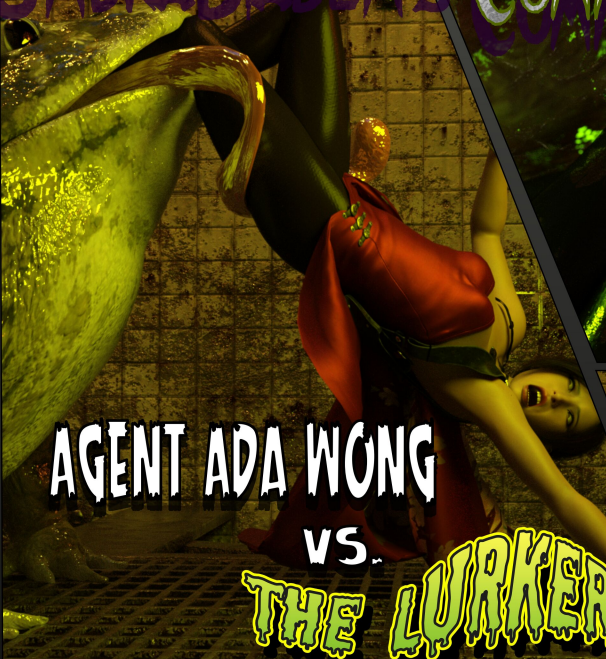


UMBRA DIADEM'S COMMISSIONS




AGENT ADA WONG

VS.

THE LURKER



Characters and setting from CAPCOM's Resident Evil (Biohazard) series

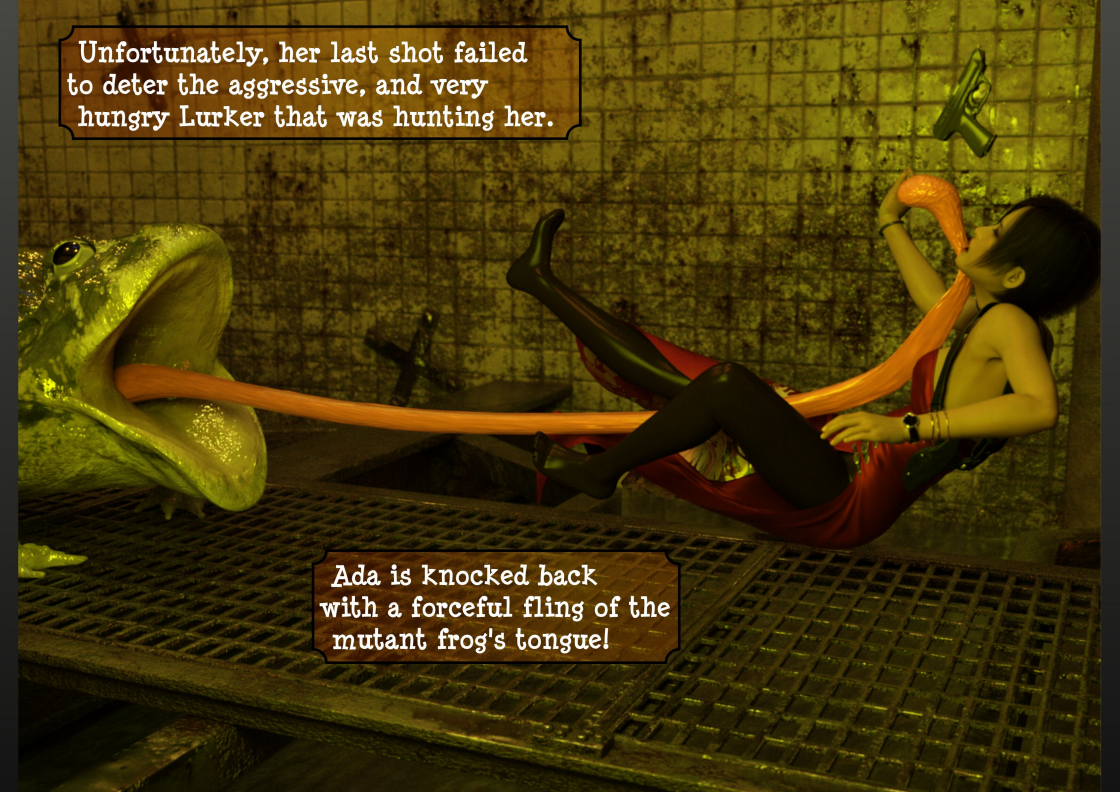
A screenshot from a video game showing Ada Wong in a red, floral-patterned dress. She is holding a handgun and firing it, with a bright muzzle flash. The background is a dark, industrial environment with stone walls and a metal grate. A large, dark, textured object is visible on the left side of the frame.

I thought that giant crocodile was bad. At least it wasn't slimy and gross like this thing!

COMMISSION FOR:
TISPYBARNERD95

Ada has taken too much damage prior. She could barely aim as she managed to fire off one shot against the incoming hungry beast...

Unfortunately, her last shot failed to deter the aggressive, and very hungry Lurker that was hunting her.

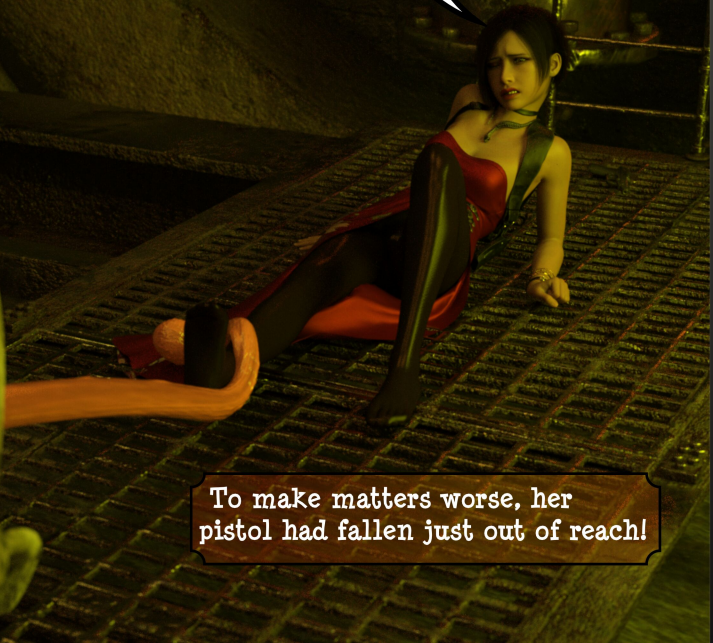
A scene from a video game showing Ada Wong, a character with dark hair, wearing a red dress and black stockings, lying on a metal grate. She is holding a handgun in her right hand. A large, green, mutant frog is on the left, with its long, orange tongue extended and wrapped around her. The background is a wall of stone tiles. A text box at the top left explains that her previous shot failed to deter the frog. Another text box at the bottom center explains that she is being knocked back by the frog's tongue.

Ada is knocked back with a forceful fling of the mutant frog's tongue!

The Lurker stretches its tongue out and wraps it around one of Ada's ankles!

Oh no!

To make matters worse, her pistol had fallen just out of reach!

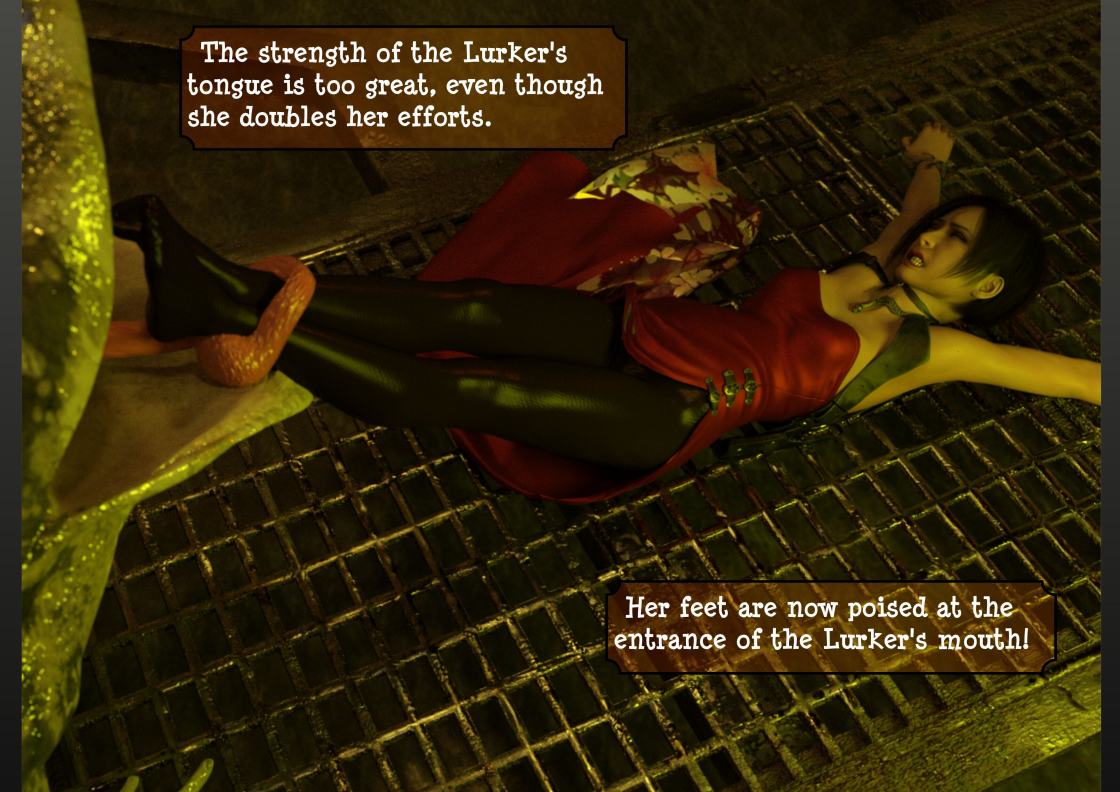


The Lurker begins to reel Ada in!



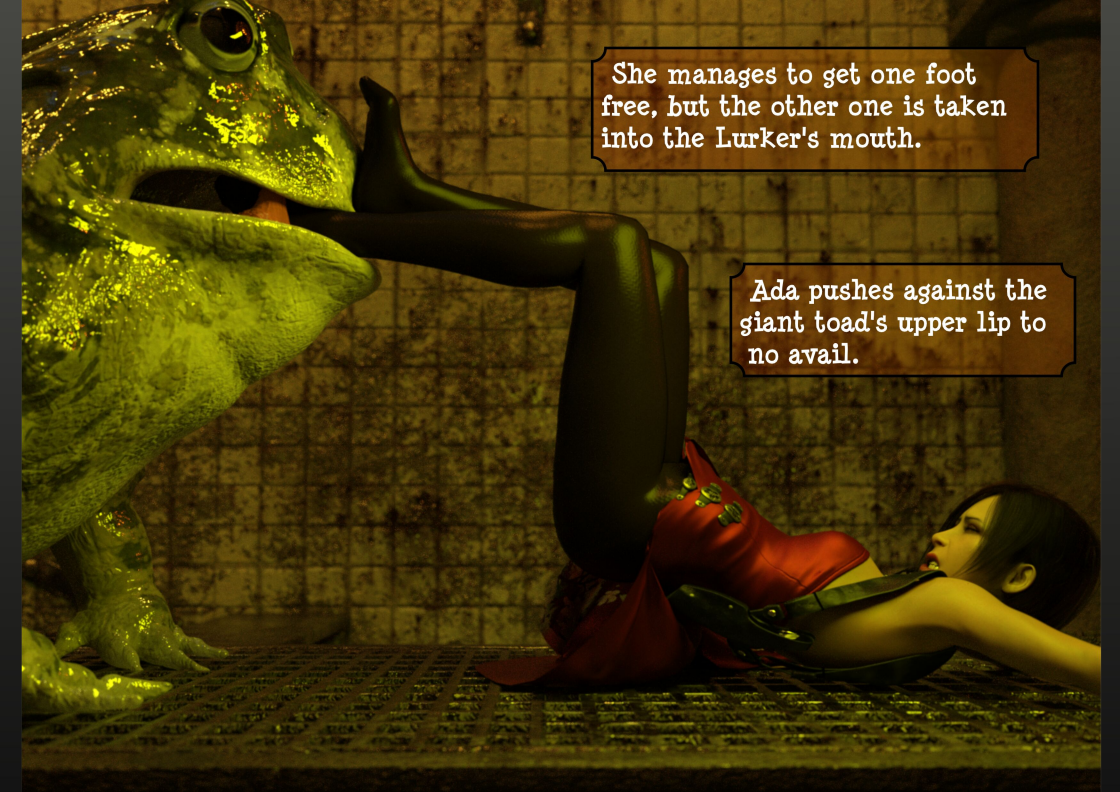
Ada clings onto the grate
beneath her, desperately trying to
break free.



A woman with dark hair, wearing a red dress and black stockings, lies on a metal grate floor. A large, orange snake is coiled around her right foot. The scene is dimly lit with a yellowish-green glow. A speech bubble is positioned above her, and another is below her.

The strength of the Lurker's tongue is too great, even though she doubles her efforts.

Her feet are now poised at the entrance of the Lurker's mouth!

A screenshot from a video game showing a character named Ada Wong lying on a metal grate floor. She is wearing a red top and black pants. A large, green, textured toad-like creature is on the left, with its mouth open and holding one of Ada's legs. The background is a stone wall with a grid pattern. Two text boxes are overlaid on the image, providing context for the scene.


She manages to get one foot free, but the other one is taken into the Lurker's mouth.

Ada pushes against the giant toad's upper lip to no avail.

Her left leg is sucked into the Lurker's gullet.

With one foot of its prey secured, the Lurker wraps its tongue around Ada's right ankle!



A screenshot from a video game showing a character named Ada Wong in a red dress and black stockings, being lifted into the air by a large, green, textured toad-like creature. The scene is set in a room with stone walls and a metal grate floor. Ada has a look of distress on her face. The toad is positioned on the left side of the frame, with its body angled towards the right, supporting Ada's weight. The lighting is dramatic, highlighting the textures of the toad and the character's clothing.

Now that the toad has plenty of leverage, it rears its head and lifts Ada's body off the ground.


Her desperate grip on the floor grate, her last hope, is broken.



Ada resorts to punching the Lurker, doing all she can to remove herself from the grisly fate that she began to see for herself in the belly of this toad.

But it is not enough. And as her legs are drawn in, Ada now has to fight some unexpected feelings of stimulation from the slippery and tight gullet of the toad suctioning on her thighs...



A woman with long dark hair, wearing a dark bikini and several bracelets on her wrists, is being pulled into a large, green, textured creature. The creature has a large, circular opening on its side. The scene is set in a dark, stone-walled environment. The woman's expression is one of fear or struggle. The creature's texture is rough and scaly, and it appears to be emerging from a dark, cavernous space. The lighting is dramatic, highlighting the woman's face and the creature's texture.

Her hands slip and her last resistance against the Lurker is gone as she slides into the cavernous gullet of the Lurker.

It doesn't seem like Leon will be getting any "mysterious help" in his fight against Mr. X.





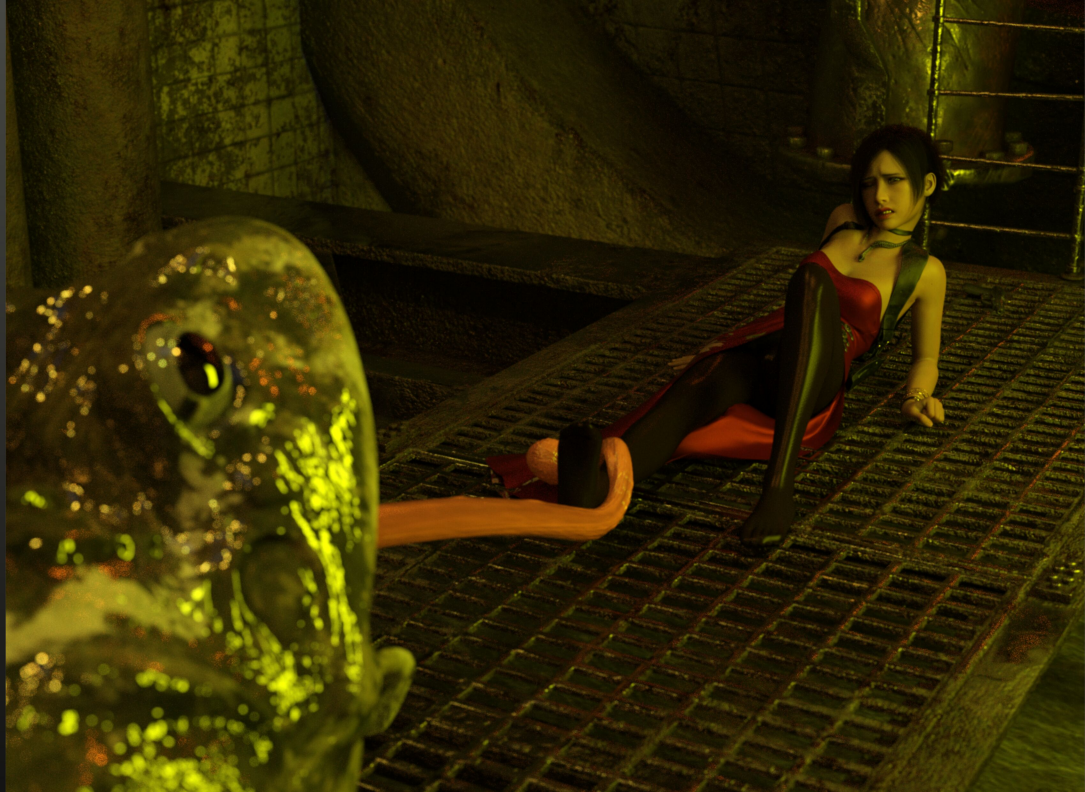
That's because the girl who was supposed
to toss him the rocket launcher...

YOU ARE DEAD

...has met her
end by digestion
inside this
Lurker's gut...

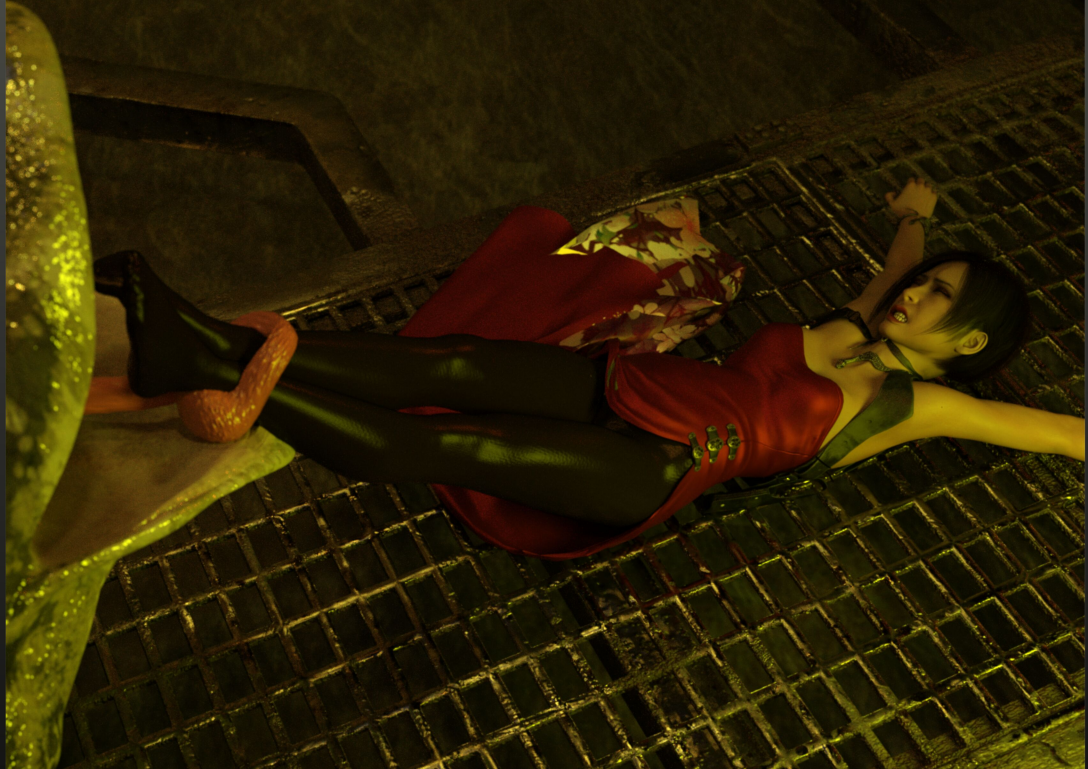




























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