

The Blasphemy

An Answer No One Prayed For.

“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



The creature known as **the Blasphemy** is not

a spirit in the traditional sense, nor a corpse animated by rot alone. It is the result of prolonged death within the Rotmire Blight—bodies dissolved, faith abandoned, and the Blight left to finish the work unchecked. Where a wraith thins into mist, the Blasphemy **liquefies**, its form sagging and reforming as a mass of necrotic slurry that drags itself through the world.

Walls do not stop it. Floors do not bar it. Wood softens, stone weeps, and iron corrodes as it presses through, leaving behind damp stains that burn the skin and refuse to dry. Witnesses report the sound first—a slow, wet pull, like something heavy being dragged through mud just out of sight.

Those slain by the Blasphemy do not rise cleanly. Their bodies swell, rupture, and crawl back as lesser Blighted, drawn irresistibly to their creator like refuse flowing downhill.

Stat Block

Medium or Small Undead, Neutral Evil

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str −2, Dex +3, Con +3, Int +1, Wis +2, Cha +2

Damage Resistances Acid, Bludgeoning, Cold, Fire, Piercing, Slashing

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 12

Languages Common plus two other languages

Challenge 5 (1,800 XP)

Special Traits

- **Amorphous Seep.**

The Blasphemy can move through creatures and solid objects as if they were difficult terrain. When it ends its turn inside an object, it takes 5 (1d10) force damage.

- **Blight-Sodden Form.**

The Blasphemy cannot be knocked prone, restrained, or grappled by non-magical means. Effects that would push or pull it instead reduce its speed by 10 feet until the end of its next turn.

Actions

- **Necrotic Grasp.**

Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 12 (2d8 + 3) necrotic damage. If the target is a creature, its hit point maximum is

reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

- **Heinous Spawn.**

The Blasphemy targets the corpse of a blighted Small or Medium humanoid within 10 feet. The corpse ruptures and rises as under the Blasphemy's control. The Blasphemy can control no more than **three** Blighted creatures at a time. Any excess crumble back into inert rot.

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