



"THE BOHROK SAGA" PART 1 OF 6

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# BIONICLE™

FARSHTEY • D'ANDA • ELLIOTT



## THE BOHROK AWAKE!



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The Toa have won a great victory in their first confrontation with Makuta. At last, they believe Mata Nui and its people to be safe... but they are wrong.

It begins with the appearance of small, scurrying creatures called Bohrok Va, scouts and heralds for a more powerful species. As the Toa ascend to the surface, they can hear the sounds of chaos coming from up above. Mata Nui is threatened anew by swarms of strange creatures, whose dark secrets will change life on the island forever.

Even a Toa can know fear... when

IF YOU WAKE ONE...  
YOU WAKE THEM ALL



A FEW HOURS AGO, MATA NUI WAS PEACEFUL AND QUIET.

NOW THE GROUND SHAKES AND THE AIR IS HEAVY WITH THE SMOKE OF A THOUSAND FIRES.

FROM EVERY SIDE COME THE SOUNDS OF ANCIENT TREES FALLING, RIVERS BOILING AWAY, AND MOUNTAINS CRUMBLING TO DUST.



ONE QUESTION NOW BURNS IN THE MIND OF EVERY TOA:

WHAT IS HAPPENING? I THOUGHT WE HAD FINISHED OUR QUEST!

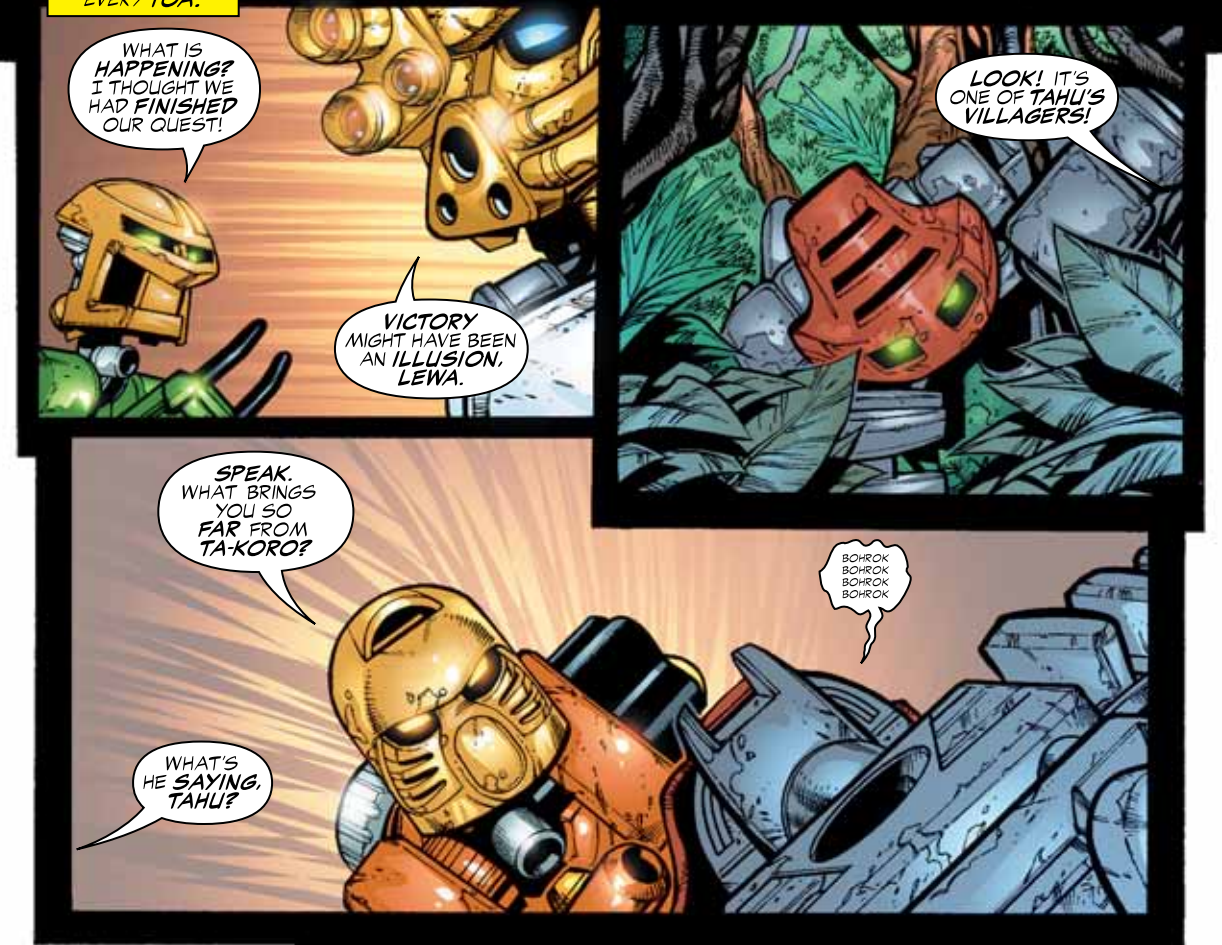
VICTORY MIGHT HAVE BEEN AN ILLUSION, LEWA.

LOOK! IT'S ONE OF TAHLU'S VILLAGERS!

SPEAK. WHAT BRINGS YOU SO FAR FROM TA-KORO?

WHAT'S HE SAYING, TAHU?

BOHROK  
BOHROK  
BOHROK  
BOHROK





ONE WORD -- OVER AND OVER.

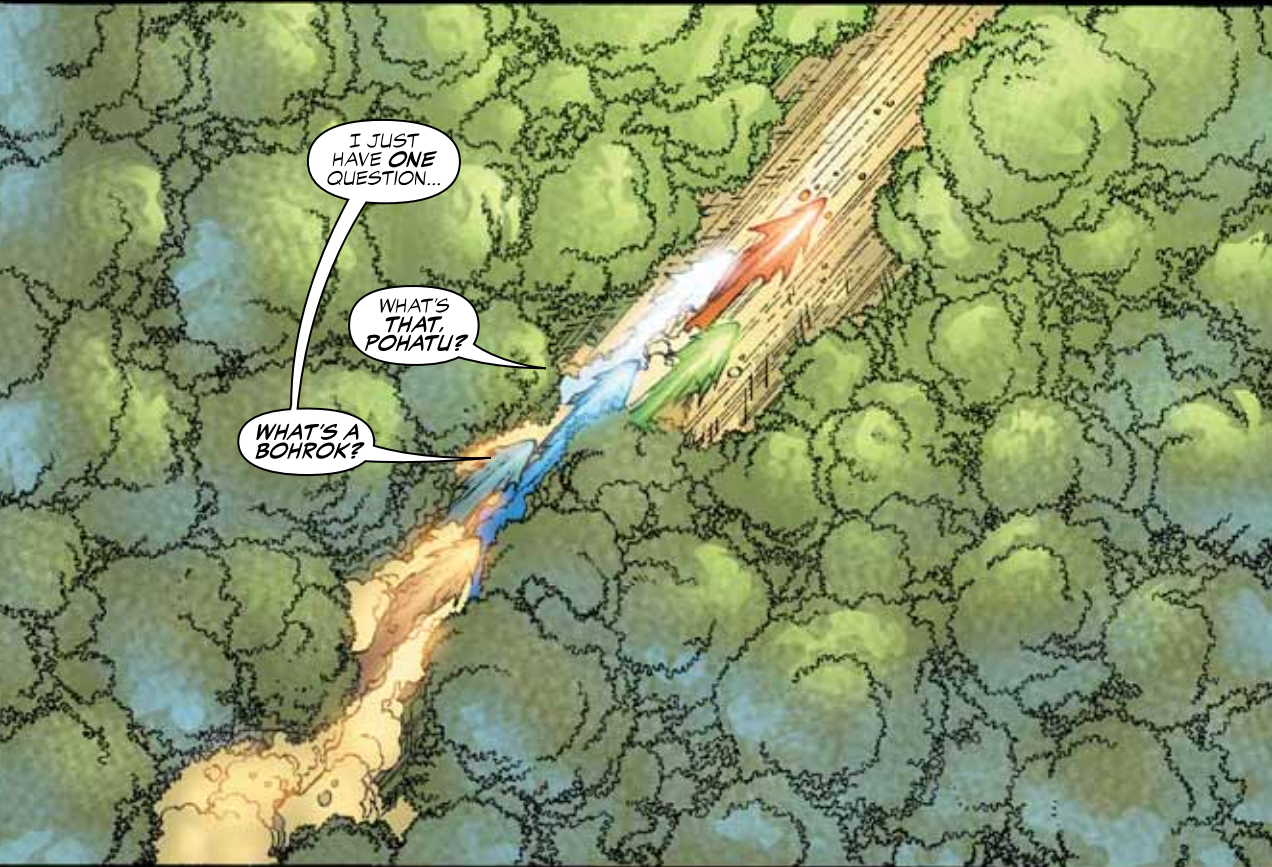
BOHROK.

I WILL RETURN TO TA-KORO IMMEDIATELY.



WE SHALL ALL GO, TAHU.

IF THERE IS A THREAT TO YOUR VILLAGE, IT IS A THREAT TO ALL OUR PEOPLE.



I JUST HAVE ONE QUESTION...

WHAT'S THAT, POHATU?

WHAT'S A BOHROK?

# THE BOHROK AWAKE



I FEAR WE HAVE JUST FOUND OUT.

GREG FARSHTEY - writer CARLOS d'ANDA - penciller RANDY ELLIOTT - inker  
KEN LOPEZ - letterer PETER PANTAZIS - colorist and separator

STAY  
HERE. WE  
SHALL DEAL  
WITH THIS!



THEY DON'T LOOK  
LIKE ANY RAHI I'VE  
EVER SEEN. LET'S SEE  
HOW THEY STAND UP TO  
A CYCLONE.



**CHIKT-CHIKT-CHIKT-CHIKT**

**SSZZZZZZ**



WHAT? ICE!  
MAKING ME  
TOO HEAVY TO  
STAY IN THE  
AIR... I'M --



-- FALLING!

UNNGH!



**CHIKT-CHIKT-CHIKT-CHIKT**



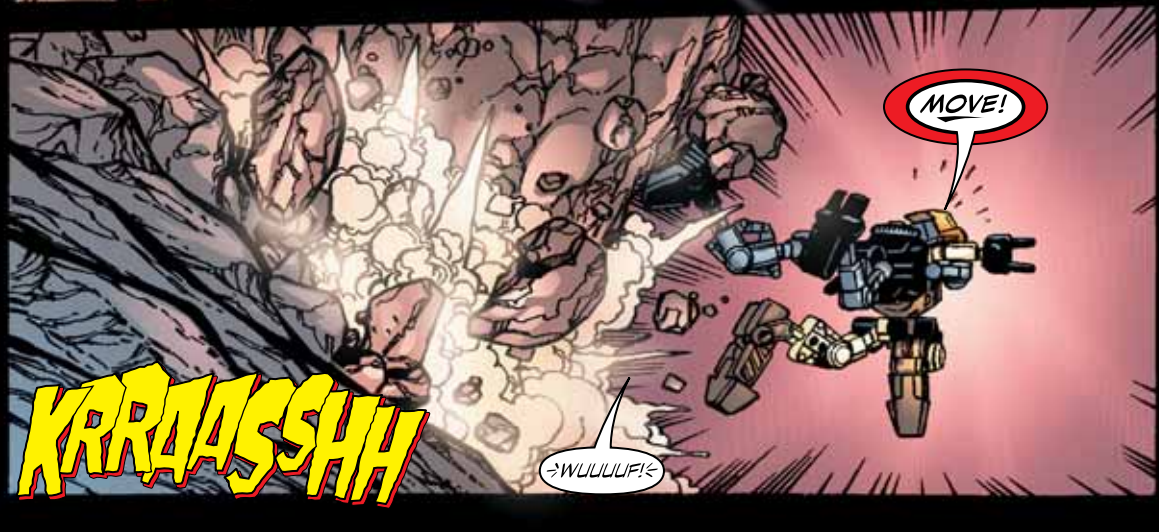
THIS IS CRAZY!  
THEY AREN'T HARMING  
THE VILLAGERS. THEY  
EVEN IGNORE US UNLESS  
WE GET RIGHT IN THEIR  
WAY!

THEN WHY  
ALL THIS CHAOS?  
WHAT CAN THEY  
HOPE TO GAIN  
FROM IT?



POHATU!  
THEIR POWERS  
ARE CAUSING AN  
AVALANCHE!

CHIKT-CHIKT-CHIKT-CHIKT



MOVE!

KRRRAASSHH

>WUUUUU!<

THEIR STRENGTH  
LIES IN THEIR NUMBERS.  
LEWA! GALI!-- COMBINE  
YOUR POWERS!

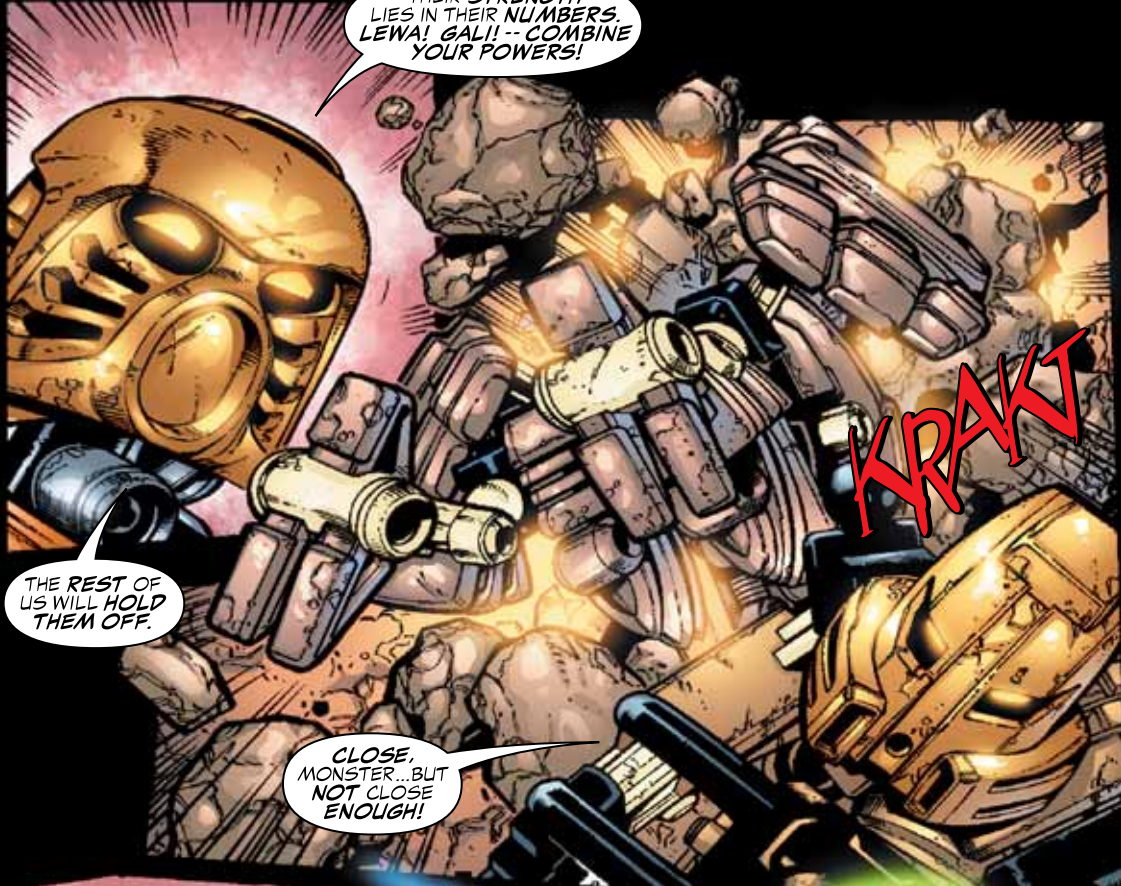
THE REST OF  
US WILL HOLD  
THEM OFF.

CLOSE,  
MONSTER... BUT  
NOT CLOSE  
ENOUGH!

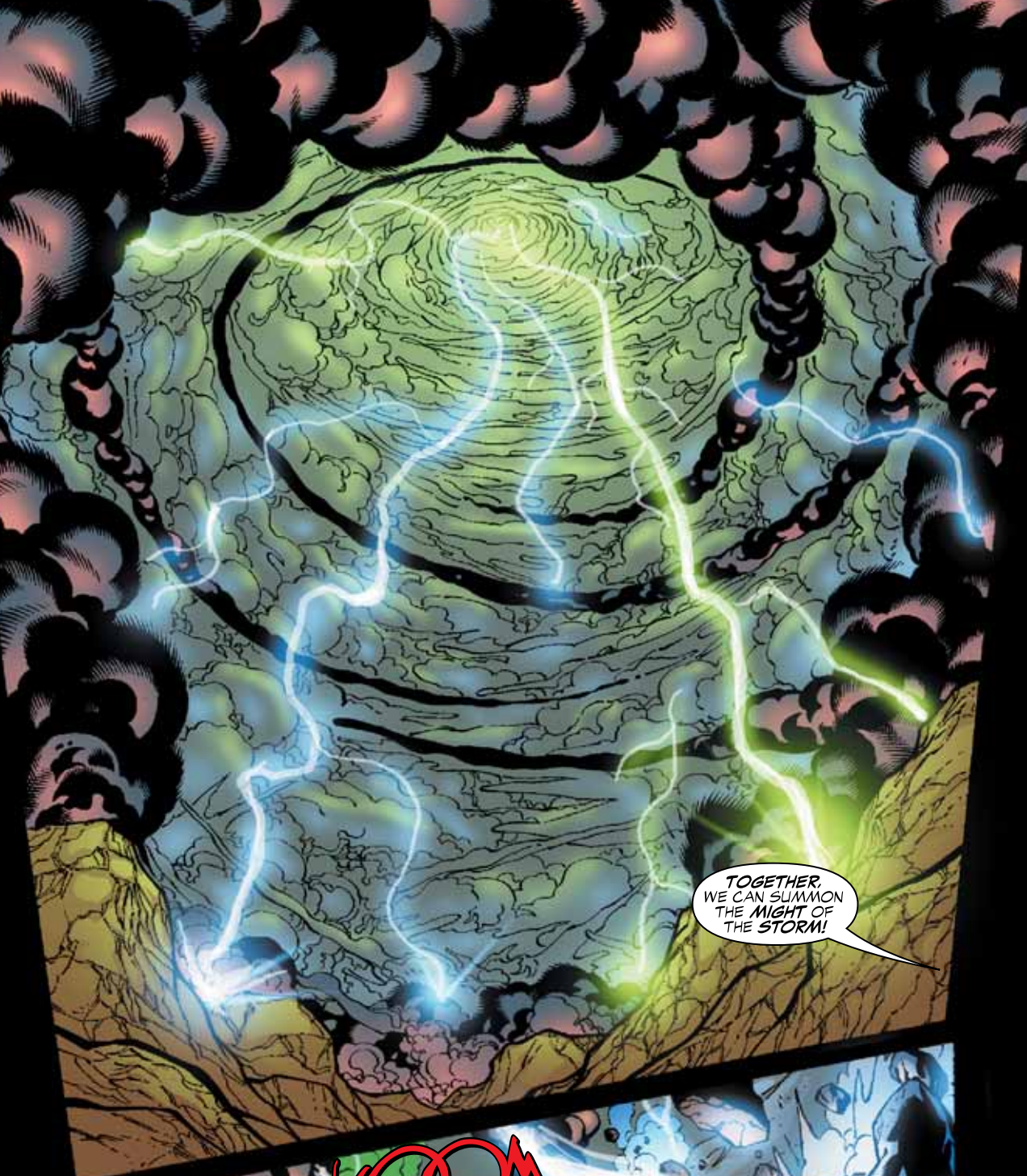
KRAKT

WATER!

WIND!







TOGETHER,  
WE CAN SUMMON  
THE MIGHT OF  
THE STORM!

**KRA-KOOM**



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## Pahrok and Pahrok Va

The Pahrok are steady and methodical, slow to anger, and react to obstacles only when they have no other choice. They can be found throughout Mata Nui, using their control of stone to crumble mountains to dust. The Pahrok Va are easiest of all the Bohrok Va to capture, as they move more slowly than the rest, but physically they are among the strongest of these small creatures.



## Nuhvok and Nuhvok Va

The Nuhvok are among the most mysterious of the Bohrok, as they are almost never seen on the surface. Nuhvok are earth Bohrok, hard workers and incredibly strong, but slow to react to obstacles. The Nuhvok Va dig small tunnels of their own for travel beneath the island.



## Gahlok and Gahlok Va

The water Bohrok called Gahlok are sly and treacherous. They never react the same way twice to any situation, and their unpredictability makes them difficult to capture. They are most often seen in the lowlands and near the rivers of Ga-Koro. In addition to transporting krana, the Gahlok Va keeps an eye out for potential threats to the Gahlok.



## The Bohrok and the Bohrok Va

The Bohrok are loose throughout Mata Nui! Aided by the Bohrok Va, small, quick creatures that act as scouts and couriers, the Bohrok are a threat unlike any the Toa have ever faced. The Bohrok travel in squads of eight, with their roles in the squad dictated by the unique krana they carry.



Tahnok and Tahnok Va

Wielding the power of fire, the Tahnok is quick to anger and often acts without thinking. They are most often sighted in the southern jungles, northern rocky plains, and icy wastes of central Mata Nui. The Tahnok Va uses its small firestaff primarily for defense and is an effective scout for the Tahnok.



Lehvak and Lehvak Va

The swamp Bohrok known as Lehvak are clever, unpredictable, and are rarely sighted in large numbers. Their tactical skill makes them perhaps the most dangerous of all the Bohrok, and no place on the island has been spared their presence. The Lehvak Va use their small blades to cut through dense jungle growth as they scout.



Kohrak and Kohrak Va

Like the ice they can create, Kohrak are cold and hard. Totally focused on their mission, it is almost impossible to distract a Kohrak from what it is doing. They are most often spotted in valleys, lava plains, and open land. The Kohrak Va's claws make it an excellent climber.





THEY'RE FLEEING, GALI-- IT WORKED!

**KRAAK-KOOM**



THEY'RE GONE... FOR NOW. THEY LEFT US A PRISONER, TOO. BUT WHAT'S THAT IN ITS HEAD?



I KNOW THE ANSWERS YOU SEEK, TOA OF STONE, THOUGH I WISH I DID NOT.


**TURAGA VAKAMA!**

WE HAVE KNOWN THE LEGENDS OF THE BOHROK FOR CENTURIES, AND WE PRAYED THEY WERE ONLY THAT: LEGENDS.



BUT THE BOHROK ARE REAL... ALL TOO REAL.





"IT IS SAID THE BOHROK SLEEP AN ETERNAL SLEEP, WAITING TO HATCH.

"ONCE AWAKENED THE SWARMS ARE UNSTOPPABLE..."




"... A FORCE SO POWERFUL, THEY CAN REDUCE MOUNTAINS TO RUBBLE..."

"... AND TURN LIFE-GIVING RIVERS DRY AS THE DESERT SANDS!"



"WORSE, THESE CREATURES DO NOT WORK ALONE."



"EACH BOHROK CARRIES WITHIN IT A KRANA, THEIR GREATEST STRENGTH, ALSO THEIR GREATEST WEAKNESS."




EVEN THE MIGHTIEST OF BOHROK CAN BE HUMBLLED, IF PARTED FROM THEIR KRANA.




"THESE, THEN, ARE THE SWARMS OF THE BOHROK.

"TWO YOU HAVE ALREADY ENCOUNTERED: THE KOHRAK, WITH THEIR ICY BLASTS, AND THE PAHRAK, WHO WOULD TURN THE MOUNTAINS TO CRUMBLING STONE.


"THERE ARE ALSO THE TREACHEROUS GAHLOK, MASTERS OF THE FLOOD TIDE...



"...THE FIERY TAHNOK, CAPABLE OF MELTING THROUGH ANY SUBSTANCE...



"...THE POWERFUL NUHVOK, WHO LURK BELOW...




"...AND -- MOST DANGEROUS OF ALL -- THE LEHVAK, WHOSE ACID VENOM CAN DISSOLVE EVEN SOLID ROCK."



NOW THAT THE **SWARMS** HAVE AWAKENED, ONLY **ONE HOPE** REMAINS.


YOU MUST **COLLECT** THE **EIGHT BREEDS** OF **KRANA** FROM EACH **BOHROK** SWARM. THEY WILL **UNLOCK** THE SECRET TO THEIR **DEFEAT**.

HOW DO YOU **KNOW** SO **MUCH** ABOUT THESE CREATURES, **TURAGA?**



THERE WILL BE TIME **LATER** TO REVEAL **ALL**, TOA OF FIRE. BUT **BEWARE**:

WHEN **WORN**, THE **KRANA** CAN **STEAL** THE **MIND**... AND EVEN THE **TOA** MIGHT NOT BE ABLE TO **RESIST** ITS **POWER**.



**RETURN** TO YOUR **VILLAGES** IF **GATHERING** THESE **KRANA** WILL **SAVE** **MATA NUI**. THEN **GATHER** THEM WE **SHALL**.

LET US HOPE THEY DO NOT **GATHER** US **FIRST**. **FAREWELL**.

THE **OUTSKIRTS** OF **LE-KORO**.



**TURAGA MATAU** AND THE **VILLAGERS** ARE **BRAVE** AND **RESOURCEFUL**...

...BUT I STILL **PRAY** THE **BOHROK** HAVEN'T REACHED **LE-KORO**.



**GREETINGS**, **LEWA**--TOA OF **AIR**.



WE HAVE  
BEEN WAITING  
FOR YOU...

**TO BE CONTINUED!!**



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the NEW

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- **Download** the desktop **TDA** and the new desktop **BOHROK!**
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Check out the **BIONICLE** Lexicon for **ALL BIONICLE** definitions!

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**VICTORY PARTY CANCELLED!**

New fog surfaces in Ta-Toro. Celebrations were just about today when a pair of unknown invaders appeared in Ta-Toro, with the apparent purpose of leveling the village. "They came out of nowhere," said Tahnok's partner, Jil wilyi shukun from the warrior Le-Mata. Kapuna leached the Tea in time!

**Tahnok** BOHROK OF FIRE

The Tahnok are quick, but methodical workers who understand the value of teamwork. If one of their team is hurt or in trouble, they will make sure he is safe before they continue their mission.

The Tahnok are the least passive of the swarms. They are quick to anger and if threatened will attack swiftly and viciously. But when they attack, they do so together, making them all the more dangerous. However, they always strike head on and are not as calculating as some other swarms.

**More Stuff**

• **Trailer**

Choose one of the options below to see Tahnok in action. You need either Quicktime 4 or Windows Media Player 7 to play these movies.

Quicktime 4 (small) - 130K  
Quicktime 4 (large) - 500K  
Windows Media 7 (small) - 130K  
Windows Media 7 (large) - 500K

Kaase Bay  
Krana  
Tahnok Su  
Tahnok Su  
Tahnok Ja  
Tahnok Yu

Find out more about the mysterious **KRANA!**



# TALE OF

*What has gone before...*

Mata Nui was once an island paradise – then Makuta came, bringing darkness and fear. A prophecy foretold that six heroes of legend would appear to save the island, and so it came to pass. Six Toa, each with awesome elemental powers, came to Mata Nui to begin their quest.

To defeat Makuta, the Toa first had to gather six Great Masks of Power. Their efforts took them into great danger, as they faced the Rahi, Makuta's dark beasts. But the Toa were victorious. Each gathered six Kanohi Masks of Power and used them to obtain a Golden Kanohi. Each golden mask contains all the powers of the other six masks combined.

The Toa descended into the tunnels below the island's temple to confront Makuta. There they combined their bodies and minds to form two great Toa Kaita, Akamai and Wairuha. More powerful than ever before, the Toa defeated the Manas, Makuta's crab-like guardians. Finally, they overcame shadow versions of themselves and achieved a great victory over Makuta!



# THE TOA

Triumphant, the Toa returned to the surface, only to discover they now face a dangerous new foe: the Bohrok swarm!



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QUEST FOR THE MASKS

## BOHROK™ SWARM



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### BOOSTER PACK CONTENT:

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A FOIL CARD IN EVERY PACK  
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STORY CARDS

## TRADING CARD GAME

HATCHING IN MARCH 2002



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