

Definitive Kraata & Rahkshi Guide

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Introduction to the Kraata

The Kraata are the very substance of Makuta, Master of Shadows. It was these slug-like creatures that infected the Masks of Power, and forced the wearers of these masks into becoming enslaved by Makuta. It was through this that Makuta controlled the Rahi.

The Kraata on their own have the power to Infect Great Kanohi Masks, and although sentient creatures, they lack a deal of intelligence, mainly being driven by instinct, and cannot survive in daylight for sustained periods of time. But their capabilities increase as they evolve through six life stages, and eventually reaching the seventh stage Shadow Kraata.

The Kraata can be transformed into suits of armour called Rahkshi when exposed to liquid protodermis for a long period of time. The Rahkshi need a Kraata of the same species to drive it, otherwise, the Rahkshi is just an empty suit, and useless. There are 42 different breeds of Kraata, and thus 42 different Rahkshi can be created. Each of these Rahkshi have different powers and colours, which is defined by the species of Kraata that created/drives it.

A Note on What's to Come

Real Kraata Picture	Bionicle.com Kraata Picture	Image of Rahkshi Colour
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Official Colour: - This is what Bionicle.com calls the colours of Kraata. (The colour label is written Head/Tail)

Specific Colour: - TLC's colour labels can be rather confusing, so a more true-to-life colour is applied. (The colour label is written Head/Tail)

Power: - This is what power the Rahkshi will have when the Kraata is transformed

Name of Kraata: - Several Kraata have a specific name, many do not.

Rahkshi Colour: - This is the colour the Rahkshi will be formed from that Kraata (in the case of two colours, the order will be Head & Spine/Hands & Feet)

Rahkshi Name: - Several Rahkshi have a specific name, many do not.

Level Descriptions: - Here the specific capabilities that that Kraata has at each level will be explained.

Kraata in General

Level One

A first-stage Kraata is driven completely by instinct. With no real mind of its own, it slithers through the deepest, darkest places of Mata Nui, eternally compelled to seek out masks to infect.



Level Two

A second-stage Kraata has little intelligence to speak of, but knows enough to flee from danger and avoid the light. Kraata at this stage often make their homes in the marshy depths of the Le-Wahi swamp.



Level Three

A third-stage Kraata is capable of evading capture and defending itself with its powers if cornered. Many of these Kraata lurk in the crevices of Mata Nui's caves and tunnels, waiting to infect the masks of passing beings.



Level Four

A fourth-stage Kraata can evade traps and even withstand the sunlight for a short while. These Kraata are shrewd enough to know of Matoran and are known to spring from ambush in an attempt to infect a mask.



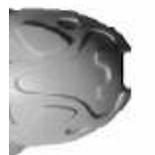
Level Five

A fifth-stage Kraata has developed its powers and knows how and when to use them best. These Kraata know the Makuta's will and actively seek out Matoran masks to infect.



Level Six

A sixth-stage Kraata is fully aware of its mission and in control of its powers. Kraata at this stage are in constant communication with the Makuta and carry out its bidding with cunning and skill.



The Rahkshi & Their Kraata

1.



Official Colour of Kraata: Dark Grey/Grey

Specific Colour of Kraata: Iron Grey/Light Grey

Power: Hunger

Name of Kraata: Vo

Rahkshi Colour: Black

Rahkshi Name: Vorahk

Level 1: Has the ability to sap small amounts of energy from the plants around it.

Level 2: Can leech some energy from small Rahi on contact.

Level 3: Has the power to completely drain the energy of a small Rahi.

Level 4: Can drain large amounts of energy from Matoran and Rahi.

Level 5: Can completely drain the energy of any Rahi, Matoran or other large creature.

Level 6: Has enough strength to drain the energy of a Toa Nuva.

2.



Official Colour of Kraata: Dark Green/Lemon Metallic

Specific Colour of Kraata: Metallic Green/Light Green

Power: Poison

Name of Kraata: Ye

Rahkshi Colour: Green

Rahkshi Name: Lerahk

Level 1: Leaves a trail of sticky, sickly slime that is unpleasant to touch.

Level 2: Inflicts mild nausea on contact.

Level 3: Has the power to poison the ground so that plants cannot grow.

Level 4: Creates pools of toxic corrosion wherever it slithers.

Level 5: Makes any Rahi or Matoran severely ill on contact.

Level 6: Dangerously toxic even to a Toa Nuva.

3.



Official Colour of Kraata: Sand Yellow Metallic/Brick Yellow
Specific Colour of Kraata: Bronze/Tan

Power: Shattering

Name of Kraata: Xi

Rahkshi Colour: Brown

Rahkshi Name: Panrahk

Level 1: Has the ability to tunnel through rock explosively.

Level 2: Can create blister-like ruptures in metal with a touch.

Level 3: Has the power to make solid objects fall apart on contact.

Level 4: Has the ability to shatter objects to pieces on contact.

Level 5: Can forcefully shatter rock or metal on contact.

Level 6: Has the power to create explosions in the immediate area.

4.



Official Colour of Kraata: Sand Blue Metallic/Medium Blue

Specific Colour of Kraata: Steel Blue/Light Blue

Power: Disintegration

Name of Kraata: Ul

Rahkshi Colour: Blue

Rahkshi Name: Guurahk

Level 1: Burrows by dissolving a path through metal, rock or ground.

Level 2: Can slowly corrode inorganic material from within a touch.

Level 3: Causes walls, floors and other fortifications to collapse by tunnelling through them.

Level 4: Has the ability to completely disintegrate rocks and plants on contact.

Level 5: Can completely disintegrate forged metals on contact.

Level 6: Has the power to reduce even protodermis to dust.

5.



Official Colour of Kraata: Light Grey Metallic/White

Specific Colour of Kraata: Pearl/White

Power: Anger

Name of Kraata: Cu

Rahkshi Colour: White

Rahkshi Name: Kurahk

Level 1: Creates feelings of vague unease in its vicinity.

Level 2: Nearby presence turns friendly conversations into shouting matches.

Level 3: Radiating anger has the power to magnify mild grudges into furious feuds.

Level 4: Anger radiance causes all Rahi in the area to become fiercely territorial.

Level 5: Has the ability to drive most creatures temporarily mad with rage.

Level 6: Has the power to turn even the Toa Nuva against one another in anger.

6.



Official Colour of Kraata: Reddish Gold/Bright Red

Specific Colour of Kraata: Copper/ Red

Power: Fear

Name of Kraata: Za

Rahkshi Colour: Red

Rahkshi Name: Turahk

Level 1: Creates feelings of vague unease in its vicinity.

Level 2: Manifests suspicion and paranoia in any being nearby.

Level 3: Causes any being nearby to inexplicably become very frightened.

Level 4: Has the power to temporarily freeze creatures with fear.

Level 5: Constantly emits a field of overwhelming terror.

Level 6: Has the power to bring fear to the hearts of even the Toa Nuva

7.



Official Colour of Kraata: Lemon Metallic/Dark Grey

Specific Colour of Kraata: Metallic Green/Iron Grey

Power: Weather Control

Name of Kraata: N/A

Rahkshi Colour: Gold

Rahkshi Name: N/A

Level 1: Moves hidden by a shroud of heavy fog.

Level 2: Uses short but powerful gusts of wind to buffet attackers.

Level 3: Has the ability to manipulate existing weather.

Level 4: Can create heavy rainstorms in the immediate area.

Level 5: Has the power to summon rain, hail or snow.

Level 6: Can manifest powerful, dangerous thunderstorms and blizzards at will.

8.



Official Colour of Kraata: Bright Yellowish Green/Bright Yellow

Specific Colour of Kraata: Lime/Yellow

Power: Elasticity

Name of Kraata: N/A

Rahkshi Colour: Tan

Rahkshi Name: N/A

Level 1: Has a stretchy, flexible body that is highly resistant to harm.

Level 2: Able to squeeze through narrow cracks and crevices.

Level 3: Has the ability to stretch several times its own length to climb over obstacles.

Level 4: Elastic enough to withstand and snap back from heavy blows.

Level 5: Can stretch around even sharp edges without harm.

Level 6: Can stretch incredible lengths in the blink of an eye to infect a faraway mask.

9.



Official Colour of Kraata: Black/ Bright Orange

Specific Colour of Kraata: Black/Orange

Power: Heat Vision

Name of Kraata: N/A

Rahkshi Colour: Yellow

Rahkshi Name: N/A

Level 1: Burning hot to the touch.

Level 2: Can raise the temperature of objects through physical contact.

Level 3: Can heat objects to the boiling or melting point through touch.

Level 4: Has the ability to heat up nearby objects by staring at them.

Level 5: Uses short-range heat vision to ignite nearby objects.

Level 6: Powerful long-range heat vision can ignite any object within sight.

10.



Official Colour of Kraata: Dark Green/Bright Yellow

Specific Colour of Kraata: Green/Tan

Power: Illusion

Name of Kraata: N/A

Rahkshi Colour: Tan/Blue

Rahkshi Name: N/A

Level 1: Shimmers in and out of sight as it moves.

Level 2: Can project an image of itself across a short distance to confuse enemies.

Level 3: Camouflages itself inside of a false image.

Level 4: Has the ability to create simple moving illusions in the nearby area.

Level 5: Has the power to project a realistic moving image.

Level 6: Can create and control multiple realistic illusions anywhere within sight.

11.



Official Colour of Kraata: Lemon Metallic/Bright Red

Specific Colour of Kraata: Metallic Green/Red

Power: Teleportation

Name of Kraata: N/A

Rahkshi Colour: Blue/Green

Rahkshi Name: N/A

Level 1: Instinctively apparates a short distance in a random direction to evade capture.

Level 2: Can teleport a short distance in any direction at will.

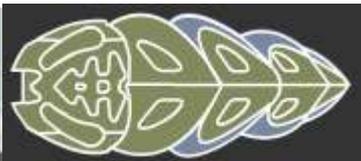
Level 3: Has the power to teleport anywhere within close visual range.

Level 4: Can teleport to anywhere it can see.

Level 5: Can teleport through thin barriers even if it cannot see the other side.

Level 6: Has the power to teleport itself through any wall or other structure.

12.



Official Colour of Kraata: Lemon Metallic/Sand Blue Metallic

Specific Colour of Kraata: Metallic Green/Steel Blue

Power: Quick Healing

Name of Kraata: N/A

Rahkshi Colour: Black/Brown

Rahkshi Name: N/A

Level 1: Can enter a hibernation state during which minor injuries quickly heal.

Level 2: Rapidly heals mild injuries will awake.

Level 3: Quickly heals from any minor or moderate injury.

Level 4: Has the ability to repair any but the most serious injury.

Level 5: Immediately heals from any serious injury.

Level 6: Almost indestructible; if captured, can be used to heal the injuries of others.

13.



Official Colour of Kraata: Lemon Metallic/Dark Green

Specific Colour of Kraata: Metallic Green/Green

Power: Laser Vision

Name of Kraata: N/A

Rahkshi Colour: Red/Orange

Rahkshi Name: N/A

Level 1: Eyes glow with intensely bright light.

Level 2: Can focus light from eyes into a temporarily blinding beam.

Level 3: Has the power to fire beams of searing light from its eyes.

Level 4: Fires eye-beams that can burn through wood or soil.

Level 5: Fires eye-beams that can burn through stone and metal.

Level 6: Fires powerful eye-beams that can burn through solid protodermis.

14.



Official Colour of Kraata: Dark Grey Metallic/Lemon Metallic

Specific Colour of Kraata: Iron Grey/Metallic Green

Power: Gravity

Name of Kraata: N/A

Rahkshi Colour: Blue/Silver

Rahkshi Name: N/A

Level 1: Uses gravity to hold itself to objects, making it difficult to pick up.

Level 2: Uses gravity powers to pull small objects to itself across a small distance.

Level 3: Has the ability to pull large and heavy objects toward itself.

Level 4: Can increase or decrease the effect of gravity on an object by touch.

Level 5: Can use gravity to hold an object or creature to the ground from a short distance.

Level 6: Uses gravity control to crush any object in visual range.

15.



Official Colour of Kraata: Bright Blue/Bright Red

Specific Colour of Kraata: Blue/Red

Power: Electricity

Name of Kraata: N/A

Rahkshi Colour: Blue/White

Rahkshi Name: N/A

Level 1: Body emits mild, numbing shocks on contact.

Level 2: Uses painful sparks to incapacitate anything that it touches.

Level 3: Constantly surrounded by a protective electric field.

Level 4: Has the ability to extend its electric field around objects in physical contact.

Level 5: Can manipulate electric field to shock nearby creatures.

Level 6: Powerful electrical field can be controlled to surround or stun distant objects or creatures.

16.



Official Colour of Kraata: Black/Bright Yellow

Specific Colour of Kraata: Black/Yellow

Power: Sonics

Name of Kraata: N/A

Rahkshi Colour: Yellow/Green

Rahkshi Name: N/A

Level 1: Uses sonic vibrations to shake itself loose if captured.

Level 2: Can use light sonic waves to shake any surface that it touches.

Level 3: Has the power to knock over objects with short sonic pulses.

Level 4: Can use strong sonic pulses to shake objects apart.

Level 5: Uses sonic blasts to pound or shatter nearby objects.

Level 6: Blasts distant objects with powerful waves of sonic force.

17.



Official Colour of Kraata: Bright Yellow/Bright Yellowish Green

Specific Colour of Kraata: Yellow/Lime

Power: Vacuum

Name of Kraata: N/A

Rahkshi Colour: Orange/Black

Rahkshi Name: N/A

Level 1: Uses vacuum powers to pull itself swiftly through cracks and tunnels.

Level 2: Has the ability to draw small objects toward itself.

Level 3: Can pull objects towards itself or blow them away.

Level 4: Fires concussive blasts of air across short distances.

Level 5: Can tear objects apart with powerful vacuum force.

Level 6: Has the power to create gale-force winds or instantly reverse their flow.

18.



Official Colour of Kraata: Dark Grey/Sand Blue Metallic

Specific Colour of Kraata: Iron Grey/Steel Blue

Power: Plasma

Name of Kraata: N/A

Rahkshi Colour: Tan/Red

Rahkshi Name: N/A

Level 1: Superheated plasma coating protects body and aids in tunnelling.

Level 2: Can drip plasma like acid to burn through surfaces.

Level 3: Has the ability to fire small jets of searing plasma.

Level 4: Can fling dangerous blobs of plasma with great accuracy.

Level 5: Can superheat objects on contact, melting them or absorbing their energy.

Level 6: Has the power to instantly melt any object into vapour.

19.



Official Colour of Kraata: Bright Orange/Black

Specific Colour of Kraata: Orange/Black

Power: Magnetism

Name of Kraata: N/A

Rahkshi Colour: Black/Orange

Rahkshi Name: N/A

Level 1: Can use magnetism to cling to any rock or metal surface.

Level 2: Can draw trace metals from the ground to form a thin protective shell.

Level 3: Has the ability to create armour of tough spikes from surrounding rock or metal.

Level 4: Can hurl stone and metal fragments within a short range.

Level 5: Has the power to warp, shred or crush metallic objects on contact.

Level 6: Possesses magnetic powers strong enough to tear a slab of protodermis in two.

20.



Official Colour of Kraata: Black/Bright Red

Specific Colour of Kraata: Black/Red

Power: Fire Resistance

Name of Kraata: N/A

Rahkshi Colour: Aquamarine

Rahkshi Name: N/A

Level 1: Cold and clammy surface provides protection from heat.

Level 2: Can burrow imperviously through the hot rock of Ta-Wahi.

Level 3: Able to survive short dips in the lava stream.

Level 4: Thrives in the magma flow of Ta-Wahi.

Level 5: Has the ability to invade the heart of a volcano unharmed.

Level 6: Strong enough to withstand the heat of Tahu Nuva's magma swords.

21.



Official Colour of Kraata: Bright Yellow/Dark Green

Specific Colour of Kraata: Tan/Green

Power: Ice Resistance

Name of Kraata: N/A

Rahkshi Colour: Red/Yellow

Rahkshi Name: N/A

Level 1: Unbearably hot to the touch.

Level 2: Comfortable in the cold lakes around Ko-Wahi.

Level 3: Capable of tunnelling through the ice of Mount Ihu.

Level 4: Able to endure short periods frozen solid in ice.

Level 5: Unaffected by long periods of freezing.

Level 6: Impervious even to the cold of Kopaka Nuva's ice blade.

22.



Official Colour of Kraata: Bright Red/Lemon Metallic

Specific Colour of Kraata: Red/Metallic Green

Power: Mind Reading

Name of Kraata: N/A

Rahkshi Colour: Light Purple

Rahkshi Name: N/A

Level 1: Instinctive empathic ability prevents easy capture.

Level 2: Has the ability to detect and seek out nearby creatures for infection.

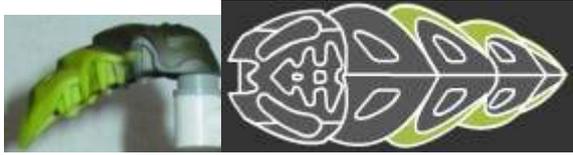
Level 3: Can evade any trap that a nearby pursuer is thinking about.

Level 4: Able to anticipate and instantly avoid attacks.

Level 5: Able to read and understand the thoughts of nearby creatures.

Level 6: Powerful enough to invade the mind of a Turaga or Toa Nuva.

23.



Official Colour of Kraata: Dark Grey/Bright Yellowish Green

Specific Colour of Kraata: Iron Grey/Lime

Power: Shape Shifting

Name of Kraata: N/A

Rahkshi Colour: Blue/Gold

Rahkshi Name: N/A

Level 1: Can wriggle free of all but the strongest of grasps.

Level 2: Has the ability to slither through the smallest passages.

Level 3: Can flatten or stretch itself to several times its original size.

Level 4: Has the ability to mimic basic shapes for camouflage.

Level 5: Can take the form of a small creature or object at will.

Level 6: Has total control over its own shape, although its mass cannot change.

24.



Official Colour of Kraata: Reddish Gold/Bright Yellow

Specific Colour of Kraata: Copper/Yellow

Power: Darkness

Name of Kraata: N/A

Rahkshi Colour: Black/Red

Rahkshi Name: N/A

Level 1: Has the natural ability to become invisible in shadow.

Level 2: Can project a small field of darkness around itself.

Level 3: Travels in a large field of total darkness, making it difficult to strike or capture.

Level 4: Can snuff out any light in the area, whether sunlight, flame or Lightstone.

Level 5: Can project spheres of darkness onto objects or creatures to temporarily blind a foe.

Level 6: Has the power to consume all light in a large area; only Takanuva's light is stronger.

25.



Official Colour of Kraata: Reddish Gold/Black

Specific Colour of Kraata: Copper/Black

Power: Plant Control

Name of Kraata: N/A

Rahkshi Colour: Green/Brown

Rahkshi Name: N/A

Level 1: Leaves a trail of slippery, unpleasant weeds wherever it slithers.

Level 2: Can cause plants to grow strong or wither away with a touch.

Level 3: .Has the ability to grow a thicket of thorny, poisonous plants around itself.

Level 4: Can summon vines from the ground or wall to ensnare enemies.

Level 5: Can control any plant that it touches and use fast-growing creepers to spread infection.

Level 6: Has total control over any plants in the area.

26.



Official Colour of Kraata: Sand Yellow Metallic/Reddish Gold

Specific Colour of Kraata: Bronze/Copper

Power: Inorganic Molecular Disruption

Name of Kraata: N/A

Rahkshi Colour: Light Blue

Rahkshi Name: N/A

Level 1: Molecular disruption field makes inorganic matter gradually melt away on contact.

Level 2: Tunnels slowly through solid rock or metal by disrupting molecules in its path.

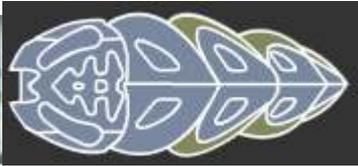
Level 3: Has the ability to flee by melting instantly through the ground or walls.

Level 4: Can extend molecular disruption field to take large bites out of inorganic material.

Level 5: Disruption field is strong enough to make cave walls and Koro fortifications collapse.

Level 6: Has the power to utterly disintegrate any inorganic object with a touch.

27.



Official Colour of Kraata: Sand Blue Metallic/Lemon Metallic

Specific Colour of Kraata: Steel Blue/Metallic Green

Power: Chain Lighting

Name of Kraata: N/A

Rahkshi Colour: Silver

Rahkshi Name: N/A

Level 1: Constantly emits crackling sparks.

Level 2: Can severely jolt any creature or object in physical contact.

Level 3: Has the ability to fire small arcs of electricity across a short distance.

Level 4: Can fire large arcs of electricity across a moderate distance.

Level 5: Can fire and control multiple powerful electrical jolts at the same time.

Level 6: Controls devastating bolts of chain lightning that leap between multiple targets.

28.



Official Colour of Kraata: Sand Blue Metallic/Light Grey Metallic

Specific Colour of Kraata: Steel Blue/ Pearl

Power: Cyclone

Name of Kraata: N/A

Rahkshi Colour: Black/White

Rahkshi Name: N/A

Level 1: Instinctively influences wind currents for speedy travel.

Level 2: Able to raise a defensive field of cyclone wind.

Level 3: Can project short cyclone blasts to blow away enemies.

Level 4: Has the ability to create small cyclone winds in a limited area.

Level 5: Can create a powerful cyclone wind, but not control its direction or duration.

Level 6: Has the power to create and control powerful cyclones at will.

29.



Official Colour of Kraata: Dark Green/Lemon Metallic

Specific Colour of Kraata: Green/Metallic Green

Power: Density Control

Name of Kraata: N/A

Rahkshi Colour: Black/Green

Rahkshi Name: N/A

Level 1: Can briefly increase density to resist physical blows.

Level 2: Can focus density to protodermic hardness, becoming almost impervious to harm.

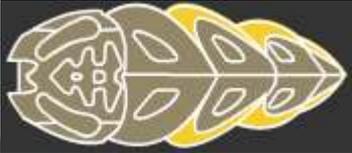
Level 3: Can decrease density for enhanced speed and agility.

Level 4: Has the power to become momentarily intangible.

Level 5: Has the ability to pass through matter at will.

Level 6: Complete control over own density and that of any object in physical contact.

30.



Official Colour of Kraata: Sand Yellow Metallic/Bright Yellow

Specific Colour of Kraata: Bronze/Yellow

Power: Chameleon

Name of Kraata: N/A

Rahkshi Colour: Red/Gold

Rahkshi Name: N/A

Level 1: Instinctively adopts a camouflage pattern to blend in with surroundings.

Level 2: Has the ability to mimic the patterns of a rocky or sandy surface.

Level 3: Can blend in perfectly with any shadowed terrain.

Level 4: Can mimic the colour patterns of complex surfaces or objects.

Level 5: Becomes almost undetectable in all but the brightest light.

Level 6: Has the ability to become completely invisible in any environment.

31.



Official Colour of Kraata: Bright Red/Bright Blue

Specific Colour of Kraata: Red/Blue

Power: Accuracy

Name of Kraata: N/A

Rahkshi Colour: Blue/Purple

Rahkshi Name: N/A

Level 1: Instinctively seeks out the most vulnerable part of a target.

Level 2: Able to strike and infect a nearby target perfectly nine times out of ten.

Level 3: Has the ability to strike a close target with unerring accuracy.

Level 4: Can strike even a remote target with near-perfect accuracy.

Level 5: Able to leap and strike with perfect precision, no matter the circumstances.

Level 6: Can strike the smallest target at a great distance or in any environment or condition.

32.



Official Colour of Kraata: Sand Yellow Metallic/Black

Specific Colour of Kraata: Bronze/Black

Power: Rahi Control

Name of Kraata: N/A

Rahkshi Colour: Magenta

Rahkshi Name: N/A

Level 1: Able to instinctively ward off attack by any Rahi.

Level 2: Has the ability to pacify low-intelligence Rahi.

Level 3: Can drive a Rahi into a violent rage or lull it to sleep at will.

Level 4: Can enlist the aid of nearby Rahi for transport, defence or attack.

Level 5: Able to totally control any Rahi through physical contact.

Level 6: Has absolute control over every living Rahi in the near area.

33.



Official Colour of Kraata: Bright Yellow/Black

Specific Colour of Kraata: Yellow/Black

Power: Insect Control

Name of Kraata: N/A

Rahkshi Colour: Orange

Rahkshi Name: N/A

Level 1: Constantly surrounded and protected by a swarm of tiny, stinging insects.

Level 2: Able to summon small insects to attack its enemies.

Level 3: Able to control even large insects through physical contact.

Level 4: Able to control multiple insects without physical contact.

Level 5: Has the ability to summon insects from all across the island to serve its will.

Level 6: Powerful enough to control and command an entire hive of Nui Rama.

34.



Official Colour of Kraata: Sand Blue Metallic/Dark Grey

Specific Colour of Kraata: Steel Blue/Iron Grey

Power: Stasis Field

Name of Kraata: N/A

Rahkshi Colour: Blue/Black

Rahkshi Name: N/A

Level 1: Able to project a stasis field that protects it from any physical harm but freezes it in place.

Level 2: Can briefly freeze small creatures in stasis through physical contact.

Level 3: Can briefly freeze any creature in stasis through physical contact.

Level 4: Can briefly freeze any creature in stasis by making eye contact.

Level 5: Able to freeze any creature in stasis for a couple of days through eye contact.

Level 6: Has the power to freeze a creature in near-permanent stasis through eye contact.

35.



Official Colour of Kraata: Black/Sand Yellow Metallic

Specific Colour of Kraata: Black/Bronze

Power: Limited Invulnerability

Name of Kraata: N/A

Rahkshi Colour: Grey

Rahkshi Name: N/A

Level 1: Has a tough hide that makes it difficult to injure.

Level 2: Metal-like skin protects it from almost any physical harm.

Level 3: Possesses armour as strong as protodermis and limited resistance to heat and cold.

Level 4: Completely armoured and immune to environmental extremes.

Level 5: Strong enough to resist the elemental powers of the Toa Nuva.

Level 6: Absolutely invulnerable to physical harm of any kind.

36.



Official Colour of Kraata: Bright Red/Black

Specific Colour of Kraata: Red/Black

Power: Power Scream

Name of Kraata: N/A

Rahkshi Colour: Purple

Rahkshi Name: N/A

Level 1: Emits a constant high-frequency screech that cannot be heard but sets nerves on edge.

Level 2: Can emit short bursts of high-pitched sound that cause crippling headaches.

Level 3: Amplified scream can deafen and disorient other creatures for short periods.

Level 4: Power scream causes unconsciousness and can be heard for several Kio around.

Level 5: Power scream is strong enough to physically knock an opponent back.

Level 6: Power scream shatters stone and can be heard all across the island.

37.



Official Colour of Kraata: Bright Yellow/Sand Yellow Metallic

Specific Colour of Kraata: Yellow/Bronze

Power: Dodge

Name of Kraata: N/A

Rahkshi Colour: Red/Silver

Rahkshi Name: N/A

Level 1: Surprisingly difficult to catch.

Level 2: Fast enough to evade the most skilled disc-thrower on Mata Nui.

Level 3: Quick enough to crawl circles around an enraged Husi pecking bird.

Level 4: Able to dodge faster than a Tarakava's strike.

Level 5: Skilled enough to dodge even Pohatu Nuva's speed.

Level 6: Impossible to physically strike, no matter how swiftly or powerfully.

38.



Official Colour of Kraata: Bright Yellowish Green/ Dark Grey

Specific Colour of Kraata: Lime/Iron Grey

Power: Silence

Name of Kraata: N/A

Rahkshi Colour: Grey/Black

Rahkshi Name: N/A

Level 1: Able to move and tunnel in complete silence.

Level 2: Projects an aura of silence that can disorientate or terrify an enemy.

Level 3: Can drain all sound from any object or creature with which it is in contact.

Level 4: Has the ability to absorb all sound in a small area at will.

Level 5: Can radiate aura of silence over an entire village.

Level 6: Aura of silence is powerful enough to temporarily deafen a Toa Nuva.

39.



Official Colour of Kraata: Bright Yellow/Reddish Gold

Specific Colour of Kraata: Yellow/Copper

Power: Adaptation

Name of Kraata: N/A

Rahkshi Colour: Black/Purple

Rahkshi Name: N/A

Level 1: Adjusts quickly to environmental extremes such as heat and cold.

Level 2: Adaptive abilities make it impossible to capture the same way twice.

Level 3: Has a limited ability to alter its own physical properties to fit new situations.

Level 4: Able to thrive in any environment, from treetop to seafloor.

Level 5: Capable of controlled physical transformation to adapt to the unexpected.

Level 6: Instantly adapts to take maximum advantage of any condition or situation.

40.



Official Colour of Kraata: Light Grey Metallic/Sand Blue Metallic

Specific Colour of Kraata: Pearl/Steel Blue

Power: Slowness

Name of Kraata: N/A

Rahkshi Colour: Blue/Yellow

Rahkshi Name: N/A

Level 1: Extremely slow, but difficult to dislodge and highly resistant to physical harm.

Level 2: Able to anchor itself to a creature and rob it of speed.

Level 3: Temporarily slows down anything in which it comes into contact.

Level 4: Has the ability to slow down all movement in a small area.

Level 5: Has the ability to completely stop all movement in a small area.

Level 6: Able to rob even a Toa Nuva of all speed as long as it remains nearby.

41.



Official Colour of Kraata: Black/Reddish Gold

Specific Colour of Kraata: Black/Copper

Power: Confusion

Name of Kraata: N/A

Rahkshi Colour: Grey/Green

Rahkshi Name: N/A

Level 1: Produces a feeling of disorientation in anything that it touches.

Level 2: Projects an aura that confuses any small-minded creatures in the immediate area.

Level 3: Aura of confusion is strong enough to make a Matoran forget what they were doing.

Level 4: Aura of confusion leaves all beings in the area bewildered.

Level 5: Aura is strong enough to leave an entire village helpless with confusion.

Level 6: Extended proximity can reduce even a Toa Nuva to mindless babbling.

42.



Official Colour of Kraata: Reddish Gold/Sand Yellow Metallic

Specific Colour of Kraata: Copper/Bronze

Power: Sleep

Name of Kraata: N/A

Rahkshi Colour: Maroon

Rahkshi Name: N/A

Level 1: Able to survive for extremely long periods in a state of hibernation.

Level 2: Physical contact slows reflexes and makes creatures groggy.

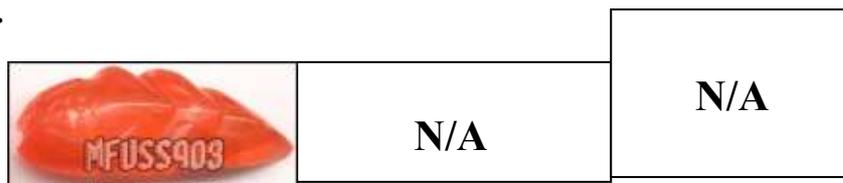
Level 3: Has the ability to put Rahi to sleep with a touch.

Level 4: Can cause any nearby creature to fall asleep.

Level 5: Has the ability to cause sleep in multiple beings across a small area.

Level 6: Has the power to instantly put an entire village into deep sleep.

43.



Official Colour of Kraata: N/A

Specific Colour of Kraata: Transparent Orange

Power: N/A

Name of Kraata: N/A

Rahkshi Colour: N/A

Rahkshi Name: N/A

Level 1: N/A

Level 2: N/A

Level 3: N/A

Level 4: N/A

Level 5: N/A

Level 6: N/A

Other: This Kraata only comes in one colour and one shape. It is only available in the Nike Bionicle Rahkshi Shoes.

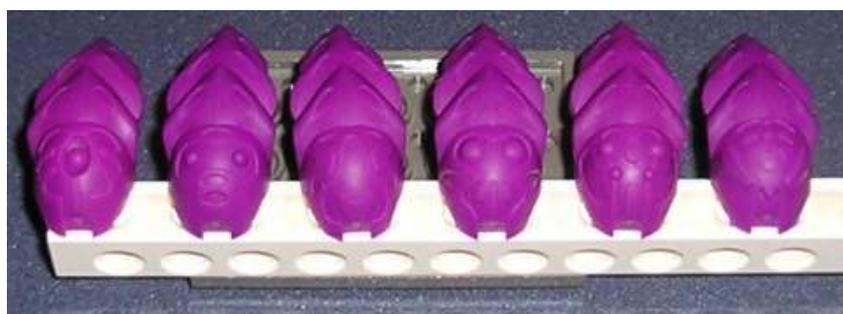
The Shadow Kraata

It is rumoured that a seventh-stage Kraata exists, capable of infecting masks from a distance and known in whispers as the Shadow Kraata. If the stories are true, this Kraata must be the most intelligent and powerful of all the Makuta's servants; save the Rahkshi themselves.

The Shadow Kraata are not a species of Kraata, but rather the seventh stage of a breed. Kraata can only evolve to this high stage if they have the correct genetic make up, and survive long enough to reach the stage.

Shadow Kraata are not normally turned into Rahkshi or pilot Rahkshi, as their abilities are much more efficient on their own. Shadow Kraata have the ability to infect a Kanohi Mask from a distance at will, including the Mask of Light. If a Shadow Kraata was transformed into a Rahkshi, it would not be a 'Shadow Rahkshi,' it would simply be the type of Rahkshi that it was before it reached Stage seven.

The Shadow Kraata was only available through the Target store promotion in the USA in specially marked Rahkshi canisters, from late November 2003 through to early 2004. The toy was not a new design, just a new colour: Neon Purple, and was available in all 6 shapes indicated at the start of this document.



Credits

BZPower Members

QB - For making this guide, checklist and the Rahkshi mock-up pictures

Toa Tahkan - For initial PDF formatting (later re-done by *QB*)

Apollo - For typing the level descriptions into his Kraata Guide

Ccso35 - For taking pictures of every Kraata, and providing the initial guide to Kraata on BZP

Mfuss903 - For the image of the Trans-Orange Kraata.

Other People

Greg Farshtey - For coming up with the powers for the un-named Kraata, and corresponding Rahkshi colours.

The LEGO Company - For providing the Flash pictures of the Kraata, the descriptions of the levels and creating the Bionicle franchise