The Toa Metru have gathered the six Great Disks from their hiding places throughout Metru Nui. Now they prepare for their trial by fire: confronting the king root of the dreaded Morbuzakh plant in the depths of the Great Furnace.

Can six untried heroes triumph over a monstrosity that has plagued an entire city? Do they have the courage, power, and wisdom to win when even the Vahki have fallen before the Morbuzakh vines? Or will their inexperience mean the end of the Toa Metru, and the city as well?

The preparations have been completed. The hidden enemy has been found.

The battle for Metru Nui starts now.
“TOGETHER, THE TOA METRU HAD RECOVERED THE SIX GREAT DISKS, BUT OUR MISSION WAS FAR FROM FINISHED…”

“FOR WE STILL HAD TO CONFRONT THE NOREBAKIRI, THE FEARSOME ALLIANCE WHOSE VINES THREATENED TO STRANGLE METRU NUL.”

“BEHIND US WALKED THE SIX MAJORAN WHOSE KNOWLEDGE OF THE GREAT DISKS HAD LED US TO THE ARTIFACTS.”

“AHNMOL’S FREQUENT ATTEMPTS TO FLEE RESULTED IN HIS BEING KEPT IN FRONT, WHERE HE COULD BE WATCHED BY THE OTHERS.”

“LITTLE DID WE KNOW THAT WE, TOO, WERE BEING WATCHED…”

“SCANNING: SIX UNKNOWNS, SIX MAJORAN. IDENTIFY.”

“PROCESSING. PRESENCE OF UNKNOWNS AND MAJORAN IN THIS METRU UNAUTHORIZED. ACTION REQUIRED.”

“PRIME DIRECTIVE INITIATED. PACIFY. FAIRY.”
"Fortunately, Oneja’s sharp eyes spotted the danger."

"There was no time to try to explain ourselves to the Vahko—not that they would have listened anyway, so we sought a hiding place."

"We took refuge in an abandoned forge... or at least, we believed it was abandoned."

"Looks like the workers left in a hurry. Wonder why?"

"We were about to find out."

"This is what struck you, Nujul, it looks like some sort of... seed."
Oh, Mata Nu! Protect us...

“Before we could react, we were caught in a storm of seeds, and when they struck, tiny morbuzakh vines sprang from the shells and clung to whatever was closest...”

MORBUZAKH SEEDS!!

“TOK”

“Vines bound us more tightly than any chain Vivek could, and we fell...”

“TOK”

“TOK”

“TOK”

“TOK”

“TOK”

“Now the tendrils reached for our masks... and if those were lost, so were we.”
“But one of us had found the strength to overcome.”

“Once free, the Toa of Ice rushed to aid the rest of us.”

“We clawed our way back outside, but we knew no mere door could stop the unies.”

“Help me save the others and the Matoran! We have to hurry!”

“Njju! Oneua! Bring the building down!”

“Gladly.”

“About time we had some action around here.”
DO YOU THINK THAT WILL STOP THEM?

NOT FOR LONG, YOU KNOW WHAT THIS MEANS, DON'T YOU?

IT'S REPRODUCING ITSELF, AND WE HAVE NO IDEA HOW MANY OTHER SEEDS MIGHT BE WAITING TO SPROUT.

YES, AND--HEY, WHERE'S AHKMOLU?

I SEE HIM, MINE!

NOT SO FAST, CARVER!

YOU KNOW, AHKMOLU, WE ALL HAD A FEELING ONE OF YOU SIX MATOREAN WASN'T WHAT HE SEEMED. YOU WERE PLANNING TO TAKE ALL THE GREAT DISKS, WEREN'T YOU?

PROVE IT, ONGWIA. I'M JUST AN INNOCENT MATOREAN, LIKE THESE OTHERS.
You made a lot of mistakes—too many, in fact. But the biggest one was my finding you “trapped” on top of a sculpture in Po-Metru.

I don’t know why you planned to betray Metru Nui, or who you are working for. But listen good—pull anything else, and you’re plant food. Got it?

All the other Matoran were in real danger when they were rescued, but you and I both know you used to scramble up and down statues for fun. You didn’t need me to get you down.

Who am I to argue with a mighty Toa?

I didn’t get a chance to thank you for the rescue. How did you escape the vines?

I’m from Ko-Metru. We think ahead.

When I saw what the seeds were doing, I took a deep breath and expanded my chest. When I let the breath out, I had enough slack to move a little and making an icicle is easy.

“After braving many dangers, and seeing the Matoran to safety, we at last entered the inferno that was the Great Furnace…”

Vakama, the heat...

The heat is the least of our problems, sister. Look!

*For details, check out Biohicle Adventures #2: Trial by Fire, available in bookstores now*
Umm... I think we need more... ToA.

So monstrous... I never dreamed... Ready the great disks! We will strike together and--

Noooooo! You will not destroy the Morbuzakh!
**THE VAHKI ARE**

**METRU NUI** is confronted by many dangers. Rampaging **MORBUZAKH** vines. **MATORAN** vanishing from their workplaces. Strange beings claiming to be **TOA METRU**. But don’t worry, citizen **MATORAN** - the **VAHKI** order enforcement squads are here to keep your city safe. They will watch over you as you work, play, and rest. They will make certain you are always safe, secure and where you are supposed to be. The **VAHKI** will always be nearby to protect you ... whether you like it or not.

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**Nuurakh**

- **COMMAND CODE:** 8614
- **ZONE OF CONTROL:** far-Metru
- **EQUIPMENT:** Kanoka disks; Staff of Command; causes target to obey a single command for duration of effect.
- **ATTRIBUTES:** Speed; skill at ambush; resistance to extremes of heat.
- **PREFERRED TACTIC:** Surprise, surround, and capture.

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**Bordakh**

- **COMMAND CODE:** 8615
- **ZONE OF CONTROL:** Ga-Metru
- **EQUIPMENT:** Kanoka disks; **Staff of Loyalty**, makes target willing to identify any lawbreakers she may observe and summon Vahki for their apprehension.
- **ATTRIBUTES:** Cunning; highly skilled in pursuit; prefer small, mobile groups.
- **PREFERRED TACTIC:** Allow a chase to go on as long as possible before making capture.

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**Vorzakh**

- **COMMAND CODE:** 8616
- **ZONE OF CONTROL:** Le-Metru
- **EQUIPMENT:** Kanoka disks; **Staff of Confusion**, temporarily inhibits higher mental functions leaving motor skills only intact.
- **ATTRIBUTES:** Direct; impatient; efficient.
- **PREFERRED TACTIC:** Smash anything standing between it and capture of target.
I will drive the Matoran into the heart of the city, as I was commanded. Then I will claim Metru Nuju as my own. Those who survive can serve the Morbuzakh, or perish!

My Adams extend to every part of this city. I am in the furnaces, the chutes, the canals...

The Matoran live and work only because I choose to let them, but if they anger me--

--Beginning with you!

Hey!

Come back here with that!

Hang on, whenua!

Thanks! That was my plan!
NUJU! USE YOUR POWER!

DONE.

NOW, WHEW!

YOUR FIRST DEFEAT, MONSTER! BUT HARDLY YOUR LAST!

YOU CAN DELAY ME, BUT NOT DEFEAT ME! I AM A PART OF METRU NUI NOW. I AM THISSS CITY, AND IT ISSS ME!

THIS THING NEEDS PREENING, ANYWAY.
“Natau’s winds helped free Njua and Whealu, but it seemed that Morbuzakh was right. We fought not one enemy, but hundreds, all reaching to steal the great disks from us.”

“You cannot ssstop me. You have not the ssstrength. That isss all right. Too weak to be heroesss, perhapsss, but you will ssstill make excellent sssslaves.”

“I saw only one hope for victory—surrender.”

“We can’t win this way. Stop fighting.”

“You know, maybe when we are done here, we can transplant it to Ga-Metru.”

“As long as it stops speaking. There is nothing I dislike more than a talkative shrub.”

“I would rather be fed to the great furnace than live in a city run by an obnoxious, foul-smelling, overgrown pile of vegetable matter good for nothing but clogging canals.”

“But if we stop, the vines will draw us right to the chain. For a fire-sitter, Vakama, you are almost as quick-smart as a Le-Matoran.”

“Before you ssserve, you will ssssuffer.”

“No, Morbuzakh. You have had your season. The time of harvest has come!”

“Njua... the pressure from the vines... I’m blacking out...”

“Hold on, sssister! Our victory is at hand!”
WE'RE FREE!

BUT FAR FROM SAFE!

THE MORBUZAKH HAS BECOME ONE WITH THE GREAT FURNACE! IN TRYING TO ESCAPE, IT IS BRINGING THE BUILDING DOWN!

"WE RAN THEN. THE MORBUZAKH'S TIME HAD COME. CUT OFF BY THE ENERGY SPHERE FROM THE FRESSES THAT FED IT AND THE VINES THAT SERVED ITS WILL, IT COULD DO NOTHING BUT SEND ITS TELEPATHIC RAGE AGAINST US."

BE QUIET AND FLEE, LIBRARIAN!

LAST ONE OUT IS VARIK BONDS!
WHAT WILL HAPPEN TO THE DARK-PLANT NOW?

I THINK WE ARE ABOUT TO FIND OUT.

“BEFORE OUR EYES, THE ENERGY SPHERE VANISHED, AND THE KING ROOT OF THE MORBUZAKH CRUMLED TO DUST. NO LONGER A Menace, IT RETURNED TO THE GROUND FROM WHICH IT SPRANG.”

“WITH NO KING ROOT TO FEED THEM, THE VINES LIKewise Withered AND DIED ALL OVER THE CITY. MERTLI NUI, IT SEEMED, WAS SAFE ONCE MORE.”

IT IS OVER. WE HAVE PASSED OUR FIRST TEST AS TOA MERTLI.

THEN WHY ARE WE STANDING HERE? LET’S BRING THESE EVIL, POWERFUL DISKS TO THE COLOSSEUM AND TELL THE WORLD WE ARE TOA-HEROES!

ONLY ONE THING TROUBLES ME, BROTHERS...

THE MORBUZAKH SAID IT HAD DRIVEN THE MATORAN INTO THE HEART OF THE CITY AS IT WAS ‘COMMANDED’. WHO COULD COMMAND SUCH A MONSTER...

WHY WOULD THEY PLOT AGAINST THE MATORAN...

... AND WILL THEY STRIKE AGAIN?

NEXT ISSUE THE TOA BETRAYED! A CITY AGAINST THEM AND THE MIND-STABBERING MENACE OF THE VAINI.
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- Teaser footage of BIONICLE 2: Legends of Metru Nui
- Get a free copy of the newest BIONICLE comic book signed by writer Greg Farshtey
- Comic-Con exclusive Kanoka card and disk free with every BIONICLE purchase
- And much more!

Last year, the BIONICLE booth was the hit of the convention – this year’s will be even bigger and better! Don’t miss it!

Explore the city of Metru Nui!

Ever wonder how Kanoka disks are made? Or how Matoran airships work? Wondering what it’s like to live in the six metru? Find all the answers in the new BIONICLE Metru Nui City Guide, coming this summer from Scholastic! Written by BIONICLE comic writer Greg Farshtey, the City Guide features never before seen art from the new BIONICLE movie!
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