Quest For Infamy

The Official Walkthrough
Quest For Infamy Walkthrough.

As a token of appreciation for the community, we created this booklet which lists all quests, items and locations necessary to finish the game.

Throughout Roehm’s journey there are no unwinnable situations or locations that force players to restart the game. With that said, Quest for Infamy features a day/night cycle and certain items can only be obtained at specific times of the day.

Puzzles may hold several solutions, some exclusive to each specific class while others are shared among all paths. This walkthrough addresses some of the possible solutions to each and every puzzle. There are many ways Roehm can surpass his coming challenges and we encourage every player to do so through exploration. The booklet is also cut into four acts with each act then separated into common and class-specific quests.

We hope you’ll enjoy playing Quest For Infamy and that this booklet will help should Roehm get stuck in a difficult puzzle or situation.
PROLOGUE
"new kid in town"

Prologue Act
The Execution

As the game starts you’re prompted to speak to Udo, exhaust all conversation options before entering town. Once inside speak to Jan. Go one screen to the left and the inn, speak to everyone.

Leave the inn, go one screen to left and enter the pub. There, speak to Kit and Kurdt. If you answer “yes” to his question he’ll toast with you, be sure to take the mug after drinking.

Exit the pub, go one screen south, enter both stores and speak to everyone before leaving. Walk to the left screen and speak to Jarrod.

Go one screen right, one south and one right again. Enter the house with a golden star and speak to Prospero. Afterwards, exist the house, go two screens to the right and one up. Speak to Ian. The execution should now begin.

Slaying the Beast

After the execution, go to the pub and you’ll automatically talk to Kurdt. Beat him at the drinking contest.
He wants you to kill a Beast wandering around outside of town and cut out its silver teeth and melt it down. The beast will randomly roam the forest.

At the Volksville entrance, go one screen left, four screens up, one to the right, one screen up again and once again to the right. See the dead person near a tree stump, touch him once to let his head fall into the stump. Search the stump to get the helmet.

Find and fight the Beast then cut off its head with your sword. Use your sword to then cut out the teeth. Place the teeth in the helm you got off the dead person in the forest and then head back to town. Climbing the town gate several times will increase your climbing skills. Do this enough times and Roehm will eventually climb over the gate.

Go to the Blacksmith’s and toss the mug taken from the pub to get him to leave the forge when he’s not looking. If you did not take the mug you must sneak behind him and free the horse when the blacksmith isn’t looking.
Quickly grab the tongs and use them with the teeth/helmet in the fire. The helm will crack and the silver will sink to the bottom of the water. Use the tongs to grab it and replace them next to the forge.

Bring the silver back to Kurdt to start your way down the path of the Brigand.
After the execution, go to Prospero’s mansion and beat his card game.

He wants you to kill a Beast wandering around outside of town and bring its head back. He also wants you to bring him the blood of a dead man.
At the Volksville entrance, you see a human head impaled on a spike, cut it with your sword and the head starts dripping blood. If you took the pint glass from the pub use it to get a cup of human blood. If you don’t have the pint glass click over the town gate several times until you climb over. There, go to the pub, buy a drink, and take the mug.

Find and fight the Beast then cut off its head with your sword. Head back to town. Climbing the town gate several times will increase your climbing skills. Do this enough times and Roehm will eventually climb over the gate.

Bring both items back to Prospero to start your way down the path of the sorcerer.

After the execution, go to the fountain, speak to Ian and play his game of craps.
He will then ask you to find a beast that’s roaming the forest and collect its blood. As soon as you’re outside of town pick up the fish on the floor, you’ll need it later.

From the secret exit, head one screen to the right, one up and one to the right. See the dead person near a tree stump, touch him once to let his head fall into the stump, search the stump to get the helmet.

Find and fight the Beast then cut off its head with your sword then combine the head with the helmet. Head back to town. Climbing the town gate several times will increase your climbing skills.

Do this enough times and Roehm will eventually climb over the gate. Present the helmet to Ian, he will tell you he needs oil now. If you took the pint glass from the pub use on the fish to get fish oil. If you don’t have the pint glass go to the pub, buy a drink, take the mug.
ACT ONE
“stuck in the middle with you”

ACT ONE
Curse of the Killingtons

You can do any of the following quests at practically any time (steps are below the time sensitive events): Find a Way Into the Swamp, Get the Keyser Wood, Get Past the Treants.

At the end of the second day (the Prologue covered the first), you’re automatically taken to see the magic show.

You’ll have to fight Gorth and make a decision to kill him or spare his life. This choice doesn’t particularly affect the story.

The next day, you should head over to the sheriff’s office and talk with Rayford. He wanted to see you and you don’t want to keep the man waiting. When night falls, head on over to the pub in Volksville. Talk with Japsworth, buying him whiskey every time he asks for it, to get the story behind the plight of the Killington family. Leave the pub and then talk to Kayanna to get the quest to find the Eye of Jaager.
Researching the Eye

The first thing you should probably do is head on over to the Library of Tyr and read any book you can. Next up, you should find the Hummel diary. You’ll need to have a crowbar to get it. You can buy one from the general store in Volksville or grab one from the barn in the farm.

Head over to the ruins of the Hummel home and use the crowbar on the hearthstone. Get and read the diary.

Go north to the washed-out bridge and talk to Hummel. Show him the diary to get him to talk. He’ll hand you a letter. In the evening, head back to the pub and talk to Japsworth. Follow him outside and hit him with your sword. After he passes out, you’ll automatically grab the necklace he was wearing. Inside your inventory, look at the necklace twice to get a key.

The Killington Crest

The next morning, go to the pub and Kit will give you a note from Kayanna. You’re to meet her just past the treants near the Morroi ruins.

Talk to her about everything and start the quest to find the Eye of Jaager. You’ll need to find the four pieces of the Killington Crest in order to get to it. She’ll also give you a necklace for your troubles. You can get them in any order:

Master’s Piece: You’ll need a rope and flint for this one. Go to the waterfall and use the rope on the tree. You’ll automatically climb down. Grab the moss. Head to the barn and grab some hay.
Head on over to the ruins of the Killington estate and put the moss and hay in the chimney. Smoke the wasps out by using the flint and grab the crest piece.

Servant’s Piece: Go to the bank in Volksville and use the key you got from Japsworth to get a lockbox. The piece is in there.

Living Piece: You’ll need a rope and some good smokes (with pipe) for this one. Go to the waterfall and use the rope on the tree to climb down. Use it again to swing behind the waterfall. Give the tobacco and pipe to the Gnoll for the crest piece.

Dead Piece: Wear the necklace Kayanna gave you. It’ll give off a sound when you’re close. Go to the screen with the big boulder and use the necklace on it. It opens to reveal a skeleton, a note, and the crest piece.

Head to the well near the farm and climb down it while still wearing the necklace. Walk towards the left wall and it will fade away revealing a peg game. Win it to get a key. (Do a Google search for “triangle peg game solution” if you’re stuck)
The Eye of Jaager: Go to the Killington crypt in the graveyard (it’s the big one, you can’t miss it). Put the four pieces together to get the completed crest. Put it in the shield-like depression and then use the key you got from the peg game to open the door. Go inside.

To open up the coffin in the middle of the room, you’ll need to move the stuff the statues are holding. Click them in this order: glove, shield twice, axe three times, staff once. You’ll eventually have to fight Hummel, who wants the Eye for himself.

Find a way into the swamp

Meet Hobbs at the swamp entrance, he’ll give you an empty jar. Return to Volksville and ask Jerrod about the glowing fungus, he’ll tell you they can be collected in the north woods. Note that the fungus can only be seen at night. Go to the north woods (left of the ruins) until you pass through fallen tree trunk and climb it to collect the fungus.
Combine them with the jar Hobbs gave you and you’ll have a means to capture the fireflies.

Now, move back to Hobbs’ location and use the jar to light up the swamp.

**Get the Keyser Wood**

Head over to the Hermit Homestead and talk to Rynn. After your little discussion, head to the left and Frederic will approach. Talk to him and he’ll help you after you get him some Keyser Wood from the Swamp.

To get the wood, you’ll need something to cut it down with. You have two options and both require oil from Udo. Stuck in a stump near the F. Acre Farms is an axe. Oil it up and pull it out. Alternatively, head on over to the barn around the farm and grab the saw. Oil it up to sharpen it.
Whichever cutting tool you chose, head over to the Swamp and in the northwestern most screen use it on the fallen tree acting as a bridge over the muck. Head back to Frederic and give him the wood. He’ll tell you about the Hummel family.

Get Past the Treants

Go to the north forest near the ruins and speak to the treants, they’ll only let you pass if you bring them a pine cone which is in another forest. Go to the orchard near Volksville, go down the crossroad and see a group of hunters. Note how they feel lonely.

From there, go to the city of Tyr and wait for nightfall. At the harbor speak to the women and give them blys. This prompts a conversation in which they agree to distract the hunters.

Travel back to where the hunters were and now the path should be clear. On the very next screen pick up the pine cone on the floor and bring to the treants.
After going down the stairs, Kessel hands you a note. Kurdt wants you to meet him past the bridge with the shed outside of town. When you talk to him, he asks you to find their prize horse, Mastadon.
The horse can be found on one of the road screens to the right of town. You’ll need a saddle, bridle, and a carrot.

To get the saddle, you need a hammer from the shed. Just USE the shed and you’ll automatically get it. Then head back to town and give it to Niels in exchange for the saddle.

To get the bridle, head to the barn towards the east farms and search the wall twice.
To get the carrot, head back to town and buy one from the general store.

When you find the horse, use the carrot to calm him down then toss the saddle and bridle on it. You’ll automatically return to Kurdt when you’re done.

You’ll be given a map and told to meet him south of where you met him, past the bushes, the next day. Then, head south through the bushes and have Chuy show you inside the Brigands’ hideout.

**Robbing the Caravan**

Talking to Kurdt, he mentions a raid on a caravan going north. He tells you to stop by King’s Road just before the bridge.

You can pick the “easy” or “hard” way to pull off the heist.
For the easy path: All you have to do is fight.
For the hard path: You’ll be sneaking up behind the cart. Unhitch the wagon and tie it to the horse. Smack the horse to get it to move.
Ice Shards

Prospero gives you an empty bottle and asks you to collect three types of water: Old water, living water and falling water. First go to the general store and purchase some rope. Living Water can be collected near Volksville, go to the lake with where the fisherman are and collect the water. Then make your way to the abandoned fountain in the forest near the cemetery to aquire the old water. Finally, find the druid in the Volksville forest then walk two screens to the right until you reach the waterfall.
There, tie the rope to tree and go down the cliff to collect the water. Take the waters back to Prospero.

**Nature’s Blessing**

Standing outside Voksville walk to the left, then go up to the forest. Once there go all the way to the right until you reach a screen where with a beehive and a large stick on the floor. Pick up the stick and use it on the beehive. Roehm ducks into the nearby river for protection but attains a bee in process. Next, go to the old fountain near the cemetery and pick up a water lilly. Take them to Prospero.

**Take Inanimate Object**

Go to the wooden bridge near Volksville, see a pile of rocks near the river, collect a smooth rock and take it to Prospero.
Plague Carrier

Go the camp near the broken stone bridge. There, steal one of the rabbits and take it to Prospero.

Inner fear

Leave the inn and make your way to Prospero’s mansion. Ask him about magic and the various spells. He needs you to fetch him a Wyvern’s heart. A contact in the city of Tyr should have it.

Before going there, leave Volksville and head to the right until you reach Acre Farms. Once there you should see a goat, click on the floor around it and pick up the goat turd.

Make your way to the city of Tyr, go to the path behind the stone fountain, reaching the port, wait for nightfall and speak to Marlon. He will trade you the Wyvern’s heart for the goat droppings.

Take the heart back to Prospero.

Mystical Lockpick

Go to Brattle’s cabin just to the left outside of Volksville. Click on the cabin just below the door. Under the mat is a key. Take it to Prospero.

Float on a Cloud

At night, go to the tree with the swing south of the Hermit Homestead. Make sure that the owl is there. Use Flaming Vengeance to burn it up and grab the feather. Take it to Prospero.

Windstorm

The first thing you should do is get a crowbar. You can either purchase one from the general store or get one from the barn near the farm. Go to the large graveyard just to the east of the ruins of the Killington mansion. Head over to the screen with the angel statue and use the crowbar on it.

Pick up the wing and return it to Prospero.
Finding Ian’s Friends

Speak to Ian, he will tell you to find his friends. Go to the cemetery and enter the old house. Find the chapel and inspect the wooden pulpit.

A window will appear, press each end of the cross in the following order:

Click on each end in the correct order
A secret passage will then open, go inside. The rogues will ask you for a password, type in ‘lemondrop billygoat’ and you’ll be let inside the thieves’ den

**Stealing the Mayor’s Pet Bird**

On the morning of the second day, Kessel will give you a note from Ian to head to the Thieves Den. Go there and enter the room to see Red, the Master Thief of the Order of the Cloak and Dagger. He wants you to steal the Mayor of Tyr’s pet Raven.

To prepare for the heist, you’ll need to purchase a set of lockpicks from Mags in the Thieves Den and oil from Udo.

After night falls, head over to Tyr and go to the Mayor’s house. Whip out your lockpicks and unlock the door.

Once inside, quickly hide behind the curtains. Wait for the Mayor to make his rounds once and then sneak over to the statue. Oil it down and then move it. Climb the statue to the second floor.
Sneak around the tiger to the south and grab the cloth. Sneak back over to the cage and use the powder and cloth on the cage. Grab it and head back outside.

Return to “Red” and give him the bird for your reward.

**Looting the Houses**

There are five houses that you can pillage for loot. First off, you’ll need your trusty lockpicks to open the doors. Remember to sneak around and not make any noise or you’ll get caught.

**Blacksmith:** Use oil on the locked chest and then force it open with a crowbar. You can also get a few items from the chest of drawers. This one can only be looted at night.

**Brattle’s House:** Before you can do anything here you’ll need some way to get rid of the stench. Buy a bottle of perfume from Udo and then quickly spray it inside the cabin. Check the dresser for some Blys. In the jar on the table you can get a healing potion.

**Library of Tyr:** Just keep trying to pick the lock until someone leaves or you can get the door open. You’ll automatically run down some stairs and exit.

**Lefthand Door Near Bank:** You can get a few Blys from the couch. Also check the end table, the wardrobe (after moving the chair next to it), and the pitcher. Check the book for a number. Move the painting to see a safe. Enter the number you found in the book.

**Rayford’s House:** This one can only be done in Act II. Just open the door and enter. Open the chest for some Blys and a Great Sword. Quickly leave or Rayford will catch you.
ACT TWO

"I'm a fool to do your dirty work"
Moonshiner Mission

After you get arrested by Rayford, he gives you a proposition: Work for him and he’ll let you live. The first person on his hit list is to get rid of an illegal moonshining operation. He’s not getting a cut and that’s something he needs fixed.

Go to the South Woods and wander around the top screens until you see a hunter in green walking around. Talk to Visa to find out about Randy. To get him to talk, either give him money or a skinned rabbit from the Hermit Homestead.

Go to the screen with the red bush and hide behind the tree. Wait for Randy to show up and interrogate him. Depending on your class, you need to get past the bush to get through the maze. Make it through the maze to make it to the Moonshiner’s hideout. In case you missed it, the path is as follows: E,E,S,S,E,N,N,W,N,E,W.

Confront the Moonshiner and get the money. Return to Rayford to get your next assignment.

Slaver Assassination Mission

Rayford next has you sneak into a slaver’s house and kill him. Head to Tyr at night and use a grappling hook on the big apartment building just before the Mayor’s mansion. You’ll have to sneak around to make sure the guards don’t catch you.

Make sure the guards don’t see you and dispatch them with your sword. Sneak into the bedchambers of the slaver and take him out. Return to Rayford.
Defeat the Morroi Leader

The final act that Rayford wants you to do is to take down the leader of the cult. Your first step is to go to the Morroi ruins where you met Kayanna. After checking out the runes on the portal, head to the Library in Tyr.

Talk to the librarian to get a book on runes.

Head back to the portal and solve the puzzle using the book’s clue. In case you’re having trouble, the solution is in the picture.
The rune solution

Head inside the compound and talk to the Morroi leader.
From here there are two ways to get inside the fortress a second time to kill the leader: Entering through the sewers or finding a disguise.

To go through the sewer, first you need to head to the swamp and open the grate with a crowbar. Fight and defeat the Gelatinous Cube guarding the ladder inside and then climb through to the kitchen. Kill the cook and then head through to the courtyard.

NOTE: How you deal with the Cube depends on your class. If you’re a Brigand or Rogue, then purchase alcohol from Udo and flint from the general store. Douse it with the alcohol and set it on fire. If you’re a Sorcerer, then just use the fire spell Prospero teaches you to get past.

To get the disguise, buy a white robe from the Homestead and an Artichoke from the general store in Volksville. Then find the dyer in Tyr to get the robe turned green. Wear the robe at the entrance and walk through the front door. You need to answer the questions correctly to pass.
Once in the courtyard, the cultists knock you out and you’ll have to fight the leader to continue.

**Escorting BigD**

Return to Kurdt in the Brigand hideout. He asks you to escort a merchant from Tyr to the mountain pass to the east. Make sure to ask him about the job.

Head to Tyr and go to the docks where the general store is located to find Big D.
Talk to the man and he’ll start to follow you. Head out of town and towards the eastern pass.
Take the shortest route. Head east along the road to the eastern pass.

You’ll come across a few highwaymen that you’ll have to battle on your way to the eastern pass.
After Big D leaves you, head back to Kurdt and get your reward.

**Moonshiner Mission**

To get past the red bush, just attack it with your sword.
Moonshiner Mission

Use Float on Clouds to get past the bush.

Taking Down the Necromancer

Note: This one can actually be done by any class, but specific to the Sorcerer.
Head to the magic shop and ask Prospero about Payment for Services. He’ll tell you that a necromancer is trying to summon a demon. He wants you to stop her.

Before heading to the mines, you’ll need to do some prep work first. Go to the docks at Tyr and grab the harpoon. You’ll also need to get a sack from the barn near the farm and purchase a dagger from the Blacksmith.

Head over to the Dwarven Mines in the very southeastern area of the South Woods.
Go north until you hit the camp and then click on the crate of bottles near the “shed” to get a map.
Go to the area on the map marked “Bad” and jump across the chasm. Head east.

You’ll meet the Necromancer in her lair. She’ll cast a geis (curse) on you in order to do her dirty work for her in penance for trying to kill her. She wants a set of lungs and a brain to complete her creation.

For the lungs, you’ll need to fight the Kraken in the lake. Head over there and approach. While he has you in his hand, quickly use the harpoon on him and take his lungs.

For the brain, head over to the entrance of Volksville and use the dagger on the head. Return both items to the Necromancer. Once she’s finished head back to Prospero.
Moonshiner Mission

Douse the bush with alcohol that you can purchase from Udo and set it ablaze with the flint or tinder box that you can purchase from the general store.
ACT THREE
“don’t stop me now”
Get ready for the final Showdown

The final act is the showdown with Rayford. You can go in right away to take the guy down, but there are optional side quests that you can undertake in order to make things easier and more interesting.

You can recruit Jan. Just go to the Sheriff’s office and talk with him. Choose the following options to get him on your side: “Can’t we just talk first Jan?” “Because Rayford is trying to take over Tyr.” “Jan, I need your help.”

You can recruit the prisoners in the dungeon. Search Rayford’s desk to get the key then head on down. Use it to unlock the prisoners.
You can get some smoke bombs from the Apothecary in Volksville. Talk to him to find out that he needs pond scum from the fountain near the ruins of the Killington mansion. Get it and return to him.

If you rescue the prisoners and have the smoke bombs, use them to get inside Tyr.

You can recruit Tyr’s Arrows. Head to the Barracks. If you recruited Jan he’ll get the guards to leave.

You can rescue the Council of Tyr. Head to the council chambers. You’ll have to fight the guard to get to them.

Once you’ve done any of the above, head to the Lighthouse for the final showdown.
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