>
Reward	9-10 gems

Admin



Location	<u>Rooted Ziggurat</u>
Reward (Phase 1)	10 magic-points
Reward (Phase 2)	12 gems 15 magic-points

Admin (conjectural name), internally known as `administrator`, is an enemy in *Tunic*.

Plot

The corpses of Admins are found lying in the waters of the Ruined Atoll, nearby the Southern Vault of the Frog's Domain, and in the Great Library's main floor.

The Librarian repurposed an Admin to use it as a tea table in the Great Library's lounge. A chalkboard in the Great Library has a diagram of a normal Admin and a repurposed Admin.

Voidling



Locations	<u>Rooted Ziggurat</u> <u>Eastern Vault</u>
Reward (Big)	8 magic-points
Reward (Medium)	5 magic-points
Reward (Small)	2 magic-points

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	7-8 gems

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	3-4 gems 2 magic-points

Lost Echo, internally known as `ghostfoxMonster`, is an enemy in *Tunic*.

Trivia

- Lost Echoes and fox ghosts use the same model.
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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.

Variants

Slow

Location	<u>Cathedral</u>
Reward	6 gems

Fast

Location	<u>Cathedral</u>
Reward	24 gems

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.

Silver Knight



Location	<u>Great Library</u>
Reward	38 gems

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

Fossil of Self

Location	<u>Quarry</u>
Reward	? magic-points

Fossil of Self (conjectural name), internally known as `voidtouched`, is an enemy in *Tunic*.

Plot

A chalkboard in the Great Library has a diagram of a Fossil of Self inside of a tomb.

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.