Evidence: Arenthea

1 point

Per Arenthea, Leventi did a sloppy job keeping track of Tholvinus, Gellius Thrune's imp familiar. Recently, the imp wandered off and has been captured in Widow's Peak.

Lead from Arenthea 0 points

Leventi possesses the soul of Gellius Thrune, one of the founders of House Thrune from centuries ago.

Leventi also owns Tholvinus, Gellius's imp, but does a sloppy job of keeping the imp from wandering off. Tholvinus was recently captured and is now one of many prizes offered by the fighting pits of Widow's Cry.

Lead from Arenthea 0 points

Arenthea not only acquired Thrune relics for Leventi, she also performed several simple services that would have made it easier for someone to steal heirlooms outright. These and other events suggest that Leventi may have acquired some of his collection through reckless or unlawful means not befitting Hell’s standards.

Lead from Arenthea

0 points

Ophelia Peran has occasionally worked as one of Leventi's operatives, and her contract is owned by the night hag Yseldra. She told you where the night hag's shop in the Market of breaths is.

Lead from Yseldra

0 points

Leventi’s latest acquisition is the Hellknight Teena Forester. Yseldra believes that the Hellknight came from outside Dis’s core, from the Ghetto of Outcasts on the city’s outskirts. Yseldra would love more information on this acquisition.

Item from Yseldra

0 points

You own the Contract for Ophelia’s soul.

Evidence: Hellknight Contract 1 point

You reviewed the contracts in the Fallen Fastness and discovered that Hellknight Staebius Kalmp sold his subordinates' souls to Leventi. They were wrongfully damned.

Evidence: Contract Loopholes

1 point

You reviewed copies of Leventi's infernal contracts in the Fallen Fastness and found several embarrassing loopholes.

Lead from Jarluxis 0 points

Leventi’s agents recently transported Gellius Thrune’s imp Tholvinis to Widow’s Cry. She lamented her colleague’s sloppy binding of the imp after Gellius’ death, and insisted that anyone unable to control an imp shouldn’t be trusted to command mortals.

Item: Vetrivides's Writ 0 points

You are an agent of Vetrivides, and can legally operate within Dis for 48 hours.

Evidence: Freed Hellknights 1 point

The wrongfully damned Hellknights will testify when called upon.

Item: Teena’s insignia 0 points

Hellknight Devin gave you Teena’s Order of the Pike insignia, asking that if you meet her in their pursuit of Leventi, you remind her of her duty.

“We do not serve Hell.
We study and wield it to spread Law, no more.”

Item: Rowane’s Pins 0 points

You are an agent of Rowane, a Handmaiden to Erecura, the Queen of Dis. The norn has provided you with pins bearing bearing Erecura’s symbol, a halo of runes. This gives you legal authority to act within the city of Dis for 48 hours.

Evidence: Kirash’s Documents 1 point

Kirash freed his slave; Leventi is trying to claim his soul. Leventi made an error in the contract and you recognize that a typical infernal court would rule in Kirash’s favor.

Evidence: Tholvinus's Story

1 point

You have learned from Tholvinus about Levant's negligence in securing Gellius.

Evidence: Flawed Bounty Paperwork 1 point

You discovered flaws in the paperwork for the bounty on your heads.

Evidence: Erinyes “Testimony” 1 point

The erinyes fought on your side when you were confronted with Leventi’s bounty on your heads.

Evidence: Leventi’s Ledger

1 point

You found Leventi’s ledger in his study. While it’s too late to present these findings to your patron, it would be good to keep on hand.