

Fifty Shades of Dungeon: The Lilith Doctrine

A complete guide to mastering Lilith in Dungeon Maker (2025 Edition)

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Introduction

Lilith is the first Dark Lord you get in Dungeon Maker, but don't let that fool you—she's incredibly powerful and versatile for both Trap and Battle builds.

This guide explains her mechanics, skills, synergy options, and optimal strategies.

Changelog:

09/06/25:

- Added new *Unit Recommendations*.
- Expanded *Core Strategy* to include *Trap* and *Battle Build* guidelines.
- Added Frostbite at Core Strategy.
- Added *Builds* Section.
- Added new *Build* designs for other maps.
- Added *F.A.Q.* Section for all useful info that's not related to Lilith Herself.
- Fixed some text.

10/06/25:

- Added a Disclaimer and Difficulty & Requirements Section at the start of the Guide.
- Changed structural order to help the user understand all the information easier.
- Added Final Thoughts Section.

11/07/25:

- Updated the guide to be more in line with my newest [Floria](#) guide.

Disclaimer

This guide is intended for players who already have access to Challenges and High Difficulties, and who have a general understanding of Dungeon Maker's core systems.

Having the DLC is preferred but not mandatory, consider **End** difficulty as standard instead of **Divinity 2** or **Dawn Age**.

It assumes:

- You're aiming for efficient and optimized gameplay, not casual, meme, or roleplay runs.
- You finished all the challenges and are ready to tackle the end game content.

This guide does not cover:

- Alternative "fun" builds that deliberately ignore optimization.
- Early Campaign-specific restrictions.
- General Facilities and mechanics not related to Lilith or her builds.

That said, I will cover all essential mechanics required for each build to function, even if they aren't directly tied to Lilith's core keywords and effects.

I may also suggest units that, while not meta-defining, offer niche utility and fit the overall theme.

Requirements & Difficulty

These are not just suggestions, they are required for the strategies and synergies in this guide to work properly.

Minimum Difficulty: Myth, to have access to all base game corrupted heroes.

Preferred Difficulty: Divinity 1 or Higher, where scaling matters and multipliers become meaningful.

Recommended Difficulty Sliders:

- **Crowd 10** – Minimum.
- **Legendary 10** – Minimum.
- **Erosion 1** – Easy Score.
- **Ignorance 1** – Easy Score.

Note: You can tune **Ignorance**, **Woe** and **Wisdom** to your preference, but it will have a big impact on how you will do invasions and therefore on **your gold economy**.

Challenges:

- **Metronome:** Optional, free score for trap builds.
- **Primitive Battle:** Optional, free score when paired to *Metronome*.
- **Protect Your Lord:** Easy Score when Lv.17.
- **Choose A or B:** Easy Score but can make capturing a Goddess harder for battle builds.
- **A Fate Decided:** Easy score if lower than Divinity difficulty.

Note: Make sure you have enough gold with 'A fate decided' or your run may fail, avoid this challenge if you are playing Divinity.

Essential Unlocks:

- Everything up to the *Adventure Pack* and a few facilities from the *Myth Pack*.
- 3x **C.Athena**.
- 1x **Healing Wind**.
- At least Transcendence 200, with 300+ being preferable.

Avoid:

- Banning any **Facilities/Books/Relics** related to the Keywords mentioned in this guide unless said otherwise.
- Banning Important material **Facilities/Monsters/Events**.

If you're playing on lower difficulties or without the listed unlocks, this guide will still provide structure, but your results will vary.

Lilith's Keywords & Effects

Pleasure: Lilith's central mechanic.

- When attacking: Converted into **Fury** for bonus damage to attacks and skills.
- When damaged: Converted into **Regeneration** for healing.
- Each time **Pleasure** activates, only half is consumed.

Lilith's Modifiers Related to Pleasure:

- Pleasure activation gives +1 **Rampage** (Lv. 14).
- Gains leftover **Pleasure** from dying units (Lv. 15).
- Receiving **Regeneration**, **Fury**, or **Pleasure** gives +100% extra **Pleasure** (Lv. 17).
- Skills grant +200% more **Pleasure** (Lv. 18).
- Facilities grant +1000% more **Pleasure** (Lv. 20).
- Up to 70% chance to prevent **Pleasure** loss (Transcend - Training).
- Up to +100% **Pleasure** acquisition (Transcend - Conquest).

Sources: **DL Skills - Whip, Climax**; Dead Units; **A. Cleopatra**; **C. Elite Bard**, **Healing Wind** (Lv.17+).

Ecstasy: Prevents **Pleasure** loss once per stack. Each activation consumes 1 stack.

Lilith's Modifiers Related to Ecstasy:

- Up to 90% damage reduction under **Ecstasy** (Transcend - Training)
- Up to 50% chance to gain **Ecstasy** when attacking (Transcend - Conquest)

Sources: **DL Skill - Climax**, **Pleasure Altar**, Transcend, **C. Elite Bard**.

Charm: Forces next hero action to target an ally. Consumes 1 stack per activation and hero gains **Charm Resistance**, increasing future **Charm** cost.

Lilith's Modifiers Related to Charm:

- +5% damage to heroes per **Charm** stack (Lv. 12).
- Charm bypasses immunity (Lv. 13).
- If the hero is under **Charm** or **Haze**, **Vulnerable** doubles in effect (Lv. 19).

Sources: **DL Skill - Forbidden Love**, Trap - **Temptation**, **Succubus Girl**, **Siren**, **C. Bard**, **Cleopatra**, **A. Cleopatra**.

Obey: +15% damage taken per stack. Attacker gains **Pleasure** equal to 100% of its ATK. Reduced by 1 per hit taken.

Lilith's Modifiers Related to Obey:

- Up to 150% increased **Obey** effect (Transcend - Training).
- Up to 150% increased damage to enemies under **Obey** (Transcend - Conquest).

Sources: **DL Skill - Obey**, **C. Athena**.

Other Keywords:

Rampage: +2% damage dealt / +1% damage taken per stack.

- **Source:** **Pleasure** activation (Lv. 14)

Focus: +50% damage on next attack. Scales with stack count.

- **Sources:** **DL Skill - Climax**, Facilities.

Hatred: +1% total damage dealt per stack. Cannot be removed.

- **Source:** **DL Skill - Forbidden Love**.

Mirror: Forces the next hero to attack itself. Each activation adds **Mirror Fragment**, increasing cost.

- **Sources:** DL Lv. 9, Battle Room - **Mirror & Prism**, Common Skill - **Mirror Armor**, **Demonic Lamp** Relic.

Important Note: Lilith lacks built-in sources of **Haze**, and **Vulnerable**—these must be supplied by your dungeon build. Further details are in the Strategy section.

Lilith's Skills

Whip — Hits the nearest hero, grants Lilith 100% of her ATK as **Pleasure**.

Modifiers:

- Gives **Pleasure** to a random ally (Lv. 2).
- Chance to apply **Charm** (Lv. 4).
- Hits up to 3 heroes (Lv. 7).
- Deals bonus damage equal to current **Pleasure** stacks (Lv. 8).

Note: Best used after Lv. 17, use it as a finisher before that.

Climax — Grants 4x Lilith's ATK as **Pleasure** to all units. Grants +10 **Focus** and +2 **Ecstasy**.

Note: Major **Pleasure**/**Ecstasy** generation before Lv. 17.

Forbidden Love — Applies 20 **Hatred** to all allies and 5 **Charm** to all enemies. Fully heals Lilith.

Note: **Charm** application + full heal. Useful at the endgame for Battle Builds.

Obey — Deals damage to all heroes equal to 2000% of Lilith's **Pleasure** stacks. Applies 20 **Obey** stacks regardless of damage.

Note: Dungeon-wide Nuke. Applies high damage multiplier to surviving enemies.

Strategy

Lilith's main strategy is to:

- Apply as much **Obey** as possible for a massive multiplier thanks to her transcendence boosts on **Obey**.
- Apply as much **Charm** as possible to make use of her exclusive damage multiplier added to **Charm**.
- Use **Charm**/**Haze** interaction with **Vulnerable** (Lilith's Lv.19) for a massive boost to **Vulnerable**.
- Maintain a stable economy of **Pleasure** and **Ecstasy**, as **Pleasure** is her main source of flat damage for both her dungeon units and her skills.
- Fix her total lack of survivability by stacking almost all defensive layers in the game.

All of those points will be covered below.

Transcend:

Training:

1. **Obey** Efficiency.

2. Prevent **Pleasure** reduction.

Conquest:

1. **Obey** Extra Damage.
2. More **Pleasure** Acquisition / Get **Ecstasy** on Attack.

Governance:

1. Dark Lord Attack Up (If not playing 'Protect your Lord' Challenge).
2. Trap damage up (If Playing a Trap Build) / Monster Dex Up (If not playing Metronome and/or if playing a Battle Build).

Assistance:

1. Mana Regeneration Up.
2. Gold Acquisition Up.

Core:

- **Obey**: 3x **C.Athena** + Transcend = ~500% extra damage received to all heroes when they enter the dungeon.
- **Charm**: Use **Temptation**, +5% damage per **Charm** stack on enemy.
- **Haze**: Use **Broken Mirror** or **Distortion**. Requires **A.Baphomet** for her passive to add 5% damage multiplier to **Haze** stacks. Works with any Dark Lord.
- **Vulnerable**: Use **Curse Wave** or **Amplify**. Apply **Haze** and/or **Charm** and Vulnerable before any damage source you have for maximum damage output.
- **Corruption**: **Execution Grounds** or **Bloodcry** for the easiest multiplier in the game. 'Execution Grounds' is better on single lane maps or multilane with a *Choke Point*.
- **Frostbite**: With the **Pearl Shell** Relic, every time you apply **Slow**, enemies also receive **Frostbite**, increasing **Frost Storm** value by a lot.
- **Focus**: For battle builds, **Focus** will be another multiplier to use, the best source in the game will be the **Silent Temple** battle room.
- **Hatred**: For battle builds, **A.Crow**; **DL Skill - Forbidden Love**, and a few relics are enough sources of hatred.

Pleasure economy early game(<Lv.17):

- Spam **Climax** to generate **Pleasure** and **Ecstasy**, finish battle stages with **Whip**.
- You can optionally feed Lilith **Pleasure** quickly by having some units die in a **Betray** battle room and then finish the stage with **Whip** or **Obey** as main damage.
- Focus on getting Conqueror levels to boost **Obey** with *Transcend*. When you hit *Transcend* 200 your runs will be a lot easier due to maxing boosts to **Obey**.

Pleasure economy late game(Post-Lv.17):

- Use **Healing Wind** at entrances as a new standard, for dungeon-wide **Pleasure** generation. *Don't put units inside the healing wind*, use it as a trap instead.
- You can optionally have **Yggdrasil** somewhere as well, but **healing wind** takes priority.
- Loop **Whip** + **Obey**, Clearing most stages with Lilith alone.

How to make a trap build:

- For each lane on your map, plan your core multipliers in a way that heroes will have all debuffs before your damage traps.
- Have **Curse** before any debuff as Lilith can only bypass **Immune** with **Charm**, and **Haze** requires **A.Baphomet**.
- Use **Meteor Shower** and **Frost Storm** as your dungeon's main damage. Remember that any slowed enemy takes double damage from **Meteor Shower**.
- You can also use **Plague**, as **Poison** and **Corpse Explosion** can remove enemies' **Shield** and **immortality** faster. Have **Plague** right after your multiplier setup but before your damage traps to make the most use of its effect.
- Use **Crossbows** to finish off heroes that survived due to **Immortality**. That is important in maps like 'Into The Abyss' that add **Immortality** to heroes as a modifier.
- While a trap Build won't build around units, you will still want a few selected units due to their main skill, covered below.
- After the build is done you will only use **Obey** as your main skill for **Obey** multiplier.
- Best map: Into the abyss.

Key Units:

- **C. Miko of Oracle**: Apply **Curse**, **Weak** and **Vulnerable** every time an enemy steps on a trap. Have at least 3 of those in your final build.
- **C. Elementalist**: Apply 10% of any Trap damage as **Poison**. Low chance to add **Spore**. Stack a few of those.
- **C. Alchemist**: Increase trap attack by 15%. Stack a few of those.
- **C. Magic Swordsman**: Applies **Curse** to heroes entering the dungeon. Stack a few of those.

Awakened Monsters:

- **A. Baphomet**: Applies **Haze** to enemies entering the dungeon. **Haze** now adds +5% extra damage per stack. **Haze** now bypasses **Immune**.
- **A. Crow**: Increases all traps effects, both attack and stack count, pushing all multipliers even further.

Note: Examples of trap builds in the builds section. There's also a facility overview.

How to make a battle build:

- Just as in a trap build, apply all core multipliers to heroes before our kill zones for each lane.
- Use **Focus** instead of **Haze** for battle builds with Lilith. There's a bonus synergy by avoiding using **Haze** as a multiplier, explained in the **Awakened Monsters** section below.
- Our main damage room will be **Absolute** as it increases the unit's relevant stats as well as DEX.
- Use powerful AOE Units as your main damage of choice in **Absolute**.
- Buff **Absolute** with adjacent battle rooms to make the most use of our main damage dealer.
- Remember to enhance your monsters to add new skills (up to 4) and to increase their levels, then change their skills at the *Fortune Teller*. You will do that a lot in battle builds.
- After the build is done you should use **Forbidden Love** or **Climax**. Use **Obey** or **Whip** at the end of the stage as they may disrupt your buff cycle and directly weaken your units.
- Best map: Jormungand.

Key Units:

Defense:

- **C. Asura**: Applies **Rigidity** when enemies enter the room and to all enemies in a room every few attacks. With the right skills can also apply **Shield** to allies. Best at the Dark Lord Room.
- **C. ID: Star Bunny**: Applies **Dodge** and **Rampage** to all allies in Adjacent Rooms for each damage taken. With the right skills can also increase survivability by a lot. Best paired with Asura for the ultimate survivability combo.

Offense:

- **C. Godspeaker**: Room-wide AOE skill that can't miss or be absorbed. Has a low CD. Applies **Hatred** to all units with each kill.
- **C. ID: High School Girl**: Dungeon-wide AOE skill with Long CD that applies **Curse** to surviving enemies. Immune to **Curse** by converting it into **Focus**.
- **C. Tactical Weapon**: Normal attack is full AOE room-wide which means she can't hit Phantom enemies at all. Her attacks can't be absorbed and she has lower DEX.
- **C. Explosion Tank**: Adjacent room-wide AOE with **Living bomb**. Any sort of damage dealt will apply **Burn** and **Living Bomb**. Famous as Orb, transforms any unit into a natural killing machine.
- **C. Lancer**: Single target unit that scales damage with both ATK and HP, really strong raw damage unit that can be used at the early stages of the game. Use them in Three Giants battle rooms.

Awakened Monsters:

- **A. Dimension Girl:** All units will now have free **Eye of Mind** while under the effect of **Focus**, allowing you to allocate skills more freely. Her attacks cannot miss or be absorbed so she can be a perfectly functional damage dealer, with some AOE.
- **A. Crow:** Increases all traps effects, both attack and stack count, pushing all multipliers even further. Applies **Hatred** to all units as the Altar collects souls.
- **A. Shiva:** Add **Stun** to any hero that attacks an allied monster and stunned enemies receive 200% increased damage.

Note: Examples of battle builds in the builds section. There's also a facility overview.

Successions

Successions can be overwhelming due to sheer variety. Focus on immediate utility over complex synergies as a rule.

Remember that you can and should get stuff in your runs. At the endgame a user has 9 unit successions and 6 facility successions but our goal is to succeed 5 for our Dark Lord Room as well as 4 Facilities. Pick everything else as you like.

Units:

– 3x **C.Athena:**

- **Eye of Truth**
- **Willpower**
- 1x **Bladestorm** / 2x **Earthquake**
- **Eye of mind** (Can be replaced with **White Guardian**, see strategy section)

– **C.Azura:**

- **Eye of Truth**
- **Willpower**
- Aptitude (If *Metronome*, use **Combo Attack**)
- **Magic Barrier**

– **C.Godspeaker:**

- **Eye of Truth**
- **Willpower**
- **Overspeed** (If *Metronome*, use **Combo Attack**)
- **Valor** (Replace with **White Guardian** when **Dark Elemental Lord** is up)

Other Reliable Options:

For Invasions: **Wisp Girl**, **C.Adventurer** and **C.Little Dragon**.

For Trap Builds: C.Elementalist, C.Alchemist, C.Miko Of Oracle.

For Damage: C.ID:High School Girl, C.Explosion Tank, C.Dragonslayer*, C.Lancer.

For Utility: C.Magic Swordsman.

For Defense: C.ID:Star Bunny.

For Roleplay: C.Bard, C.Elite bard, Siren, Cleopatra and A.Cleopatra.

Note: Those “Roleplay” units all have niche uses in applying **Charm**, **Pleasure** and even **Ecstasy**. You can consider them if you're just starting on a lower difficulty and want to have something to start with. **C.Lancers** were recommended for the same reason.

*You can't succeed **C.Dragon Slayer** but it's worth corrupting one in your runs.

Facilities:

Trap:

- **Healing Wind** (If <Lv.17 use **Meteor Shower** or **Frost Storm**)
- **Meteor Shower**
- **Temptation**
- **Curse Wave / Amplify**

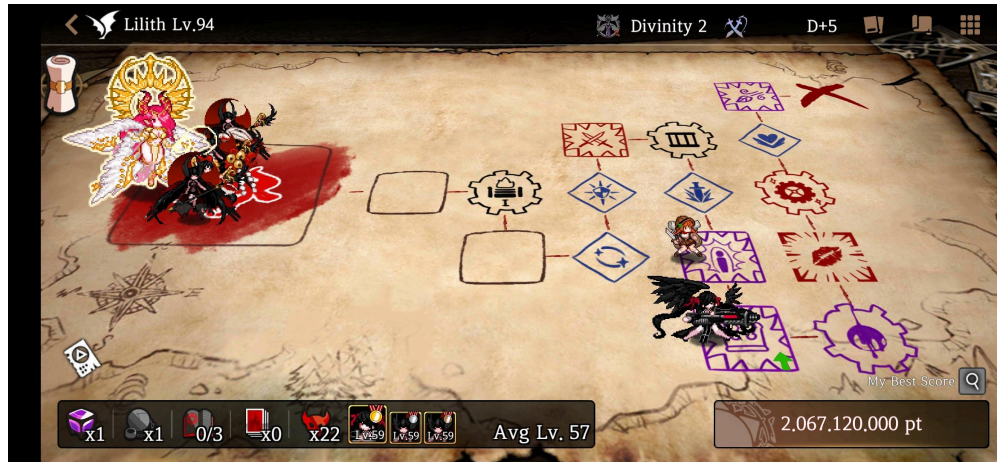


Note: **Healing Wind** at entrance, but don't place units inside. If lower than Lv.17 then get both **Meteor Showers** in a corner or **Frost Storm** before the Meteor so it does double damage. In the image I show both as an example.

Battle:

- **Healing Wind** (If <Lv.17 use **Death Mist** or **Silent Temple**)
- **Demonic Barrier**
- **Blood Shield**

- **Absolute**



Note: Get **Healing Wind** at entrance, but don't place units inside. Get **Demonic Barrier**, **Blood shield** and **Absolute** in an 'L' shape, preferably with **Demonic barrier** and **Blood Shield** touching the Dark Lord room. If <Lv.17 then get **Death Mist** or **Silent Temple** In a box shape, or at least adjacent to **Absolute** so it is buffed.

Important Note: Due to the RNG nature of the game, this succession may or may not work 100% of the time. Use it as a rough idea of what you want to do and adjust it accordingly to your playstyle.

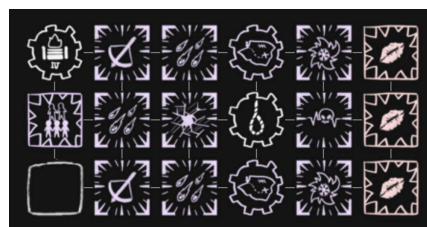
Builds

Not all maps are good, and even the good ones have drawbacks, so prepare to adjust successions accordingly.

For builds made with the map planner you should consider the empty space as **Abyssal Portal** since the map planner is outdated.

For trap: Normal 3x6*, Into the Abyss, Jormungand, Pause.

Example 'Normal 3x6' trap build:



Note: You can replace **Broken Mirror** with **Meteor Shower**, if heroes are reaching the Dark Lord room due to **Immortality**. Decide that before choosing your **Awakened Monsters** and replace **A.Baphomet** with anything you like.

Example 'Into the Abyss' trap build:



Note: For Min-Maxing you should use **Healing Wind** instead of **Yggdrasil** and **Frost Storm** instead of **White Frost** since it's a single lane map. You can also remove **Swamp Monster** and place a **Temptation** trap there and use a **Plague** in place of the original **Temptation** Trap. Strongest map for trap builds. *Keywords Included.*

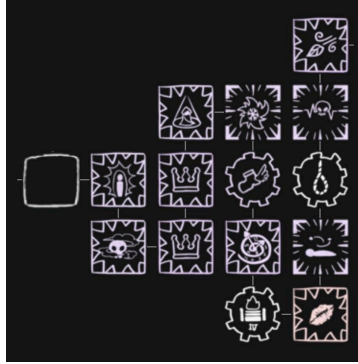
For battle: Normal 3x6*, Jormungand, Box in a Box, Pause, Spiderweb.

Example 'Normal 3x6' battle build:



Note: Pick the *Fake Dungeon Map* relic. You can run 2 **Absolute** and get better flexibility at the cost of a riskier gameplay.

Example 'Jormungand' battle build:



Note: You can replace **Tailwind** with **Thorn Bush** if you want to use the heroes' DEX against themselves.

Example 'Spiderweb' battle build:



Note: Restore the Holy Grail for dungeon-wide Altar effect. *Keywords* Included.

***Note:** In order to play normal 3x6, you must ban Top and Bottom-row relics.

Quick facility overview:

Betray: Good before Lv.17 to get units to receive **Pleasure** then die to feed Lilith.

Mirror and Prism: Trash. **Mirror** is not that great to begin with and they all focus on buffing Lilith instead of adjacent units. **Pleasure** acquisition might be good but **Betray** level up faster and has better scaling.

Healing Wind and Yggdrasil: Those **Regeneration** facilities can add a lot of global **Pleasure** to all units once Lilith hits Lv.17. You will use them a lot. **Healing Wind** is better even in multilane maps, so try getting those at entrances.

Temptation: Best **Charm** source in the game.

Amplify and Curse Wave: Both are really good for applying **Vulnerable** on heroes, **Curse Wave** can also apply **Curse** and **Weak** for clearing **Immune** faster. Both are really solid.

Distortion and Broken Mirror: Both are really good for applying **Haze**, but **Haze** by itself is a worse **Charm**. It actually shines with **A.Baphomet** and it might be worth succeeding **Broken Mirror** in a Trap Build.

Meteor Shower, Frost Storm and Crossbow: Bread and Butter of trap builds, meteors do more damage to slowed enemies and **Crossbow** can finish them off and even hit **Phantom**.

Bigger fight: Not useful as a battle room, but for trap builds the 5 unit cap can ensure you will be able to spam your utility units for their passive skills. Use those whenever you have free space.

Execution Grounds and Bloodcry: Easiest multiplier in the game, really strong if you can make a *Choke Point* in the map. In multilane maps use **Bloodcry** at entrance instead.

Three Giants, Absolute: Good battle rooms to use as kill zones. A good AOE unit buffed by **Absolute** can clear stages easily with Lilith's **Pleasure** + multipliers.

Frost Storm and White Frost: **Slow** is a requirement to control heroes DEX, which scale infinitely. Make sure you have **Slow** before your kill zones in battle builds. Use **Frost Storm** in single lane maps and **White Frost** in multilanes, preferably at the entrance.

Death Mist, Demonic Barrier, Silent Temple: Best sources of their respective buffs.

Common Skills

It's important to acquire skills on your Dark Lord as early as possible. Lilith doesn't lack damage, so your selection should prioritize survivability and utility. The Dark Lord can have 5 common Skills.

Essential:

- **Eye of Truth** – Prevents targeting an ally or self. Ensures you will always target a hero. Targeting is something entirely different than a debuff, this skill excludes 'ally' and 'self' from target selection.
- **Willpower** – Grants *immunity* to **Stun** and **Rigidity**, takes priority over blessings, which ignore **Immune**.
- **Fearful Aura** – Applies **Panic**, which prevents heroes from using their skills in battle (also applies to DL skills).
- **Smoke Shell** – Applies **Dodge** to all units in the same room.

Viable Options:

- **White Guardian** – Grants immunity to Weakness and Curse, ensuring smooth operation of Lilith's mechanics.

- **Curse Aura** – Prevents heroes from receiving buffs when taking damage (applies to DL skills as well).
- **Diamond Skin – Absorption** is the best defensive buff in the game and you have very few sources. Can be skipped if you equip Lilith with a Crystal Hammer.

Equipment & Orbs

All units benefit from good gear, but Lilith in particular can handle offensive power herself. Therefore, prioritize utility and defense in your gear choices.

Notable Equipment:

Crystal Hammer – Grants 100 **Absorption** at the start of combat and gives **Absorption** to adjacent allies after 3 attacks.

Ruler Staff – Applies 10 **Obey** to all heroes entering the room.

Notable Orbs:

Phoenix Girl (on Lilith) – Upon death, deals 99x ATK damage to all enemies in the room, then revives Lilith with 100% HP. Functions as both a second life and a full-room clear.

Note: There's no limit on enemy units in the Dark Lord room. Useless if using 'Protect your Lord' Challenge or if under **Weak** debuff, always use **White Guardian**.

F.A.Q.

Which Keywords to Activate?

With a total of 12 Keyword slots, pick a mix of offense and defense in order of priority:

Defensive Options:

1. Darkness
2. Mystery
3. Flight

Offensive options:

1. Predator (requires Keyword on Unit)
2. Cold
3. Commander
4. Bladesman (requires Keyword on Unit)

Trap builds:

1. Scheme

2. Chaos

Which Elemental Lords?

Their conversion is dungeon-wide to all units. They have an active skill that is also dungeon-wide and they have a passive that doubles an effect acquisition (also dungeon-wide). Lastly they are immune to most debuffs and can't die unless there's a blessing that disables allied units' unique skills.

Pick one *and ban the others*:

Water: Convert **Slow** into **Hatred**. Add **Slow** and **Frostbite** to all heroes every few attacks. Doubles **Slow** acquired by enemies by any source.

Note: **Frostbite** and **Hatred** are good multipliers, that said **Slow** is not that common but if playing a battle build it can be deadly. Solid choice for battle builds.

Nature: Convert **Poison** into **Regeneration**. Give **Absorption** and **Rebound** to all units every few attacks. Doubles **Poison** acquired by enemies by any source.

Note: **Absorption** is one of the best defensive buffs and lacks sources. Global immunity to **Poison** is useful to keep **Shield** and **Immortality** longer. Best option for both battle and trap.

Fire: Convert **Burn** into **Fury**. Apply **Burn** and **Living Bomb** to heroes every attack. Doubles **Burn** acquired by enemies by any source.

Note: **C.Explosion Tank** on steroids, really solid, but limited use since Lilith doesn't lack damage.

Pick one *and ban the other*:

Light: Convert **Shock** into **Fury**. Add **Shock** and **Recharge** to all heroes every few attacks. Doubles **Shock** acquired by enemies by any source.

Note: Same as Fire Lord, great DPS, really useful for trap builds if you place him near the entrance or use a **Shock** trap.

Dark: Convert **Panic** into **Hatred**. Apply **Immortality** to all units every few attacks. Doubles **Corpse Explosion** acquired by enemies by any source.

Note: Really solid. Global conversion of **Panic** into **Hatred** means infinite skills and a damage multiplier on top of it. Best option for battle builds.

Final Thoughts

Lilith doesn't need much to become one of the strongest Dark Lords in the game, she just needs the right pieces around her.

This guide gives you the tools to build around her mechanics, but in the end, you'll refine it with your own experience.

Feel free to adapt, experiment, and improve on it, just don't forget to enjoy watching heroes fall apart.