

# BIONICLE 2004

## LEGENDS OF METRU NUI

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## **BIONICLE STORY 2004**

### **Storyline First Half Year**

In Metru Nui, the city of legends, six new Toa are faced with a new danger. Dangerous plants called Morbuzakh are threatening to wreck the city, and only six incredibly powerful Great Disks can stop them. But the only Matoran who know where the disks can be found have disappeared, as have the disks themselves. Now the Toa must find the missing Matoran and disks to prevent the destruction of the city. But a secret dark force is trying in every possible way to thwart the Toa ... In addition, one of the Matoran is really a traitor, and intends to betray the city and its inhabitants.

In Metru Nui, city of legends, the danger is growing. The huge Morbuzakh plant spreads its vines throughout the city and threatens to destroy everything that has been created by the Matoran over many years.

Six Matoran know how to stop the Morbuzakh, but they have disappeared!

Six new heroes – the Toa Metru - must go on a dangerous search for the Matoran and the Great Disks, while there is still time to save the city.

From the transport chutes of Le-Metru...

To the sub-levels of the Onu-Metru Archives...

To the Crystal Knowledge Towers of Ko-Metru,

The Toa Metru must look everywhere for the missing Matoran.

They must find and save Matoran from a dangerous trap about to be sprung...

The Toa must find out which of the six Matoran is planning to betray the city...

Great danger lurks in the most mysterious places of the city...

Waiting for those who go in search of the legendary Great Disks.

They must combine their strength and experience in the struggle for the final victory over the Morbuzakh in the Ta-Metru Great Furnace.

Together, they must learn to be heroes in the city of legends!

### **Storyline Second Half Year**

Turaga Dume, the leader of Metru Nui, demands to restore order in the island city. He orders the Dark Hunters Krekka and Nidhiki to track down the Toa Metru, and weaves a vile plan to use the Vahki units to control the Matoran. One of the Toa, Vakama, needs to take the lead in the Toa group, and engage in battle with the Hunters and legions of Vahki, who defend the corrupt leader of this wondrous world.

## **TOA METRU**

Once they were Matoran of the city of Metru Nui, each with their own special qualities. Now they have been given the powers of Toa Metru, so they must save the city from the forces of darkness. They must learn to use Kanohi Masks of Power and their Toa tools, and they must learn to be heroes - or Metru Nui will be doomed to destruction.

### **Vakama, Toa Metru of Fire (8601)**

The Toa of Fire and the guardian of Ta-Metru, Vakama was one of the best mask makers in the city. His abilities were revered by all, and Turaga Dume even personally asked him to make a Kanohi Mask of Time. Now he is a Toa Metru, but he is not always sure that he is ready to be a hero. At times, he misses his previous work smelting masks in the forge. Vakama is often visited by unusual visions of the future. Often the meaning of these visions remains unclear, and because of this he hides his "talent" from those around him. Only later will he learn that his visions are the key to saving the city. He has enough wisdom and courage to be a leader, but has no certainty that he will cope with this role. However, Nokama is convinced that it is Vakama who is best suited for the role of leader of the Toa Metru. Vakama has the Kanohi Huna, the Great Mask of Concealment. The mask allows him to become invisible, and in this state he is able to move like a ghost. He has a Kanoka disk launcher. The launcher can direct the course of his fiery energy, or Vakama can simply radiate it from his hands.

### **Nokama, Toa Metru of Water (8602)**

Toa Metru of Water and guardian of Ga-Metru, Nokama used to be a teacher. Now she is a Toa hero, but she has not forgotten her habits of teaching everyone. Sometimes it annoys Matau, and he says that she should listen more and "speak-teach" less. Nokama is very attentive to the duties of the Toa, and is sure that they have the power of the Great Spirit, and can cope with any danger with it. She often misses her old friends, the Matoran, who now do not know how to behave around Nokama. Nokama is wise and extremely clever, and is able to defeat three Rahkshi single-handedly. She is able to see the whole picture and uncover the relationship between unrelated events. Nokama and Onewa are the two best tacticians of the Toa Metru. Nokama has the Kanohi Rau, the Great Mask of Translation, which allows her to read the ancient Matoran dialects and understand dead languages. Her weapons are twin hydroblades, with their help she sweeps through the protodermis channels at high speed. The hydroblades are strong enough to crumble solid rock, and channel Nokama's energy into controlling the water element.

### **Whenua, Toa Metru of Earth (8603)**

Toa Metru of Earth and guardian of Onu-Metru, Whenua, like all archivists, has a passion for studying history. He still cannot believe that he used to be a Matoran, but now he is Toa. He was happy to do his painstaking work in the archives, because he feels uncomfortable in other parts of the city. Whenua is a realist; he knows that the Toa are strong, but still vulnerable. This makes him more cautious, although most often this happens precisely in cases where the danger threatens the Archives. Whenua often argues with Nuju, who believes that the past has no value, and with Onewa, who calls him the "paper rat from Onu-Metru". Toa Whenua has the Kanohi Ruru, the Great Mask of Night Vision. This mask allows him to illuminate the path for the rest of the Toa, as well as giving him the ability of X-ray vision in addition to his normal sight. He has earthshock drills that can dig wells in the ground, as well as create a sound wave when rotated at maximum speed. They direct his power to control the earth.

### **Onewa, Toa Metru of Stone (8604)**

Toa Metru Stone and guardian of Po-Metru. Before his transformation, he was a skilled carver. Like many other residents of Po-Metru, he looks down upon his neighbors from Ko-Metru and Onu-Metru, who do not know the meaning of "real work". Onewa is intensely brave, often to the point of recklessness, never recognizing defeat. He always finds a way to victory. Onewa has no close friends among the Toa, because of his outbursts of anger. He usually accompanies Vakama and Nuju, but he does not believe that either of them is capable of being the leader of the Toa. However, Onewa can be trusted in difficult situations, and he always has a plan of action. He is very self-confident in his actions. Onewa has the Kanohi Komau, the Great Mask of Mind Control, which allows him to influence other

living beings. Onewa has twin proto pitons, with which he is able to climb high-rise buildings and swing from one to the other. With the help of his power, he controls stone.

### **Matau, Toa Metru of Air (8605)**

Toa Metru Air and the guardian of Le-Metru, Matau was the best Ussal crab driver, and constantly set speed records. He is overjoyed by the fact that he is now a Toa and is eager to receive public recognition, leading to great confidence. He is proud, impulsive and stubborn. He always takes responsibility to prove to others that he is capable of being a "Toa-Hero". Matau wants to be friends with Nokama, but she shows no interest in him.

He has nothing against Vakama, but believes that he himself is the best leader for the Toa. Regarding the other three Toa Metru, Matau thinks they take everything too seriously. Toa Matau has the Kanohi Mahiki, the Great Mask of Illusion, which does not only allow the creation of illusions, but allows the user to change reality. He can imitate the voices of other heroes, but their strength is not added to him. He has two aero slicers that can cut through energy fields and additionally serve as wings and a propeller. They are a channel for controlling the strength of the air.

### **Nuju, Toa Metru of Ice (8606)**

Toa Metru of Ice and the guardian of Ko-Metru. Nuju was a universally recognized prophet before becoming a Toa, and at times wants to return to his usual role. He does not take his Toa responsibilities very seriously, because they are not what he would like to do. Nuju does not like that now, as a Toa, he does not have enough time to study science and has to work collaboratively with other Toa. Although Nuju is not completely convinced of Vakama's visions, in practice he realizes that someone must be the leader. At the same time, Nuju does not believe that all of Vakama's orders are correct, and therefore that it is not worth it to follow them. Like all residents of Ko-Metru, he prefers to follow his own path and act in his own way. One can often think of Nuju as being self-absorbed, but he usually builds a sequence of actions in his mind before proposing a plan. Nuju is focused on the future - this explains his ongoing debate with Whenua, who is looking into the past. Nuju has the Kanohi Matatu, the Great Mask of Telekinesis, which allows him to move objects and creatures by the power of thought. He needs to see the target in order to make it move, so his mask has an extended viewing range. Nuju's weapons are a pair of crystal spikes used to climb the steep walls of the Knowledge Towers and to transmit ice energy.

### **Combined Toa Metru Models**

Model : ***Kralhi***

Vakama 8601, Onewa 8604 and Matau 8605

This creature is like a Rahi, but in reality it is entirely mechanical. It is an early prototype of the combat units of Metru Nui. Two dozen of the creatures were built as prototypes. Kralhi can launch an energy ball from their tails to enclose a target. The prototype is able to pump energy out of the victim, leaving the lawbreaker weakened and inactive for a while. Their frightening appearance is similar to the Nui-Jaga Rahi, producing great fear, and their uncontrolled use of their power leads to the fact that afterward, the frightened Matoran cannot work for several days. Ultimately, the Kralhi were to be decommissioned and replaced with more efficient Vahki. However, they refused to go for processing and took refuge in hard-to-reach corners of the Archives.

Combined Model : ***Kraawa***

Nokama 8602, Whenua 8603 and Nuju 8606

At first glance, this creature does not look scary and may not seem particularly dangerous. However, it is kept in the remote corridors of the Onu-Metru Archives, and all contact with this creature has been strictly prohibited. Apparently, its defense against predators is to absorb any force directed against it and use that energy to grow. When the Onu-Matoran tried to drive it into a stasis tube, this Rahi grew to half the size of a Knowledge Tower and wrecked three levels of the Archives before it was finally subdued with the help of Shrink and Weaken disks. The Matoran are not sure whether there are other representatives of this species, but they would like to believe not.

## **MATORAN OF METRU NUI**

The city of Metru Nui is inhabited by creatures called Matoran. Although they are small, they are hard workers and produce almost everything needed in the city, create works of art, and build and repair buildings and chutes. Matoran from different areas of the city have their own unique abilities, temperament and appearance.

Six Matoran play a special role in the first Toa Metru story. They alone know the location of the six Great Disks that the Toa need. But the Matoran have disappeared! Even worse, one of the Matoran is a traitor and plans to betray his comrades and all the inhabitants of the city.

### **Nuhrii, Matoran from Ta-Metru (8607)**

Nuhrii is a skilled mask maker and was a mentor for Vakama at the forge. But as soon as Vakama gained fame as a creator of Kanohi masks, Nuhrii felt offended (which Vakama could not understand). The last straw was when Turaga Dume asked Vakama to create a Kanohi Mask of Time. Now that Nuhrii has discovered the location of the Great Disk, he hopes to use it to make a better Mask of Strength, and he does not care about the danger that threatens the city. Searches led him to the districts of Ta-Metru destroyed in clashes with the Morbuzakh. Like all Matoran, Nuhrii has disk throwing skills. In accordance with the number of poisonous lava eels, he usually uses a level 3 Kanoka disk with the property of Remove Poison.

### **Vhisola, Matoran from Ga-Metru (8608)**

Vhisola is a longtime friend and student of Nokama, and a good athlete. She knows that Nokama is better than her in everything, and this makes her jealous. Vhisola wants to be Nokama's best friend in Metru Nui, but when this doesn't happen, she gets jealous. Her whole home is decorated with carvings of Nokama. Now that Nokama has become a Toa, Vhisola is afraid that Nokama will forget about her. She plans to use the location of the Great Disk to become more famous than Nokama. Vhisola has a level 6 Kanoka disk with the Freeze property, with which she turns the protodermis channels into ice.

### **Tehutti, Matoran from Onu-Metru (8609)**

Tehutti is an experienced worker from Onu-Metru who thinks of nothing else but the total completion of the Archives. Despite his painstaking work, Tehutti feels underappreciated. But if he can find some wonderful thing - for example, the Great Disk - then everyone will begin to respect him. Unfortunately, like many other archivists, Tehutti does not think about the problems of the whole city, only about his small part. He may find the Great Disk, or maybe not, regardless of what will lead to the destruction of the city. In accordance with the number of exhibits moved inside the huge Archives halls, Tehutti relies on level 5 Kanoka disk with the Teleport function.

### **Ahkmou, Matoran from Po-Metru (8610)**

Ahkmou is a builder and carver from Po-Metru who is very skilled at a number of things, but not a master of any. He has come in second to Onewa in everything in his whole life. Now he has a chance to surpass Onewa, if he finds the Great Disk. How far will he go to get his revenge on Onewa? And who is that four-legged creature that he fears? Ahkmou has a level 3 Kanoka disk with the Regenerate effect, a great tool for fixing errors when cutting stone.

### **Orkham, Matoran from Le-Metru (8611)**

Orkham is a chief Ussal crab driver in Le-Metru. He always gets the job done, but very slowly and methodically. He envies Matau's speed and quick wit. He is also convinced that Matau can be very careless, and therefore creates road hazards. Recently, during one of his trips, Orkham noticed the Great Disk in a force sphere in one of the transport chutes. This discovery led him down a dark and dangerous path, which could mean the destruction of Metru Nui. Orkham has a level 4 Kanoka disk with the Regenerate effect, with which he repairs minor damage to chutes.

## **Ehrye, Matoran of Ko-Metru (8612)**

Ehrye can always be found in Ko-Metru, dealing with scholars around the Knowledge Tower. He wants to get a new higher position, but Nuju believes that Ehrye is too careless and irresponsible. In the meantime, Ehrye learns to collect the information necessary in his work, including the whereabouts of the Great Disk in Ko-Metru. In his opinion, the disk will be a good addition to the Knowledge Tower - if the city does not end before that.

Ehrye has a level 3 Kanoka disk with the Regenerate effect, which allows him to repair cracks in the Knowledge Tower.

## **Matoran Combined Models**

Combined Model: ***Kinloka***

Nuhrii 8607, Ahkmou 8610, Orkham 8611

Although this creature resembles a scorpion, it is actually a particularly viscous form of large rodent. A distant relative of Onu-Metru stone rats, this creature was the result of an experiment to produce an animal with a more efficient digestive system. The unsuccessful outcome of the experiment was a creature that is constantly hungry and eats everything in its path. A swarm of these animals is able to consume an entire Po-Metru assemblers' village - houses, tools, everything - within 15 minutes. Hunger makes them ruthless and fearless hunters. Usually they have Weaken disks to slow down their opponents.

Combined Model: ***Kavinika***

Vhisola 8608, Tehutti 8609, Ehrye 8612

Like the basalt eel, this was yet another unsuccessful attempt by the Matoran to tame wild Rahi. These wolf-like creatures were invented to protect lesser objects that Vahki did not want to guard. Unfortunately, their nature is such that they fight with each other, Ussal crabs, and other Rahi - and even with their Matoran owners. As a result of these quarrels, these creatures were expelled from the city - but this was not done with complete success.

## **DISKS OF METRU NUI**

### **Kanoka Disks**

Kanoka disks are used everywhere in Metru Nui. These disks are forged from protodermis and can be thrown manually or using a launcher. Kanoka disks are made in each district of the city, the region of origin can be determined by the color of the disk and by the symbols on it. Every Matoran knows how to use disks. The disks are mainly used for sports and for protection, but also as a material for the manufacture of Kanohi Masks of Power. Some of the Matoran love to ride disks through chutes, but the Vahki frown on this.

### ***Kanoka Codes (See Table in Comics)***

#### ***The Relationship Between Disks and Masks***

Exactly what kind of mask will be obtained from a Kanoka disk - Matoran, Noble or Great - is determined by the level of strength of the disk. The level of disk power is determined by the abilities of the Matoran creating a mask, and the equipment used.

The level of disk power ranges from 1 to 9, where 9 is the maximum level. Level 7 disks can be turned into Noble Masks, Level 8 disks into Great Masks. And only the legendary Great Kanoka Disks have a 9th level of power. Disks with a power level of 6 and below have lost too much energy, and therefore are used only for Matoran masks. Disks with a higher power level have a longer air duration, or a larger impact area, or other advantages. For example, a level 6 teleportation disk can move an object further than a level 1 teleportation disk.

#### ***Sport***

Kanoka disks are used for sports throughout Metru Nui. Matoran compete to see who can create the best and most powerful disk. Winning disks are forged into Masks of Power.

#### ***Defense***

Kanoka disks are an excellent means of protection. When a target is hit, its internal energy is activated. For example, if a Freeze disk strikes a Morbuzakh vine, it causes the vine to freeze. The Matoran use disks mainly against Morbuzakh and the Rahi creatures, who harass the city with their raids.

#### ***Collecting Disks (According to the Story)***

Some of the Matoran devote a lot of time to finding and collecting Kanoka disks. Vahki vigilantly ensure that collectors do not break the law while searching for rarities.

#### ***Great Disks***

The legend of the Matoran speaks of six Great Disks, one located in each district of the city. These Great Disks have a 9th level of power and according to legend, only Toa can retrieve them. No one knows which kind of mask would be created from the Great Disks, although without a doubt it should turn out to be more powerful than a Great Mask. The Toa Metru are sure that these six disks are the only way to defeat Morbuzakh.



## **WORLD OF METRU-NUI**

Metru Nui is a huge island city that lies deep in the bowels of Mata Nui. The Matoran used to live here before moving to Mata Nui. Metru Nui is located in the center of a huge, silvery sea of liquid protodermis.

The city is divided into 6 districts, or "metru": Ta-Metru, Ga-Metru, Onu-Metru, Po-Metru, Le-Metru and Ko-Metru. The matoran of each of the districts participates uniquely in the management of the city. The areas are interconnected by a system of transport chutes.

The main facilities of Metru Nui include the Coliseum, the sports center and the power station in the city; the Great Furnace in Ta-Metru, the Great Temple in Ga-Metru, the Archives in Onu-Metru, the Moto-Hub in Le-Metru, Sculpture Field in Po-Metru and the Knowledge Tower in Ko-Metru.

The city of Metru Nui is ruled by Turaga Dume, and Vahki, the robotic order enforcement units, defend it. Each of the districts is guarded by a different Vahki, but all of them are effective and ruthless law enforcement officers in the city.

### **Metru Nui Map**

#### **Ta-Metru**

##### ***Protodermis Melting Area***

The Ta-Metru district is made up of foundries, furnaces and massive cone-shaped factories, scorched and blackened by soot and coal from molten protodermis flows. It produces almost everything in the city: from Kanohi masks to Kanoka disks and basic tools. To Matoran from other Metru, Ta-Metru is a noisy, dirty, and too-hot place. But without the work that is goes on there, life in the city would come to a stop.

Be that as it may, even the masters of Ta-Metru are imperfect. It happens that sometimes the things they create have flaws, big or small. Even a small crack can make a Mask of Power useless. When this happens, defective products are thrown into melting furnaces for subsequent smelting. Vakama never liked this approach, believing that the Matoran should not get rid of their mistakes, but should learn from them.

The largest smelter in Ta-Metru is the Great Furnace, which has such a high temperature that Matoran can work in it for only a very short time. Currently, no one is working in this furnace due to the presence of Morbuzakh vines there.

##### ***Nuhrii's Home***

Workers of various professions live in Ta-Metru, from the mask makers like Nuhrii, to the Matoran who control the passage of the protodermis through this area. No one immediately becomes a master mask maker. Typically, a blacksmith student begins his career by creating small decorative elements and other insignificant objects.

Ultimately, when the students have sufficient qualifications, they will begin to produce disk launchers and other important things. The best of the best become mask makers, which is the most important profession in Ta-Metru.

The home of Nuhrii is the typical house of an experienced mask maker. On the walls hang Kanoka disks and the masks he has made. The large window offers views of the Ta Metru factories. Most mask makers have desks so that they can craft at home in their free time. That is why Ta-Metru's homes are well-lit - so that blacksmith students can better see what they are doing.

##### ***Forge***

Forges are the second step in the manufacturing process. After purification from impurities in the Ga-Metru, the protodermis heats up passing through the cascade of gates on the way to the forges. Here, molten protodermis is poured into molds, and then the product is stamped, bringing it to perfection. Experience is very important, as poorly manufactured products will collapse from impact or will not work at all.

Vakama spent his whole life in forges. Having started his career as a simple worker, he eventually became a famous mask maker. His skills were so respected that Turaga Dume himself personally ordered the Kanohi Mask of Time from him. However, he soon discovered that he could not make such a mask even out of the best disks he had.

### ***Protodermis Vat Control Room***

After the defective items are remelted in the furnaces, the molten protodermis in the vats is transported back to pour it into the system again.

It is transported to foundries for reuse by workers. Vats are suspended on special cables, and control centers manage the movement of the vats with protodermis. This process takes great responsibility, since in liquid form protodermis can seep through most naturally occurring substances. If the protodermis spills from even one of the vats, vast areas of Ta-Metru will be damaged.

Since Ta-Metru foundries operate around the clock, vats are also constantly on the move. Unfortunately, these areas were unprotected from attack by the Morbuzakh vines. Despite requests from Turaga Dume, additional Vahki Nuurakh patrols were not sent to the processing areas. Among the Matoran, concern arose that if the vines were not stopped, the entire reclamation process would have to be halted to keep the area safe.

### ***Warehouse for Flawed Protodermis Creations***

Defective Kanohi masks and other items are taken to this deserted place to be sorted and sent back to the furnace. Ta-Matoran do not like this place, as it reminds them of their mistakes. Here, piles of cracked, broken, and shattered Kanohi masks greet visitors with blank eyes from empty eye sockets, twisted disk launchers wait their turn to be melted, and many useless Matoran tools collect dust.

The number of such places in Metru Nui is constantly increasing, and they are completely unguarded by the Vahki, who believe that no one would rob a dump. Therefore, this place is very dangerous, and Morbuzakh and wild Rahi can rampage here unhindered.

### ***Ta-Metru Abandoned Home***

The Morbuzakh vines first began to appear on the outskirts of Ta-Metru, destroying factories and forcing the Matoran to leave their homes. Many of the dwellings were abandoned by their residents, who moved in with friends, or closer to the Vahki hives for protection.

This house was located in the area in which Nuhrii lived. All attempts by Toa Vakama to save him were risky with the advent of the Morbuzakh vines.

## **Ga-Metru**

### ***Protodermis Falls and the Great Temple***

Ga-Metru is the scientific center of Metru Nui - it is a quiet and peaceful place. Here, the Ga-Matoran cleanse marine sediments containing protodermis, monitor the ecology of the city, and act as teachers. In this area there is: the Great Temple, the majestic school buildings, and the numerous Protodermis waterfalls. Due to the proximity to the falls, the domes of the ancient temples acquired a blue color over time. When the domes are reflected in the falls, the entire area is highlighted in silver-blue.

The Great Temple is one of the most important places in Metru Nui. It contains the Toa Suva, which is carefully guarded by a detachment of Vahki Bordakh. It is here that six Matoran arrive on a mysterious summons and are reborn as Toa. The Great Disk of the Ga-Metru is hidden under the water surrounding the Great Temple. Strange marine and amphibian creatures live in the sea. The two-headed Tarakava, moved to the Onu-Metru Archives, was caught on the shore of the Ga-Metru after it destroyed several Matoran vessels.

### ***Vhisola's Home***

Vhisola's house is the home of an ordinary student of Ga-Metru. She spends most of her time in the classroom or practicing playing games, so she only relaxes and learns at home. Like most students, she has a portable protodermis cleansing system for homework.

In addition to students, teachers and protodermis purification workers live in Ga Metru. After the protodermis is obtained from the bowels of the sea, it passes through the complex processing system in Ga-Metru, before it enters Ta-Metru for use in production. Very few of the Matoran gain all the skills necessary to perform the cleansing.

## ***Classroom***

Ga-Metru is famous for the most qualified teachers in all of Metru Nui. Their teaching methods were adopted in other Metru to improve the productivity of workers. In Ga Metru, students are trained to cleanse protodermis. They also study the ancient history of the city and much more.

Classrooms in Ga-Metru schools are all alike. Each has a model of a reservoir for separating protodermis, which is used in the purifying process. After studying the operation of the system on this model, students can carry out practical work in the laboratory. Vhisola spent most of her time in the classroom, independently studying Morbuzakh and the whereabouts of the Great Disk of Ga Metru.

## ***Protodermis Lab***

Each school in Ga-Metru has a laboratory with sophisticated equipment for conducting experiments and studying the properties of protodermis. Raw protodermis is piped in from the sea to the laboratory. Most of the experiments are aimed at improving the cleaning technology for this mysterious substance, and the models of the best inventions have been preserved in order to inspire students to new developments.

A special closed section has been allocated in the laboratory for conducting especially dangerous experiments with molten protodermis. Vhisola used this laboratory to study parts of the Morbuzakh vines left by the plant after appearing in Ga-Metru.

## ***Onu-Metru***

### ***Tehutti's Home***

Onu-Metru has two different types of workers: miners and archivists. Tehutti is an archivist, and his home reflects his love of Metru Nui culture and science. Here he keeps his huge collection of exhibits, many of which are very rare and valuable. Among them, you can find a number of carved images of Rahi made by Ahkmou, a carver from Po-Metru.

In addition to cataloging exhibits, Tehutti also has many other responsibilities. He records the arrival of new Rahi that have been captured, and monitors their transport to stasis tubes, and also collaborates with Vahki in investigating cases of smuggled exhibits. He is particularly interested in the activities of Kanoka disk collectors.

### ***Archive Entrance***

Onu-Metru is known for two things: huge Archives and mines of lightstones. This is just one of the many entries to the Archives. Like all entrances, this one is equipped with a complex security system consisting of three combination locks having a unique access sequence (access codes change every day).

Although the entrances to the Archives are on the surface, only part of the Archives themselves is terrestrial. As more and more additional space was required, Onu-Matoran deepened it further and further, creating underground levels and sublevels. Now, the Archives extend virtually under every inch of Metru Nui. Even deeper, underneath the Archives, is a network of tunnels consisting of a complex system of pipes through which protodermis flows and is distributed throughout the city.

The lightstone mining towers are also visible from all parts of Onu-Metru. Miners dig for the crystals, the light of which illuminates the whole city. It is not clear what the source of the glow is - the stones themselves, or an unknown energy hidden within them. Miners often meet unusual Rahi creatures in the mines, which they then catch and transfer for processing to the Archives.

### ***Archives***

The Onu-Metru Archives contain samples of all objects and all the Rahi that have ever been met in Metru Nui. Many of these Rahi are from beyond the city. Once captured by Vahki units, they are sent to the Archives. These Archives are so vast that they cover almost the entire surface of Onu-Metru and extend under the entire city, and deep into its depths.

One of the secrets of archives is that after so many years of growth and expansion, even archivists do not know exactly what is contained there and where it is located. On most doors in the Archives there are no indications of what is inside - and if you do not know what is behind the door, it is better not to open it.

A part of the Archives was destroyed by an unknown villain with the help of a sledgehammer, the tool of a blacksmith from Ta-Metru. Vahki Rorzakh detachments usually anticipate the intentions of such vandals, the capture of which they will pursue with infinite patience.

### ***Archives - Rahi Section***

When the Rahi arrive in the Archives, they are placed in stasis tubes, which slow their life processes to a crawl. After that, they can be studied freely. A living creature can stay in stasis tubes indefinitely. However, if the inner shell of the pipe cracks or begins to leak, then the creature will wake up and run free. It is not known how often this happens, since archivists usually do not like to talk about it. It is known that in the past such incidents caused great damage.

So far, no Rahi have been able to escape from the Archives into the city. One of the advantages of this place is that the fugitives are usually lost in the corridors and find no way out. For transportation of exhibits from one section to another, Archivists use transport carts.

### ***Exhibition Receiving Area***

These hangars are points of receipt of new exhibits. Vahki detachments, or employees of the Archives, bring small exhibits or Rahi here. Oversized items and creatures are transported by chute or by air. The workers of this section should have strength and courage, since their job is to restrain Rahi and drive them into stasis tubes. If they do their job poorly, or damage the inner shell of the pipe, the creature will flee and try to escape the Archives.

### ***Sublevel***

Onu-Metru has several sublevels of Archives. They contain insignificant exhibits - various objects that have not found a place on higher levels - as well as Rahi which escaped from imprisonment in stasis tubes. It is known that at least one Rahkshi was able to escape from the archivists. A wild Muaka also lives in one of the rooms.

The Matoran are advised not to enter the sublevels without escort by archivists, but Onu-Matoran themselves do not like to be there. The thought of the existence of the two-headed Tarakava, the mutant crab, and the other mutated Rahi discourages them from going down to the sublevels.

## **PO-METRU**

### ***Ahkmou's Home***

Ahkmou is a master carver and his home is a reflection of his profession. Everywhere you can see examples of his wonderful work. His favorite graphic subjects are the various Rahi that he sees in Po-Metru, or while traveling through the Archives. Po-Metru is the home of artists and stone carvers with different skill levels. Unprocessed and unfinished masks, tools and other items made in Ta-Metru are sent here for decoration. Po-Metru also produces various sculptures, large and small, installed everywhere. Unlike other districts, Po-Metru has a lot of open spaces, and settlements are just points on a beautiful landscape.

### ***Carving Area***

Unlike the Ga-Matoran and Ta-Matoran, Po-Matoran workers work with solid, not liquid, protodermis. Most of it comes from Onu-Metru, where the miners mine it during the extraction of lightstones.

After cutting, small blocks of protodermis become works of art. Tools and masks from Ta-Metru come here for finishing. Larger blocks are delivered to the Sculpture Fields to turn into massive statues. Each carver has his own set of tools and stores it in his desk. Carvers are proud of their tools and do not share them with others.

### ***Warehouse of Unfinished Parts***

Protodermis blocks and other unfinished parts are stored in such Po-Metru warehouses. When a carver needs any of the parts, he comes here to the warehouse and finds it. Unfortunately, Po-Matoran are not as attentive as Onu-Matoran, so parts are scattered throughout the warehouse in various combinations. Often it takes a lot of time to find the necessary things for work.

### ***Sculpture Fields***

From whence start out all the sculptures in Metru Nui - the Sculpture Fields. This is a huge open space, scorched by the sun to a state of desert. Blocks of protodermis arrive here, either via transport chutes, or along channels of protodermis in flat-bottomed ships. Once upon a time, Po-Matoran realized that only such an open place would be suitable for their work. Statues and other sculptures are too large to fit inside buildings. They are taken from the Fields and transported to another areas.

Conflicts on the Sculpture Field are resolved by Vahki Zadakh, who, without hesitation, use their shocking weapons.

On any given day, you can see an army of workers on the Sculpture Fields. They stop only in two cases: at the end of the working day, or when dangerous Rahi, such as tunnelers, appear. After the end of the working day, herds of wild Kikanalo begin to roam the Fields, digging in the ground and looking for abandoned protodermis residue. The territory to the horizon is full of unfinished giant statues and towers, towering like Arizona mesas. Toa Onewa learned that using his proto-pitons, he can easily move through the Sculpture Fields.

Years of soil plowing in search of protodermis residue have led to some parts of the field becoming unstable. The statues sometimes begin to sink into the ground, and even traveling through these territories becomes dangerous.

### ***Po-Metru Chute Station***

All transport stations in Po-Metru are used mainly for the transport of goods, both protodermis on freight carts and finished products in the same way. Thousands of tons of protodermis pass through the station every day.

## **LE-METRU**

### ***Orkham's Home***

Like most Ussal crab drivers, Orkham has a house very simple in design. The main detail in his house is the huge transport map of Le-Metru. The transport system in Metru Nui is so complex that even Turaga Dume barely understands it. But for every Ussal driver, to know all the turns and meanders of the road is a matter of honor.

Ussal management is only one of the activities at Le-Metru. In addition, residents look after the Moto-Hub, repair chutes, control the movement of the protodermis and perform hundreds of other tasks. Le-Matoran love to travel to other Metru, as it is necessary to keep the transport system in motion.

### ***Moto-Hub***

Le-Metru is the center of the Metru Nui transport system, including roads, chutes, canals and cables. Chutes are pipes filled with liquid protodermis and remaining in a stable state thanks to walls of magnetized protodermis. Chutes pass through the whole of Metru Nui and are used to move Matoran and cargo. Chutes must be maintained in working condition so that none of the Matoran are caught in suspended motion. During rush hour, chutes increase in size to match passing passenger traffic.

The direction of movement of the protodermis is controlled by a motor drive. The flow stops from time to time, in accordance with the situation, but does not reverse. It is believed that this could harm the transport system. Le Metru workers spend a large part of their time on repairing the damage done by Vahki Vorzakh, who destroy everything in their path in pursuit of lawbreakers.

In addition to the chutes, Le-Metru houses roads and canals, and there are factories where the vehicles themselves are produced. Cargo trolleys, Ussal carts, and flying machines are made here for the whole of Metru Nui.

### ***Chute Station***

Next to the Onu-Metru Archives, Le-Metru is the second easiest place in the city to get lost. Countless chutes and cables make this place look like a jungle. Flying Rahi make their nests on the upper levels of Le-Metru.

Le-Matoran are speed demons. When they aren't rushing along chutes or jumping on cables, they compete with each other in speed on makeshift vehicles. Riding chutes is considered safe, at least as the Le-Matoran claim. But there is one threat to travelers that is not much talked about - these are force spheres. When a large leak occurs in the tube, the magnetic field supporting the tube disappears and bends inward. After that, it moves along the chute, creating interference inside and growing rapidly.

When the sphere becomes too large and strong, it explodes, breaking the line and pulling inward the surrounding objects.

## **KO-METRU**

### ***Ehrye's Home***

Ko-Metru is the home of disciples and prophets (and of those who, like Ehrye, hope to become a disciple someday). Here they collect ancient prophecies and peer into the stars in the hope of knowing the future. While the rest of the Matoran are focused on production, the Ko-Matoran spend their time searching for the truth. Ehrye's home has a model of a protodermis basin. New Knowledge Towers sprout from such basins.

### **Chute Station**

This transport station is in the heart of Ko-Metru, located next to the highest Knowledge Towers. Around the station, Ko-Matoran are constantly moving throughout the day. Most of them are so busy that when passing they do not notice each other.

Chute stations are located everywhere in Metru Nui. Usually the stations are the landing site of Matoran, however, goods also go here. Many of the Knowledge Towers have cute stations inside.

### ***Knowledge Tower***

The Knowledge Towers are huge crystal structures, the tallest buildings in Metru Nui. Inside, Ko-Matoran study science and analyze facts, trying to predict the future. They are fully focused on their work and communicate with each other only in case of emergency. As a result, Ko-Matoran do not seem very friendly. The Ko-Matoran look down on Onu-Matoran, whom they think are too deep in the things of the past. They are tolerant of the work of Le Matoran, since the chute repairs do not particularly interfere with their educational process (although they would like Le-Matoran to do their work more quietly). One of the responsibilities of Toa Nuju is the protection of the Knowledge Towers. Despite their size, they are actually very fragile. The towers are so tall that often their roofs are covered with ice.

Nuju uses crystal spikes to enter the Towers and to move from one Tower to another. The towers are also defended by Vahki Keerakh units, one of the most effective combat units. Keerakh are known for their ability to anticipate a conflict situation and move to the scene ahead of its occurrence.

Even the presence of Vahki could not stop the Morbuzakh, who destroyed several Knowledge Towers. To restore the Towers, it is necessary to place a special crystal in a prepared protodermis basin. A new Tower will grow out of this basin.

## VILLAINS OF METRU NUI

### **Morbuzakh**

The Morbuzakh is a blackened, twisted plant that appeared not so long ago on the outskirts of Metru Nui. Its huge vines wrap around entire buildings and crush them into powder. After the Matoran failed to stop the spread of the plant, they abandoned their homes and fled the outskirts of the city. The Morbuzakh vines are vulnerable to cold, but fire does not interfere with the plant in any way. In fact, the Morbuzakh is one of the few living creatures that can survive in the Ta-Metru fire pits. Morbuzakh vines appeared in every district of the city and entire blocks of the city were abandoned. Many Matoran disappeared after the appearance of the Morbuzakh. The plant's vines appear and disappear, making their way through cracks in the ground, attacking, and vanishing again. Transport systems were especially affected by the Morbuzakh. The Morbuzakh is ruled by a king root hidden somewhere deep in the city. This root has a mind that can communicate through telepathy. Vakama's visions show that only the power of the six Great Disks can stop the Morbuzakh.

### **VAHKI**

Vahki are the guardians of the city of Metru Nui. Their job is to maintain order, even if they need to use force to do this. They gather in hives in each of the districts of Metru Nui, and in the event of unrest, they move forward, chasing the offending Matoran and forcing them to return to their homes. They do not apologize or explain their actions; they are only interested in the enforcement of the law. Although they seem cold and soulless, many Vahki are highly enthusiastic in their work.

### **Vahki Nuurakh**

Vahki Nuurakh is the fastest Vahki ever. One moment, they are sitting quietly in place, and the next they could be absolutely anywhere.

Vahki Nuurakh do not pursue their victims, but surround them. It's easy to make them angry, and when provoked, they can even fight with each other. Their Staffs of Command instill in the victim's mind some kind of command that the stunned Matoran will follow, forgetting everything else until the effects of the staff pass.

These Vahki from Ta-Metru are the fastest, and prefer to hunt in packs. But if they cannot find a victim, they will fight with each other.

### **Vahki Zadakh**

Vahki Zadakh are ideally suited for open areas of Po-Metru, since they run the fastest in a straight line and hardly change direction. They are huge, strong, and always among the first to join the fight and the last to leave the battlefield. Their Staffs of Suggestion make their target easily suggestible, and for a short time, a stunned Matoran will execute any orders.

The huge and strong, Vahki Zadakh from Po-Metru solve any problem by force and, as a rule, fight to the last.

### **Vahki Bordakh**

The Bordakh of Ga-Metru are tactically the most cunning of the Vahki, usually working in small, highly mobile groups. They do not like fuss and risk, but take great pleasure in the hunt. The Matoran have a saying, "Vahki Bordakh love everything that runs." Their Staffs of Loyalty produce such an effect on the Matoran that they themselves begin to monitor order and safety and look for troublemakers to surrender to the Vahki.

These Ga-Metru Vahki prefer to hunt in small mobile groups, and often hunt Matoran for the pleasure of pursuit.

### **Vahki Vorzakh**

Vahki Vorzakh do not tolerate hide and seek. If they want to find someone, they will sweep away everything in their path until the Matoran they are looking for appears (the Matoran of Le-Metru spend most of their time repairing the damage done by Vahki Vorzakh). Their Staffs of Erasing are incredibly powerful, able to temporarily eliminate higher mental functions in Matoran, leaving only motor functions intact.

Le-Matoran have grown used to seeing these unfortunates, called "shamblers," wandering through the metru.

The powerful and impatient Le-Metru Vahki don't like looking for their target for a long time, they simply knock everything in their path to the ground.

### **Vahki Rorzakh**

The Vahki Rorzakh of Onu-Metru do not know fatigue. Although they are not the strongest or fastest of all Vahki, they never give up chasing an opponent. They will continue to chase anywhere, no matter how far and how long they have to run. Their tactics are to wait until their victim is exhausted, and then get even with them.

Their Staffs of Presence have the longest duration of action, allowing the Vahki to see and hear everything the hit Matoran does without raising their suspicion.

Fatigue-free Vahki Rorzakh from Onu-Metru will chase their victim to the very borders of Metru Nui, if necessary to complete the task.

### **Vahki Keerakh**

The Vahki Keerakh from Ko-Metru is great for a district where residents foresee the future. Vahki Keerakh are always one step ahead of anyone they chase. It is useless to hide from them, because they are probably already waiting for you in the place you are going to hide. The Staffs of Confusion of Vahki Keerakh confuse the victim and disorient them so much that they become harmless. Often you can meet frightened Matoran from Ko-Metru, wandering aimlessly around the other Metru, not understanding where they are or what day it is.

The quick and cunning Vahki Keerakh from Ko-Metru is always one step ahead of the person they are chasing.

### **Turaga Dume and Nivawk**

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

### **Nidhiki**

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.

### **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 strange a strange team, but Krekka's raw power and ability to launch energy nets make him a danger to all in Metru Nui.