







## BIONICLE

ransformed 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.

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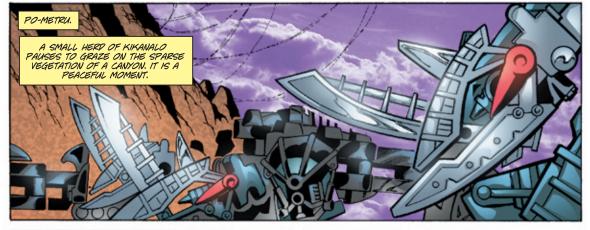
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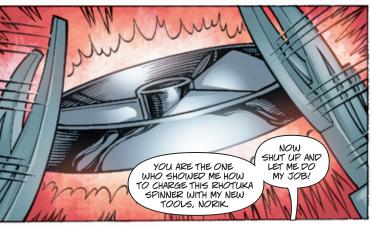


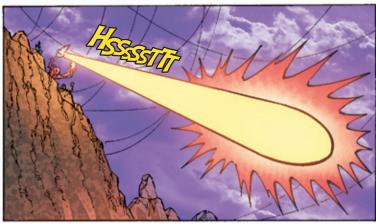


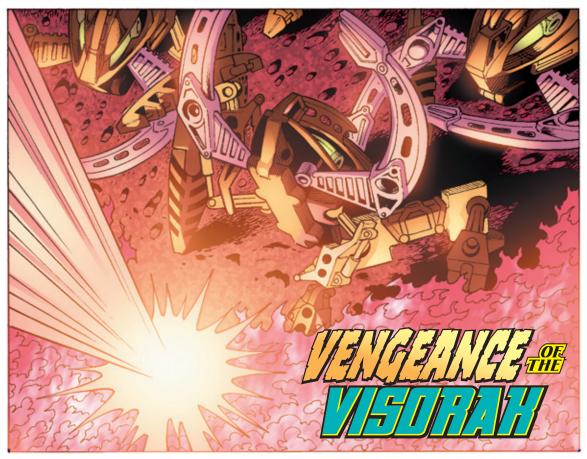


























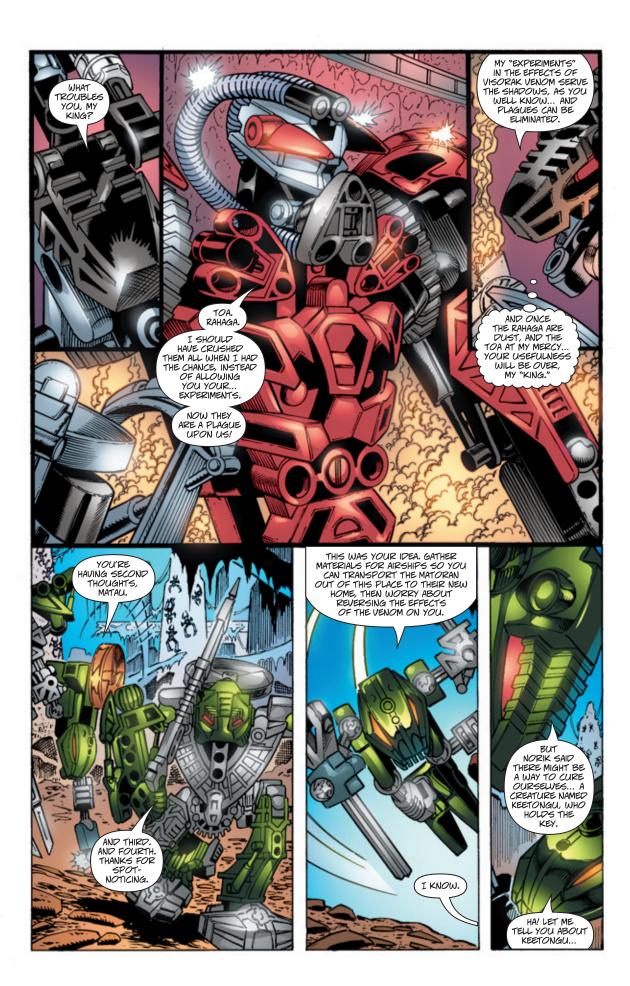




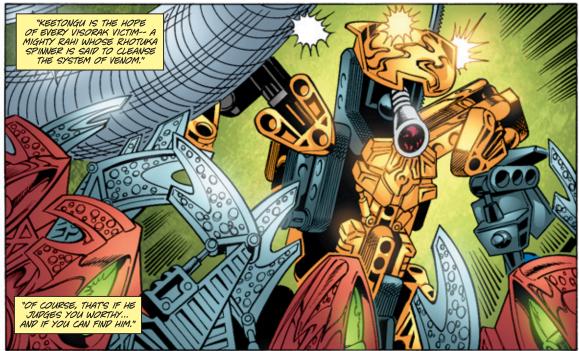














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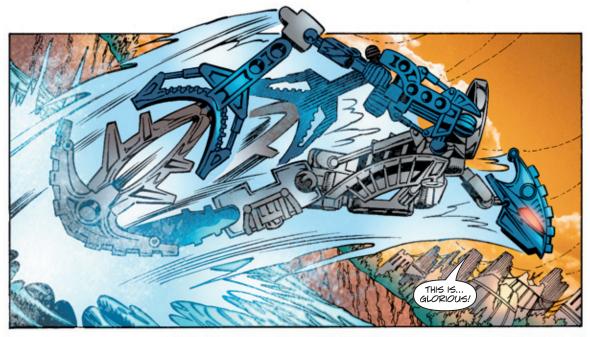














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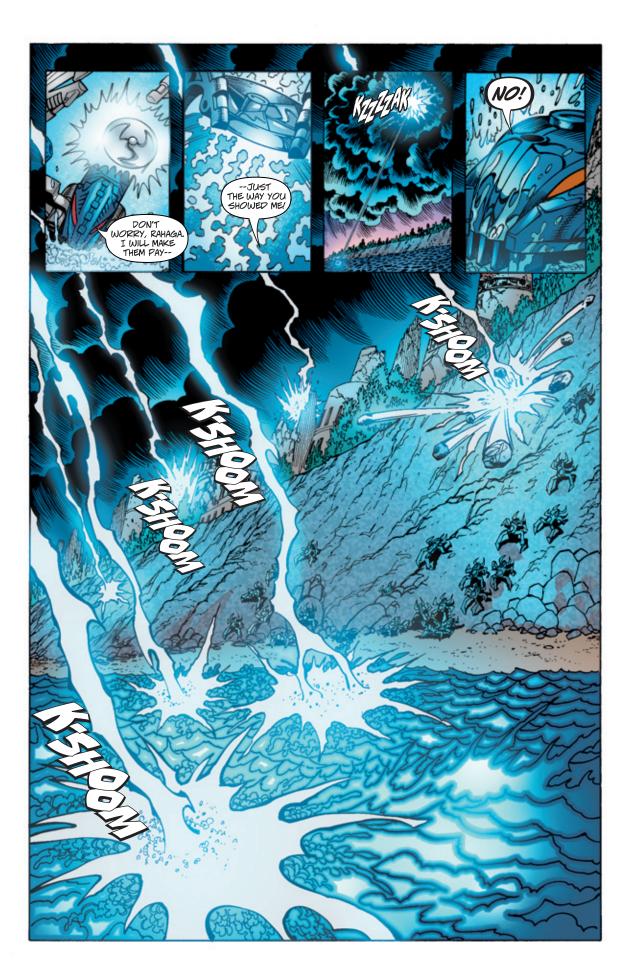


















The VISORAK are not the only threat to the city of shadows. These two species pose an unknown danger to **METRU NUI** and its population! When will they strike? And will there be TOA to defend the city against them? Only time will tell.



## PROTOCAIRNS

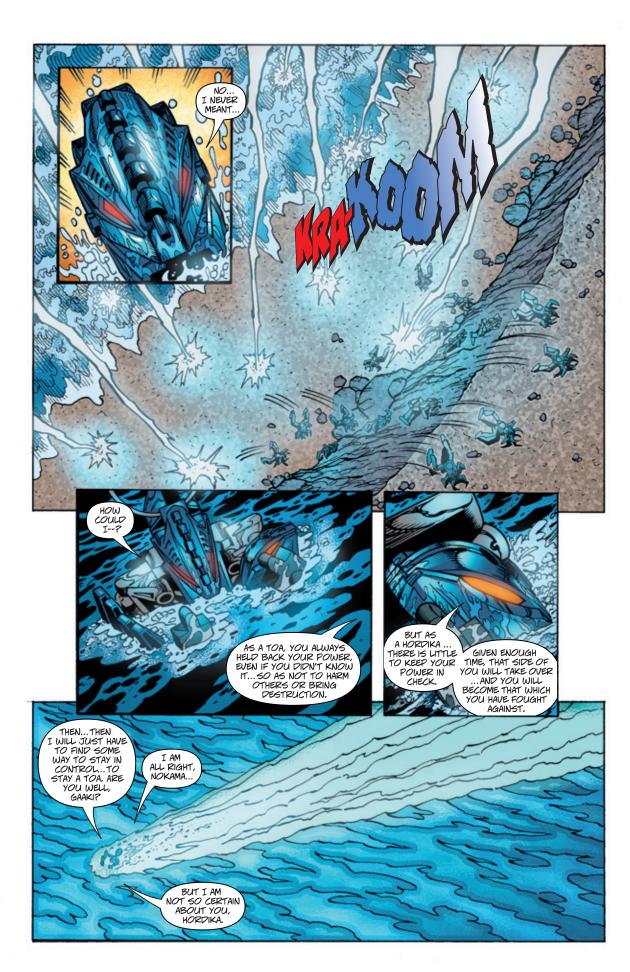
Surely one of the most bizarre creatures ever seen on Metru Nui, perhaps only their rumored origin is stranger than their behavior. According to legend, the protocairns were once a small group of villagers from another land who willingly exposed themselves to energized protodermis. They were transformed 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.





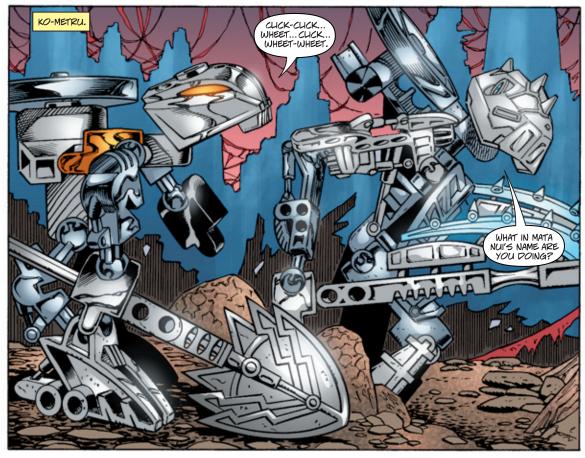


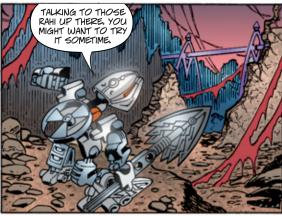


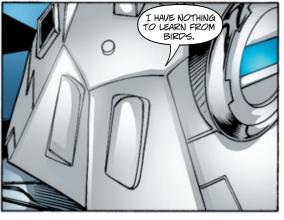


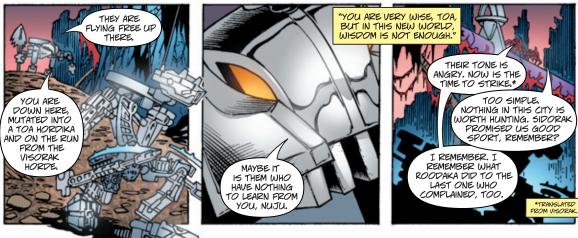








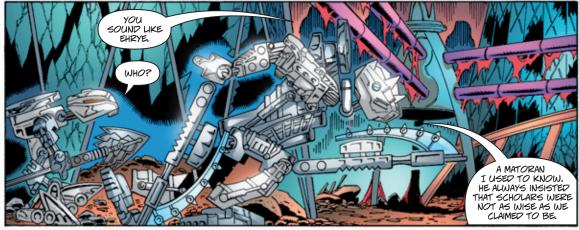






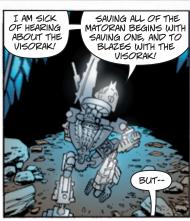


























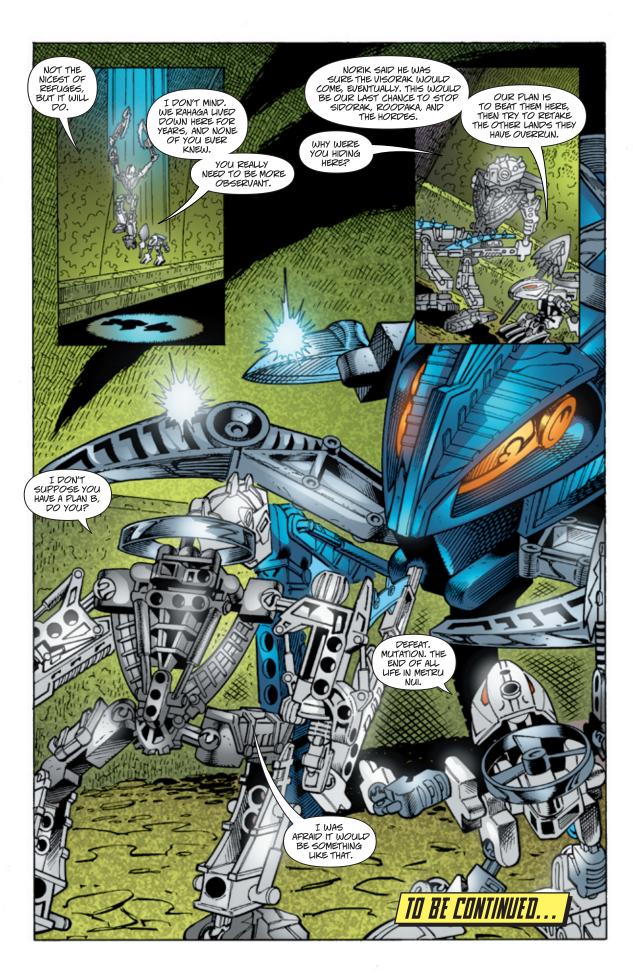














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