Just another idea for an original story that I would probably start writing before the Soul story.

In this idea, Death and Decay are actual figures, personifications of what their names mean. Death is an ancient creature that acts as the guide from one world to the next, leading those who have died into the afterlife. She appears to be a woman in her late thirties with extremely translucent skin, with long dark red hair, white eyes, and always wears a black cloak/robe. She is a no-nonsense kind of lady, who is usually emotionless and is just doing her job. If she can feel any emotions, she doesn't let them get in the way of duty as Lady Death. The other personifications of things like the Seven Deadly Sins are like subjects in the metaphorical kingdom of the afterlife where Death rules all. So she's like a queen of sorts.

Decay is the daughter of Death. Unlike her mother, Decay refuses to believe that her duty is all that makes her, her. Though she does do her job, occasionally, by helping corpses and things rot with a single touch, she tends to travel along the land of the living. Decay appears as a skeleton that seems to have invisible muscles/flesh because clothes fit her like they would a living human, despite the fact that she is made up of solely bones. Seeing as she is but a skeleton, she must avoid coming in contact with humans to keep from being seen and discovered. The story's plot starts off when she meets a human boy who discovers her secret and isn't frightened or compelled to call the authorities.

Decay introduces herself as Deecee and the boy in turn introduces himself as Oz, short for Oscar. During the course of many secret meetings, the two become friends. An average boy of the living world and the daughter of Lady Death. Just as their friendship begins to flourish, the living world is struck by a wave of chaos. The humans are overwhelmed by strong emotions and driven to do unspeakable things they have no control over. In a quest for answers, Deecee finds out from her mother that the Seven Deadly Sins (Wrath=Wren, Greed=Grey, Sloth=Sloan, Pride=Pryce, Lust=Luz, Envy=Ennis, Gluttony=Glynn) have been captured and so cannot do their duty of keeping their emotions in humans in check, resulting in people practically going crazy, aside from the few humans that have gained the ability to control their emotions on their own. While her mother calls upon the other spirits of the afterlife to help in her quest to find the Sins, Deecee decides to take matters into her own hands for once, asking her new human friend to help her find the Sins her way. The first book would be Deecee and Oz's adventure through both the living and dead world to find the Sins and bring balance back to the world. The plots for the second and third books have not been thought up yet.

Still wondering if Death and Decay's looks should be switched, where Death is the skeleton and Decay gets the translucent skin...

:0 I dunno

Decay reminds me of the skeletons in warm bodies

And death is like this ghostly figure x:

And I apologize for the late response my lil cousins are here :3

but yeah, i'm stuck on whether to stick with my original look for Death and Decay, or go more for a marvel version of Death, while Decay looks more like the following sketch...

I dunno the mask makes it a bit weird use a half skeleton mask around the eyes like a masquerade

what mask?

And for decay do a look like the corps bride

A mask skeleton

A skeleton mask\*

Death doesn't have a mask in those pictures...

or is the girl the one you said has a mask?

Oh...

I thought death = skeleton

And decay = zombie

yeah, Death from Marvel, is literally a skeleton, but when she wears clothes, you'd think she had a complete body

and yeah, I think Death as a skeleton and Decay as a sorta-zombie is probably better