

As Fractal Dawn and Crimson Flight, and a few other people who were paying attention to my crazy last night, know: I'm writing a Bionicle/Hero Factory crossover. Most of it is Bionicle, with the Hero Factory showing up in the last act as Nuparu's way to keep the Matoran legacy alive and purge the galaxy of villains. Why does the Matoran legacy need to be kept alive? Why can't the Toa do the purging?

Because when the Great Spirit Robot got destroyed, all the machinery that made new Matoran stopped working and got trashed a bit too. [Marendar](#) takes a chunk out of the Toa population before the Glatorian-with-powers-on figure out Marendar doesn't twig to them being essentially Toa too and so they can take it out. The Great Beings are eaten by space Grues and are nowhere to be found, and by the time anyone realizes how much trouble they're in and that they need to find a way to fix it Artakha's dead too so they can't pick his brain on how to build people.

Mostly I need people's favorite characters, so I know whose death scenes should have special attention and who I can get away with killing in a sentence or two. I'm also taking suggestions on how and when to kill people, which Matoran to turn into Toa before I kill them, that kind of thing.

I'm thinking the Chronicler's Company will become Toa at some point. Kopeke at least is going to last until very nearly the end with the other two Chroniclers, but Fractal Dawn requested that Macku save Hewkii from dying while still a Matoran and I'm happy to turn that into 'takes a blow meant for him and dieeees'. That would leave Kotu available to become a Toa in Macku's place, which let me tell you I am very, very happy about because she needs more love. Then they all die. (Anyone who suggests Tamaru should fall from a great height will be summarily trouted before their suggestion is taken into consideration.)

The Toa Nuva's deaths are going to be spread out over the story: Pohatu to Marendar because he might be a pretty nice guy but he's... well he's a nice guy and so I'm going to kill him off early. Onua and Lewa are going to die pretty much one after the other, Lewa having beaten Onua up while having been mind-controlled (AGAIN) and then once Lewa's snapped out of it they fight back-to-back for a while until Onua's injuries are too much for him, and then Lewa defends his best friend's body until he, too, dies.

Gali dies in probably the same Epic Battle I've got for Jaller and Helryx's deaths, and without her to keep them in line Kopaka and Tahu promptly blow up at each other about whose fault it was that Gali died. (I'm thinking on the one hand is Tahu is a weakling, on the other hand even with all his greaaat pooowers Kopaka still didn't manage to save her. Possibly one of them gets an injury that Gali heals and then she's too tired from that to defend herself, so the other gets to use that to blame the healed one.)

They go their separate ways so they don't kill each other (read: Hahli forcibly separates them before they blow each other to pieces), and nearer the end Kopaka dies protecting a colony of Matoran/Agori/probably-Agori-because-*they're-not-dying-out*. Tahu, upset that he was the Toa

Nuva's leader but too weak to save them (and that he never apologized to Kopaka), rushes off headlong to avenge the last of his teammates and probably succeeds but definitely dies in the attempt.

Of the remaining Toa Mahri, only Nuparu has to survive until nearly the end. Hahli, though, is going to last nearly as long, because Takanuva, Hahli, and Kopeke are going to pull a Last Stand of the Chroniclers to give Nuju and Nuparu time to finish rolling out an army of Heroes to face off against the army of Villains. Jaller's death is already before that, and I think Macku sacrificing herself for Hewkii means he should last at least a few more chapters after that, and anyway he's a Toa of Stone and he'll probably be useful in building the Hero Factory itself. That leaves Kongu as an unknown, though I kind of think him and Tamaru dying together as Toa would be cool.

I really, really don't care about the Toa Hagah. If no one suggests otherwise, they're probably going to become Turaga so 36 more Toa can be created and then die protecting some Matoran/Agori, not quite offscreen but certainly not with as much detail and time going into their deaths as people's favorites. Maybe in the same battle where Kopaka dies, so the camera is at least focused near them for a reason I care about.

Fractal requested Vakama die early on, so of course I'll make his death awesome. Of the Turaga Metru only Nuju has a defined death and he's dying not long before Nuparu so he'll be watching all his friends die. That leaves Nokama, Onewa, Whenua, and Matau as free-floating named people who need decent deaths.

Angonce is the one Great Being who couldn't have been eaten by space Grues because he stayed behind in the Spherus Magna system, so he needs a decent death. Heremus, while named, is nothing but a name and so it's the space Grues for him. The crazy Great Being in the fortress in Bota Magna can get blown up or something by the mysterious humming murderer I really don't care. Artakha, last we knew of him, was in that prison too, so hehehe but on the other hand I was considering an awesome death for him dammit.

Miserix! The fun dragon Makuta! And the Good!Teridax from the Melding universe! I have no idea what to do with them.

I'm thinking Tuyet dies by trying to give herself too much power. No idea how she *gets* that power but it seems fitting.

Any other characters I've missed that you guys care about?



On the subject of things that aren't killing people: the Hero Factory itself is going to be built and running a while before the end, and the last few deaths are all about giving Nuju and Nuparu and Mr. Makuro enough time to roll out an army of Heroes to face off against the otherwise unstoppable army of people who don't like the idea of this weirdo group of semi-robots exploring the galaxy.

I've also just remembered that oh yes, Mr. Makuro in the Hero Factory universe itself is credited with the idea for the Hero Factory so I guess I'll just have to have him being created as a repository for the Matoran's legacy first and then, after watching Nuparu be frustrated one too many times in trying to replicate what the Great Beings did to create the semi-organic Matoran, Mr. Makuro suggests creating the Hero Factory.

Pohatu and Kopaka are up in the Red Star right now, which makes it kind of hard to kill Pohatu at the hands of Marendar. On the other hand, Mavrah showed up.

Lewa's off in Bota Magna without the translator microbes or whatnot Mata Nui gave all the Matoran Universe natives because anyone who was in the fortress in Bota Magna wasn't available to be translated when Mata Nui was using the Ignika.

The Toa Mahri are cheerfully in the thrall of the [Skakdi Fusion](#). I think I could probably use a Toa of Psionics to snap them out of it, but the only canon one is *also* in the middle of an unresolved plot point.

[The Yesterday Quest](#) is still unfinished. People I care about currently stuck in it: [Orde](#), [Chiara](#), [Gelu](#), [Zaria](#). They... well. They'll find Angonce at the end of their quest but that's about it, *if* they ever get away from the Vorox hunting them.

Who the *heck* is the Great Being who disguised himself as a Matoran Universe native? I'm leaning towards Velika because he's GregF's favorite Matoran, though somewhat convincing arguments have been made for that Order of Mata Nui guy who's invisible.

Marendar! Heh. I've already kind of decided that the Glatorian who were given elemental powers by Mata Nui will take care of that. All that's known about the thing is that it's specifically designed to kill Toa and do it easily... yeah, I'll be killing a few people in this boss fight.

[Battera](#)! They only go after armed combatants, and were never tuned to consider Toa armed at all times. Just mentioned here so I remember I'm planning to have them be dealt with by some

Toa with nothing but elemental powers on their sides, though it'll be... kind of pathetically easy, I think. Assuming an ambush is sprung correctly, which can always be *not* done if I want to kill someone in this particular fight by having the Baterra notice they're being attacked and decide THREAT anyway.

[The overall BIOsector01 Timeline page!](#) Basically can be picked through to see who's obviously in the middle of something.