

On June 6, the Lilith Demon will be Celebrated Worldwide with Diablo IV Launch

As millions across the world await the international release of the upcoming ARPG Diablo IV on June 6, few are aware, or care, that with this game comes the promotion of a very real demonic spirit: Lilith.

The “night creature” mentioned in Isaiah 34 is also the main antagonist in the upcoming game that paints her as an anti-hero, who really is not evil at heart.

Video games and satanic imagery are nothing new here, since Doom and the original Diablo games were released, Christians have denounced them as evil, which they are.

But has the church gone about warning the younger generations in the right way about the spiritual doors that can be opened by playing games like this?

With the release of this game, thousands upon thousands of social media posts from fans of the Diablo series are raving about “their queen” and how much they love Lilith. There are many who dress up as her and stream playing the game to audiences of thousands on platforms such as Twitch and YouTube Gaming.

The gaming community is a very broad, multi-billion-dollar pillar in the U.S. economy. As of 2023, over 260,000 people work in the video game industry in the U.S. alone.

Now, Diablo IV is set to have a massive international launch on June 6, with players in the U.S. being able to take part in the digital carnage on June 5, 2023.

The spiritual state of America is front and center these days,

so much so that even non-Christians are recognizing that things are changing and evil is becoming accepted by many.

This game, this series, is representative of that evil to its core.

Lilith is a lesser-known demon only briefly mentioned in the Bible, but has much written about her in Jewish mythology. Yet she has made her presence known in American culture for years now, as she is a rebellious spirit that bucks authority.

She was evident in the Lilith Fair concert series, rebelling against the “patriarchy” and proclaiming freedom to the feminists who declared they would not be subjected to male authority.

In mythology, she was supposed to be Adam’s first wife, yet she refused to allow him on top of her during intercourse and fled the Garden of Eden because of her rebellion.

In the book of Isaiah 34:14 one can read the only mention of Lilith in the Word of God, that of a night creature, screech owl or even a night hag depending on the translation.

Now, Lilith will be portrayed as the demon who tried to give freedom to humanity in Diablo IV. A misunderstood being that was not truly evil, simply portrayed that way by those who did not know or understand her true intentions.

With top-of-the-line graphics, fast gameplay and the chance to level one’s character up to massive power levels, many gamers simply do not care that the “crazy Christians” are up in arms about another video game.

Perhaps instead of yelling and wagging a finger in their faces, Christians instead tell those they know who may be interested in playing this game the true dangers behind it.

From blood magic, human sacrifice, pentagrams, demonic characters in-game (one of the “lords of hell” is named Baal,

another demonic principality) and gore all being mainstays in the game, when someone sits down for a multi-hour gaming session and takes in all this imagery, it goes into their minds and spirits.

The danger of desensitizing millions, because this game will sell millions of units across the world, to the dangers of actual demons and the torment they can afflict upon one who is not protected by the Holy Spirit is being seen in society already.

As mental health degrades at a staggering rate—and it should be said not all mental health issues are caused by a demon—demons absolutely manifest themselves through mental health issues such as depression, anxiety, multiple personality disorders, gender identities and in the worst cases, suicide or homicide.

Christians must not wage war against those who are unwittingly opening themselves to this spiritual oppression however, as our war is not against flesh and blood (Eph. 6:11-12; 2 Cor. 10:3-5; and 1 Peter 5:8-9).

Stand firm and reach out, in love, to those in the gaming community. If they will listen, explain the dangers of opening one's heart to the devil and the various ways he can bring ruin into a person's life.

God has revealed in the book of Revelation He wins the war against Satan, but in the meantime, there are battles to be fought against his forces in the spiritual realm, and these are battles in which the souls of the lost hang in the balance. {eoa}

James Lasher *is Staff Writer for Charisma Media.*