Monstrous Maleficarum

Volume 4
Lilith & the Lilim

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Fifth-Era Compatible

OLD SCHOOL FANTASY RPGS

Sample file

Lilith & the Lilim

Of Adam's first wife, Lilith, it is told
(The witch he loved before the gift of Eve,)
That, ere the snake's, her sweet tongue could deceive,
And her enchanted hair was the first gold.
And still she sits, young while the earth is old,
And, subtly of herself contemplative,
Draws men to watch the bright net she can weave,
Till heart and body and life are in its hold.

The rose and poppy are her flowers; for where
Is he not found, O Lilith, whom shed scent
And soft-shed kisses and soft sleep shall snare?
Lo! as that youth's eyes burned at thine, so went
Thy spell through him, and left his straight neck bent,
And round his heart one strangling golden hair.

— Dante Gabriel Rossetti, "Lilith



Lilim. They are the children of **Lilith**—the Mother of Monsters, the *First Woman Who Refused*. She scorns the title Queen of Demons, for she craves no dominion save for over herself. Her daughters, the Lilim, are her legacy: seducers, soul-thieves, and architects of ruin, weaving corruption into the fabric of mortal souls. They are first monster children see and the last one mortals see on their deathbeds.

Manifestations of Evil

The Lilim exist in three states, each a mask for their hunger. First comes *the Whispering Form*, a wisp of shadow on the edge of dreams, untouchable by blade or fire. Only sacred rites or the light of dawn can banish them to this ephemeral state. By day, most Lilim are forced into this spectral exile—though the eldest, the Lilitu, defy even the sun.

Then there is *the Perfect Lie*, beauty tailored to the beholder's deepest desire. A merchant sees a wealthy widow; a priest, a penitent devotee. The illusion is so potent that few ever question its falseness—until her claws unsheathe.

And finally, *the Truth Beneath*: wings of leather or feathers, limbs fused with beast and nightmare, eyes like smoldering coals. This is the face they wear in the Abyss, or when the mortal world glimpses their sin.

Their Eternal Work

All Lilim share two sacred duties. To corrupt, preying not on the frail but the strong—the virtuous, the disciplined, the brilliant. A single fallen paladin nourishes them more than a hundred cowardly souls. Some whisper this is Lilith's vengeance: she who was spurned now teaches her children to break the proud. And to traffic, for stolen souls are currency in the Abyss. The Lilim trade them to fiends, forge them into weapons, or hoard them like wine—aged suffering being the sweetest vintage.

Cursed Gifts

Poison does not touch them, for their veins already flow with venom. Night is their domain; their eyes pierce darkness deeper than any mortal's. And then there is the Kiss That Unmakes, for each breed of Lilim drains a different essence. The Succubus steals vitality, leaving lovers hollow. The Empusa devours courage, reducing warriors to trembling fools. The Mara feasts on memories, leaving victims adrift in their own minds.

The Hierarchy of Damnation

Though all serve Lilith's will, her daughters are no united sisterhood. The Lilitu reign as generals, commanding lesser Lilim with cruel grace. The Mara broker souls in the infernal markets, feared even by demon lords. The Batibat lurk in dreams, while the Mormo hunt in packs like wolves. The lowest, the Mazziqin, are half-breeds—scorned by purebloods, yet still deadly. And the ones most discussed and feared, the name on the lips of vile and virtuous alike, the seductive and deadly Succubus.

These are the daughters of Lilith.

Unlike some other demon families, Lilim are usually fixed in their position; i.e. Succubi do not get promoted to Lilitu. However there can be a wide range of power within the sub-ranks of the Lilim.

The Goddess Lilith nominally controls the Lilim, but the real masters of the race are the Lilitu. Although no Lilim, including the Lilitu, will disobey a request or order from their mother Lilith.

Many demonologists have spent countless hours debating the nature of the Lilim. Top of their list is the obviously and overtly sexual nature of many of these creatures. For example, how can Lilim produce Mazzaqin or half-demons? The most famous case of this happening is the grand wizard Merlin, who is said to be the offspring of a great druidess and a succubus.

Demonologists and sages,as expected, have also debated the sexual act with the Lilim. One recorded encounter claimed that the Lilim, in this case an Empusa, was extremely beautiful but frigidly cold to the touch. In another recorded case, a young man described it as "entering an icy cave". Another claimed that after being intimate with a succubus, he could never again be with a mortal woman.

- From the Journal of Larina Nix

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Nature and Powers of the Lilim

All Lilim have the following powers and abilites.

-Darkvision(120')

- Three forms, Spirit, Human and Demonic

- No damage from electrical, fire (normal), non-magical weapons, and poison

- Half damage from cold, fire (magical), gas, and silvered weapon based attacks.

- Take full damage from acid, iron weapons, and magic missile based attacks.

- Telepathy (allows all languages to be understood) to at least 50 ft.

- Teleport without error.

- Immune to charm, hold, and sleep magics.

- Spell casting as a Charisma based caster.

All Lilim have a draining attack, as detailed below.

The most feared attack of the Lilim is their vampiric energy drain. This attack affects one (or more) of a person ability scores. When a score reaches 0 that person is dead and their soul belongs to the Lilim.

The Lilim typically targets only the strongest victims; i.e, characters with the highest ability scores. While they could gather the most souls by attacking the weakest, it is theorized that the Lilim get some sort of nourishment from the more powerful victims. They also favor attacking the good and the lawful.

Their human form allows them to infiltrate society and collect the souls they desire. Any time the Lilim is under stress or in combat she will revert to her demonic form. Both types of forms are detailed in the monster descriptions below.

When a Lilim is threatened or enters combat, her demonic form is revealed. In this form, she gains access to enhanced physical abilities, such as increased strength, speed, and resilience. Her wings allow for flight, making her a versatile combatant capable of striking from above or escaping when necessary.

Lilim prefer to use their seductive abilities to weaken their foes before a direct confrontation. They often target isolated or vulnerable individuals, draining their life force in a gradual manner. In group combat, Lilim will focus on the most spiritually significant target, such as clerics or paladins, to maximize the impact of their draining attacks.

Outside of combat, Lilim are schemers and plotters. They enjoy manipulating mortals, causing strife and discord wherever they go. Their ultimate goal is to collect as many souls as possible, either for their own empowerment or to offer as tribute to their mother, Lilith.

Lilith and Witches

There is one other group of powerful women that can claim Lilith as their mother; Witches.

Witches have many legends about their origins but two are repeated again and again.

First, that Witches are somehow different than other humans, as different as humans are from elves. The other part of this tale is that Witches are a separate race descended from Lilith, whom they refer to as the First Witch.

Some other witches consider themselves to be partial demons because of this. This has no effect on how the Witch needs to be played but GMs can impose the same penalty on Witches as they do with demons. Weapons that harm demons have a similar, though lesser effect on Witches. If this is used then allow a détente to exist between Witches and the Lilim, Neither group will willing attack the other physically or magically. In these situations, Lilim will refer to Witches as "sister".



What is *Monstrous Maleficarum*?

Monstrous Maleficarum is a series of smaller publications to feature new monsters for the 5th Edition of the World Greatest Role-Playing game. Sometimes these monsters are from previous editions, brought into the new era via the Open Gaming License. Sometimes they are new takes on classic creatures of myth and legend. And other times they will be brand new creatures.

Each "issue" will feature a theme of related monsters.

Every issue will feature 100% Open Gaming Content text.

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Lilith

The first woman, mother of demons and lilim.
Habitat: Any; **Treasure:** Arcana, Relics

In the Beginning, There Was Lilith

Before the first empires of mortals rose, before the gods carved their dominions from the chaos of the Abyss, there walked a woman who refused to kneel.

Some say she was the first woman. Others claim she was an ancient witch-queen who sought ever more power. Other claim she is the daughter of the Prime Mover, the god that set the Multiverse into motion. All that is know for sure is that Lilith is old, as in a time before gods, devils, and even demons.

She has made pacts with the mighty and ancient Eodemons, fiends that exsited before this universe. She learned the True Names of cosmic forces, including the secret name of the one who wove reality itself. This knowledge became her weapon, her shield, and her curse.

When the gods arose and imposed order, they offered her a place in their pantheons—as a lesser spirit, a servant. She spat in their faces. For this defiance, they cursed her with immortality, thinking to chain her forever as a warning. They did not understand: she had already learned who to break chains they could not dream of.

Over eons, she became something neither mortal nor divine, neither fiend nor witch. She haunted the beds of kings and the thrones of archdevils, whispering secrets that toppled dynasties. She lay with the imprisoned primordial Thanatotic Titans of the Lower Planes, and from their union birthed the first Lilim—a race of demons shaped in her image, yet free to carve their own paths. She birthed other fiends, the Mormo, the Empusa, and the mighty Lilatu.

It is said she brought witchcraft to the world of mortals, a briefest hint of the power she had claimed for herself from the dawn of the gods. Power so that witches, like her, would be free of the oppressions she had faced. She is also the dark mother, a twisted version of motherhood. The gods claimed they would slay her progeny, so she bore more children than even the gods could manage.

Now she wanders the multiverse, a living paradox:

The gods fear her but dare not strike her down, for she knows the syllables that could unmake them.

Demons and devils court her but refuse to trust her, for she has betrayed Asmodeus and Demogorgon alike.

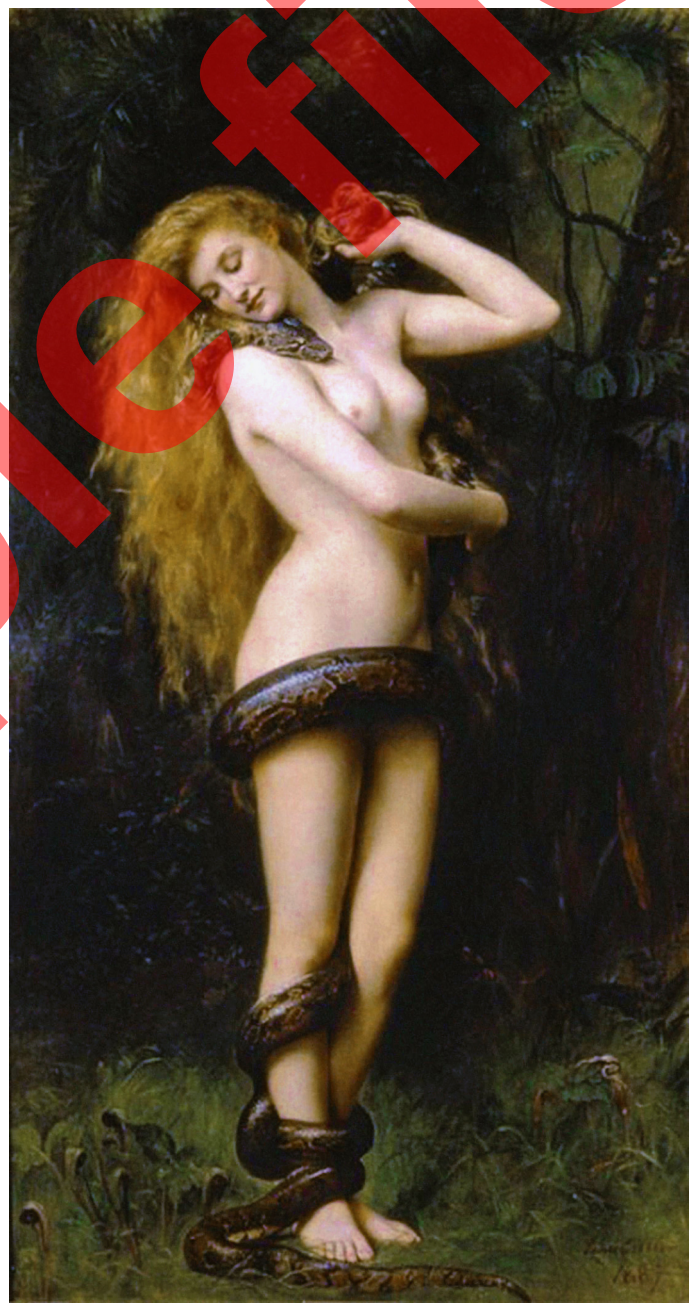
Her daughters, the Lilim, are her only legacy—yet she rules them not as a queen, but as a force of nature, letting them bloom into horrors or antiheroes as they choose.

Her goals are inscrutable. Some say she seeks to unravel creation itself, to forge a new reality where no power may bind another. Others claim she searches for the one thing she cannot possess—a peer, an equal, a being worthy of her eternal attention.

- From the Journal of Larina Nix

Lilith is an extremely attractive woman standing 5’7” tall and weighing roughly 130 pounds. Her skin is cinnamon colored and her hair is waist length and blood red. She can appear as any human she wishes. She can use her ESP and see into the minds of others to craft the perfect woman or man from thoughts and dreams.

Lilith never openly attacks. She considers combat beneath Her and will not partake in it. Her arena is intrigue, guile, and deception. Why fight when a cup laced with poison or a dagger in the night is much quicker a more effective. If forced into combat she can summon pretty much any demon she chooses except for the Balor demons and the Demon Lords. Not because she can’t, but she wants nothing to do with them.



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