

Lilith

Silly succubus with amnesia



<i>Artists (Click Names For Links)</i>	<i>Artist: Decaf</i>
<i>Age</i>	<i>Mortal Life: ~30 Years, Succubus Life: ???</i>
<i>Species</i>	<i>Mouse Succubus</i>
<i>Gender</i>	<i>Female (She/Her)</i>
<i>Height</i>	<i>6 Feet, 1 Inch</i>
<i>Weight</i>	<i>163 Pounds</i>

<i>Sexuality</i>	<i>Bisexual</i>
<i>Birthplace</i>	<i>Sniflheim/Kropagule's Mist</i>
<i>Job/Status</i>	<i>Waitress</i>
<i>Ideal Setting</i>	<i>Fantasy</i>
<i>Preferred Weapon</i>	<i>Pitchfork, Whip, Minor Dark Magic</i>

General Appearance

Lilith is a gray female succubus with a red tint all over her body. From her chest to her toes is made of lighter gray fur, with the same red tint. She has small red wings and a pretty red bow adorning her long dark cherry red locks. Her eyes are a bright red and has white heart pupils, which can be hard to notice until up close. She also has various heart patches adorning her fur, something that carried over from her mortal mouse form before she became a succubus.

Something that was definitely new was the crotch tattoo, the insignia of a true succubus, one that would reveal her nature to anyone who saw it. This tattoo can never be removed. She's also very tall, at least compared to her other party members. Her mouse tail is very

flexible and capable of acting as a pseudo-hand for holding. She has a heart nose on her snout, normal hands and paws for feet, and even heart-shaped toe beans!

The large round mouse ears and two front teeth are a true sign of her mouse species. Her hair reaches down to her waist.

(Clothes ref goes here/include bow and pitchfork)

Features

Lilith has learned afflicting status spells on her own, so she is well versed in magic, but not as strong as she'd like.

*Being a monster by nature, it's understandable some might not be trusting of her at first, however she's a sweet lady at heart and a total goofball. Of the team, **Pedia** seems to be the only one on edge with her, due to her training as a soldier.*

Lilith is still struggling with her dark magic powers, not being too experienced, despite being a succubus for over 2 years!

Personality

Lilith is a kind-hearted, aloof gal. She often tries her best to help others out, even with knowing how they would react should they know her monster status. She's possibly the kindest of the main eight party members, and always strives to show that off, to make up for her unfortunate urges.

Lilith is also outgoing and sometimes loud, doing her best to bring a smile to everyone's faces all the while.

She's aloof and goofy, and sometimes not too bright, only because her judgment is clouded by the desire to help and nothing else.

Hobbies/Interests

- *Playing songs on her guitar, she's a natural born instrumentalist and has a big love for music*
- *Eating (does that even count? Who cares!)*
- *Sleeping, daydreaming, or fantasizing*

Weaknesses

Very inexperienced in the dark magic field.

Lilith uses her wings to float rather than walk. Normally that's hardly an issue, however if for some reason her wings are hindered and she's forced to run, she's certainly not fast by any means...

Sometimes she's too aloof, even for her own good, and has to be reminded of the seriousness of the situation. She can't handle tension, and will try lightening the mood, even if she shouldn't.

Being a succubus, she can't help but get the desire to feed on mortals, and when she shoves it aside it only gets stronger until she lunges at the first person she sees. The cravings only happen once a week or two, and she tries to only feast on people who deserve it, but it's something she has to always live with, which deeply shames her.

*Doesn't think she's good enough to be with a certain mouse... No thanks to *Pedia's* occasional degrading!*

Cool quirks/abilities

Lilith, being a demon, can make a portal to Hell if she wished, however her creator has told her profoundly not to come back there, because he made her to be a monster of Erdrea, not the underworld, and will kill her if he saw her.

Lilith can use her wings to fly, and prefers to float gently wherever she goes rather than using her feet.

Lilith can not only drain energy from others, but actually store that energy, and give it to others to help them get back on their feet. In a worse case scenario, she can sacrifice her own energy to heal others if needed. However, the only way to transfer said energy is through mouth to mouth contact...

Lore and backstory

Mortal Life:

Her real name unknown to her, Lilith was born and raised in the freezing region of Sniflheim, before eventually growing up to give birth to [Apex](#), her only son that she loved with all her heart. One day, the King of the kingdom, and her husband, had fallen ill of an

incurable and deadly disease. After his passing, *Apex* was left alone to run his kingdom at a young age. Not only that, but his throne was targeted by other neighboring countries for power, finding an opening with such a young and naive king. Despite her mother constantly watching out for him, it wouldn't be long before she turned her back for a second, leading to his death at around 8 years of age.

Grief-struck with the loss of her husband and her son, *Lilith* abandoned her kingdom to be overtaken by a heartless ruler, eventually becoming a part of *Greenhorne*. She spent decades traveling the world for a way to bring back her son, if even for a few moments. Eventually she found herself in *Kropagule's Mist*, a dense foggy swamp that houses practically no civilizations, yet there are few magical beings who like to call that place home.

In the densest part of the bog, *Lilith* stumbled upon a demon, a natural-born king in *Hell* and one of *Lucy's* personal right-hand men, *Lucy* being the Queen of *Hell* itself, naturally.

Visiting *Erdrea* after being away for some time, he saw *Lilith's* despair and offered her the perfect opportunity.

The chance to get her husband back, and her son as well, both living their lives fully and well. In exchange, Lilith would have her memories erased, and become a succubus, doomed to roam the world of Erdrea until she is slain like any other monster, and her soul would be taken as compensation. She reluctantly agreed, willing to do whatever it took to give her son his life back, even if it meant she had not been a part of it. To [Apex](#) and his father, it appeared as though Lilith had been the one to lose her life, changing theirs forever.

Succubus Life:

Lilith was reborn with no memories and no idea of a purpose. Winding up somehow in Kropagule's Mist, she left to find out where she came from out of natural curiosity. Unfortunately, she couldn't help her succubus cravings, and before long she found herself pouncing upon ignorant adventurers. She took their clothes and tried her best to blend in with mortal society, but her cravings always got the better of her.

Before long, she settled upon a small town on the edge of Echoing Wilds, becoming a waitress at a bar, serving drinks and getting flirtatious with some of the clients. Although

she can't control her succubus nature, she's vowed to only feast on people who truly deserve it. She remained stationary for around 2 years, before coming across her future family.

Goals/purpose

All Lilith wants to do is try and live a normal life where people aren't afraid of her. If anyone knew she was a succubus, they'd either line up to...get eaten, or line up to try and slay her like a monster.

She wouldn't mind trying to find her lost memories, if given the chance, but living a normal mortal life is more important to her.

Relationships

<i>Katie</i>	<i>Lilith</i> seems to be extra flirtatious with <i>Katie</i> , who is very embarrassed about it. It's hard to tell if it's regular flirting, or if <i>Lilith</i> really does mean everything she says. As for <i>Katie</i> , she admires her fellow monster bestie, and would do anything for her. <i>Katie</i> can't help but be drawn toward the succubus and her relaxed yet caring nature. However she's afraid <i>Lilith</i> is just flirting to flirt, and might not feel the same. <i>Lilith</i> herself feels attraction towards the mouse, and can't help but find her own determination when she's around the plucky
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	girl. Not that she could ever find the strength to admit it, even to herself. No one could love a succubus, right...?
Apex	Apex and Lilith are closer than they initially appear. Something just seems to draw the two together, and they can often be seen squabbling like siblings. Lilith is pretty relaxed, similar to Apex, and they like to tease each other a lot, poking fun at each other's weaknesses, which are usually the same, minus the ego problem. It should be noted the teasing is never flirtatious, however.
Coco	Unlike with Apex, Lilith is almost always flirtatious with Coco. She knows he's bisexual, and although he is not attracted to her, just being called cute by anyone, let alone the being of lust, is more than enough to get him worked up. He usually doesn't mind it in the end, knowing it's Lilith's way of showing her love. She loves seeing him riled up, but has no other interest in him, aside from being like a little brother.
Vulca	Lilith isn't nearly as outgoing as Vulca, but she does love egging her on, especially because she knows it gets under Pedia's skin. She'll usually encourage Vulca to do something cool or fun, or dangerous as her sister puts it, and the kobold enjoys the backup. She'll usually drag Lilith along when doing something fun, which sometimes

	results in <i>Lilith</i> getting more than she bargained for! She'll also be there to defend <i>Lilith</i> if anyone were to pick on her, usually <i>Pedia</i>.
<i>Pedia</i>	Out of everyone on the team, <i>Pedia</i> trusts <i>Lilith</i> the least. Not only is she technically a monster, but <i>Lilith's</i> extremely laid back attitude upsets <i>Pedia</i> often. <i>Lilith</i> wishes their relationship could be better however, and as such tries to bond when they can. One day <i>Pedia</i> will open up to her!
<i>Skyla</i>	<i>Lilith</i> and <i>Skyla</i> are very flirtatious. As such, they often flirt with each other, much to <i>Katie's</i> slight jealousy... However there's no real feelings there other than friendship. The two are a strong duo, as <i>Lilith</i> actually doesn't care for little things like who's actually the leader, so when <i>Skyla</i> acts like it, she often humors her, unless it requires actual work on <i>Lilith's</i> part. But for the most part, the two complement each other's strengths and weaknesses nicely!
<i>Terth</i>	<i>Terth</i> is similarly easy on <i>Lilith</i> like he is with <i>Apex</i>, particularly because he knows it can't be easy for <i>Lilith</i> to be a monster. Although most people don't notice until they see her crest, if they do there will be judgement, so <i>Terth</i> often tries to include <i>Lilith</i> in activities with him, treating her like the good person he knows she is. <i>Lilith</i> always appreciates this, and enjoys getting

	advice and listening to one of <i>Terth's</i> many stories, even if she never takes the advice personally... <i>Terth</i> usually doesn't mind, and gives it whenever he can anyways.
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Known spells and abilities

<i>Spells/Abilities</i>	<i>Target</i>	<i>Description</i>	<i>Other Effects</i>
<i>Heartbreak</i>	<i>Any member (except self)</i>	<i>Make a member experience heartbreak and remove their Smitten status effect.</i>	<i>Can work outside of battle, however if both members are Smitten with each other, it will have no effect. Love wins.</i>
<i>Sicken</i>	<i>Enemy</i>	<i>A moderate spell that causes poison, with a small chance to inflict poison II</i>	<i>There's more than one way to be poisoned in this world other than magic...</i>
<i>Baffle</i>	<i>Enemy</i>	<i>A moderate spell that does something weird that forces an enemy into a state of utter confusion. Causes Confusion.</i>	<i>Can be used outside of battle.</i>
<i>Charm</i>	<i>Enemy</i>	<i>A moderate spell that causes an enemy to become utterly devoted to your cause for a few minutes. Causes Smitten.</i>	<i>Can be used outside of battle.</i>

<i>Nini</i>	<i>Enemy</i>	<i>A simple spell that makes an enemy inexplicably tired, making them more likely to miss their attacks. Causes Drowsiness.</i>	<i>Can be used outside of battle to help friends get some much needed shuteye.</i>
<i>Over There</i>	<i>Enemy</i>	<i>A simple spell that causes an enemy to wander off in their own thoughts, making them less likely to dodge attacks. Causes Daydreaming.</i>	<i>Can be used outside of battle.</i>
<i>Dark Dagger (Simple)</i>	<i>Enemy</i>	<i>Creates a dagger of pure dark magic, using it to quickly cut an enemy. May cause Poison.</i>	<i>The dagger is quickly used, before disappearing after the initial attack.</i>
<i>Splotch (Moderate)</i>	<i>Enemy</i>	<i>Send a ball of dark malice at an enemy for moderate damage.</i>	<i>Only works on one enemy at a time.</i>
<i>Little White Lie</i>	<i>Enemy</i>	<i>Spread a false rumor, causing an enemy to daydream. Causes Daydreaming.</i>	<i>Can be done outside of battle. It's just called lying.</i>
<i>Work-up</i>	<i>User</i>	<i>Give yourself a confidence boost, making you more likely to evade attacks and improve your speed with the Lightweight</i>	<i>Only works once in the fight, due to motivation.</i>

		<i>status effect.</i>	
<i>Pep Squad</i>	<i>Any member (except self)</i>	<i>Give a teammate a hearty cheer, boosting their attack just a bit.</i>	<i>Only works once per party member.</i>

[For more info on spells/abilities, go here!](#)

Fun facts/trivia

All succubi can summon a pitchfork made of dark magic, perfect if she doesn't have a weapon or if someone tries a sneak attack.

She was intended to be a low level monster quickly and carelessly slain, as a trickster originally intended when remaking her as a Succubus. However, to their dismay, Lilith survived and even settled down, until a certain group of adventurers found her out, and after discovering what she was, chose to stay with her anyways.

Canon voice: A lower-pitched voice with the occasional hint of sarcasm and flirtatiousness~

Can be raised and lowered a lot.

Talks slowly but fluently. Talks in a "cool" way, similar to Apex. I.e. "Sweet, awesome, sick, etc" but also has a lazy undertone. I.e. "Uh, mhm, sure, yeh, like, etc" Likes to tease.