The Toa Metru traveled to the Coliseum, expecting to be hailed as heroes for finding the Great Disks and defeating the Morbuzakh. Instead, Turaga Dume branded them as impostors—and blamed them for Toa Lhikan’s disappearance!

Onewa, Nuju, and Whenua have been captured. The remaining Toa Metru find themselves fugitives, hunted through the city they fought to protect. Their only hope: find Lhikan and clear their names.

But first they must escape the Vahki, guardians of order in Metru Nui. And no one escapes the Vahki...
MY NAME IS VAKAMA. I AM A TOA METRU, WITH ALL THE STRENGTH, SPEED, AND POWER THAT TITLE CARRIES WITH IT.

I'M ALSO PLUNGING TO MY DOOM.

THEY SAY THAT TOA ARE VERY WISE AND ALWAYS HAVE GOOD ADVICE TO GIVE. SO HERE IS SOME: IF SOMEONE WALKS UP TO YOU, HANDS YOU A TOA STONE, AND TELLS YOU THE CITY IS DEPENDING ON YOU.

DON'T WALK. RUN.

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CITY OF LEGENDS

PART IV ENEMIES OF METRU NUI
HERE'S ANOTHER: 
YOU CAN ALWAYS FIND 
A VAHKI WHEN YOU 
DON'T WANT ONE.

VAHKI

BORDAKH!

VAHKI ARE THE ORDER ENFORCEMENT SQUADS OF 
METRU NUL. THEY DECIDED WE TOA WERE A THREAT TO 
THE METRU NUL'S SECURITY, SO THEY SET OUT TO 
RESTORE PEACE, HARMONY AND SAFETY FOR ALL...

EVEN IF THEY HAD TO 
DESTROY US TO DO IT.

BORDAKH STAFFS OF LOYALTY 
MAKE WHOEVER THEY HIT WILLING 
TO TURN ON ANYONE, EVEN 
FRIENDS, IN THE INTERESTS OF 
PRESERVING PERFECT ORDER.

THERE! GRAB 
HIM! HE'S A THREAT 
TO TURABA DUME 
AND THE CITY!

?!

UNNINGHHH

NO!

WHICH BRINGS ME 
BACK TO WHERE I 
STARTED—ABOUT 
TO BE AN EX-TOA 
OF FIRE.
IF I HADN'T EXHAUSTED MY FLAME POWERS FIGHTING THE MORGULZAKH, I COULD HAVE GAINED A FEW SECONDS BY MELTING THROUGH THE STREET.

MATA NUL, I MUST HAVE BECOME A TOA FOR A REASON... I MUST HAVE A DESTINY TO FULFILL. IT CANNOT END LIKE THIS! THERE MUST BE SOME WAY TO SAVE MYSELF-- SOME WAY--

MORE BORDAKH, AND I DOUBTED THEY BROUGHT A NET.

WHAT--? YES!

IT'S MY DISK LAUNCHER! I MUST HAVE TRIGGERED ITS SPECIAL POWER WITH MY THOUGHTS. WAIT UNTIL I SHOW THE OTHERS!

BUT FIRST...
SOMETHING NATAU WAS WISHING HE COULD DO TOO.

TRAITOR! THE VAHKI WILL KNOW HOW TO DEAL WITH YOU!

I MAKE MY PROBLEMS SMALL ONES.

I KNOW I SAID I WANTED TO BE NEAR-CLOSE TO YOU, NOKAMA.

BUT NOT THIS NEAR-CLOSE, GET OFF!

SPROIN

AND IT BETTER BE SOON... BECAUSE I CAN'T... HANG ON... MUCH LONGER...

NOT UNTIL YOU ARE NOKAMA, TOA OF WATER, AGAIN.

ZIP

ZEOW

SNATCH

LET ME GO!
Nokama!

Vakama, what... what happened? The last thing I remember...

The shock of your fall must have broken the Bordak's hold on you. We have to get Metah and get away from here.

Nooooo!

Time to quick-leave!

Maybe I can lead these Vahki away from the others. But what is that in the far-distance?
Vahkl Vorkak! They have shatter-wrecked the chute!

Will take more than that to stop a Tom-herb.

These Vahkl are good at the first chase.

But how are they at stopping?

Hm... Hm... not nearly so everquick at that.
While this was going on, Oniwa, Niju, and Wenua were being marched through underground tunnels to an unknown destination.

Bad idea, Oniwa. In all of their history, the Krozarks have never failed to capture a runner.

When I gave the word, we make a break for the surface.

The past won't matter if we don't have a future, Wenua. There is a wide passageway up ahead. I suggest we take it.

I don't see you coming up with any better ideas, librarian.

Now!
ULTIMATE POWER

Turaga Dume has served as elder of Metru Nui for ages, but never has the city seen so dark an hour. As the dreaded Morbuzakh plant threatens all the Matoran have built, two mysterious Dark Hunters appear with plans to bring down the Toa Metru. Danger and double-cross lurk around every corner in the City of Legends...

A four-legged Dark Hunter with a rasping voice and the ability to launch powerful energy webs at his enemies. Nidhiki is a cunning tactical thinker and skilled at trapping his prey. He hides many secrets, but no one dares try to learn what lurks in this creature’s past.
In a City of Legends!

Turaga Dume is the powerful elder of Metru Nui. It's his job to protect the Matoran from danger and command the Vahki Force. With his pet, the winged Nivawk Dume, he keeps watch from his chamber atop the Coliseum. But is he a friend to the Toa or an enemy?

Krekka

This Dark Hunter is known for his strength if not his intelligence. Little is known of the history of this one-eyed ape-like being, but his love of the hunt is obvious. He and Nidhiki might seem like a strange team, but Krekka's raw power and ability to launch energy blasts make him a danger to all in Metru Nui.
There's only one problem with running away from Vahki...

Vahki really love to chase.

The three Toa metru ran, circled back, and ran again for hours, until finally...

They are still searching, but they don't know where we are. I see Rorizakh down this corridor. We will have to go left.

The Toa worked their way through the maze of tunnels, narrowly avoiding the Vahki all the way.

Is it just me, or does this seem too easy? They should have caught us or given up by now.

Rorizakh don't give up. Ever. I hear them off to the left. Go right up here.

Dead end. We had better...
**SLAM**

**IT’S A TRAP!**

**THEY KNEW WHERE WE WERE ALL THE TIME. THE RONZAKH MUST HAVE USED THEIR STAFFS OF PRESENCE ON ONE OF US—THEY WERE ABLE TO MONITOR OUR MOVEMENTS ALL THE TIME.**

* YES, THEY WERE. CHECK OUT PAGE 7, PANEL 3, TO FIND OUT WHO WAS THE UNWITTING “EYES AND EARS” OF THE VAHII.

**WE STILL HAVE OUR TOA TOOLS! WE WILL BREAK OUT AND—**

**AND DO WHAT? AND GO WHERE IF DUIME HAS CALLED US TRAITORS... THE WHOLE CITY IS AGAINST US... THE MATORAN WE WANT TO PROTECT ARE CALLING FOR OUR CAPTURE.**

**MAYBE THE TURAGA WAS RIGHT, MAYBE WE ARE JUST IMPOSTORS... MATORAN PRETENDING TO BE TOA.**
Meanwhile, Matau had thought of a way to get us safely out of Le-Metru.

They will be close-watching the chutes and the streets. They will never think to look above their heads!

We will quick-hide among the cargo. Hurry, get in!

Up front, the Le-Matoran pilots triggered the vast network of levitation disks to make the airship rise.

Inside, we sought a place of refuge where we could figure out just how things had gone so wrong.

Perhaps if the Vahki manage to find Tor Lhikan, Turaga Dume will realize we are innocent.

Perhaps, unless Turaga Dume already knows where Lhikan is.

What are you saying?
LESS LOUD-TALK. MORE QUICK-WALK! IN HERE!

CLIK

WE WILL STAY DEEP-HIDDEN UNTIL THE SHIP LANDS.

FINE, VAKAMA. EXPLAIN WHAT YOU SAID. WHAT DO YOU KNOW?

SOMETHING SIMPLY FEELS WRONG. FIRST THE MORBUZAKH, THEN SO MANY MAZORIAN DISAPPEARING. WHAT IF THE TWO AREN'T CONNECTED?

WHAT IF THE MORBUZAKH PLANT'S ATTACKS WERE A COVER FOR SOMETHING ELSE? SOMETHING TOA VIKI SUSPECTED, BUT DIDN'T HAVE TIME TO PROVE.

AND HE WAS CAPTURED BY THE DARK HUNTERS BEFORE HE COULD SHARE IT.

BUT WE ARE STILL FREE, MATAI. MAYBE IT'S OUR DESTINY TO FIND TOA VIKI. SO WE CAN SOLVE THIS MYSTERY. AT LEAST WE HAVE TIME TO THINK AND PLAN.

RIGHT IN FRONT OF THE FIRE-SITTER'S EYES, TOO. NOW WE HAVE TO EVER-FLEE FROM VAKI ALL OVER THE CITY. SO MUCH FOR BEING TOA-HEROES!

AFTER ALL...
...WHAT COULD THREATEN US HERE?
Vahki Invade Kanoka Club!
Look for six awesome new Vahki animations, available now on the Kanoka Club! Just enter the codes from your Vahki Kanoka cards (available in each Vahki package) to check them out!

Also available in July:
• Behind the scenes info on BIONICLE 2: Legends of Metru Nui
• “Ask Greg” – get your BIONICLE questions answered by novel and comic writer Greg Farshtey.
• And other exciting new updates!

If you haven’t explored the Kanoka Club yet, now’s the time. Just click on the Kanoka Club link on the right side of the BIONICLE.com home page and log in with your LEGO Club username and password. Then you’re ready to enter Kanoka codes and gain points to buy cool online BIONICLE wallpapers, animations, and much more.

BIONICLE 2 Movie Site Launches:
Look for the all-new BIONICLE 2: Legends of Metru Nui web site this fall’s new DVD/video. Go to BIONICLE.com and click on “Movies” on the top menu bar to see the new site.
Get the book that has the code to unlock the secrets of Metru Nui!

Secret Web Site!
• Use the exclusive code to get insider information about the BIONICLE® world
• Earn special Kanoka points
• Play cool BIONICLE® games

Look For The New BIONICLE® Guide
Wherever Books Are Sold
SURRENDER OR RUN

THE VAHKI ARE NOW ENFORCING ORDER AT YOUR LOCAL TOY AND DEPARTMENT STORE. CAPTURE THEM... BEFORE THEY CAPTURE YOU.
When the peaceful existence of Metru Nui is threatened by ruthless Vahki enforcers and a mysterious traitor, six new Toa are suddenly called upon to protect their island city. Who will prove victorious?