

Veilvale's Disgrace

There was a time when Veilvale was a haven among the hills. From its docks, fishermen returned laden with fish from Murky Lake. The fields around it were fertile, the taverns always full, and the winds that came down from the mountains carried the sweet smell of ripening crops. No army had ever marched upon its roads, no plague had ever plagued its people. Veilvale was a haven.

Then came the tremors.

The mountains to the north roared like awakened beasts, spewing fire and death. The sky darkened with ash, the air grew thick and toxic. Murky Lake became a graveyard, its waters tinged green and black, boiling with sulfur and consuming everything it touched. Pastures lay barren, livestock died in agony, and the earth itself opened up to swallow homes whole. The few who survived fled to the coastal lands, carrying only the rags they had on their bodies. Veilvale was abandoned and forgotten.

The Dark Heart of Veilvale

But one structure still stands tall amidst the ruins - a shadowy silhouette against the perpetually overcast sky, the Tower of Vessanthor.

No one knows who built it. Some say it was Abscess IV himself, or one of his alchemists. Others believe the tower is much older, built on something that should never have been disturbed. In the past, the people of Veilvale avoided speaking of it, despite its constant presence over the city.

Now, its forgotten halls are a pit of darkness. Its top is cracked, tilted like a bony finger pointing toward the merciless heavens. But its subterranean bowels remain intact, sealed with iron doors and carved with runes from times gone by.

The Black Blood Spiders

Veilvale may be dead, but something crawls among its ruins. Monstrous spiders, their exoskeletons hardened by sulfur, proliferate in the fallen structures, turning the halls of abandoned buildings into their lairs. Their bloated bodies are greenish black, and their fangs drip a venom that burns like acid. They do not hunt like ordinary predators—they wait, ambush, move in the shadows, and watch.

Some travelers say there is something wrong with them. That they are intelligent, that they work together, that they guard the Tower of Vessanthor like evil sentinels. As if they are not just creatures of nature, but guardians placed there by something much older and crueler.