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Toa metru kaita

Toa will unite, and once combined, they will have more power. They will combine their skills, their knowledge, their will to become Wisdom and Courage. Vairuha and Gayati, as the prophecy says. They will become Toa Kite. - Turaga Nuju (translated by Matoro), Mata Nui Online game
Toa Kitea Creatures forming a fusion of three toa different elements of power depends on the status of Toa There are no Where to Stop no Toa Kite creatures arising from the combination of bodies and minds of the three Toa different elements. Table Content Show All Toa have the ability to connect to Kite. The combination also creates a new Kanohi containing the credentials of all three masks worn by Toa. Each Kite Toa is a different being, and he gets a new name. Kaita combines and strengthens all the attributes of Toa that make up him, both physical and mental. In addition, the fusion is faster, stronger and smarter than Toa, and can combine their elementary forces. Keita's Toa continues until he manages to focus on communication; when he is disoriented, he returns to his former forms. Makuta also has the ability to disable these mergers. The only known Toa who created Kaita are Toa Mata - they teamed up in Akamai and Wairuha, on the way to the headquarters of Maticu Teridax. Along the way, they encountered Manas crabs, but at the entrance to the Chamber of Teridax they disintegrated as a result of his power. The Toa Nuva Kaita Toa Nuva Kaita, as the name suggests, is the result of the merger of the three Toa Nuva. Like the usual Kaita Toa, the merger has combined masks and powers that make it toe and can use them simultaneously. The difference is that The forces of Toa Nuva Kite are stronger and he can share the power of his masks. It also has extra armor. The only known Toa Nuva Kite that was created was Wairuha Nuva (created from Gala, Lewa and Kopaki). You can create Akamai Nuva (from Tahu, Pohatu and Onuju), but this merger never happened. Toa Nuva can still create Kaita by wearing adaptive armor, but mergers won't have them. Trivia If Toa Inika created Kite, the fusions would have worn organic masks, and their elementary forces would have been linked to electricity. Toa Hordika did not have enough mental discipline to create Toa Kite. Appearances also see the Share of Toa Kite Species Information ColorsVarious HabitatNone Tools and AbilitiesVarious Pronunciation's Toa Kite were merging three toa into one creature. The story of The First Toa is known to combine in Toa Kaita are Toa Mata after they descended from Kini Nui to Makuta's lair. However, the fusion of bodies and minds has been known for a while as Nuhriya, Vhisola, Orkahm, Tehutti, Ahkmou, and Erye admitted while Toa Metru struggled with King Root at Metru Nui, by forming Matoran Nui, as did Jaller. Onepu, Maccu, Matoro, and Hewkii fight Nui-Jaga before recovery. The first two famous Toa Kaita, Akamai and Wairuha, were created from Tahu, Onua, and Pohatu and Lewa, Gali and Copaca respectively. These two Toa Kaita defeated the Manas crabs guarding Mangaia Teridax's lair, but were torn back into Toa Mata at the entrance to the heart of the lair because they were so close to being a great evil. When Toa Mata became Toa Nuva, they were still able to become Toa Kaita. Vayrukha Nuva fought Bochrock-Kal Kaita Ja, but was defeated. Akamai Nuva has never been formed, but assumed that may be. Until now, the only Kitea that was formed from two combinations of Toa were Stone, Earth and Fire; and water, air and ice. You can form a Kite from different Elements, but none of them have been seen yet. However, they must have different elements (three Toa magnetism can not form Kite). If Toa Nuva ever formed Toa Kite while wearing adaptive armor, Toa Kite would possess armor as well. The famous Toa Kaita Trivia Toa Hordika could not merge into the forms of Toa Kite, because of their mental struggle with their inner Rahi. Toa Metru could have formed Toa Kite, but they just didn't know how to do it. Toa Matoran Universe 2001 2003 Combiner establishes fusion Characters Community content available under CC-BY-SA unless stated otherwise. Toa will unite and find more power in joining. They will combine their skills, their knowledge, their will to become Wisdom and Courage, named in the prophecy of Vairuch and Gaiam, in these forms they are Toa Kayta. - Turaga Nuju (translated from Matoro), Mata Nui Online
Toa Kite's Game is formed by the fusion of the bodies and minds of the three Toa different elements. The abilities and traits of All Toa have the ability to form in Kaita. The combination of the three Toa also leads to a new Kanohi, which contains the powers of all three Kanohi used in the formation. Each Toa Kayta is a separate entity from the next, and each of them received a unique name and title. Toa Kaita combines and enhances all the attributes of the three toa components, from physical characteristics such as speed and strength, to qualities such as personality and knowledge. Thus, Toa Kaita is inherently faster, stronger and smarter than its components just to work together. Toa Kaita also has more elementary power than its three Toa components, and can have the strength to combine. Toa Kite remain intact as long as they maintain the focus of synthesis; when the concentration is disturbed, Toa Kaita returns to the three Toa. Makuta also has the ability to dissolve these mergers. The only Toa known to have shaped Kaita were Toa Mata, who joined the form of Gayati and Vairuhi. Kaita went to Makut Teridax's lair, using her extended powers to defeat Manas. Upon arrival at their cell, they were back to their individual themselves by the power of Teridax's Toa Nuva Kaita A Toa Nuva Kaita is the result of the merger of the three Toa Nuva. Like the usual Toa Kitea, Toa Nuva Kaita has a combined mask and elementary abilities of the toa-nouveau, who created it and can use them in combination. The difference is that Toa Nuva Kite have stronger elementary abilities and that they can share their Kanohi powers with others. They also have extra armor. The only known Toa Nuva Kite are Akamai Nuva (formed by Tahu, Onua and Pohatu, but never created) and Vairukha Nuva (formed by Lewa, Copaca and Gali). Toa Nuva can still form Kaita even when wearing their adaptive armor, and Kaita's armor will be adaptive. Trivia If Toa Inika had formed his own Kite, his Canohs would have been organic, and his Elementary Forces would have been combined with the Lightning. Toa Hordick lacked the mental discipline needed to form Toa Kite. Toa Kite's appearance in The Legend of Mata Nui also refers to Toa Kite. Updated Encyclopedia, page 142. Official Greg Talk, page 139, post 5521. BSVD. Chapter 13: Toa Unite. The Tale of Toa. BIONICLE CHRONICLES 1, P. 104. Chapter 9: The agony of defeat. Makuta's revenge. BIONICLE 3 CHRONICLES. 5.0 5.1 Chapter 9. Mata Nui is an online game. Official Greg Dialog, page 85, post 3388. BSVD. Official Greg Talk, page 208, post 8294. BSVD. Official Greg Talk, page 292, post 11657. BSVD. This article is about Toa's characters from the first bioNICLE launch. For characters called Toa from 2015, see Toa Mata/Toa Nuva. Toa are the heroes of BIONICLE, the current storyline made by LEGO. Each Toa has power over the element of nature and they wear Kanohi masks that provide them with additional abilities. Like most other creatures in the BIONICLE universe, Toa is biomechanical in nature, with both organic and inorganic components. In 2009, The Toa were replaced by Glatorian. In addition to the physical qualities, each Toa has a certain destiny, a special goal that they must try to fulfill. Most of them also adhere to a moral code that upholds justice and deters people from killing opponents; those who betray such codes are no longer considered Toa. Toa traditionally works in teams of six people, with each member controlling a different element: until now, a typical team contains one Toa from elements of Fire, Water, Air, Stone, Earth and Ice. However, there are exceptions to both rules: some Toa are known to work alone from time to time, while others have teamed up in groups as large as hundreds when needed; and toa other elements such as Light, Sonic and Magnetism are known to exist. In general, The Toa are members of the Matoran race (although some early Toa were created simply as Toa, never existing as Matoran in advance), pre-0), having achieved his destiny. Toa may be given the opportunity to give up his power for some greater good. If he does this, he becomes Turagi's elder. There were once more than 3000 Toa in existence, but at the time of Toa Inika their number had dropped to 50. Since then, Toa Hagah has returned to active service, bringing that number to 56. Now, after the death of Matoro and the conversion of Krakua, their number remains 56. The forces and equipment to edit toe are best known for their elementary credentials, allowing them to have tremendous control over the element they represent. This involves creating an element out of nothing, absorbing it in itself, and manipulating it in almost any form or form. However, this manipulation uses elementary energy, and the weary Toa must wait until it recharges before the elementary forces can be used again. Apart from the elementary energy is the energy of Toa, which is not recharged. It is this energy that is given when Toa becomes Turaga, although Toa can use a small amount before that without any negative effects. The effects of Toa's energy are vaguely defined, although it has been seen to unlock Toa's strength in Matoran (through the toa stones), heal trauma and poison, and awaken from a coma. Each Toa is also equipped with the Big Mask of Kanohi, which gives them extra power (although Toa is also able to master the noble wear of Kanohi Turaga). While Toa may have several masks stored in Toa Suva (the shrine) that they can switch of their choice for different powers, most of the toa have only one mask that they wear constantly. Toa is also equipped with personal tools that can be melee weapons or even long-range weapons. Because Toa opposes the use of these tools to kill living things, they are most often used to focus elementary forces. Several tools can be used in alternative modes that help with transport; for example, a disk launcher can be used as a jetpack, and the blades can be worn as skates. According to series writer Greg Farshtey, when Matoran become Toa they subconsciously template their armor style after their notion of what Toa armor looks like (except for any external influences on the conversion). This reasoning is designed to explain why Toa Takanuwa takes after Toa Nuva, and why Toa-Merru have similar armor to Toa Lhikan. (Toa Inika would have had Nuva-style armor, but it has been changed as one of several side effects of their unique transformation.) Several teams, such as Toa Nuwa and Toa Haga, wear metal armor in addition to what is embedded in their bodies; in Hag's case, at least that means elite Toa Kite edit three toa can merge at one time called Toa Kaita. Toa Kitea have a combined elementary and camouflage force of a separate Toa. However, Toa can't stay united very long, because keeping three personalities in sync can be mentally taxing. So far, only Toa Mata were spotted in the form of Toa Kite and they retained that ability when they became Toa Nuwa. No other team is known to even attempt such a merger, although they are capable of doing so. Toa can also merge into groups of more or less than three. According to the show's screenwriter Greg Farstei, the merger of the six toa will be called Toa Nui, and its power can rival the Great Spirit of Mata Nui. However, in the BIONICLE universe, Toa Nui is only a legend. Key Teams Toa edit these teams to The Toa, who have had starring roles in the storyline so far: Toa Mata / Toa Nuva Edit main article: Toa Mata / Toa Nuwa Tahu, Gali, Lewa, Pohatou, Onua, and Copaca are the six Toa, whose destiny is to awaken the Great Spirit of Mata Nui from his almost They were endowed with powers over ninety thousand years ago, making them among the first in the world of Toa (however, there are toa still there who are even older than they are). These six Toa were sent to Mata Nui Island to confront the Shadow Master Makuta. As the only known heroes of the time, they were simply called Toa; Fans later created nicknames Toa Aulda and Toa Mata for this incarnation, and Toa Mata recently got an official name (see Notes under the main article for details of these names). Arriving on the island of Mata Nui (named after the Great Spirit) with little memory, the local elders of Turaga told them about their mission and about the evil Makuta, which enslaved many of the beasts of the racha on the island. If Mata Nui was to wake up, Makuta should have stopped first. Toa collected the Canoh's power masks scattered all over the island and defied Makuta, but he soon woke up flocks of creatures called Borok who threatened to destroy everything on the island. Toa fought off these flocks and imprisoned their queens, Kahdok and Gahdok. Immediately afterwards they were immersed in a vigorous protodermis, making them Toa Nuva with enhanced powers and equipment. Like Toa Nuwa, they fought both the Borok-Kal elite and the Makuta Sons, with the Ricksha. Within weeks of the world after Makuta's apparent death in the battle with Takanuwa, Toa Light, and Toa Light, Toa Nuwa listened to Turagi's stories of the Great Cataclysm and the Great Salvation that took place on The Merry Nui a thousand years ago. Since then, Toa Nuwa has gone to the island of Voya Nui in search of a powerful Mask of Life that could save Mata Nui from death. However, they ran against Pirak, who were also looking for a mask and were captured. After they were rescued by the local Matoran, they recognized that this mission rightfully belonged to Toa Inika and gave them their blessing to go forward. They are currently pursuing a new mission of preparing the world for the possible awakening of Mata Nui. They recently arrived on artaha Island and New armor called Adaptive Armor, which automatically change to fit the environment of the owner in. Then they went to Karda Nui, aka the Core of the Universe, in an attempt to stop Makuta, who invaded the ground, and get the fable of Kanohi Inyika, the Great Mask of Life. Toa Mangai edited by Toa Mangai were the team of Toa who defended Metru Nui before Toa Metru. They were headed by Toa Likan. Notable members included Nidiki (before becoming the Dark Hunter), Tuieta and Naho. For centuries, they were sent on missions, of which some did not return until Lhikan was the only one left. The volcano on Mata Nui island is named after this team. Main article Toa Metru / Toa Hordika: Toa Metru/Toa Hordika Vakama, Nokama, Matau, Oneva, Whenua and Nuju were once Matoran a thousand years ago in the city of Merru Nui. The city's lone remaining defender, Toa Likan, gave the Toa Stones to the six Matoran and sent them to the Great Temple, where they were converted to Toa Merrah. Their first task was to stop the creature of the Morbuzah plant, which slowly took the city, but then they discovered that Teridax was plotting to fall asleep to the Great Spirit of Mata Nui and take its place as an object of awe matorans. Although they were able to imprison leader Makut, they were unable to stop Mata Nui from falling asleep and had to flee the crumbling city. Trying to save Matoran from Metru Nui, Toa Merru were captured by the Wisoraka Hordes, who captured the destroyed city. Bid Jesusa mutated into the beastly Toa Hordika; these new forms had no camouflage forces, limited access to the elemental forces, and if they remained Toa Hordika long enough, they would remain beasts forever. With the help of strange creatures called Rahaga, Toa fought to free Matoran from Visorak; and they were looking for a mythical Kingtonu who could cure them of the mutation. After Visorak was defeated and Toa were cured, they moved all Matoran to the island of Mata Nui. There they gave up their power to Toa to wake Matoran from sleep by becoming Turaga. The main article by Toa Inika / Toa Mahri: Toa Inika/Toa Mahri Jaller, Hahli, Kongu, Hevki, Nuparu and Matoro is a new Toa team aimed at saving the life of the Great Spirit of Mata Nui. Upon learning that Mata Nui was at risk of death and that Toa Nuwa had been sent to save him, Jaller refused to wait helplessly. He assembled a small squad of Matoran to go and help Nova in their quest to find Ignika Mask life. Arriving at the Voyageage to Toa, the canisters were struck by lightning from the Red Star, and their passengers were transformed into Toa Inika with special lightning-fast abilities and other changes such as live masks. Toa Inika quickly joined the island free Matoran and ran to claim Musk's life before a group of thugs calling themselves Piraka did. While Piraka was defeated, Musk's life escaped to The Toa. He flew into the sea, finding himself in the area of the extiled field commanders of Barraci. Toa Inika gave the chase, and the mask changed them into new shapes that could survive in the ocean depths. They have since discovered another Matoran community in the sunken town of Mahri Nui, who gave them the title of Toa Mahri. Chiara's other toa-edited editing by Chiara is an unusual Toa Lightning in that she prefers to work alone. When Visorak invades its territory, it successfully defeats them by cutting off their food supplies and then hunting them one by one. Chiara participates in the Battle of Bara Magna. The Taha then appoints her, Orda, and Dawn, to fulfill Mata Nooy's wish to find the Great Creatures. With Gelu as a guide, they explore the jungle of Botha Magna, where they are trapped by the intelligent Vorox. Chiara uses her powers to ignite the net, but she and others are knocked out by The Corner's strange weapon. Toa and Glatorian are then released by Vorox, who want to use them in a hunting game. They plan to escape, but he fails when Vorox's leader, Cabroa, shows that he has a way to thwart The Toa's elementary forces by allowing them to recapture Chiara and Horde. Chiara wears the Great Volitak, the Stealth Mask. Helixy' edited Helixy, Toa Waters, is the first Toa ever created, but she's still not sure what her fate is. She is the founder of the Order of Mata Nui and forbids others to join because of their own fate, and their work can force them to violate the Code of Toa and kill, something she has acknowledged that she may have to do. When Helrix believes that Mata Nui will rise again soon, she plans to take the Order out of secrecy by initiating what she calls the War of Destiny and destroying the Brotherhood of Makuta. However, when Teridax takes control of the universe of Matoran, he traps Helixy, Keetongu, zaktan, Toa Haga, Miserix, Axonn, and Brutaka under the Colosseum. While Makuta dissipates, kills, or breaks into others, he holds Helrix captive to have someone to share his thoughts with. Helixy decides that the only way to defeat Makuta is to destroy the Matoran universe by unleashing Nova Blast and damaging his brain. Metru Nui. However, Helixy is interrupted by the arrival of Tuieta, Leva, Hafu and Kapoor. Recognizing Tuyet, Helricks tries to convince Leo to attack her before it's too late, but Tuyet informs her that Leva's body is controlled by Tren Krom. Helricks then tries to convince the two Matoran to leave so they can reconcile with their friends before she destroys the city. Axonn and Brutaka also arrive soon after, with Axonn and Miserix agreeing that Helixy is the right choice, but Brutaka, Tuyet and Leva think differently. They begin to fight, but Artah seems to surprise others and returns the spirit of Throne Crom to his proper body, restoring Leo. Makuta then drives all the creatures under the Colosseum into outer space, where Leva rescues them, creating air bubbles. They were then rescued by Vezon and taken to the tower on Botha Magna, where the mad Great Creature is being held. Vezon tries to convince them to release the creature, but this causes another disagreement between Helixy and others, and they don't notice when the walls come to life and capture Kapoor. Wearing the Great Mask of Psychometrics, Helricks can learn random bits of information about any inanimate object she touches. Helixy also weapons herself with a mace and shield. Krakua edit Krakua first appears in the vision of Toa Merru Wakama has a future where Krakua, Toa Sonix, is the defender of the island fortress. He informs Akama that one day he will be forced to send Toa on a dangerous mission, despite what it will mean for them. These Toa are later implemented as Toa Inica. A few years later, Mazeka was sent by the Order of Mata Nui to pick up Krakua (who is still Matoran) from a village called De Koro. He is underestimated by other De-Matoran, because despite their extremely sensitive hearing, he buzzes to himself. Shortly after Mazeka approaches Krakua, Ultraz attacks. Mazeka is able to defend Krakua, and the agent of the Order of Jobraz picks him up to prepare him to become Toa. Since Toa, apart from Helix, has no right to join the Order of Mata Nui, both because of their individual destiny and because of their work may lead to them violating the Toa Code. Krakua instead acts as a liaison between them and Toa. During the siege of Merrri, Nui Krakua helps Toa Mahri and Matoran defend the city from the remaining forces of the Makut Brotherhood. Wearing a message from Vakama, Hahli asks that Krakua experiment with different sound frequencies until he finds one to wake Bohrok from under the city. Krakua is successful, and Borook joins the fight against Rahkshi. Despite their supposed triumph over the Brotherhood, Makuta Teridax reveals that he has taken control of the universe. After Makuta is defeated, Krakua leaves the Matrix Universe and appears on the Me spheres of Magna. Naho-Edith Naho is Toa Water, who is recruited along with nine other Toa, also including Lhikan and Nidhiki, Turaga Doura, to protect Metru Nui from the dragon Kanohi. After defeating the dragon, they stay together like Toa Mangai. During the war, The Toa/Dark Hunter Naho manages to sneak past his enemies and conquer a hundred Toa. With Lhikan able to contact another three hundred, they are able to build an army and turn back against the dark hunters, despite the betrayal of Nidiki. When Makuta impostors Turaga Duma, Duma, sends Naho on a mission away from Meru Nui so that she can be removed by the Dark Hunter straightener. On the island of Mata Nui Toa-Mepui is called a serene bay, to which they bring the rescued Matoran, and the accompanying waterfall in memory of Naho. Nikila, Toa Lightning in first team Toa Nikila and Nikila is a first-team Toa strategist and best friend of Lesick. During the battle with Siglak from their homeland, Lesovick does not react in time, and Nikila and other team members are killed, a failure that has haunted Lesovick for millennia. Nikila wore the Great Mask of Opportunities and wore a trident. Orde Ed.) Orde is Toa Psioniki, who, unlike other Matoran, Toa and Turaga of his element, is a man. He explains that he was the first toa Psionics created by the Great Creatures, and they instructed him to use his powers to appease the violent species of Sieglak. However, Orde uses his abilities too aggressively, and Sieglak becomes even more violent. Because of the failure of the Horde, the Great Creatures controversially decide that the rest of Se-Matoran, Toa and Turaga from Psionica will be women. Orde is also a member of an unknown Toa team for at least part of his career. Orde participates in the Battle of Bara Magna, and after Makuta Teridax is defeated, he, kariya, and Chiara are selected by Taha to search for a healed spherical magna for the Great Creatures. With Glatorian Gelu as a guide, they travel to the Bota Magna region, where Orda feels the intelligent Vorox before they encounter them. Four travelers soon found themselves trapped in a network set by Vorox. Their leader, Cabroa, explains to the Horde that The Bota Magna's Vorox has never been transmitted to animals like in Bara Magna, but they can be as barbaric. Toa and Glatorian are taken out of the jungle and freed so that Vorox can hunt them in practice as they run. He plans to escape, but they soon discover that Cabroa has a way of denying Toa's power, leaving the city's dawn and lara vulnerable and captured. Orde and Gelu hide in a tree while the Horde regains his mental abilities and reads Cabrois's mind, discovering that these Voroks are on a par with Po-Matoran Velika, who is a disguised Great Being, planning to conquer the Sphere of Magna. Tuiet is a member of the Toa Mangai team, the same team as Likan, Nidiki, Naho and six other Toa. Unbeknownst to her teammates, Tuiet stole Nui's stone, an artifact that enhances Toa's strength from her homeland. Stone Nui drives Tuyet mad with power, and she begins a plot to find an empire where Toa will rule like tyrants to protect Matoran. Dark Hunters begin to look for it so they can recover the stone. To protect himself, Tuyet begins to kill Matoran and framing the Dark Killing Hunters to convince Lhikan and Nidhiki that dark hunters are attacking her and should be Lykan discovers her true intentions and confronts her because of this, and she attacks him. With the help of Nidika, they are able to defeat Tuyet and destroy the Nui Stone. The remains of it are built into her armor. Tuyet is imprisoned at the Colosseum for treason until Botar arrives on a mission from the Order of Mata Nui, who want to create more nui stones. He then moves it to a pocket dimension where there are no other Toa. While there, the remains of the stone were taken from her armor. Eventually she managed to believe in her mission. He fakes her death, and together they avoid pocket measurement to travel through the universe while she recreates the Nui Stone. Eventually, Tuyet returns to his native universe, where he finds Makku. Maku introduces Toa Tuyet to her friends Hafu and Kapura and forgets Vakama's story about Tuyet (except that she has some connection to Likan) hopes that she will help them overthrow Makuta Teridax, who controls the universe of Matoran. However, as before, Tuyet has plans to conquer it for himself. Thus, when she finds Helixy and other powerful creatures argue about whether to destroy the universe to stop Teridax, Tuyet parties with Brutaka and Tren Krom (who is in the body of the Lions) in opposition to the elder Toa. Artah stops their fight to bring the minds of Leva and Tren Krom back to their correct bodies when Teridax forces Tuyet and the others to leave the universe. Leo rescues them by creating air bubbles so they can breathe in outer space, and Vezon soon after collects them to free the insane Great Creature from the tower on Botha Magna. However, Tuyet and others are beginning to argue over whether to do so again. An alternate version of Tuyet was obtained by the Order and placed in a pit to remove suspicions of what they were doing to his native Tuyet. When the pit was destroyed in the Great Cataclysm, some claim that this version of Tuieta tried to escape like others, while some claim that she spent her last moments helping Hydraxon in an attempt to maintain order. Robot Makilos, obsessed with Teridax, took Matoro to find tuyet's corpse, and convinced Matoro to use his mask power to resuscitate her. The zombies are later destroyed by Karzahni, and Teridax tries to save the Rentanists Nui Stone, who he believes are in her armor using The Arthaki Pogon. However, Brutaka prevents this and Botar picks up the staff. The remains of the Tuieta bait remain unattended on the seabed. Tuyet wears the Great Mask of Indifference and wears a prickly broad word before being banished to the pocket dimension. The Varian edited a member of the same Toa team as Norik before he is drafted as one of Teridax' six Toa Haga, Varian is Toa Psionics, who wears Calix (Mask of Destiny) and carries the Rhotuka Running Shield, originally used as part of it for reconnaissance, using her powers of mind, but she is tired of it and convinces the leader of her team, the unknown Toa Gravity, to deploy her on more dangerous missions, although she soon finds herself out of her comfort zone with them, but does not recognize it to anyone. During the quest to rescue the three Toa with Norik and Toa Sonix, who works with the captured Toa, they are kidnapped by the Dark Hunters, three brought to the Shaded. The leader of the Dark Hunters forces her to choose between letting Norica or Toa Sonix, both of whom are not indisputable, leave. At first, Varian can not make a choice, but decides on Norik and captured his happy dreams, as he was taken from her. Then Shadow tells Varian that he intends to keep it as a trophy and reveals that Toa Sonix is actually the Dark Hunter, Triglux, in disguise. Varian is placed in a stasis tube where it remains through the Great Cataclysm and the destruction of the Matoran universe. However, rescuers are approaching her prison. The kariya edit of aria is Toa Iron, who was a member of Thea's team. After the Makut Brotherhood began its rebellion against Mata Nui, The Iron and Magnetism were considered threats because their forces could be used to destroy Makuta's armor. Thus, they hunted to the brink of extinction, but kariya managed to survive by killing Makut, who came after him. Ever since he violated the Toa Code, there have been rumors that Toa aria is killing all his enemies. He participates in the Battle of Bara Magna, and after that he, Orde and Chiara are chosen by Taha to find the Great Creatures, with the Glyatoria Gela acting as their guide. Traveling through Botha Magna, the group encounters a reasonable Vorox and is captured. Toa and Glatorian are released so that Vorox can entertain himself by hunting them, but aria plans to use his powers to set a trap for them. However, the leader of Vorox, Cabroa, shows that he knows how to shut down The Toa's power and recapture the dawns of Dawn and Chiara before going for the Horde and Gela. Glatorian edit Glatorian is different from Toa, however Mata Nui made Glatorian have a Toa-like credentials that makes the two similar. Glatorian fought in the Battle of Magnas. False Toaedit Shadow Toa edit When Toa Mata went to face Teridax in his lair, they were surprised to learn that one set of his guardians was - themselves. Makuta took the inner darkness of each Toa and instilled in her physical form. These Shadow Toa had all the power of the originals and were physically identical to them, except that their colors were obscured until they were almost black. Each Toa faced his shady colleague, but the battles were too equally coincident to; Toa Mata could win by battling as a team and changing opponents. According to the encyclopedia BIONICLE, Toa won Shadow Of Toa when they recognized that darkness was part of them and reabsorbed the shadows in their bodies. The treacherous Matoran Akhomu was originally intended to be turned into toa shadow through Shadow Leech and an external source of power for the 2008 storyline, along with the accompanying set, but this was scrapped. Instead, the shadow leech intended for him attacked Takanuu. Predicted by Toa Metreu, when Lycan chose the new Toa Merrah, Makuta wanted to manipulate the choice in his favor. Mata Nui was fully aware of this. To make sure that his choice will become Toa, he and his Order created false prophecies that said that the six Matoran who found the great discs of Canoka - Nuhrii, Vhisola, Orkahm, Ahkmou, Tehutti, and Erie - will become Toa Metru. Makuta was convinced of the prophecies and influenced Likan to choose six other Matoran who were much more stubborn and stubborn - Vakama, Nokama, Matau, Oneva, Nakua, and Nuju - the ones that Mata Nui wanted to be Toa all this time. Roodaka later used these prophecies to demoralize Toa, leading them to believe that their election to Toa was a mistake. In search of Kanohi Wahi, the Great Mask of Time, Wakama almost made sure that the Wahis influenced the past, so that Likan actually chose Nukhria, Vacola, etc. to be Toa-Metu. In truth, it was just a complicated illusion created by Makuta. In the illusion, Toa Metru encouraged and enforced stricter laws, even banning experiments with energized protodermis in order to keep other Matoran to become Toa. Upon arriving at Voya Nui, Piraka claimed to be Toa to get the help of his native Matoran. However, despite the role of heroes, they could not hide their sadistic and cruel nature. They threw this act out as soon as they enslaved Matoran using their anti-dermis virus. Storyline Notes (edited) Although by figures toy Toma have different height, the storyline is all Toa 7 feet 4 inches, or 211 centimeters high. Links to The Toa article in BS01 Wiki Toa (Bionicle) on Wikipedia

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