

Locations

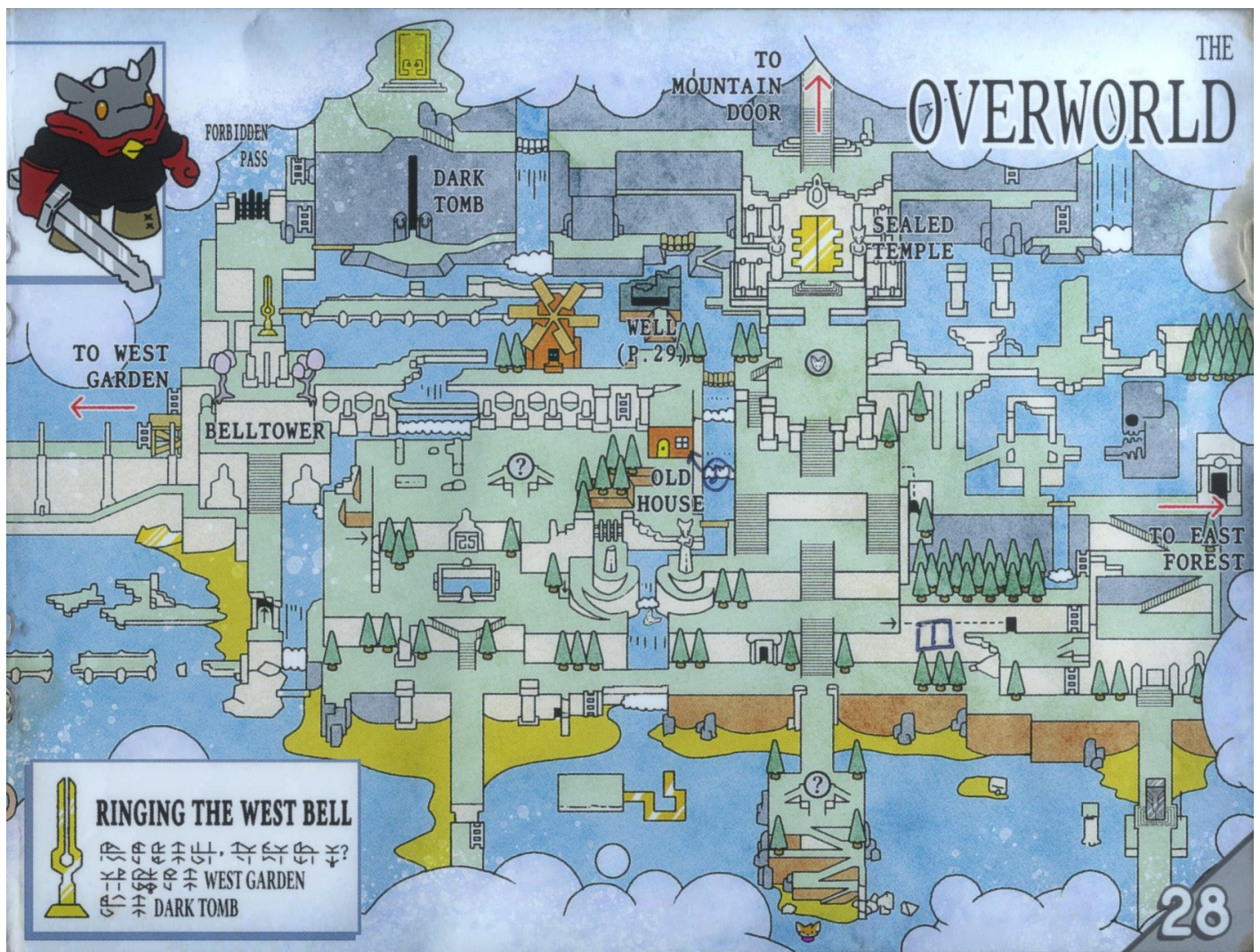
The various **locations** that the player can encounter across the world of *Tunic*.

- Overworld
- East Forest
- Under the Well
- Dark Tomb
- West Garden
- Eastern Vault
- Beneath the Eastern Vault
- Ruined Atoll
- Frog's Domain
- Great Library
- Mountain Door
- Quarry
- Rooted Ziggurat
- Swamp
- Cathedral
- The Far Shore
- Shop

Overworld

The **Overworld** is the main hub area of *Tunic*. The player washes onto the south shore, Ruin Seeker Arrival, at the start of the adventure. This area notably contains the Sealed Temple, the Old House, and the West Belltower. The Spectral Seller is found within the windmill, and inside of the skull structure to the east.

Map



Enemies

Day

- Blob (pink)

- Blob (blue)
- Blob (blue big)
- Rudeling (red)
- Rudeling (blue)
- Rudeling (purple)
- Hedgehog (pink)
- Hedgehog (blue)
- Autobolt
- Envoy
- Phrend

Night

- none

Trunic Translations

Location Subtitle

West Belltower:

- "The second bell the hero struck"

Ghosts

Ghost by the house with the mailbox:

- "Hi... are you new?"
- "Where is your home?"

Ghost by the Sealed Temple doors:

- "Things are tense in there ... I think SOMETHING BAD happened."

Ghost prostrate on the Sealed Temple floor:

- "Alas, alas, alas! Should we have done a 4th KEY?"
- "No... they would have found that too..."

Ghost sitting next to the red key:

- "Someone took out the SIEGE ENGINE? Impossible!"

Ghost near the green key, looking at the rafters:

- "Who would do such a thing? Either a HERO or a FOOL ..."

Ghost sitting in a wooded area to the right of the first staircase:

- "Oh hi. I'm just taking a break."
- "Are you going to the SWAMP? You're brave..."

Ghost near the moonlight bridge to the Swamp:

- "Do you seek the CATHEDRAL? Remember that you are nothing but a GHOST."

Ghost looking inside of a well:

- "Well well well..."
- ". . ."
- ". . . sorry."

Ghost looking towards the West Garden:

- "I used to visit the GARDENS, but it's scary now..."

Ghost sitting next to the ruined shop:

- "I ran a store, once. People usually steal stuff though."

Ghost laying down to the left of the fountain:

- "I'm so tired..."
- "Z z z z z z z z . . ."

Ghost above the fountain:

- "Have you found the HOLY CROSS?"

Ghost sitting down to the right of the fountain:

- "Trying out a new look?"

Ghost between the fountain and waterfall, looking at the Swamp:

- "The CATHEDRAL scares me, but I've heard there's an INCREDIBLE TREASURE."
- "It's called the HERO'S LAURELS."

Ghost looking at a broken statue of The Heir:

- "So big! Are they this big in person?"

Ghost looking towards the Ruined Atoll:

- "What happened... I feel sad when I look at it..."

Ghost sitting in the seaside ruins next to the West Garden:

- "Things are more beautiful when they are ruins."
- "Do you agree?"

Left ghost sitting in a room leading towards Under the Well exit:

- "There's a mouse in my house..."
- "... What should I do about it?"

Right ghost sitting in a room leading towards Under the Well exit:

- "Do they sound funny to you?"
- "Seems fine to me."

Ghost inside of the windmill:

- "Have you heard the old hymn?"
- "Seek The Golden Path"
- "..."
- "Sounds kinda silly."

Miscellaneous

Mailbox:

- "Empty..."

Signpost to the left of the central fourth set of stairs:

- "← This way to 'Town'
(Ruins of Old Village)"

Weather vane:

- "We Eas Sou Nor
Nor Sou Eas We
Nor Eas Sou We
Nor Sou Eas We"

Forbidden Pass signpost:

- "[skull] DANGER [skull]
No passage."

The Secret Gathering Place altar initially reads:

- "No souls returned..."

Western Bell:

- "To ring a bell, you strike a bell."

Sealed Temple statue plaque:

- "With 3 keys we sealed The Heir.
A key is no mere toy.
Seekers of ruin, leave here."

Sealed Temple red key pedestal:

- "'Questagon [red key] goes here'"

Sealed Temple green key pedestal:

- "'Questagon [green key] goes here'"

Sealed Temple blue key pedestal:

- "'Questagon [blue key] goes here'"

Signpost west of the West Furnace:

- "This way to West Garden"

Signpost in Hourglass room:

- "!! [skull] Danger [skull] !!"

East Forest

The **East Forest** is an area to the east of the Overworld in *Tunic*. It contains the East Belltower, Guardhouse 1, Guardhouse 2, the Lower Forest, and the Path to Hero's Grave.

Unofficial Map

Credit: [FletcherIsAFurry](#)



Enemies

Day

- Hedgehog (pink)
- Blob (pink)
- Blob (blue big)
- Rudeling (red)
- Rudeling (blue)
- Envoy
- Spyrite

Night

- Scavenger (rifle)
- Scavenger (bombs)

Boss

- Guard Captain

Trunic Translations

Location Subtitles

East Belltower:

- "The first bell the hero struck"

East Forest:

- "Ruins of fortress"

Lower Forest:

- "Ruins of fortress"

Path to Hero's Grave:

- "One of many ways to the Hero's Grave"

Guardhouse 1:

- "Guardhouse one"

Guardhouse 2:

- "Guardhouse two"

Boss Subtitle

Guard Captain:

- "Captain of the guard"

Ghost

Dancing ghost:

- "I'm dancing the dance of the HOLY CROSS."

Prompt

Sword:

- "Take [sword]?"

Miscellaneous

Eastern Bell:

- "To ring a bell, you strike a bell."

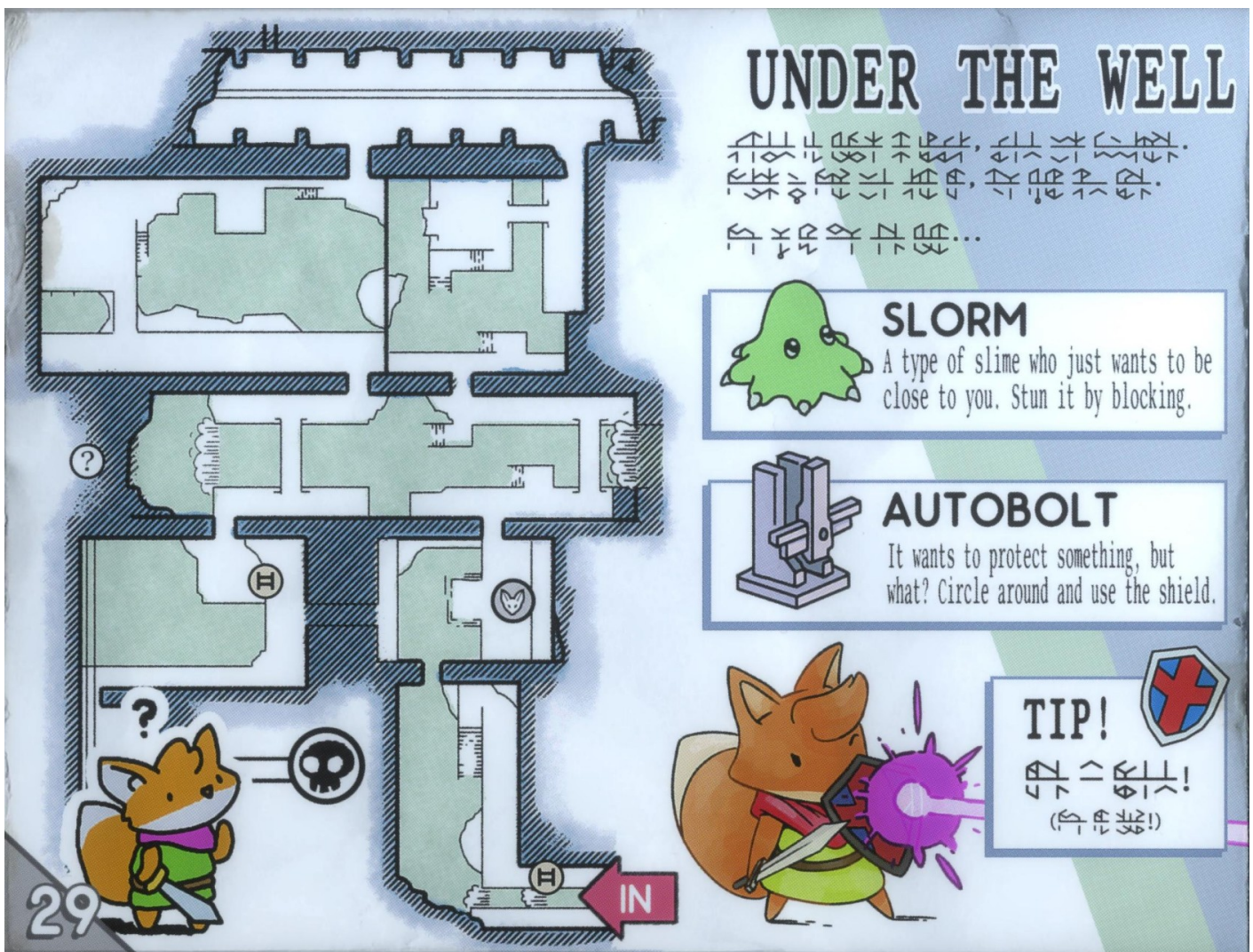
Hero's Grave statue:

- "Here Lies The Hero
Pray to visit their grave"

Under the Well

Under the Well, also referred to as **Beneath The Well** and the **Flooded Well**, is an area below the Overworld and the Dark Tomb in *Tunic*. At the end of Under the Well is the West Furnace, which contains the Lantern.

Map



Enemies

- Slorm
- Rudeling (red)
- Rudeling (blue)

- Rudeling (purple)
- Tentacle
- Autobolt
- Phrend

Trunic Translations

Beneath The Well location subtitle:

- "Flooded lair beneath the surface"

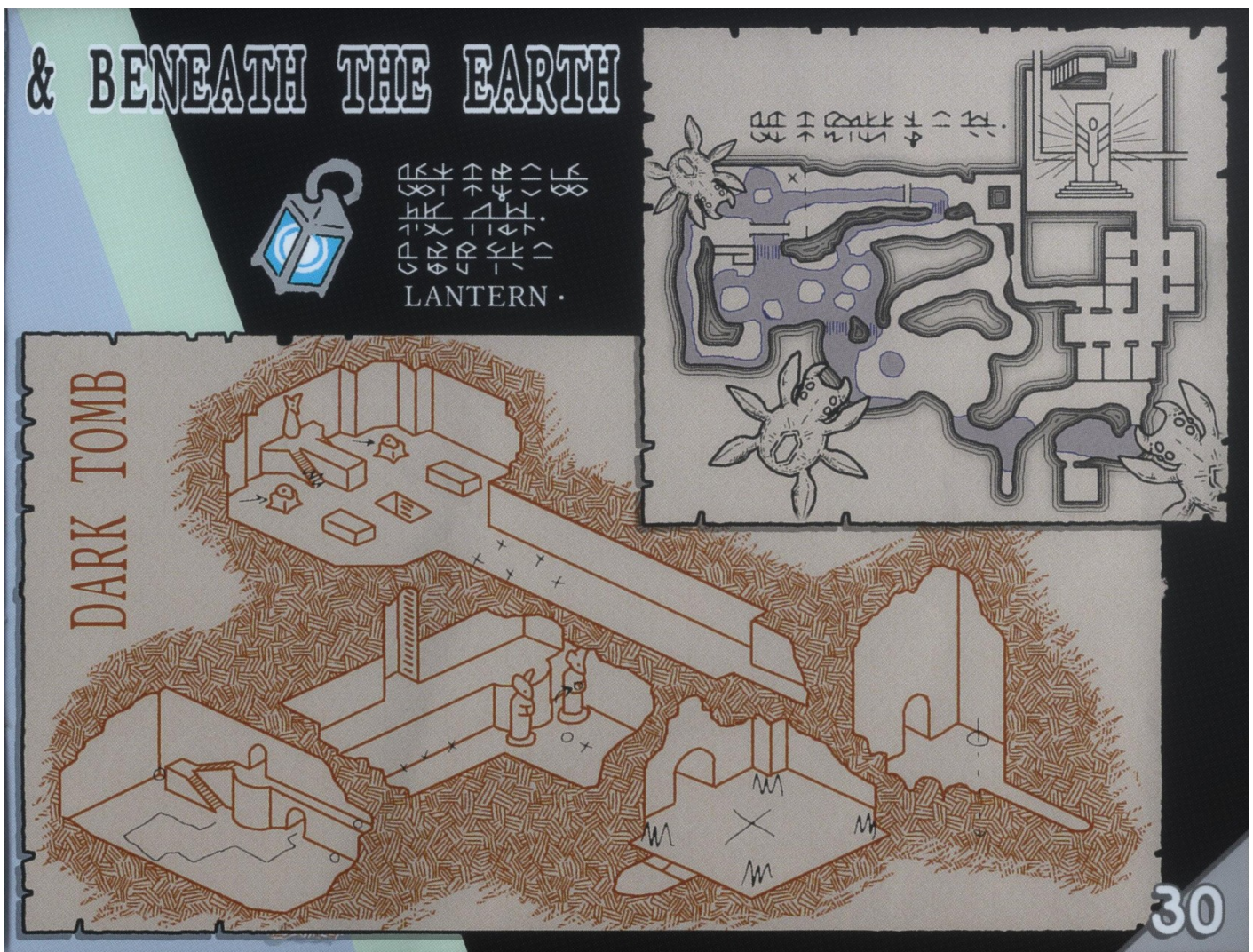
Lantern room's location and location subtitle:

- "West Furnace
Drawing light from deep below"

Dark Tomb

The **Dark Tomb**, also known as the **Dark Cave**, is an area north of the Overworld and above Under the Well in *Tunic*.

Map



Enemies

- Fleemer
- Fleemer (big)
- Phrend

Trunic Translation

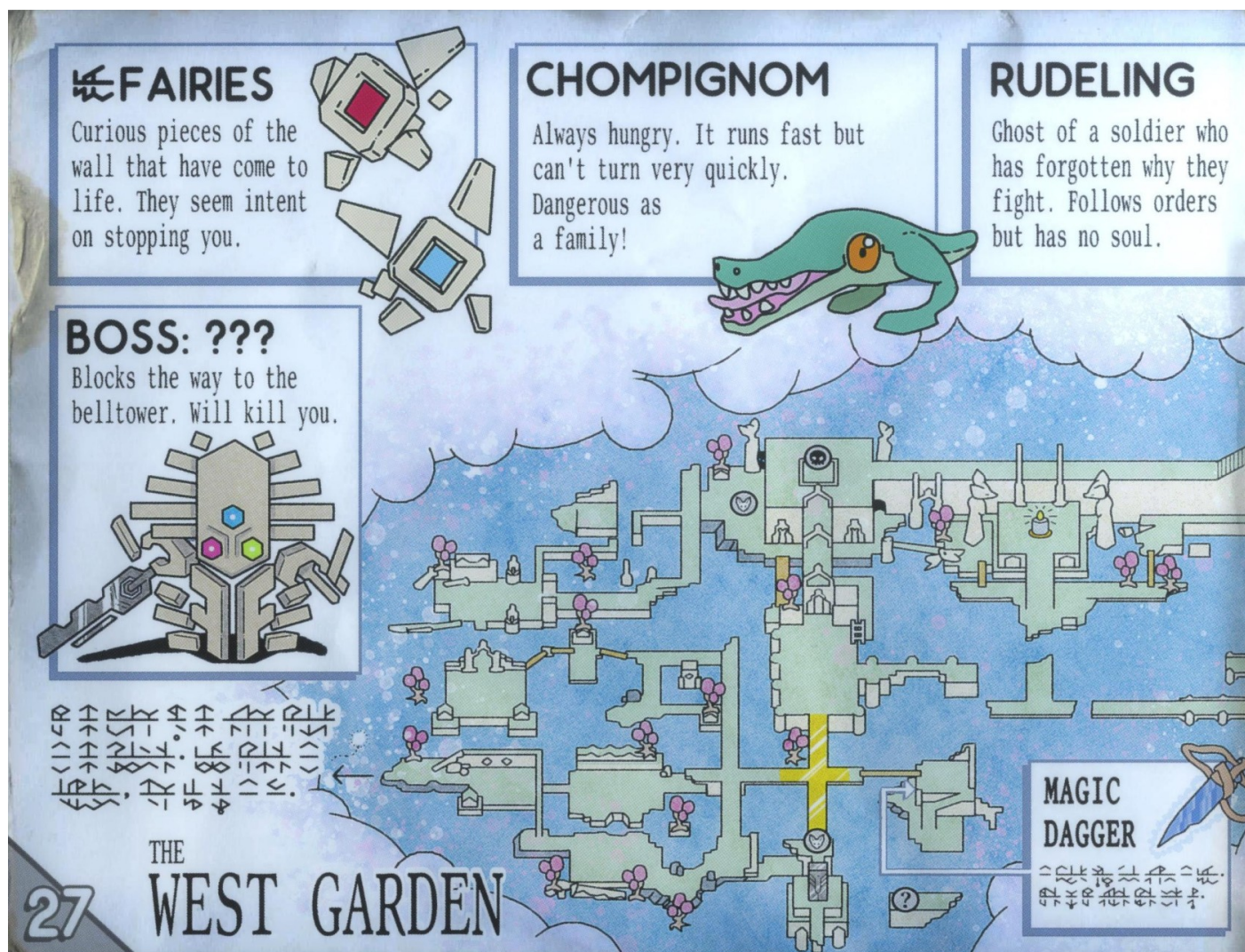
Dark Tomb location subtitle:

- "Who is enshrined here, if the hero lies in the shore?"

West Garden

The **West Garden** is an area west of the Overworld in *Tunic*. It is the home of Terry the Chompignom, the most fashionable of the Chompignoms if the Sunglasses code is inputted. The Spectral Seller is found in a cave to the north of the northern Check-Point.

Map



Enemies

Day

- Chompignom

- Fairy (beam)
- Fairy (ice beam)
- Rudeling (red)
- Rudeling (blue)
- Rudeling (purple)

Night

- Chompignom (void)

Boss

- Garden Knight

Trunic Translations

Location Subtitle

West Garden:

- "The west edge of a great palace"

Boss Subtitle

Garden Knight:

- "A sleeping guardian, one of many"

Ghosts

Ghost sitting next to a dead Garden Knight:

- "This one is DEAD. They used to be palace guards, but now they are for flowers."

Ghost with a fishing rod:

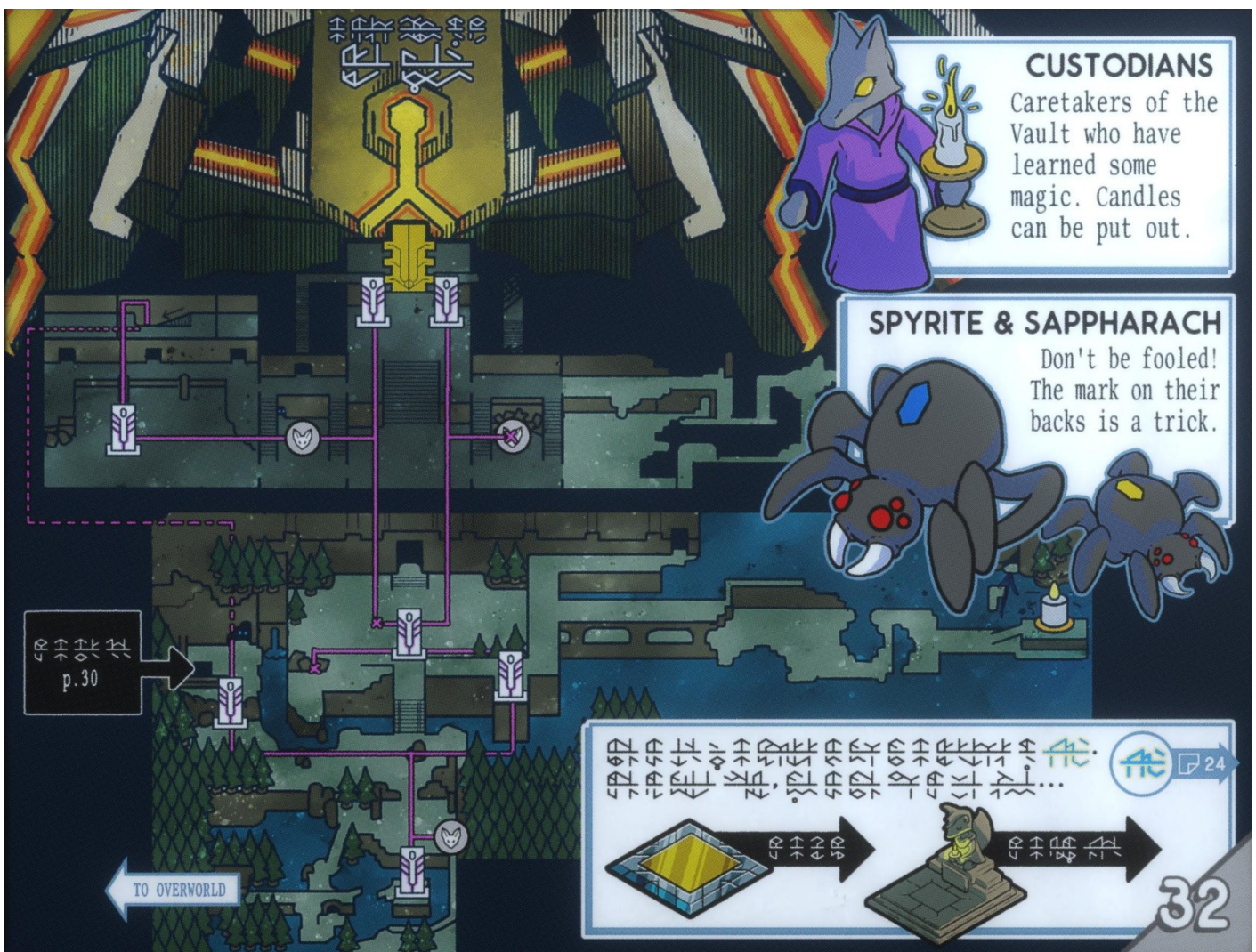
- "Fish fish fish!"
- "I'm fishing for fish!"

Eastern Vault

The **Fortress of the Eastern Vault**, also referred to as the **Forest Fortress**, is an area to the east of the Overworld in *Tunic*. It is composed of its forest section, the main floor of the vault, and the interior of the vault. The Eastern Vault itself is accessed via the passageway in the forest, Beneath the Eastern Vault.

In the forest section, the Spectral Seller is found in a cave slightly northeast of the passageway entrance. In the vault section, they are found in a cave up and left of the left Check-Point, to the right side of the left staircase.

Map



Enemies

Day

- Baby Slorm
- Custodian
- Custodian (candelabra)
- Custodian (staff)
- Blob (pink)

Night

- Voidling

Boss

- Siege Engine

Trunic Translations

Location Subtitle

Interior of the Eastern Vault:

- "Be careful"

Boss Subtitle

Siege Engine:

- "The last functioning war machine"

Ghosts

Ghost kneeling by the red key pedestal:

- "Wow..."
- "The SIEGE ENGINE was not enough."
- "Wow wow wow."

Ghost at the path entrance to the Hero's Grave:

- "Hi. This way goes to The Hero's Grave"
- "... But there are some weird critters."

Prompts

Vault Key:

- "Take this?"

Red key lock:

- "[skull] Danger. Do not open. [skull]
Use key?"

Red key pedestal:

- "[skull][skull][skull] Take [hexagon key]? [skull][skull][skull]"

Miscellaneous

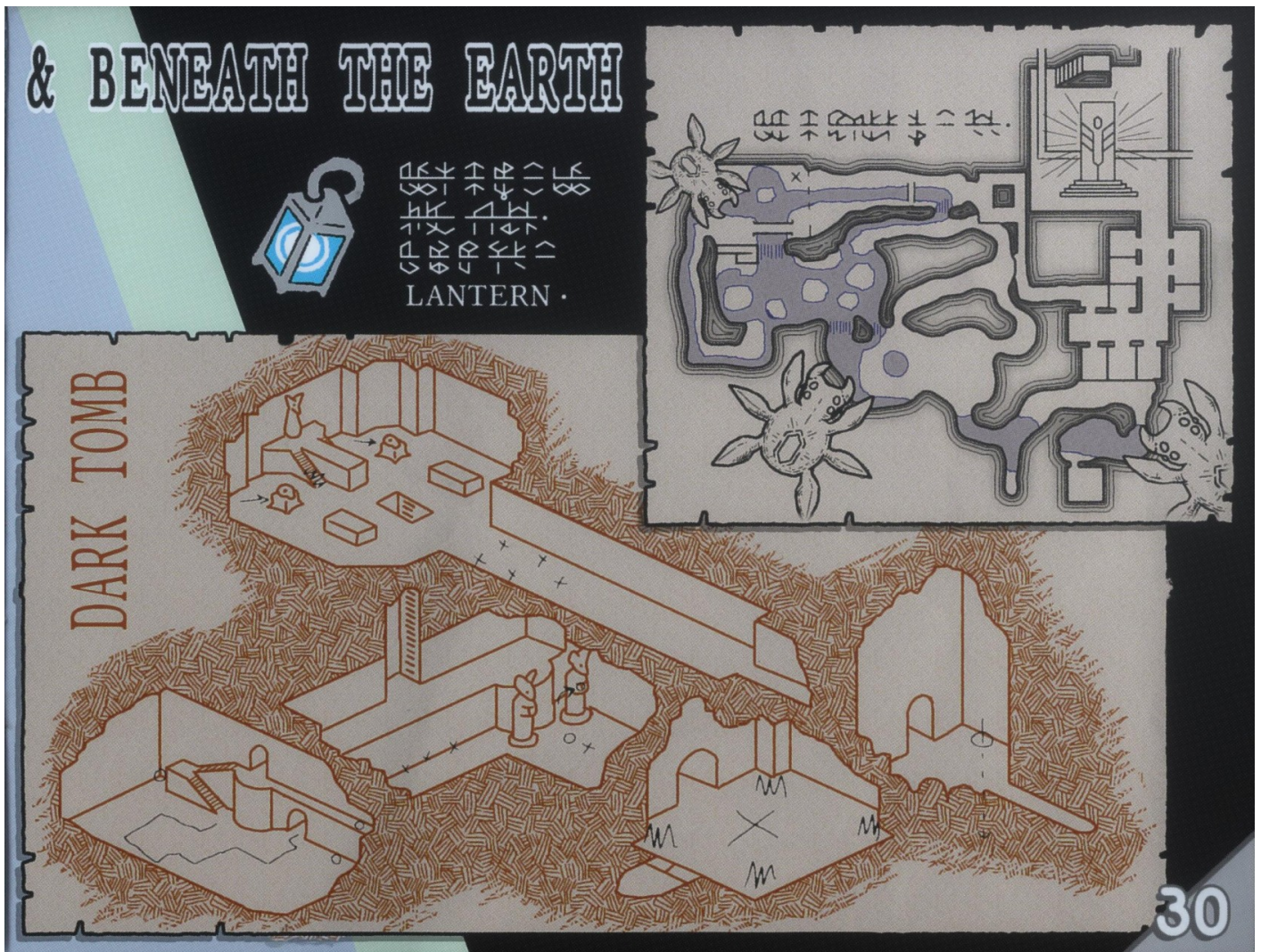
Broken Check-Points:

- "Dead.
The altar has no soul."

Beneath the Eastern Vault

Beneath the Eastern Vault is an area below the Eastern Vault in *Tunic*. Traversing it is required to reach the main floor of the vault.

Map



Enemies

- Spyrite
- Sappharach
- Baby Slorm
- Custodian

- Phrend

Trunic Translation

Beneath the Eastern Vault location subtitle:

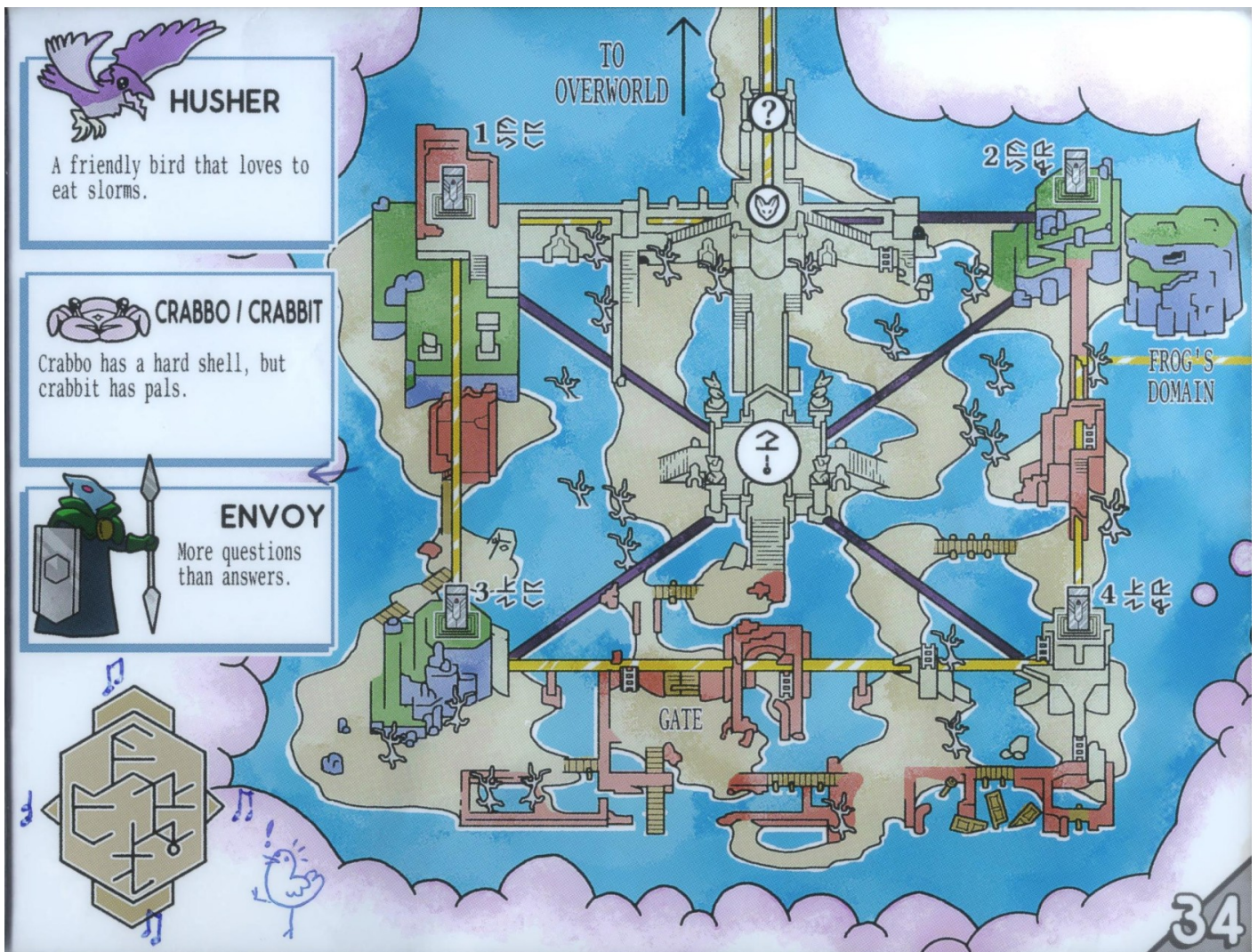
- "A secret cave they have forgotten"

Ruined Atoll

The **Ruined Atoll** is an area to the south of the Overworld in *Tunic*. It contains a pathway to the Frog's Domain in the northeast corner. Venerating to the tombs in the four corners of the atoll and then to The Heir statue at the center activates the teleporter that leads to the Great Library.

The Spectral Seller is found in a cave after going down the right set of stairs from the Check-Point, then heading right then up into the wall.

Map



Enemies

- Plover
- Husher
- Crabbit
- Crabbo
- Slorm (corrupted)
- Baby Slorm
- Fairy (beam)
- Fairy (ice beam)
- Envoy
- Frog (young)
- Frog (grown-up)
- Frog (well-equipped)

Trunic Translation

Locked door prompt:

- "Use key?"

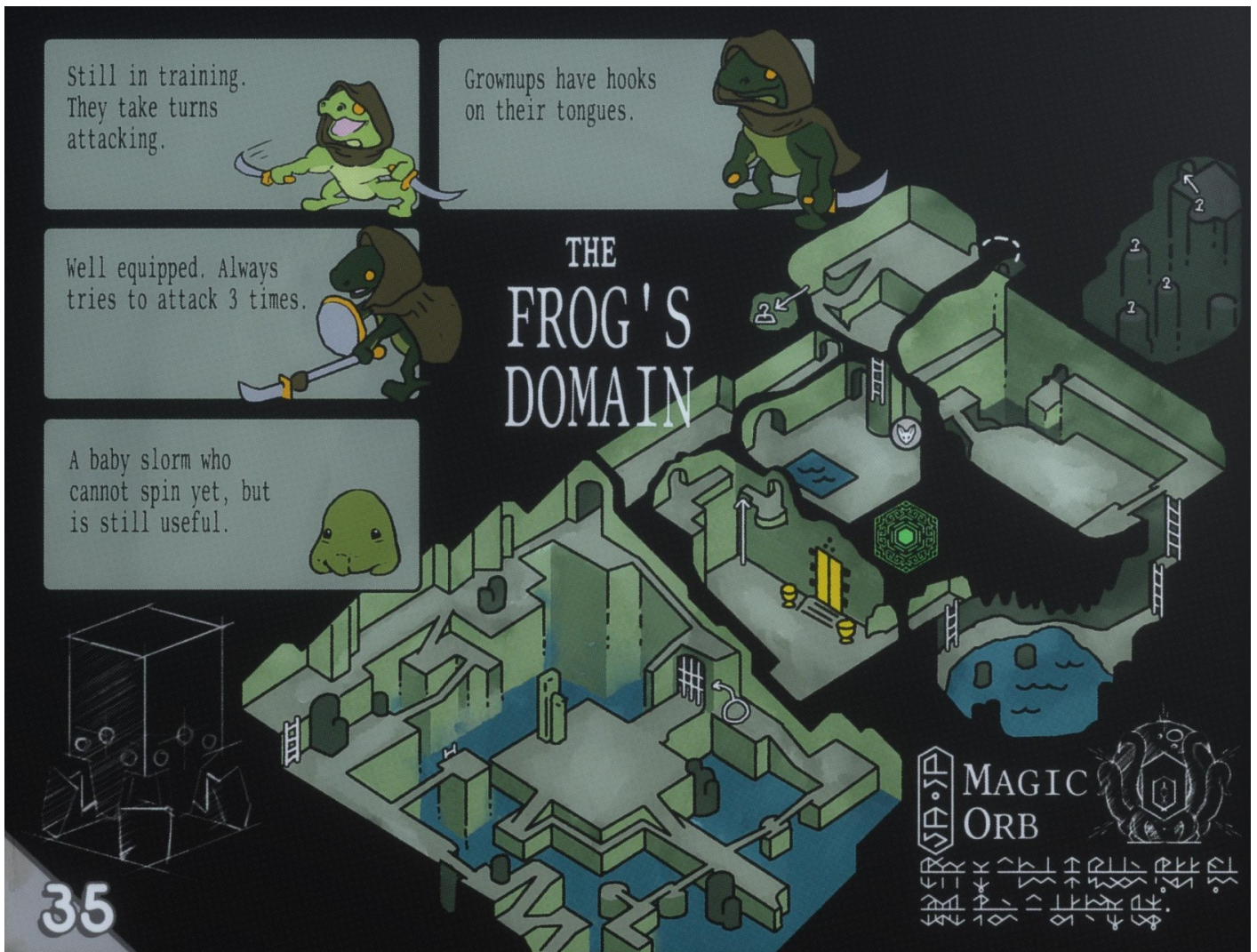
Trivia

- A one-time event plays when walking along the west edge of the map where a Voidling appears before running away.
- The southwest corner of the Ruined Atoll contains the only two indestructible blades of grass in the game.

Frog's Domain

The **Frog's Domain** is an area below the Ruined Atoll in *Tunic*. It contains the Southern Vault, which was already plundered of its green key.

Map



Enemies

- Frog (young)
- Frog (grown-up)
- Frog (well-equipped)
- Baby Slorm

- Custodian (staff)
- Autobolt

Trunic Translations

Frog's Domain location subtitle:

- "They venerate a strange relic"

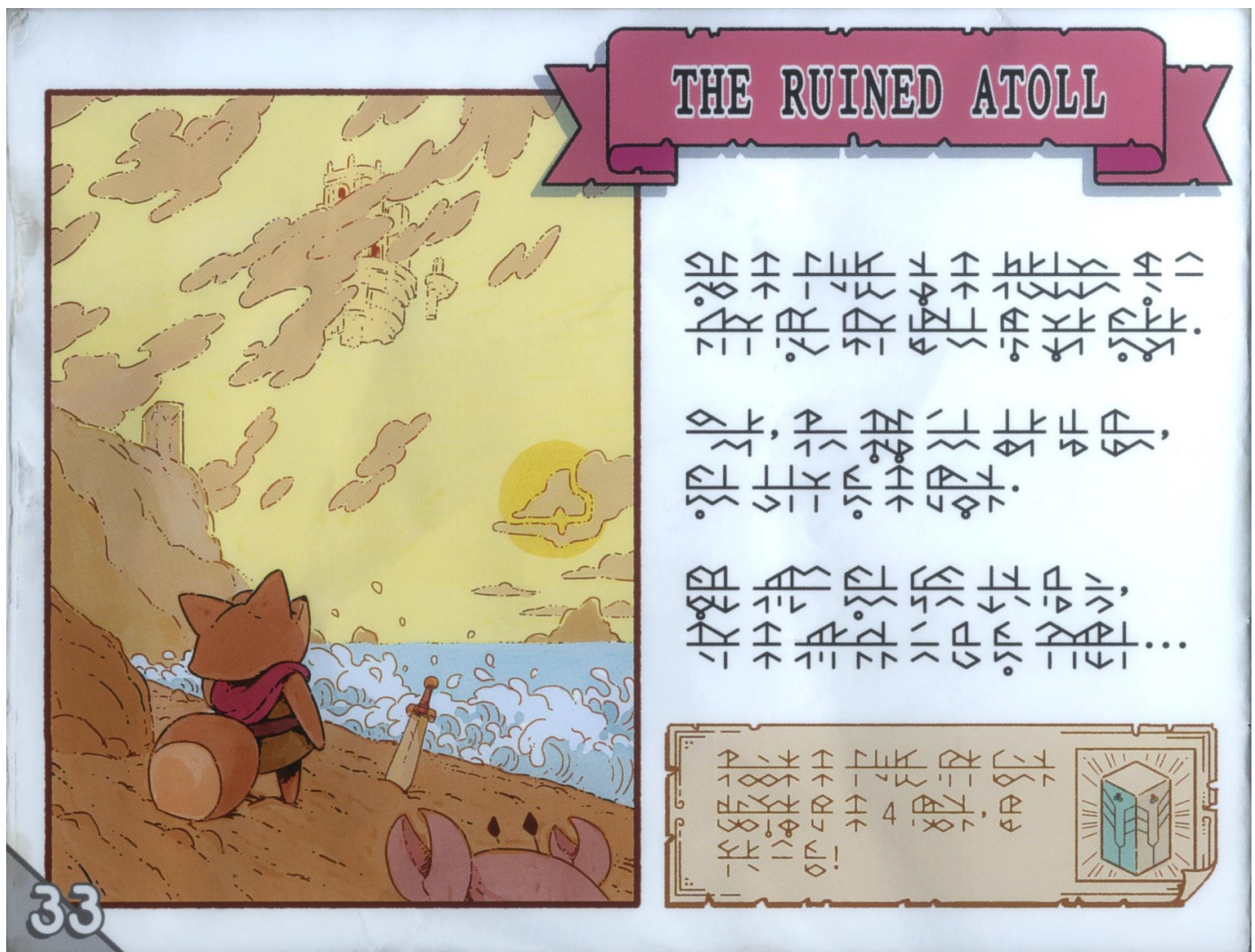
Magic Orb prompt:

- "Take strange device?"

Great Library

The **Great Library**, also known as the **Library**, is an area floating in the sky above the Ruined Atoll in *Tunic*.

Exterior Depiction



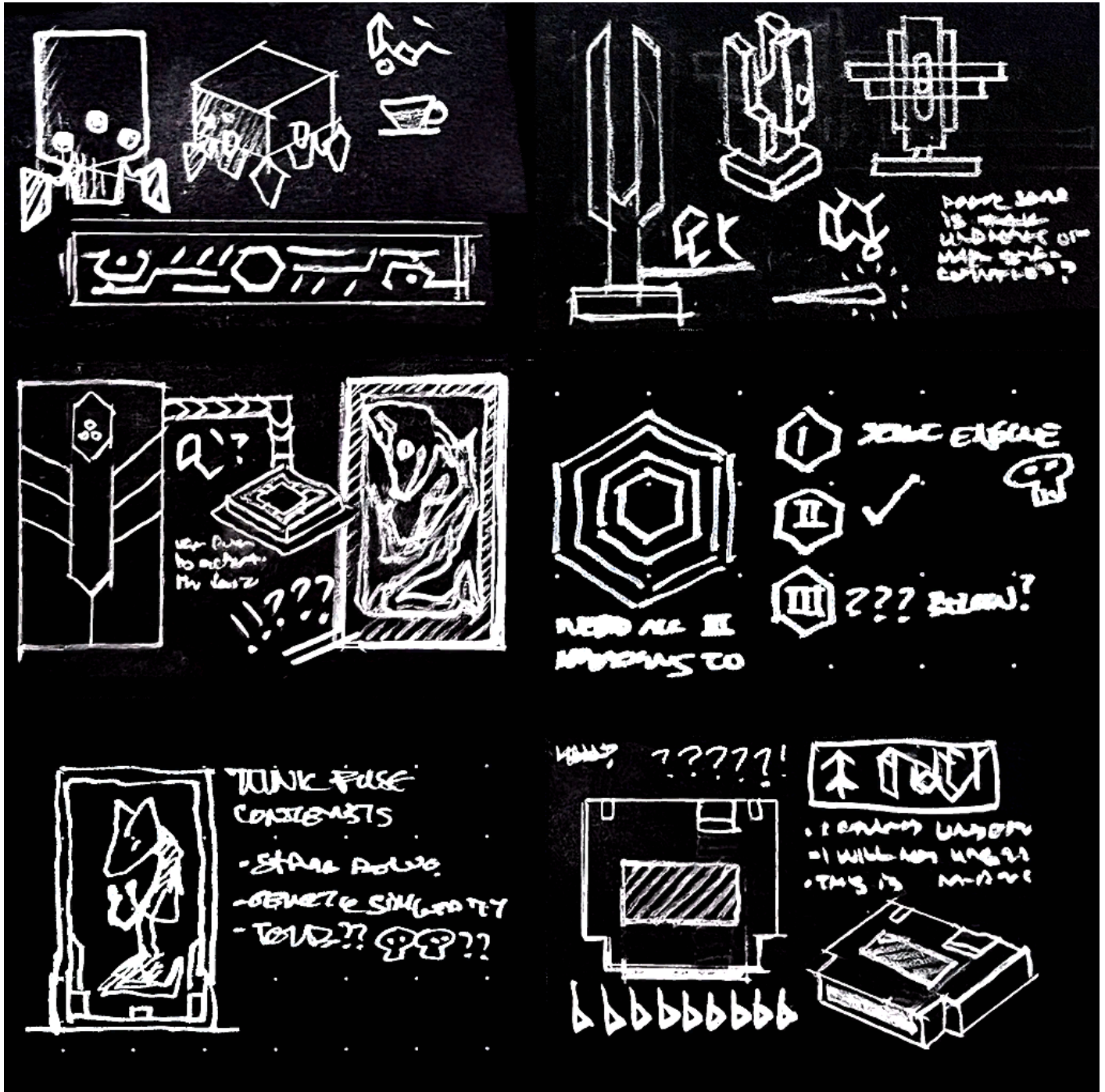
Background

The Librarian uses the main floor of the Great Library for housing his research and items he has stolen from various parts of the world. He stores stolen manual pages of previous Ruin Seekers inside of glass capsules. He stole the Swamp's gate device and connected it to a makeshift tomb as a power source. He decorates the room with a green hook-tongue banner, the decoration and

symbol used by the Frogs of Frog's Domain; he likely took it around the same timeframe he stole the green key from its Southern Vault.

The Librarian has written various information about the world upon 6 different chalkboards.

Credit: MentalPrinciple0



Chalkboard 1

Diagram of an Admin, a repurposed Admin, and a teacup. The strip at the bottom is the design for the connecting tomb conduits that glow purple.

Trunic: ADMIN

The Librarian repurposed an Admin into a walking tea table, as seen in the lounge of the Great Library.

Chalkboard 2

Diagram of a broken Autobolt, a functional Autobolt, and a functional Autobolt.

Lower-left Trunic: FORK

Lower-right Trunic: TURRET

Chalkboard 3

Diagram of a tomb, a conduit connecting it to a gate, and an interior look of a Fossil of Self inside of a tomb.

Trunic: POWER?

Chalkboard 4

Diagram of the shivering ring, and a list of the three keys and their locations.

"I. Siege Engine [skull]

II. ✓

III. ??? BELOW?"

A skull is drawn next to I's red key, because the Siege Engine is too scary for The Librarian to fight. II's green key has a checkmark because The Librarian already owns it. He theorizes that III's blue key might be below the earth, which is a correct assumption, as it is located in the Rooted Ziggurat.

Chalkboard 5

Diagram of an entombed Fossil of Self.

"TUNIC FUSE COMPONENTS

- STORE POWER

- [unintelligible] SINGULARITY

- TOMB?? [skull][skull]??"

Chalkboard 6

Two diagrams of something that resembles an SNES cartridge.

Upper-right Trunic: THE UNIVERSE

Lower-left Trunic: HOW HOW HOW HOW HOW HOW HOW HOW HOW

The Librarian discovered that the universe resembles the shape of an SNES cartridge.

Enemies

Day

- none

Night

- Armored Statue

Boss

- The Librarian

Trunic Translations

The Librarian boss subtitle:

- "The thieving scholar who seeks the Cross but does not understand"

The Librarian dialogue:

- "Here to gloat? ... Idiot."
- "You did it. You released THE HEIR, and now this."
- "Now you must either DEFEAT it and take its place,"
- "or find the HOLY CROSS and share its wisdom."
- "... Good luck with that."

Green key prompt:

- "[skull][skull][skull] Take [hexagon key]? [skull][skull][skull]"

Mountain Door

The **Mountain Door**, or the **Door In The Mountains**, is an area to the north of the Overworld in *Tunic*. The door itself is unlocked by casting the greatest spell, The Golden Path. To the right of the door is a secret pathway to the Quarry.

Depiction

The Door In The Mountains



50

48 11 2 6 52

27 21 4 50 42

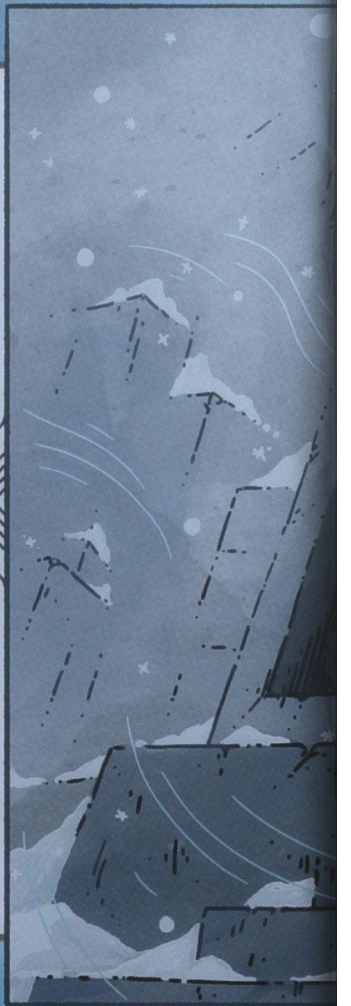
15 22 55 31 33

46 28 9 40 18

34 16 12 39 44

↑ 611 04

↑ 1444 141



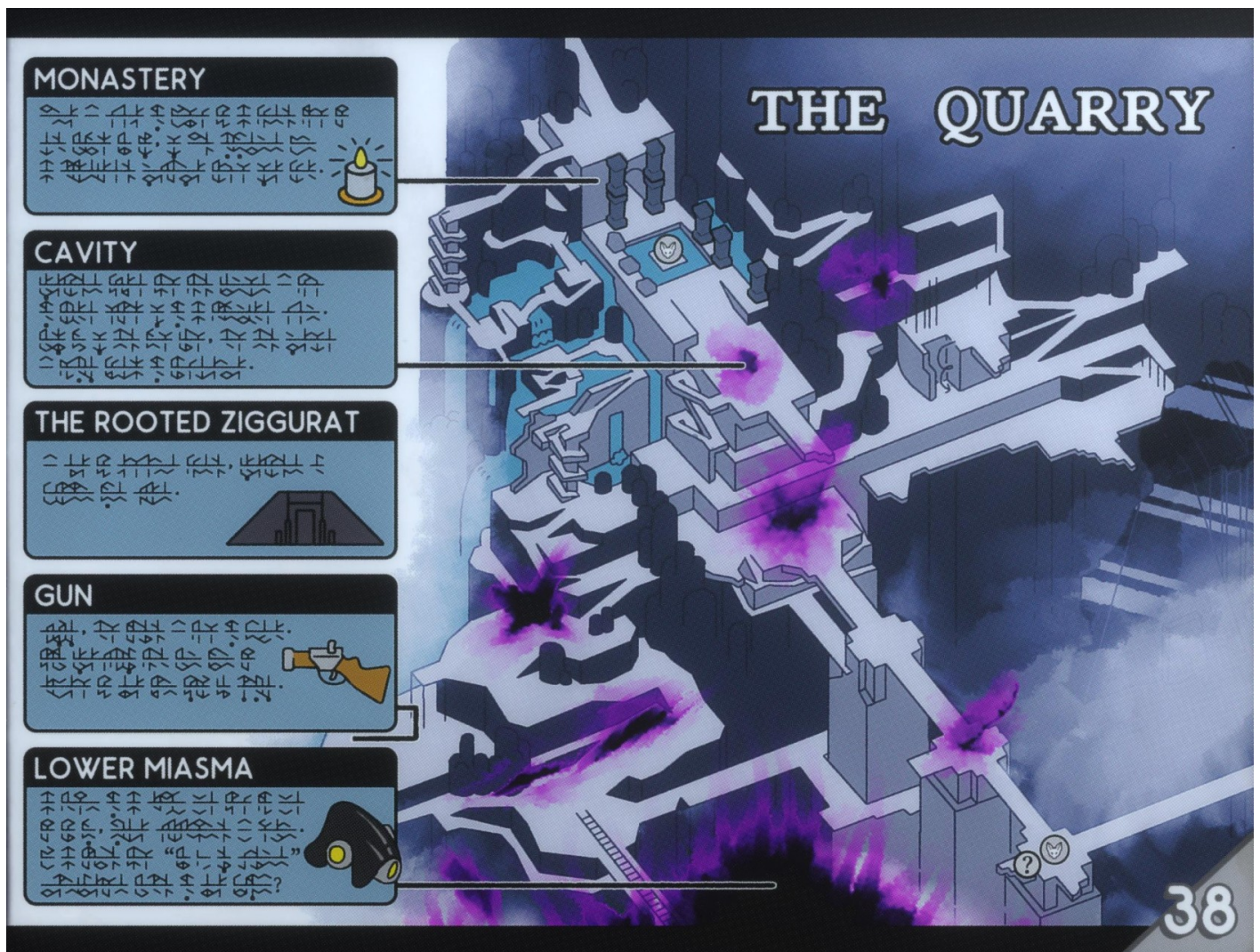
49

Quarry

The **Quarry** is an area to the north of the Overworld in *Tunic*, connected by the Forbidden Pass.

The Quarry is also accessible via a secret pathway next to the Mountain Door. The Spectral Seller is found by climbing down the rope to the upper-right of the lower Check-Point.

Map



Enemies

Day

- Scavenger (rifle)

- Scavenger (miner's greatsword)
- Scavenger (bombs)

Night

- Fossil of Self

Trunic Translation

The Quarry location subtitle:

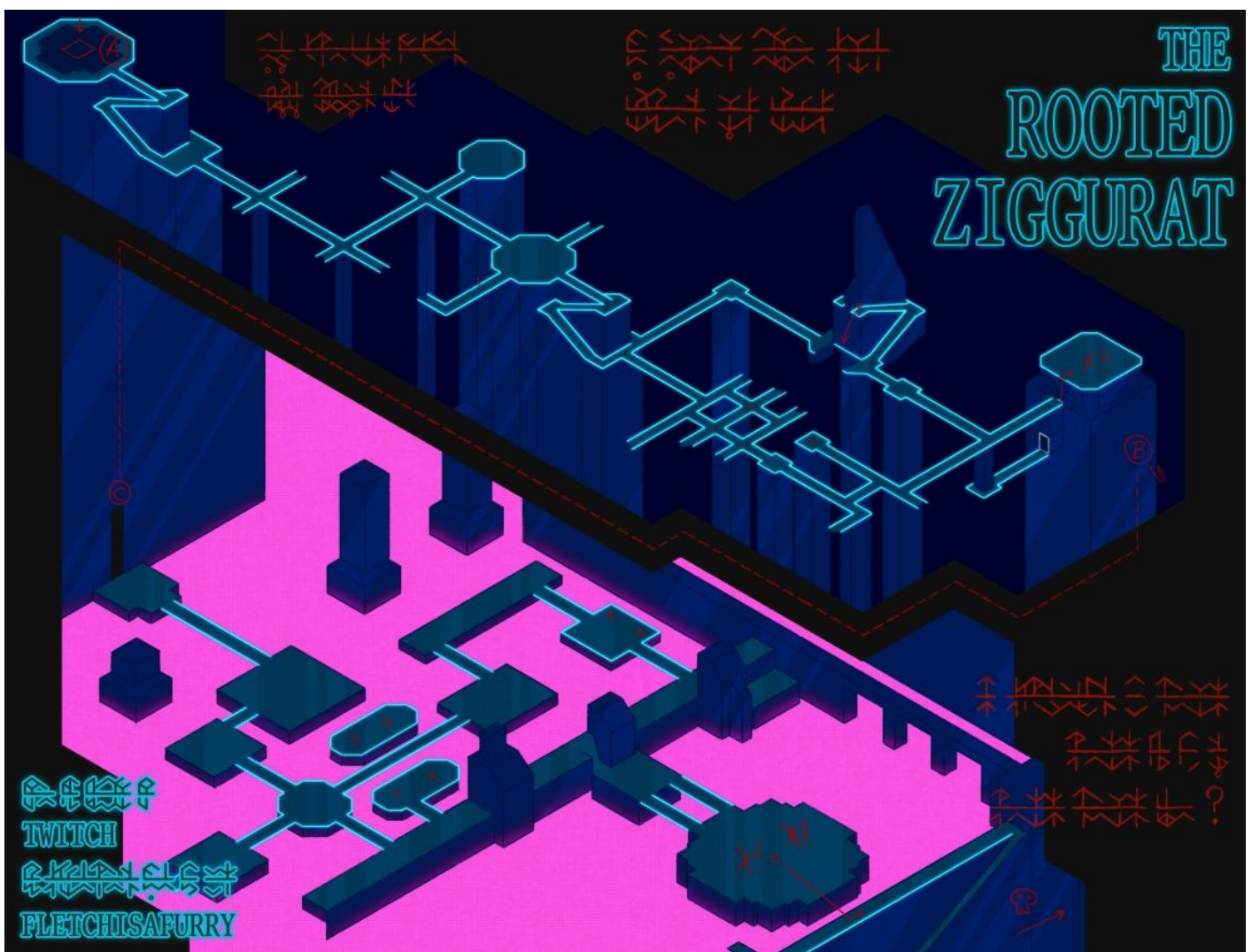
- "A great hole in the earth"

Rooted Ziggurat

The **Rooted Ziggurat** is an area below the Quarry in *Tunic*. The Hidden Vault resides at the end of it.

Unofficial Map

Credit: [FletcherIsAFurry](#)



Enemies

- Fairy (beam)
- Fairy (ice beam)

- Autobolt
- Admin
- Voidling

Boss

- Scavenger Boss

Trunic Translations

??? location subtitle:

- "Gate to The Far Shore"

Boss Scavenger boss subtitle:

- "The queen of those who pick the bones of this land"

Blue key pedestal prompt:

- "[skull][skull][skull] Take [hexagon key]? [skull][skull][skull]"

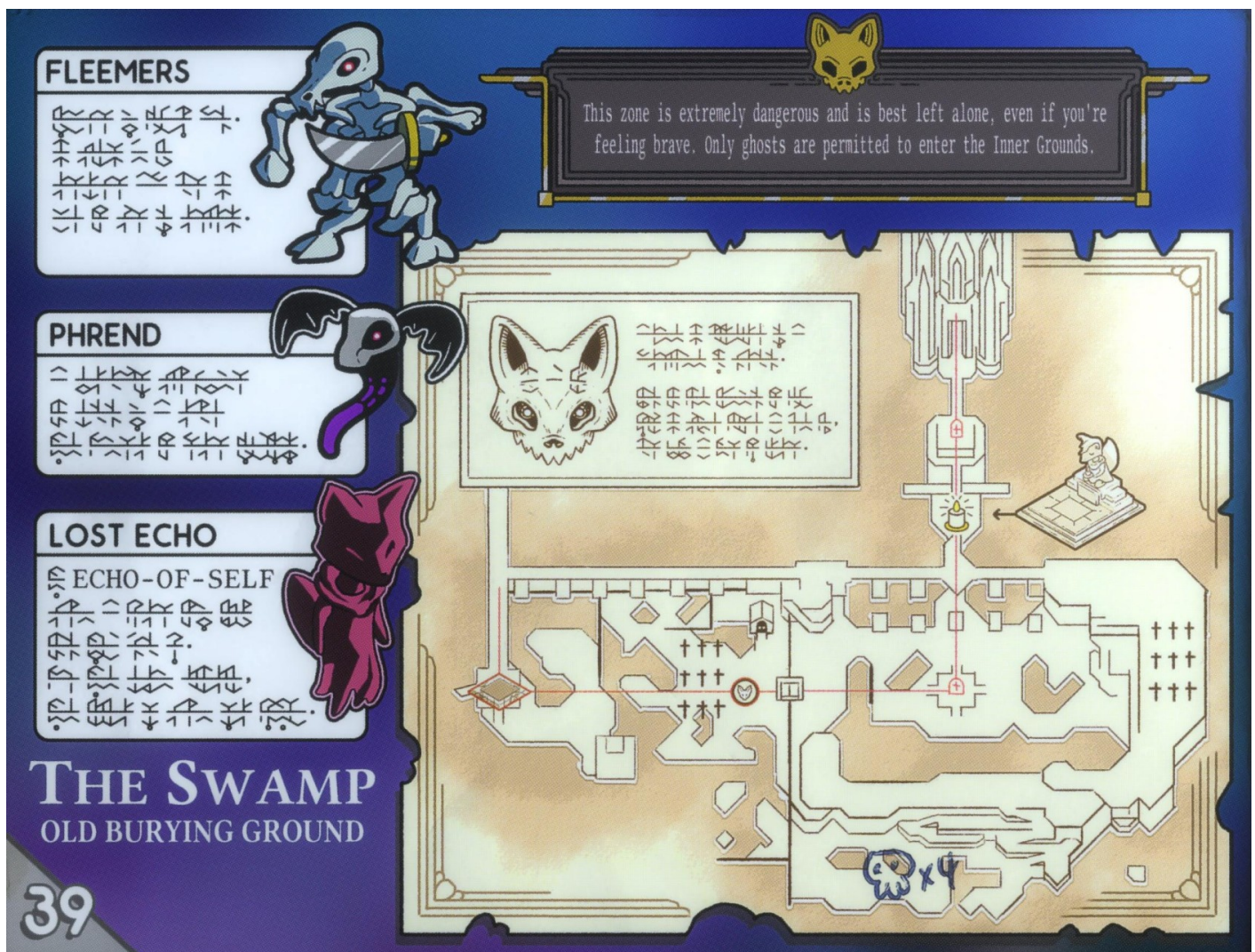
Broken Check-Point:

- "Dead.
The altar has no soul."

Swamp

The **Swamp**, also known as the **Old Burying Ground**, is an area to the south of the Overworld in *Tunic*. The wooden gate to the Inner Grounds only opens if the player is a ghost. Similarly, the Spectral Seller's crypt slightly to the northeast of the Check-Point only opens if the player is a ghost.

Map



Enemies

Day

- Gunslinger
- Fleemer
- Fleemer (shield)
- Fleemer (club)
- Phrend
- Lost Echo
- Tentacle

Night

- Fleemer
- Fleemer (shield)
- Fleemer (club)
- Phrend
- Lost Echo
- Tentacle
- Husher

Trunic Translations

Ghost by the missing gate device looking at the Cathedral:

- "I don't think you can get into the CATHEDRAL without MOONLIGHT."
- "But then again, heroes are surprising."

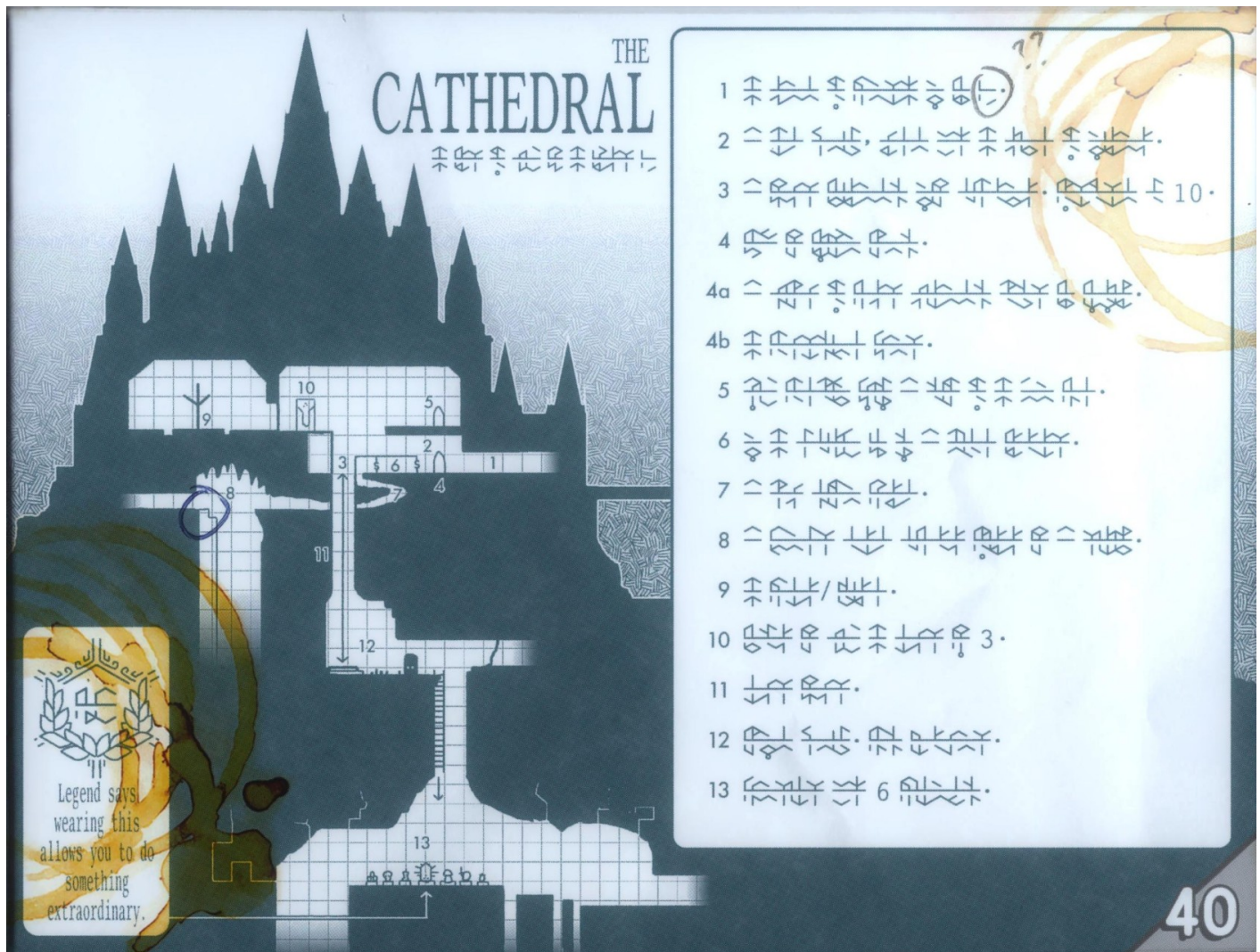
Ghost by the missing gate device, sitting next to it:

- "A BIG FIGHT was here a long time ago."
- "... or last week?"
- "It's all... blurry."

Cathedral

The **Cathedral** is an area to the north of the Swamp in *Tunic*. The Spectral Seller is found in a cave to the right of the bottom of the elevator.

Map



Enemies

- Oblivion Seeker (slow)
- Oblivion Seeker (fast)
- Husher

Boss

- Gauntlet with 6 Challenges
 - Fairy
 - Fleemer
 - Custodian
 - Garden Knight
 - Frog
 - Rudeling

Trunic Translations

The Cathedral location subtitle:

- "Here it started"

Gauntlet statue prompt:

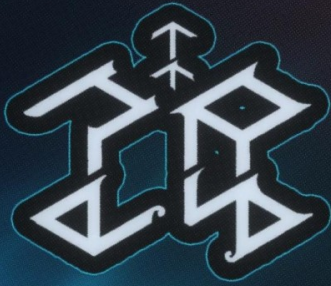
- "Light the candle?"

The Far Shore

The Far Shore is a spiritual realm in *Tunic*. The player arrives there upon their first death, prior to The Heir's betrayal; when they open the door to the Sealed Temple prior to ringing the Eastern and Western Bells; and when they venerate upon strange gates or to the Hero's Graves.

The Far Shore contains The Shadow Oubliette on its north edge. South of The Shadow Oubliette are strange gates that teleport the player to the [Quarry](#), the [West Garden](#), the [Ruined Atoll](#), the Sword of The Heir, the [Eastern Vault](#), the Town Ruins of the [Overworld](#), the [Great Library](#), Ruin Seeker Arrival of the Overworld, and the [East Forest](#).

Map



QUARRY



WEST GARDEN



RUINED ATOLL



祭坛



EASTERN VAULT



TOWN RUINS



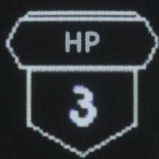
祭坛



祭坛



41



NORMAL

祭坛



祭坛/GHOST

祭坛



祭坛

祭坛

?

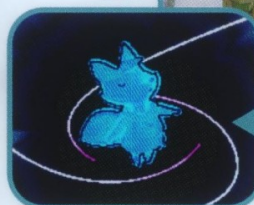
祭坛



P. 23



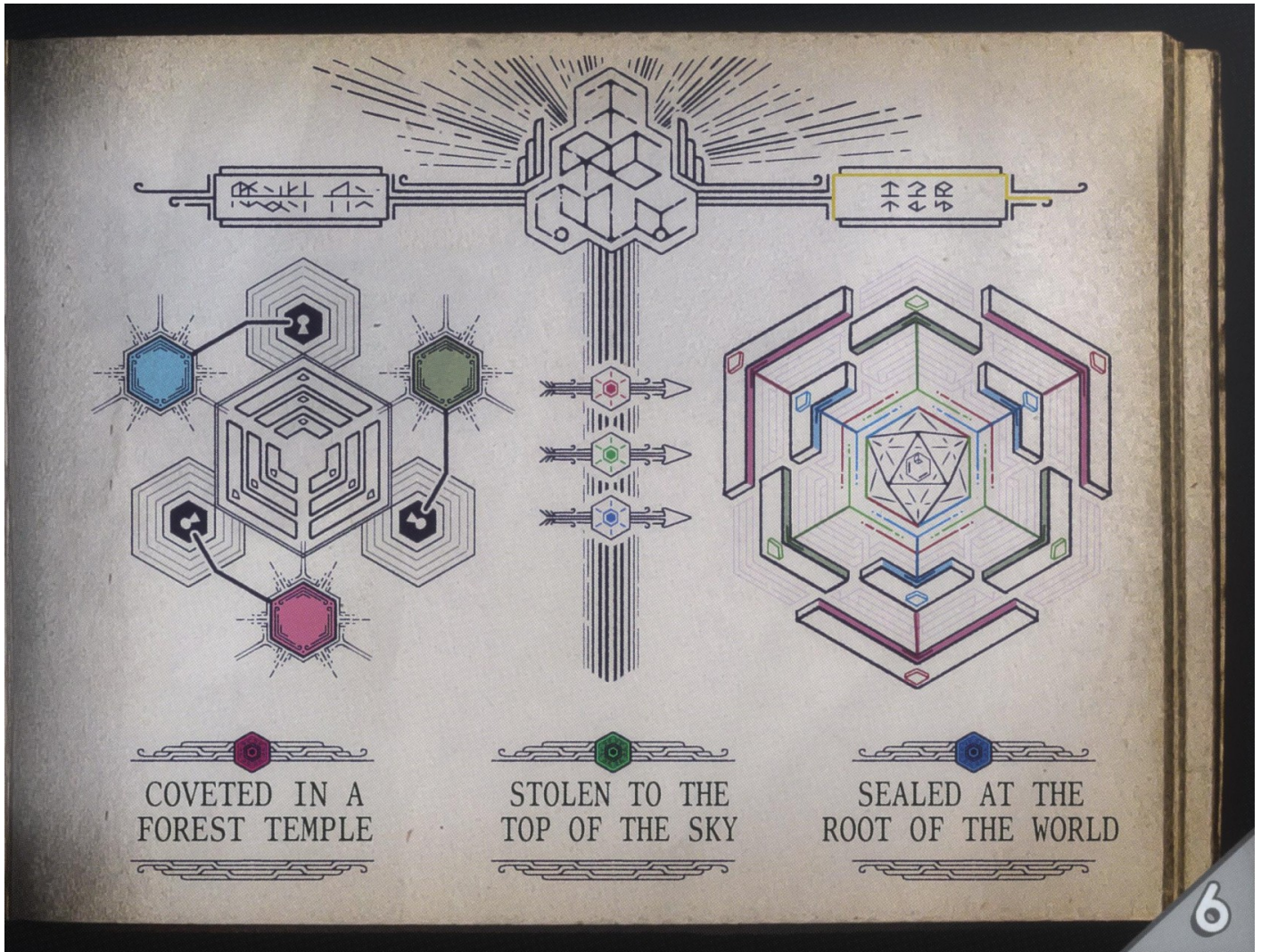
The Hero's Grave



祭坛

42

Background



Page 3 of the instruction manual states that an ancient civilization "ventured to The Far Shore and sought power from the spaces between." Additionally, a chalkboard in the Great Library depicts that The Librarian discovered that the world of *Tunic* is shaped like a game cartridge; it highly resembles an SNES cartridge.

Page 6 of the instruction manual depicts that the Canonical Plane has a bridge that leads to The Shadow Oubliette, and The Shadow Oubliette has a bridge that leads to The Far Shore. A barrier extending south of The Shadow Oubliette partitions the Canonical Plane and The Far Shore from each other, though this barrier is pierceable with the power of the red, green, and blue keys.

A oubliette is "a dungeon with an opening only at the top."

Boss

- The Heir

Trunic Translations

Main room location and location subtitle:

- "The Far Shore
The space that is not here nor there"

The Hero's Grave location subtitle:

- The Hero's Grave

Shop

The **shop** is an establishment run by the Spectral Seller in *Tunic*. It is located in the Overworld, the West Garden, the Eastern Vault, the Ruined Atoll, the Quarry, the Swamp, and the Cathedral.

Items

Adventurers beware, there are no ways to obtain unlimited quantities of Ice Bombs or Hot Peppers on a single playthrough, as the Spectral Seller does not sell them, making them a limited resource.

Item	Price	Availability	Limit
Explosive Bomb x3	100	Initial	Unlimited
Fire Bomb x3	150	Visit the <u>West Garden's</u> shop	Unlimited
Red Fruit	100	Finish <u>Under the Well</u>	Unlimited
Magic Potion	300	Initial	1
Magic Potion	1,000	Visit the <u>West Garden's</u> shop	1
Lure	150	Visit the <u>Eastern Vault's</u> main floor	Unlimited
Blue Fruit	150	Visit the <u>Eastern Vault's</u> main floor	Unlimited
Golden Coin	999	Finish <u>Under the Well</u>	1
Golden Coin	999	Visit the <u>Swamp's</u> shop	1
Ivy	90	Visit the <u>West Garden's</u> shop	Unlimited

Trunic Translation

??? location subtitle:

- "Hole in time"