

[Click Here](#)





The original Resident Evil game featured an iconic scene where a zombie slowly turned its head to look at the player. This was their first encounter with a Resident Evil creature, but they had no idea that many more terrifying types would follow. Among these is the Licker, a long-tongued monstrosity that's infamous for being one of the most deadly and hardest to defeat in the series. Lickers are created when a zombie undergoes a second metamorphosis after being infected with the T-virus. This rare mutation strips away more of their humanity, making them even more terrifying. The first game to feature Lickers was Resident Evil 2, where they're encountered while navigating through the Raccoon City Police Station. These creatures are known for their sharp claws, long tongues, and impressive durability, which makes them a formidable opponent. However, they do have some weaknesses - their exposed brain is a major weak point, and they're also blind, but extremely sensitive to loud noises, making it possible to sneak past them or use noise to your advantage. The series has introduced various variants of Lickers over the years, each with unique characteristics. The Evolved Licker appears in Resident Evil 2's Underground Lab, looking similar to the original but more durable and aggressive. The Suspended One is a rare variant that drops out of a vent in Resident Evil: Outbreak, featuring some human-like traits but also possessing the distinctive red skin and long tongue of a Licker. Licker Beta creatures are encountered regularly during Chapter 5 of Resident Evil 7, but their exact origin and purpose remain unclear. Despite these differences, all Lickers share one thing in common - they're deadly, relentless, and guaranteed to send chills down your spine as you face them head-on in the Resident Evil universe. The Licker Beta variant is a creature that shares many similarities with its original counterpart in terms of appearance and abilities. However, it has one notable distinction - its ability to reproduce, resulting in an abundance of these creatures often encountered in large groups. One such variant, the Amphibian Licker, can thrive in water environments, possessing features like tails, webbing, and gills that enable them to swim and survive underwater. They also serve as incubators for bio-drones. In contrast, the Lickers are a product of viral invasions within newly formed tissues of zombies, leading to extensive mutations that obscure their human origins. Their skin is shed, exposing muscles, while new growth enhances their strength and agility compared to regular zombies. The altered skeleton allows them to walk on all fours, jump at prey, and cling to surfaces with their powerful claws. The loss of eyesight is compensated by a heightened sense of hearing. Modified Lickers, a variety that emerged within NEST during the 1998 outbreak, exhibit distinct features such as a blue tint, larger size, increased durability, and a mutated finger claw. Suspended, an irregular mutation encountered in the Apple Inn, displayed the ability to use its tongue as a whip and retained functional eyes despite its half-transformed state. A modified variant of Licker Beta was created by Tricell through injections of the Progenitor virus into standard Lickers, aiming to increase their durability and intelligence for high demand on the black market. The T-virus-infected human bodies underwent a sudden mutation, resulting in the creation of these twisted creatures. As they evolved from zombies, their skeletal structure changed dramatically, with four legs and exposed brains becoming prominent features. The loss of skin covering their bodies allowed new muscle formation, increasing their explosive power. However, this transformation came at the cost of their visual organs, as their eyes were lost. Despite this, their auditory capabilities became extremely developed, enabling them to detect prey through sound alone. In the Umbrella Laboratory, Chris Redfield and Sheva Alomar encountered an enhanced version of these creatures, which had improved hearing and smell, as well as the ability to reproduce. This variant, known as Licker β, retained the earlier model's climbing abilities but lacked the exposed heart that plagued its predecessor. Furthermore, it possessed a tail, webbed limbs, and gill-like structures that allowed it to breathe underwater. The new aquatic-modified variant of Licker β was developed by Dylan Blake and María Gómez using the A-Virus and T-virus. These creatures were noted for their modified tripartite jaw structure and ability to fight efficiently in both aquatic and terrestrial environments. However, their durability was significantly reduced, making them vulnerable to well-aimed headshots or explosive attacks. In Alcatraz sewers, Leon S. Kennedy and Jill Valentine encountered this new variant, which possessed a tail and webbing on its limbs that assisted it in swimming and gill-like structures that allowed it to breathe underwater. Despite their improved combat abilities, the new Licker variant's durability was significantly reduced, making them vulnerable to attacks. A more advanced variation of this biological organism was developed by Tricell to meet the high demand from wealthy terrorists who were willing to pay a premium for its durability and intelligence. This upgraded version was encountered by Chris Redfield and Sheva Alomar in Resident Evil 5, catering to black market buyers.

Resident evil how are lickers made. Resident evil licker attack. Licker res. Who can control lickers in resident evil.