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BIONICLE[®] IGNITION

SEA OF DARKNESS



FARSHTEY | SAYGER

THEY CALL THEMSELVES BARRAKI—IT'S A MATORAN WORD MEANING "WARELORD." THEY DWELL IN THE DEPTHS OF A STRANGE SEA, A PLACE ONLY THE VERY BRAVE OR THE VERY FOOLISH WOULD EVER DARE TO GO.

CARAPAR

EHLEK

KALMAH

ONCE, THEY WERE RULERS... HANDSOME, RESPECTED, AND FEARED. TODAY, THEY ARE MONSTERS.

PRIDAK

TAKADOX

MATORAN EVERYWHERE ARE GRATEFUL THE BARRAKI ARE TRAPPED IN THIS PIT. AND THEY WOULD TREMBLE IF THEY KNEW HOW CLOSE THESE SIX WERE TO BREAKING OUT...

MANTAX

Mask of Life, Mask of Doom

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LEADER OF
THE BARRAKI.

THE LEGENDARY
MASK OF LIFE WAS
SEEN FLOATING DOWN
FROM THE SURFACE
WORLD. WE NEED
THAT MASK!

WHAT FOR?
WE'LL STILL BE
STUCK DOWN
HERE, LOOKING
LIKE THIS.


DON'T MIND
HIM. THAT SHELL
AROUND HIS HEAD IS
EXTREMELY THICK
AT TIMES.

THE WATERS
OF THIS SEA TURNED
US INTO CREATURES
WHO CANNOT BREATHE
AIR. BUT THE MASK OF LIFE
CAN UNDO THAT. WE'LL BE
FREE TO RECLAIM OUR
EMPIRES AND RULE ALL
THAT LIVES, AS WE
ONCE DID.

WE CAN
COVER MORE OF THE SEA
SEARCHING SEPARATELY. AND
ANYTHING THAT TRIES TO
STOP US DIES.

WHOEVER
FINDS THE MASK
WILL SIGNAL THE
OTHERS...OR
ELSE.

LITTLE DO THE BARRAKI KNOW THE
MASK THEY SEEK IS NOT SO VERY FAR
AWAY, IN THE HANDS OF A MATORAN...



HIS NAME IS DEKAR, A RESIDENT OF THE UNDERSEA CITY OF MAHRI NUI.

I DON'T KNOW WHAT THIS MASK IS, OR WHERE IT CAME FROM. BUT EVEN I CAN SENSE ITS INCREDIBLE POWER... TOO MUCH POWER. IF IT FELL INTO THE WRONG HANDS...



IT'S TOO DANGEROUS. IT COULD JUST AS EASILY BE OUR DOOM AS OUR SALVATION. THIS MASK MUST BE DESTROYED... AND I HAVE TO DO IT.

TAKADOX BEGINS HIS SEARCH BY VISITING THE BESTIAL NOCTURN, ANOTHER PRISONER OF THE PIT.

YOU'RE SURE YOU HAVE NOT SEEN SUCH A MASK?

CALLING ME A WAR? I COULD SNAP YOU IN TWO--

TAKADOX'S HYPNOTIC POWER WINS HIM A NEW ALLY.

YOU DON'T WANT TO DO THAT, NOCTURN. NOW LISTEN CAREFULLY--IF THE MASK SHOULD EVER COME INTO YOUR HANDS, THIS IS WHAT YOU WILL DO WITH IT...

MEANWHILE, THE OTHER BARRAKI QUESTION THE CAPTURED MATORAN.

AND EXPLORE AREAS OF THIS UNDERSEA REALM EVEN THEY HAVE NEVER VISITED BEFORE.

REVENGE OF THE BARRAKI!

BANISHED TO THE PIT 80,000 YEARS AGO, THE BARRAKI WARLORDS HAVE WAITED MILLENNIA TO HAVE THEIR REVENGE ON THE UNIVERSE. ARMED WITH INCREDIBLE KNOWLEDGE OF BATTLE TACTICS AND THEIR VAMPIRIC SQUID LAUNCHERS, THEY ARE READY TO RISE AGAIN!

8920 EHLEK

Of all the Barraki, Ehlek has the deepest hatred of Matoran. With his electrified spikes, sharp claws, vicious nature, and an army of venom eels, Ehlek is as unpredictable as he is dangerous.

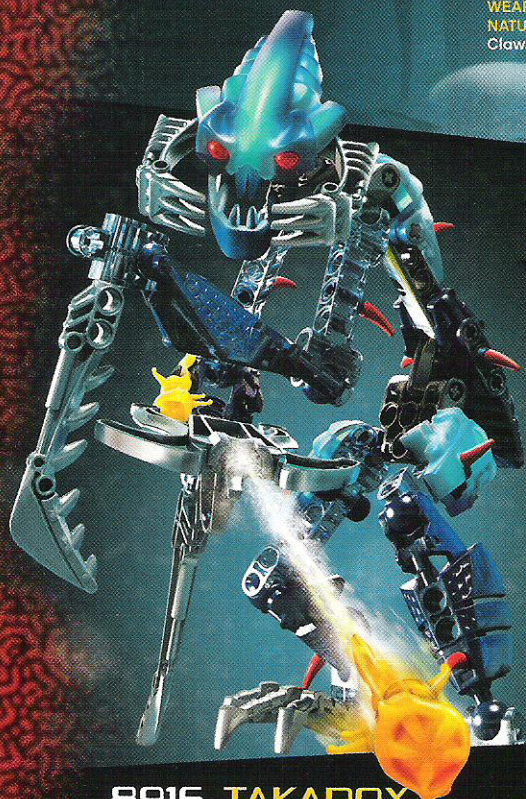
AGILITY: 12

STRENGTH: 10

TOUGHNESS: 9

MIND: 10

WEAPONS: Squid Launcher
NATURAL TOOLS: Protoskeel Claw, Electric Spikes



8916 TAKADOX

Slyest and most treacherous of the Barraki, Takadox prefers to use his hypnotic power to force others to fight his battles for him. With his army of undersea insect life and his cunning intellect, he is one of the more dangerous Barraki.

AGILITY: 9

STRENGTH: 9

TOUGHNESS: 10

MIND: 13

WEAPONS: Twin Knives,
Squid Launcher
POWERS: Hypnosis



8917 KALMAH

Kalmah is always willing to reach out a tentacle and embrace a stranger, be he friend or foe ... and squeeze ... and squeeze. Utterly ruthless, he is in charge of breeding the vampiric squid and turning them into living weapons for the Barraki.

AGILITY: 10

STRENGTH: 12

TOUGHNESS: 12

MIND: 11

WEAPONS: Squid Launcher
NATURAL TOOLS: Tentacle



8918 CARAPAR

Brutal and bestial, Carapar's approach to life is that there is no problem so great it can't be torn to pieces with his claw. Although not as brilliant as Pridak or Kalmah, his strength and his armour still makes him their equal in combat.

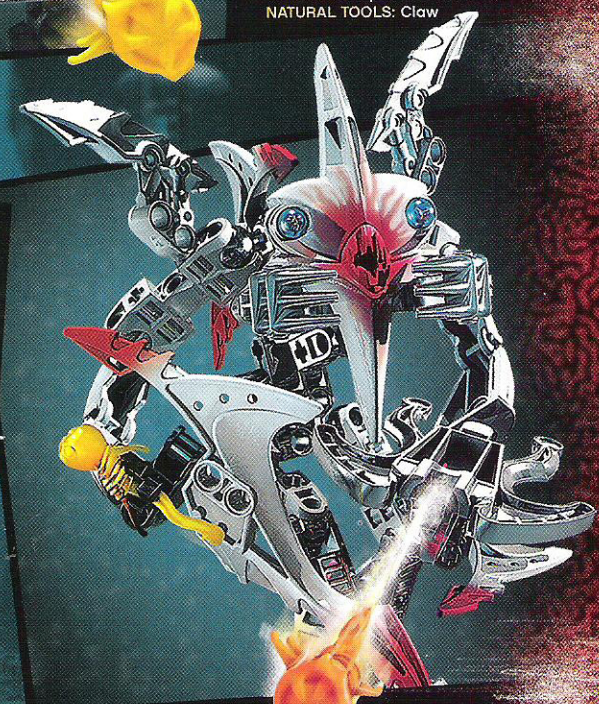
AGILITY: 8

STRENGTH: 14

TOUGHNESS: 14

MIND: 8

WEAPONS: Squid Launcher
NATURAL TOOLS: Claw



8921 PRIDAK

Brilliant strategist one moment, savage warrior the next, Pridak is the unquestioned leader of the Barraki. He rules through strength and through the respect that strength commands. Today, he rules the Pit – tomorrow, perhaps the universe.

AGILITY: 13

STRENGTH: 13

TOUGHNESS: 12

MIND: 11

WEAPONS: Shark Tooth Blade,
Squid Launcher
NATURAL TOOLS: Teeth

8919 MANTAX

The most mysterious of all the Barraki, none of his allies know just what Mantax is thinking or planning. Half-hidden on the sea floor, waiting patiently for prey to swim by, he is as silent as the shadows he dwells within.

WEAPONS: Squid Launcher
NATURAL TOOLS: Pincers,
Head Spikes

AGILITY: 10

STRENGTH: 11

TOUGHNESS: 12

MIND: 10

EHLEK USES THE SEARCH FOR HIS OWN PURPOSES, GATHERING HIS ARMY OF VENOM EELS...

TO ATTACK THE SUNKEN MATORAN CITY OF MAHRI NUI.

AND AT THE SEA BOTTOM...

MY PREY SHOULD BE BY AT ANY MOMENT. ALL I HAVE TO DO IS WAIT...

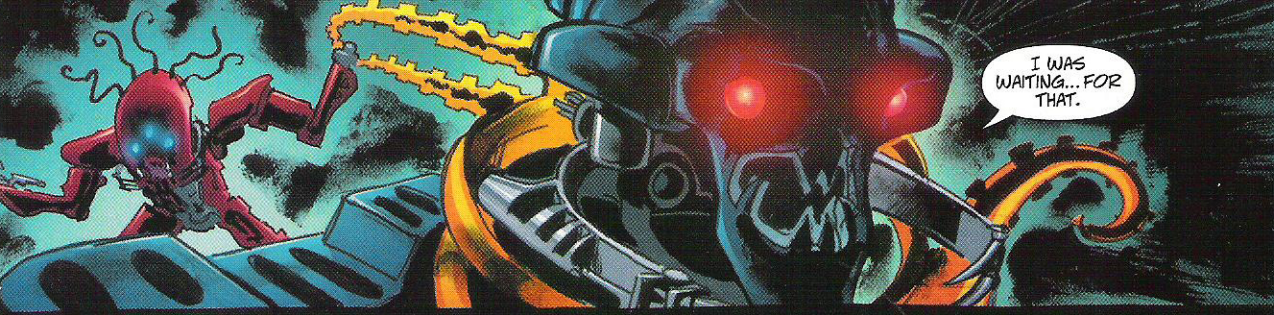
WHAT ARE YOU DOING HERE?

URRRKK!

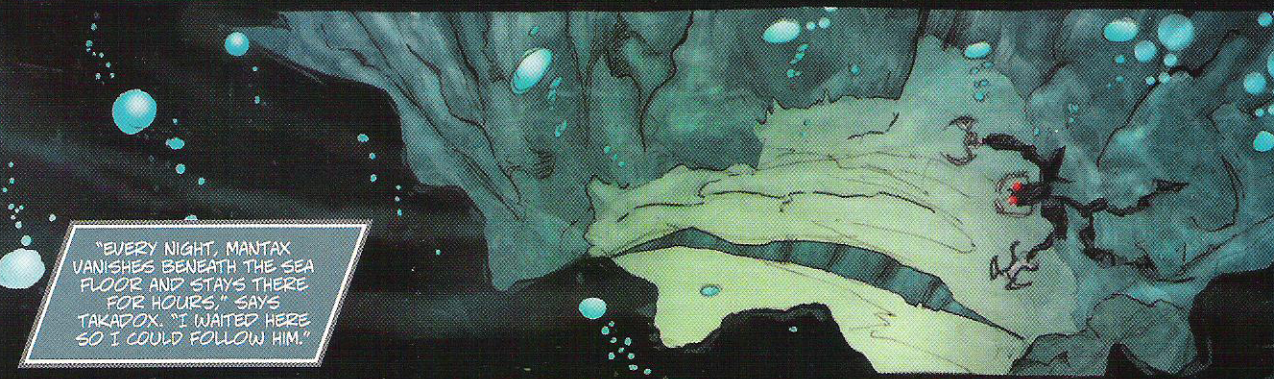
OH, IT'S YOU, KALMAH. YOU HAVE SUCH A... SUBTLE WAY OF SAYING HELLO.

ANSWER MY QUESTION, TAKADOX.

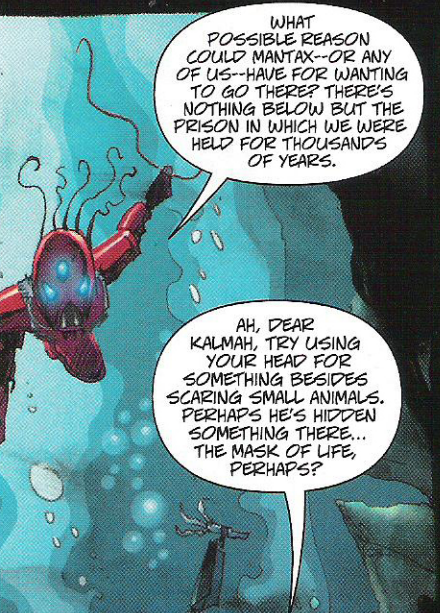
WE ARE SUPPOSED TO BE LOOKING FOR THE MASK OF LIFE... AND YET HERE YOU ARE, SKULKING BEHIND ROCKS.



I WAS WAITING... FOR THAT.



"EVERY NIGHT, MANTAX VANISHES BENEATH THE SEA FLOOR AND STAYS THERE FOR HOURS," SAYS TAKADOX. "I WAITED HERE SO I COULD FOLLOW HIM."



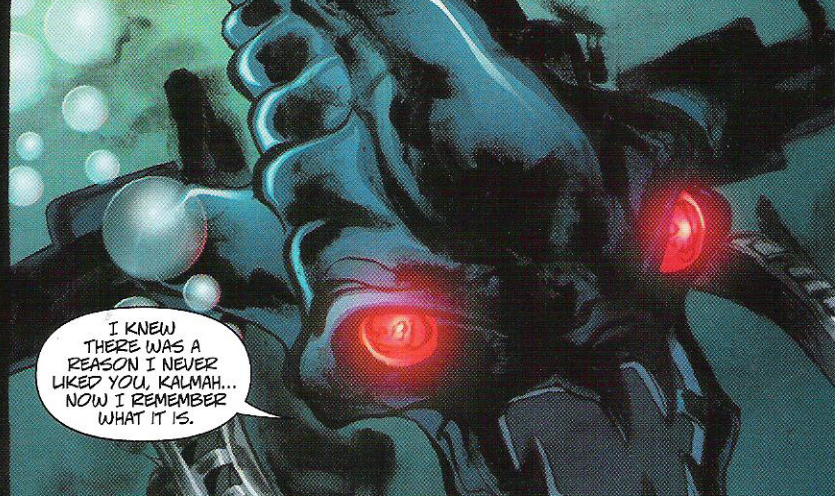
WHAT POSSIBLE REASON COULD MANTAX--OR ANY OF US--HAVE FOR WANTING TO GO THERE? THERE'S NOTHING BELOW BUT THE PRISON IN WHICH WE WERE HELD FOR THOUSANDS OF YEARS.

AH, DEAR KALMAH, TRY USING YOUR HEAD FOR SOMETHING BESIDES SCARING SMALL ANIMALS. PERHAPS HE'S HIDDEN SOMETHING THERE... THE MASK OF LIFE, PERHAPS?



IT WOULD BE JUST LIKE MANTAX TO GET HIS CLAWS ON A TREASURE AND KEEP IT FROM THE REST OF US.

IT WOULD BE JUST LIKE YOU, TOO. ARE YOU ANGRY AT HIM FOR DOING IT, OR AT YOURSELF FOR NOT THINKING OF IT FIRST?

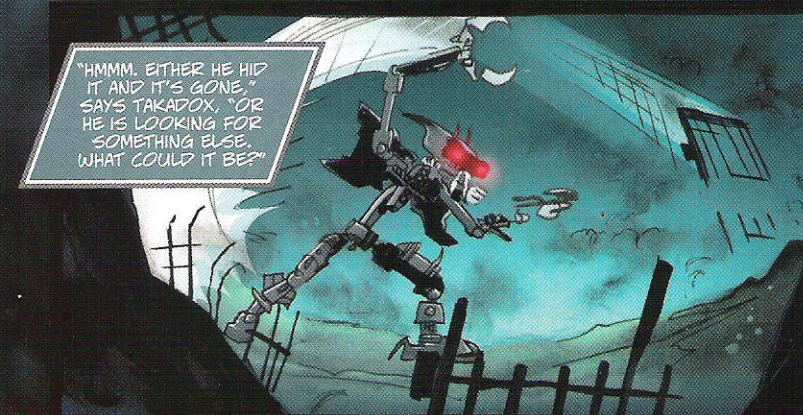


I KNEW THERE WAS A REASON I NEVER LIKED YOU, KALMAH... NOW I REMEMBER WHAT IT IS.



I HATE THIS PLACE. IT'S A FOUL, WRETCHED DUNGEON WITHOUT EVEN A TRACE OF LIGHT.

NO WONDER WE FELT RIGHT AT HOME HERE. WAIT, THERE HE IS!



"HMMM. EITHER HE HID IT AND IT'S GONE," SAYS TAKADOX, "OR HE IS LOOKING FOR SOMETHING ELSE, WHAT COULD IT BE?"



WHAT WAS--?

THOOBOOM



SOMEONE SEALED THE CRACK IN THE CEILING! WE'RE TRAPPED DOWN HERE... AGAIN!



IT'S WORSE THAN THAT...



WORSE?
HOW CAN IT BE
WORSE?

WHEN
WE ESCAPED
FROM HERE A LITTLE
OVER 1000 YEARS AGO...
SOMETHING ELSE
MOVED IN. THEY SENSED
OUR MOVEMENTS...
THEY KNOW WE'RE
HERE...

AND THEY
ARE COMING
FOR US!

To Be Continued...

ENTER THE

BIONICLE

PRISONERS OF THE PIT BUILDING CHALLENGE!

The Pit below Mahri Nui is filled with the worst criminals in the BIONICLE universe – beings whose acts are so awful they have been banished from civilization for all time. But what do these beings look like? What are their powers? And how have they survived so long in this hostile place?

Build a LEGO model of one of these dangerous beings and you could be one of three people to win a LEGO set of your choice worth up to \$50!

How to Enter:

- 1 Build a LEGO model of a prisoner of the Pit using pieces from your BIONICLE collection.
- 2 Take a colour photograph of your model. Only colour photos and photo quality print-outs will be accepted – no Polaroids, please!
- 3 Write an essay of 500 words or less describing your model. Include the name of your creation and its description, along with your own name, age, mailing address and telephone number.
- 4 Mail your photograph (don't fold it!) and essay to:

BIONICLE Prisoners of the Pit Building Challenge
P.O. Box 3700
Markham, ON L3R 6G9

All entries must be received by May 15th, 2007!

NO PURCHASE NECESSARY. All entries must be received by midnight EST May 15th, 2007. Offer void where prohibited or restricted by law. Models must be constructed using only LEGO® pieces. Employees of LEGO Canada, Inc. ("Sponsor") and its affiliates and subsidiaries, advertising/promotions agencies and their immediate families are not eligible to participate. Entries will be judged based on originality (50%), creativity (25%), and essay (25%). Three (3) first prize winners will be selected from all eligible entries. Estimated total retail value of each prize \$50.00. All winners will be notified by phone. Sponsor reserves the right to substitute prizes of equal or greater value. LEGO Company and its affiliates and subsidiaries are not responsible for late, lost, misdirected, mutilated or damaged entries. All entries become the property of Sponsor and will not be returned. By participating in this contest, entrants agree to be bound by the official rules and decisions of the judges. By acceptance of prize, winners consent to the use of their name/likeness/entry materials in any manner by Sponsor for advertising/trade without further compensation unless prohibited by law. By accepting any prize, winners agree to hold the Sponsor harmless against any and all claims, damage, injury caused or liability related to the administration of this contest, participation in this promotion, and/or the use or redemption of a prize.