

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 [Trunic](#). They only appear at night.

Trivia

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