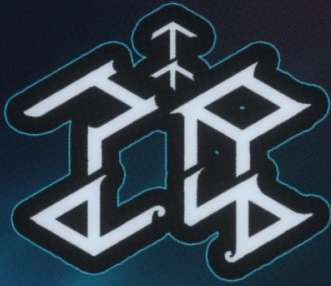


The Far Shore

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



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EASTERN VAULT



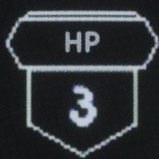
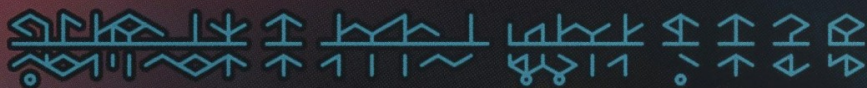
TOWN RUINS



42



43



NORMAL

44



45 / GHOST

46



47

48

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49



The Hero's Grave



50

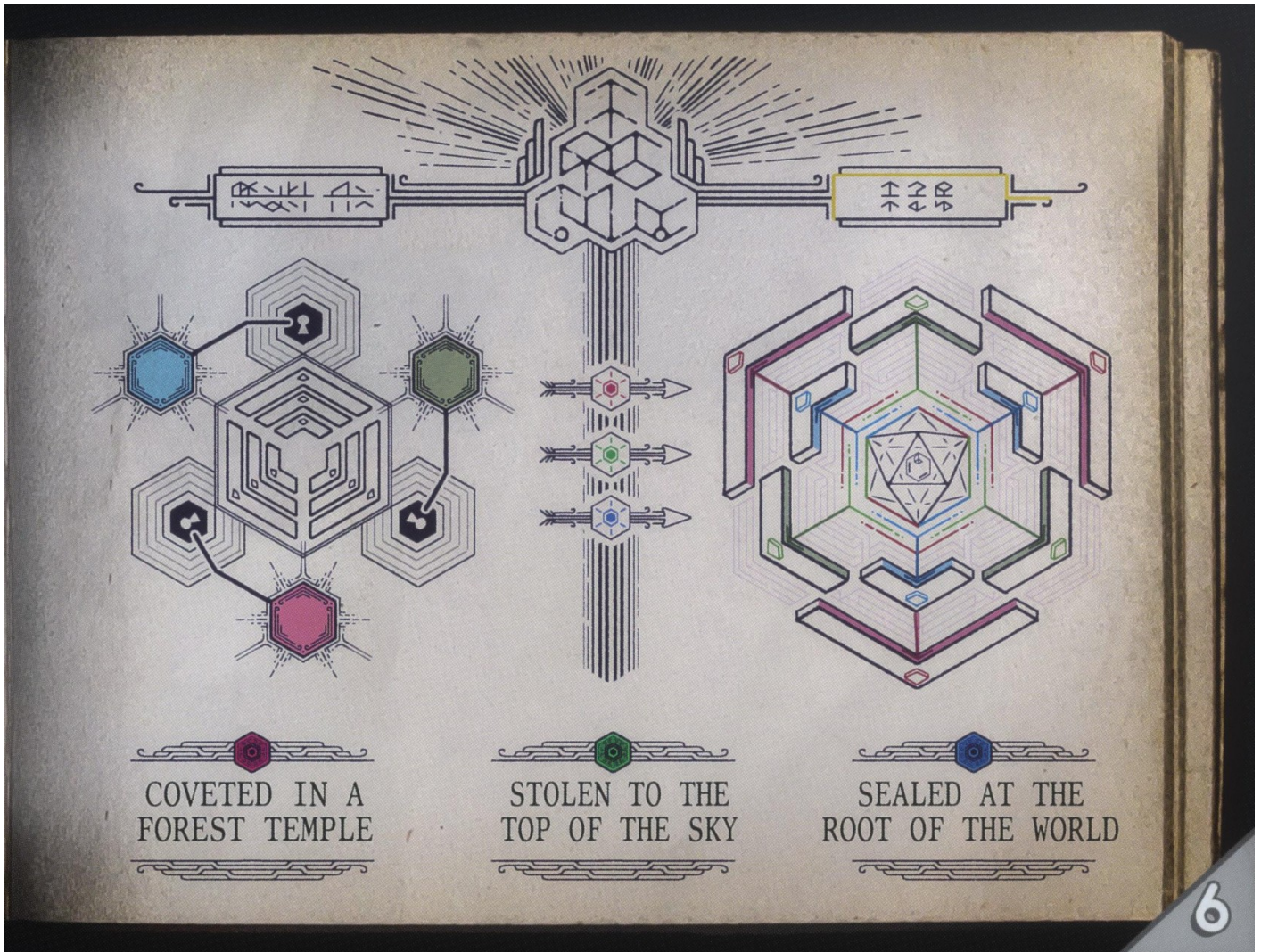


p. 23

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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

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