They call themselves Barraki—it’s a Matoran word meaning “warlord.” They dwell in the depths of a strange sea, a place only the very brave or the very foolish would ever dare to go.
Mask of Life, Mask of Doom
LEADER OF
THE BARRAKI.

THE LEGENDARY
MASK OF LIFE WAS
SEEN FLOATING DOWN
FROM THE SURFACE
WORLD. WE NEED
THAT MASK!

WHAT FOR?
WELL STILL BE
STUCK DOWN
HERE, LOOKING
LIKE THIS.

DON'T MIND
HIM. THAT SHELL
AROUND HIS HEAD IS
EXTREMELY THICK
AT TIMES.

THE WATERS
OF THIS SEA TURNED
US INTO CREATURES
WHO CANNOT BREATHE
AIR. BUT THE MASK OF
LIFE CAN UNDO THAT. WE'LL BE
FREE TO RECLAIM OUR
EMPIRES AND RULE ALL
THAT LIVES, AS WE
ONCE DID.

WE CAN
COVER MORE OF THE SEA
SEARCHING SEPARATELY. ANYTHING THAT TRESSES TO
STOP US DIES.

WHOEVER
FINDS THE MASK
WILL SIGNAL THE
OTHERS... OR
ELSE.

LITTLE DO THE BARRAKI KNOW THE
MASK THEY SEEK IS NOT SO VERY FAR
AWAY, IN THE HANDS OF A MAGIAN.
His name is Dekar, a resident of the undersea city of Makhi Niul.

I don't know what this mask is, or where it came from, but even I can sense its incredible power. Too much power. If it fell into the wrong hands...

It's too dangerous. It could just as easily be our doom as our salvation. This mask must be destroyed... and I have to do it.

Takcox begins his search by visiting the bestial Noctuen, another prisoner of the pit.

You're sure you have not seen such a mask?

Calling me a liar? I could snap you in two...

Takcox's hypnotic power wins him a new ally.

You don't want to do that, Noctuen. Now listen carefully—if the mask should ever come into your hands, this is what you will do with it...

Meanwhile, the other Barraki question the captured Makran.

And explore areas of this undersea realm even they have never visited before.
REVENGE OF THE BARRAKI!

Banished to the pit 80,000 years ago, the Barraki warlords have waited millennia to have their revenge on the universe. Armed with incredible knowledge of battle tactics and their vampiric squid launchers, they are ready to rise again!

8920 EBLEK

Of all the Barraki, Eblek has the deepest hatred of Matoran. With his electrified spikes, sharp claws, vicious nature, and an army of venom eels, Eblek is as unpredictable as he is dangerous.

AGILITY: 12
STRENGTH: 10
TOUGHNESS: 9
MIND: 10

WEAPONS: Squid Launcher
NATURAL TOOLS: Protosteel Claw, Electric Spikes

8916 TAKADOX

Slyest and most treacherous of the Barraki, Takadox prefers to use his hypnotic power to force others to fight his battles for him. With his army of undersea insect life and his cunning intellect, he is one of the more dangerous Barraki.

AGILITY: 9
STRENGTH: 9
TOUGHNESS: 10
MIND: 13

WEAPONS: Twin Knives, Squid Launcher
POWERS: Hypnosis

8917 KALMAH

Kalma is always willing to reach out a tentacle and embrace a stranger, be he friend or foe... and squeeze... and squeeze. Utterly ruthless, he is in charge of breeding the vampiric squid and turning them into living weapons for the Barraki.

AGILITY: 10
STRENGTH: 12
TOUGHNESS: 12
MIND: 11

WEAPONS: Squid Launcher
NATURAL TOOLS: Tentacle
**8918 CARAPAR**
Brutal and bestial, Carapar’s approach to life is that there is no problem so great it can’t be torn to pieces with his claw. Although not as brilliant as Pridak or Kalmah, his strength and his armour still makes him their equal in combat.

- **AGILITY:** 8
- **STRENGTH:** 14
- **TOUGHNESS:** 14
- **MIND:** 8

**WEAPONS:** Squid Launcher
**NATURAL TOOLS:** Claw

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**8919 MANTAX**
The most mysterious of all the Barraki, none of his allies know just what Mantax is thinking or planning. Half-hidden on the sea floor, waiting patiently for prey to swim by, he is as silent as the shadows he dwells within.

- **WEAPONS:** Squid Launcher, Pincers, Head Spikes
- **AGILITY:** 10
- **STRENGTH:** 11
- **TOUGHNESS:** 12
- **MIND:** 10

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**8921 PRIDAK**
Brilliant strategist one moment, savage warrior the next, Pridak is the unquestioned leader of the Barraki. He rules through strength and through the respect that strength commands. Today, he rules the Pit – tomorrow, perhaps the universe.

- **WEAPONS:** Shark Tooth Blade, Squid Launcher
- **AGILITY:** 13
- **STRENGTH:** 13
- **TOUGHNESS:** 12
- **MIND:** 11
Ehlek uses the search for his own purposes, gathering his army of venom bees...

To attack the sunken Matoran city of Mah'r No'ul.

And at the sea bottom...

My prey should be by at any moment. All I have to do is wait...

What are you doing here? Urrrkk!

Oh, it's you. Kalmah. You have such a...subtle way of saying hello.

Answer my question, Takadox.

We are supposed to be looking for the mask of life...and yet here you are, skulking behind rocks.
“Bobby Night, Mantax vanishes beneath the sea floor and stays there for hours,” says Thadoc. “I waited here so I could follow him.”

“What possible reason could Mantax—or any of us—have for wanting to go there? There’s nothing below but the prison in which we were held for thousands of years.”

“I knew there was a reason I never liked you, Kalmah... now I remember what it is.”

“It would be just like you, too, are you angry at him for doing it, or at yourself for not thinking of it first?”

“Ah, dear Kalmah, try using your head for something besides scaring small animals. Perhaps he’s hidden something there... the mask of life, perhaps?”

“It would be just like you to get his claims on a treasure and keep it from the rest of us.”

“I was waiting... for that.”
I HATE THIS PLACE. IT'S A FOUL, WRETCHED DUNGEON WITHOUT EVEN A TRACE OF LIGHT.

NO WONDER WE FELT RIGHT AT HOME HERE. WANT, THERE HE IS!

"HMMMM, EITHER HE HID IT AND IT'S GONE," SAYS TAKIDOK. "OR HE IS LOOKING FOR SOMETHING ELSE. WHAT COULD IT BE?"

WHAT WAS--?

THROOOOM

SOMEONE SEALED THE CRACK IN THE CEILINGS! WE'RE TRAPPED DOWN HERE... AGAIN!

IT'S WORSE THAN THAT...
WORSE? HOW CAN IT BE WORSE?

WHEN WE ESCAPED FROM HERE A LITTLE OVER 5000 YEARS AGO... SOMETHING ELSE MOVES IN. THEY SENSED OUR MOVEMENTS... THEY KNOW WE'RE HERE...

AND THEY ARE COMING FOR US!

To Be Continued...
The Pit below Mahri Nui is filled with the worst criminals in the BIONICLE universe – beings whose acts are so awful they have been banished from civilization for all time. But what do these beings look like? What are their powers? And how have they survived so long in this hostile place?

Build a LEGO model of one of these dangerous beings and you could be one of three people to win a LEGO set of your choice worth up to $50!

How to Enter:

1. Build a LEGO model of a prisoner of the Pit using pieces from your BIONICLE collection.
2. Take a colour photograph of your model. Only colour photos and photo quality print-outs will be accepted – no Polaroids, please!
3. Write an essay of 500 words or less describing your model. Include the name of your creation and its description, along with your own name, age, mailing address and telephone number.
4. Mail your photograph (don’t fold it!) and essay to:

BIONICLE Prisoners of the Pit Building Challenge
P.O. Box 3700
Markham, ON L3R 6G9

All entries must be received by May 15th, 2007!