

# Items

The various **items** that the player can encounter across the world of *Tunic*.

- Collectables
- Check-Point

# Collectables

**Collectables** are items that the player can collect in *Tunic*.

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## Keys

Image	Item	Location
	Red key	<a href="#">Eastern Vault</a>
	Green key	<a href="#">Great Library</a>
	Blue key	<a href="#">Rooted Ziggurat</a>

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## Bits

Image	Item	# per Playthrough	Locations
	Coin Bit	-	-
	Magic Potion Shard	12	<a href="#">Overworld</a> <a href="#">East Forest</a> <a href="#">Under the Well</a> <a href="#">Eastern Vault</a> <a href="#">Ruined Atoll</a> <a href="#">Frog's Domain</a> <a href="#">Quarry</a> <a href="#">Swamp</a> <a href="#">Cathedral</a>

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## Gear

Image	Item	# per Playthrough	Locations
	Shield	1	<a href="#">Overworld</a>
	Vault Key	1	<a href="#">Eastern Vault</a>

Image	Item	# per Playthrough	Locations
	Lantern	1	<a href="#">Under the Well</a>
	Key	2	<a href="#">Overworld</a> <a href="#">Ruined Atoll</a>
	Key (Old House)	1	<a href="#">Overworld</a>
	Hero's Laurels	-	<a href="#">Cathedral</a>
	Magic Potion	5	<a href="#">East Forest</a> <a href="#">Shop</a> (limit of 2) <a href="#">Rooted Ziggurat</a>

## Cards

Image	Item	Save File ID	Location
	Anklet	Walk Speed Plus	<a href="#">Eastern Vault</a>
	Perfume	Stamina Recharge Plus	<a href="#">Swamp</a>
	Muffling Bell	Sneaky	<a href="#">Beneath the Eastern Vault</a>
	Orange Peril Ring	RTSR	<a href="#">Dark Tomb</a>
	Aura's Gem	Parry Window	<a href="#">Quarry</a>
	Inverted Ash	MP Flasks	<a href="#">Overworld</a>
	Bone	IFrames	<a href="#">Ruined Atoll</a>
	Lucky Cup	Heartdrops	<a href="#">Overworld</a>
	Fire Sword	Glass Cannon	<a href="#">Overworld</a>
	Dagger Strap	Fast Icedagger	<a href="#">Swamp</a>
	Louder Echo	Bloodstain Plus	<a href="#">Under the Well</a>
	Magic Echo	Bloodstain MP	<a href="#">Ruined Atoll</a>
	Bracer	Block Plus	<a href="#">Ruined Atoll</a>
	Tincture	Attack Up Defense Down	<a href="#">Ruined Atoll</a>
	Cyan Peril Ring	BTSR	<a href="#">West Garden</a>
	Scavenger's Mask	Mask	<a href="#">Quarry</a>

# Single Use

Image	Item	Limit	Locations
	Explosive Bomb	Unlimited	<a href="#">Shop</a> <a href="#">Overworld</a> <a href="#">East Forest</a> <a href="#">West Garden</a> <a href="#">Frog's Domain</a> <a href="#">Quarry</a> <a href="#">Rooted Ziggurat</a> <a href="#">Swamp</a> <a href="#">Cathedral</a>
	Fire Bomb	Unlimited	<a href="#">Shop</a> <a href="#">East Forest</a> <a href="#">Dark Tomb</a>
	Ice Bomb	(?) per playthrough	<a href="#">East Forest</a> <a href="#">Under the Well</a> <a href="#">Eastern Vault</a> <a href="#">Ruined Atoll</a> <a href="#">Rooted Ziggurat</a>
	Lure	Unlimited	<a href="#">Shop</a> <a href="#">Overworld</a> <a href="#">Eastern Vault</a> <a href="#">Quarry</a> <a href="#">Rooted Ziggurat</a>
	Red Fruit	Unlimited	<a href="#">Shop</a> <a href="#">East Forest</a> <a href="#">Under the Well</a> <a href="#">Beneath the Eastern Vault</a> <a href="#">Frog's Domain</a> <a href="#">Quarry</a> <a href="#">Rooted Ziggurat</a> <a href="#">Swamp</a> <a href="#">Cathedral</a>

Image	Item	Limit	Locations
	Blue Fruit	Unlimited	<a href="#">Shop</a> <a href="#">Overworld</a> <a href="#">West Garden</a> <a href="#">Eastern Vault</a> <a href="#">Frog's Domain</a> <a href="#">Quarry</a> <a href="#">Rooted Ziggurat</a> <a href="#">Swamp</a> <a href="#">Cathedral</a>
	Ivy	Unlimited	<a href="#">Shop</a> <a href="#">Overworld</a> <a href="#">Quarry</a>
	Hot Pepper	(?) per playthrough	<a href="#">Overworld</a> <a href="#">West Garden</a> <a href="#">Cathedral</a>
	Effigy	12 per playthrough	<a href="#">Overworld</a> <a href="#">East Forest</a> <a href="#">Under the Well</a> <a href="#">Dark Tomb</a> <a href="#">West Garden</a> <a href="#">Ruined Atoll</a> <a href="#">Great Library</a> <a href="#">Quarry</a> <a href="#">Swamp</a> <a href="#">Cathedral</a>
	Golden Coin	17 per playthrough	<a href="#">Shop</a> (limit of 2) <a href="#">Overworld</a> <a href="#">East Forest</a> <a href="#">Under the Well</a> <a href="#">Dark Tomb</a> <a href="#">West Garden</a> <a href="#">Beneath the Eastern Vault</a> <a href="#">Quarry</a> <a href="#">Swamp</a> <a href="#">Cathedral</a>

## Equipment

Image	Item	Locations
	Stick	<a href="#">Overworld</a> <a href="#">East Forest</a>
	Sword	<a href="#">East Forest</a> <a href="#">West Garden</a>
	Magic Dagger	<a href="#">West Garden</a>
	Magic Wand	<a href="#">Overworld</a>
	Magic Orb	<a href="#">Frog's Domain</a>
	Gun	<a href="#">Quarry</a>
	Hourglass	<a href="#">Overworld</a>

## Offerings

Image	Item	# per Playthrough	Locations
	Tooth	4	<a href="#">Overworld</a> <a href="#">West Garden</a> <a href="#">Frog's Domain</a> <a href="#">Quarry</a>
	Effigy Statue	4	<a href="#">Under the Well</a> <a href="#">Overworld</a> <a href="#">Ruined Atoll</a> <a href="#">Quarry</a>
	Ash	3	<a href="#">Overworld</a> <a href="#">Under the Well</a> <a href="#">Eastern Vault</a>
	Flower	6	<a href="#">Overworld</a> <a href="#">Beneath the Eastern Vault</a> <a href="#">Frog's Domain</a> <a href="#">West Garden</a> <a href="#">East Forest</a>
	Feather	2	<a href="#">West Garden</a> <a href="#">Eastern Vault</a>

Image	Item	# per Playthrough	Locations
	Mushroom	3	<a href="#">Beneath the Eastern Vault</a> <a href="#">Ruined Atoll</a> <a href="#">Quarry</a>

# Fairy Souls

Item	Page 48 Name	Location
Fairy Soul #1	Flowers 1	<a href="#">Overworld</a>
Fairy Soul #2	Flowers 2	<a href="#">Overworld</a>
Fairy Soul #3	Moss	<a href="#">Overworld</a>
Fairy Soul #4	Caustic Light	<a href="#">Overworld</a>
Fairy Soul #5	Secret Gathering Place	<a href="#">Overworld</a>
Fairy Soul #6	Sealed Temple	<a href="#">Overworld</a>
Fairy Soul #7	The Quarry	<a href="#">Quarry</a>
Fairy Soul #8	East Forest	<a href="#">East Forest</a>
Fairy Soul #9	The Great Library	<a href="#">Great Library</a>
Fairy Soul #10	Maze (Column)	<a href="#">Overworld</a>
Fairy Soul #11	Vane	<a href="#">Overworld</a>
Fairy Soul #12	Hose (House)	<a href="#">Overworld</a>
Fairy Soul #13	Patrol	<a href="#">Overworld</a>
Fairy Soul #14	Cube	<a href="#">Overworld</a>
Fairy Soul #15	Maze (Invisible)	<a href="#">Overworld</a>
Fairy Soul #16	Fountain	<a href="#">Overworld</a>
Fairy Soul #17	West Garden	<a href="#">West Garden</a>
Fairy Soul #18	West Garden	<a href="#">West Garden</a>
Fairy Soul #19	Fortress of the Eastern Vault	<a href="#">Eastern Vault</a>
Fairy Soul #20	East Forest	<a href="#">East Forest</a>

# Secret Treasures

Image	Item	Name	Location
	Secret Treasure #1	Mr Mayor	<u>Overworld</u>
	Secret Treasure #2	A Secret Legend	<u>Cathedral</u>
	Secret Treasure #3	Sacred Geometry	<u>Overworld</u>
	Secret Treasure #4	Vintage	<u>Overworld</u>
	Secret Treasure #5	Just Some Pals	<u>Swamp</u>
	Secret Treasure #6	Regal Weasel	<u>East Forest</u>
	Secret Treasure #7	Spring Falls	<u>Overworld</u>
	Secret Treasure #8	Power Up	<u>Overworld</u>
	Secret Treasure #9	Back to Work	<u>Overworld</u>
	Secret Treasure #10	Phonomath	<u>Ruined Atoll</u>
	Secret Treasure #11	Dusty	<u>Eastern Vault</u>
	Secret Treasure #12	Forever Friend	<u>The Far Shore</u>

# Instruction Booklet

Item	Location
Front Cover and Page 1	<u>Mountain Door</u>
Page 2 and 3	<u>Overworld</u>
Page 4 and 5	<u>Overworld</u>
Page 6 and 7	<u>Eastern Vault</u>
Page 8 and 9	<u>Overworld</u>
Page 10 and 11	<u>Overworld</u>
Page 12 and 13	<u>East Forest</u>
Page 14 and 15	<u>East Forest</u>



Item	Location
Page 16 and 17	<u>Overworld</u>
Page 18 and 19	<u>Overworld</u>
Page 20 and 21	<u>Mountain Door</u>
Page 22 and 23	<u>Overworld</u>
Page 24 and 25	<u>Overworld</u>
Page 26 and 27	<u>West Garden</u>
Page 28 and 29	<u>Overworld</u>
Page 30 and 31	<u>Under the Well</u>
Page 32 and 33	<u>Overworld</u>
Page 34 and 35	<u>Under the Well</u>
Page 36 and 37	<u>Eastern Vault</u>
Page 38 and 39	<u>Great Library</u>
Page 40 and 41	<u>Great Library</u>
Page 42 and 43	<u>Overworld</u>
Page 44 and 45	<u>Overworld</u>
Page 46 and 47	<u>West Garden</u>
Page 48 and 49	<u>Overworld</u>
Page 50 and 51	<u>Great Library</u>
Page 52 and 53	<u>Overworld</u>
Page 54 and Back Cover	<u>Overworld</u>

# Check-Point

**Check-Points** are monuments in *Tunic*. They are statues of The Heir with a cauldron of fire at their base. When interacted with, the player's health-points, stamina-points, magic-points, and Magic Potions are fully restored, and respawnable enemies are returned to their initial positions at full health.

As taught by page 18 of the instruction manual, offerings can be given to Check-Points, increasing the player's power.

## Normal Playthrough Prices

For a normal playthrough, stats cap out at 5/5/4/7/3/4 (4 Teeth, 4 Effigy Statues, 3 Ashes, 6 Flowers, 2 Feathers, and 3 Mushrooms).

Offering	Stat Boost	Price 1	Price 2	Price 3	Price 4	Price 5	Price 6
Tooth	ATT	100	150	200	250	-	-
Effigy Statue	DEF	100	150	200	250	-	-
Ash	POTION	100	300	1,000	-	-	-
Flower	HP	200	250	300	350	400	?
Feather	SP	200 <sup>[1]</sup>	400	-	-	-	-
Mushroom	MP	300	350	400	-	-	-

## New Game+

For New Game+, all stats can be increased indefinitely. ATT and DEF are invisibly capped at 9.

## Notes

1. This contradicts page 18 of the instruction manual, which states 300 for some reason.