The Blasphemy

> *“There are Blighted that hunger. There are Blighted that hunt. And then there are those which exist as an offense. This is one of those.”*
>
> — Anders Vael, Lucent Endura

A **Blasphemy** is among the rarest and most dangerous forms identified in surviving accounts of the Rotmire Blight. It no longer resembles a corpse in any ordinary sense. Witnesses describe a dark, half-liquid human shape that seeps through structures, drains life from the living, and leaves fresh horrors behind it.



Appearance

A Blasphemy appears only partly solid. Its outline resembles a person seen through deep water, smoke, or black glass. Rot-dark fluid runs from the body without seeming to reduce its mass, and nearby surfaces are often left damp, stained, or cold after it passes.

Movement is unnaturally smooth. A Blasphemy can pour across broken ground, rise along walls, hang beneath ceilings, and pass through narrow gaps or solid barriers that should stop a physical body.

The effect has led some survivors to mistake it for a ghost. Others insist that what passes through a wall is not a spirit at all but living corruption forced through spaces too small to see.

Life Drain

Contact with a Blasphemy is associated with rapid weakness and visible physical collapse. Victims describe intense cold, numbness, and the sensation that strength is being pulled out through the point of contact.

Those who survive may remain weakened long after the immediate wound is treated.

This ability, more than its appearance, is why experienced travelers treat even a single confirmed Blasphemy as a major threat.

The Newly Dead

The most disturbing accounts concern people killed near a Blasphemy. In some cases the dead do not remain quiet even for minutes. A lesser, shadow-like Blighted form may rise from the body and follow the creature that made it.

How deliberate this process is remains unknown.

Behavior

Blasphemies do not appear bound by doors, walls, barricades, or ordinary terrain. They can attack from directions that would be impossible for most Blightborn and withdraw through solid structures before pursuit can form.

The usual comforts of shelter offer little reassurance against one. A barred door, a locked room, or a stone wall can protect against many Blighted creatures; the accounts of Blasphemies are frightening precisely because those boundaries may not matter.

Bright daylight appears to hinder them, though not enough to make one safe to confront.

Field Knowledge

Few people have survived enough direct contact with a Blasphemy to produce reliable advice.

Reports consistently emphasize distance, daylight, silver, and immediate retreat when containment is impossible.

The name itself is not a scholarly classification. It is an expression of revulsion that became common enough to endure.

See Also

- Rotmire Blight
- Silver and its Importance
- Faulmoor

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