transformed into bestial versions of themselves by the venom of the Visorak, the Toa Hordika are now discovering the true extent of their peril. Visorak run rampant throughout the ruins of Metru Nui, hunting anything that moves and imprisoning living creatures in their web cocoons. The Coliseum has become the new headquarters for Sidorak, the Visorak king, and his sinister viceroy, Roodaka. Protected by the hordes, it has become an impregnable fortress – one that hides the sleeping Matoran.

Aided by the Rahaga, the Toa Hordika begin to hatch their plans to save the Matoran and escape to the island of Mata Nui. But the transformation has affected more than just their bodies, and the Rahaga can only watch fearfully as the Toa’s dark sides grow in strength.

The worst enemies of the Toa Hordika may be... themselves.
A small herd of K Hannah pauses to grazes on the sparse vegetation of a canyon. It is a peaceful moment.

One that can’t last.

Disruptor spinners weaken the Rahi and bring them down.

The Vosorak Kororak move in to finish their task. Wearing the K Hannah up, some will be imprisoned in cocoons, others mutated, with no chance to ask...

Why?? Why harm Rahi that are no threat to them?

It is the Vosorak’s way. Anything that moves, anything that lives must be made silent and still.

I have seen this repeated dozens of times. The Vosorak hordes come, conquer, and leave a dead land behind.
NOT THIS TIME. NOT IN MY CITY.

YOU ARE THE ONE WHO SHOWED ME HOW TO CHARGE THIS RHOTUKA SPINNER WITH MY NEW TOOLS, NOKIRI.

NOW SHUT UP AND LET ME DO MY JOB!

HSSSNIII!

VAKHMA! THIS WAS JUST MEANT TO BE A SCOUTING MISSION!

HE'S NOT LISTENING, RAHASA. THEN AGAIN, WHEN DOES HE EVER?
SEP? I MAY LOOK MONSTROUS NOW, BUT I AM STILL A TOA... A HERO.

"SPORAK SPINNERS DISRUPT ALL FORMS OF ENERGY, EVEN FIRE. THEY WILL BE FREE IN MOMENTS. YOU WOULD HAVE KNOWN THAT IF YOU HAD BEEN LISTENING ON THE WAY."

THAT'S THE ADVANTAGE OF BEING A TOA.

YOU HAVE THE RAW POWER TO CORRECT YOUR MISTAKES!

A TOA, IT'S TRUE. ALSO A FOOL-LOOK!

THE FIRE-SPITTER SEEMS TO HAVE GOTTEN USED TO BEING A NORDICA-HALF-TOA, HALF-RAHIL.

IT'S WORSE THAN THAT, I THINK. HE'S STARTING TO LIKE IT.

THE COLISEUM.

I DO NOT LIKE IT, KOOPAKA!

NOT AT ALL!

KRUNGH!
WHAT TROUBLES YOU, MY KING?

YOU, RAHABA.

I SHOULD HAVE CRUSHED THEM ALL WHEN I HAD THE CHANCE. INSTEAD OF ALLOWING YOU YOUR EXPERIMENTS.

NOW THEY ARE A PLague UPON US!

YOU'RE HAVING SECOND THOUGHTS, MATAL.

AND THIRD, AND FOURTH. THANKS FOR SPOT-NOTICING.

THIS WAS YOUR IDEA. GATHER MATERIALS FOR AIRSHIPS SO YOU CAN TRANSPORT THE MATORAN OUT OF THIS PLACE TO THEIR NEW HOME. THEN WORRY ABOUT REVERSING THE EFFECTS OF THE VENOM ON YOU.

AND ONE, THE RAHABA ARE DUST, AND THE TOA AT MY MERCY... YOUR USEFULNESS WILL BE OVER, MY KING.

...BUT NORKA SAID THERE MIGHT BE A WAY TO CURE OURSELVES... A CREATURE NAMED KERTONGU, WHO HOLDS THE KEY.

I KNOW.

HA! LET ME TELL YOU ABOUT KERTONGU...

MY "EXPERIMENTS" IN THE EFFECTS OF VISCEROX VENOM SERVE THE SHADOWS, AS YOU WILL KNOW... AND PLAGUES CAN BE ELIMINATED.
“Keetongu is the hope of every Vezonak victim—a mighty being whose Khotuka spinner is said to cleanse the system of venom.”

“Of course, that’s if he judges you worthy... and if you can find him.

“There’s only one problem. He doesn’t exist. He never existed. He’s just a myth, Matau.”

But don’t worry... being a Vezonak-spawned freak isn’t so bad. You got used to it.

Wait... you mean, you and the others...?

DID YOU THINK WE WERE ALWAYS LIKE THEY ALWAYS RAHAS?

NOT SO. ONCE I WAS TOA IRUAI, A LONG TIME AGO... BUT YOU NEVER FORGOT, BROTHER.
YOKAAM, ARE YOU MAD? YOU WILL DRAW THE ATTENTION OF EVERY VISORAK FOR KIDS AROUND!

I DON’T CARE! BEING A HOORDIK IS... AMAZING. FOR THE FIRST TIME, I AM TRULY ONE WITH THE SEA. I CAN SENSE ITS CURRENTS, ITS WAVES, THE MOVEMENT OF FISH FAR BELOW...

CAN YOU SENSE HOW MUCH TROUBLE WE’RE IN? THIS MISSION WAS SUPPOSED TO BE DONE IN SECRET!

“LOOKS LIKE THE SECRET IS OUT.”

UNNGHH!

GAHNN!
DON'T WORRY, RAHAGA. I WILL MAKE THEM PAY—

JUST THE WAY YOU SHOWED ME!

NO!
MENACES TO

The **VISORAK** are not the only threat to the city of shadows. These two species pose an unknown danger to **METRU NUI** and its population! When will they strike? And will there be **TOA** to defend the city against them? Only time will tell.

**PROTOCAIRNS**

Surely one of the most bizarre creatures ever seen on Metru Nui, perhaps only their rumored origin is stranger than their behavior. According to legend, the protocairns were once a small group of villagers from another land who willingly exposed themselves to energized protoderms. They were transformed into monstrous, amphibious beasts. Every hundred years or so since then, protocairns appear on the shore of various islands and wreak enormous destruction, actually disintegrating large portions of the coastline. After a short time of this, the protocairns die and their bodies fuse together, forming new and in place of the old they destroyed. While they live, they are extremely difficult to stop, although Vahki squads have had success driving them away over the past few centuries.

Build a Protocairn using pieces from 8736 Toa Hordika Vakama, 8738 Toa Hordika Whenua, 8740 Toa Hordika Matau.
**FROSTELUS**

Icebergs float in the far northern waters around Metru Nui, having appeared suddenly following the earthquake that struck the city. What no one realizes is that these are not natural forms—they are, in fact, homes and “armor” for the beings called Frostelus. Somewhere on the border line between Rahi and Toa-Turaga-Matoran, Frostelus may be former victims of the Visorak or some previously undiscovered species. How they came to be so near Metru Nui, and what their intentions may be, remains unknown.

Build a Frostelus using pieces from 8737 Toa Hordika Nokama, 8739 Toa Hordika Onewa, and 8741 Toa Hordika Nuju.

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Look for instructions to build the Protocairn and the Frostelus at www.BIONICLE.com!
NO, I NEVER MEANT...

BRA-KOOM!

HOW COULD I-P?

As a TOA, you always held back your power, even if you didn't know it... so as not to harm others or bring destruction.

But as a Hoodika... there is little to keep your power in check.

Given enough time, that side of you will take over and you will become that which you have fought against.

Then... then I will just have to find some way to stay in control... to stay a TOA... are you well, Gankip?

I am all right, Nokama...

But I am not so certain about you, Hoodika.
KO-METRU.

CLICK-CLICK...
WHEEET...CLICK...
WHEEET-WHEEET.

WHAT IN NUAH
NUJ’S NAME ARE
YOU DOING?

I HAVE NOTHING
TO LEARN FROM
BIRDS.

YOU ARE
VERY WISE, TOA,
BUT IN THIS NEW
WORLD, WISDOM IS NOT
ENOUGH.

TALKING TO THOSE
RAW UP THERE, YOU
MIGHT WANT TO TRY
IT SOMETIME.

THEY ARE
FLYING FREE UP
THERE.

YOU ARE
DOWN HERE,
MUTATED INTO
A TOA HORDNAK
AND ON THE RUN
FROM THE VISOORK
HORDES.

MAYBE IT
IS THEM WHO
HAVE NOTHING
TO LEARN FROM
YOU, NUJUL.

THEIR TONE IS
ANGRY, NOW IS THE
TIME TO STRIKE.

TOO SIMPLE.
NOTHING IN THIS
CITY IS WORTH HUNTING.
TOA Hedron
PROMISED US GOOD
SPORT, REMEMBER?

I REMEMBER. I
REMEMBER WHAT
HORDNAK DID TO THE
LAST ONE WHO
COMPLAINED, TOO.
YOU SOUNDED LIKE EHRYE.

WHO?

A MATORAN. I USED TO KNOW. HE ALWAYS INSISTED THAT SCHOLARS WERE NOT AS WISE AS WE CLAIMED TO BE.

NUJU... HELP ME... NUJU...

IT CAME FROM IN THERE. WE MUST HAVE ESCAPED THE COLOSSEUM AND BEEN HOCUSING IN HERE ALL ALONG.

NUJU, YOU AREN'T THINKING LIKE A TOA... YOU ARE FEELING, LIKE A HORDIKA. THE VISORAK WILL USE THAT AGAINST YOU.

I AM SICK OF HEARING ABOUT THE VISORAK!

SAYING ALL OF THE MATORAN BEGINS WITH SAVING ONE, AND TO BLAZES WITH THE VISORAK!

BUT...!

I SEE HIM MOVING IN THERE. EHRYE'S IT'S NUJU COME OUT.

NUJU... HELP ME... NUJU...
OONOBRAK CAN IMITATE THE VOICES OF THOSE YOU TRUST. STOLEN FROM YOUR VERY THOUGHTS. I TRIED TO WARN YOU!

I ENRAGED YOUR VENOM CREATURE... AND YOUR WEBS... BUT ONE THING I WILL NOT ENDURE...

...IS YOUR BREATH!

GET BEHIND ME!

WHAT ARE YOU DOING?

BUYING US TIME!

HSSSSSSST!

THAT ICE DOME WILL DELAY THEM, BUT WE HAVE TO GET OUT OF HERE, AND WE CAN'T GO FORWARD, BACKWARD, OR UP...

...SO WE GO DOWN.
NOT THE NICEST OF REFUGES, BUT IT WILL DO.

I DON'T MIND. WE RANAKA LIVED DOWN HERE FOR YEARS, AND NONE OF YOU EVER KNEW.

YOU REALLY NEED TO BE MORE OBSERVANT.

NORIK SAID HE WAS SURE THE VISORAK WOULD COME, EVENTUALLY. THIS WOULD BE OUR LAST CHANCE TO STOP SIDORAK, ROODAKA, AND THE HORRDES.

WHY WERE YOU FIGHTING HERE?

OUR PLAN IS TO BEAT THEM HERE, THEN TRY TO RETAKE THE OTHER LANCS THEY HAVE OVERRUN.

I DON'T SUPPOSE YOU HAVE A PLAN B, DO YOU?

DEFEAT MUTANTS, THE END OF ALL LIFE IN METRUX NUL.

I WAS AFRAID IT WOULD BE SOMETHING LIKE THAT.

TO BE CONTINUED…
Log on to www.BIONICLE.com for the latest BIONICLE 2005 news, including:

- Information on all the new BIONICLE characters in the Legends section.

- More details on post-earthquake Metru Nuvi!

- Exclusive BIONICLE combination model building steps!

- Plus check out the Kanoka Club for new and exciting content, including:

  BIONICLE book sneak previews!

  More “Ask Greg” answers!

  BIONICLE content you can “buy” with your Kanoka points!

WATCH FOR MORE SURPRISES THIS YEAR
**METRU NUI** has changed greatly since the events of BIONICLE 2: Legends of Metru Nui. Here is a quick guide to the earthquake ravaged “city of shadows”

**Po-Metru**
Rockslopes have blocked some canyons and passes. Previously hidden sites have been revealed, like a secret lair of Makuta.

**Ga-Metru**
Dangerous aquatic Rahi infest the waterways, while protodermis experiments have leaked out of the damaged schools.

**Onu-Metru**
The Archives have shattered, releasing Rahi of all sorts to roam the streets in the darkness.

**Ko-Metru**
Knowledge Towers suffered great damage, and fractured canals have resulted in icy pools and pillars of frozen protodermis.

**Ta-Metru**
Molten protodermis has flooded some areas, while shattered foundries fill the metru with fire and smoke.

**Le-Metru**
Now a dangerous, mechanized jungle, Le-Metru is home to many of the wild Rahi who have escaped the Archives.
EVERY 2005 BIONICLE set includes a Rhotuka spinner you can launch! Pull the rip-cord to send the spinner flying as far as 50 feet into the air. You can use your spinners for BIONICLE action, as the Toa Hordika challenge the Visorak hordes— or take on your friends in Rhotuka spinner competitions!

BIONICLE

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