

MARVEL

22

NEW MUTANTS



STUM
OND+

AYALA
REIS

The House
of X.

The
Fort.

The
Hatchery.

Krakoa.



Just leave *some*
for the rest
of us!

Make
them
pay!

It
doesn't
have to be
this way.



(00_synergy_X)
(X_power_00)

[00_Reign]
[00_ofX]

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HARD LESSONS

The NEW MUTANTS have been tasked with training the youth of Krakoa -- teaching them to use and combine their mutant abilities! But basic training isn't working for everyone -- a group of young mutants have fallen in with the Shadow King. Scout cautioned them to steer clear of Farouk's machinations...so he killed her. Her friends convinced the Five to resurrect Scout, even though she's a clone. But the Shadow King has to pay for what he's done -- and the New Mutants are out to make sure he does.



Dani
Moonstar



arma



Wolfsbane



Warpath



Magik



mole



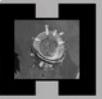
Scout



Rain Boy



Cosmar



No-Girl

NEW MUTANTS

[X-22]

[ISSUE TWENTY-TWO]

. SHADOWS AND MIRRORS

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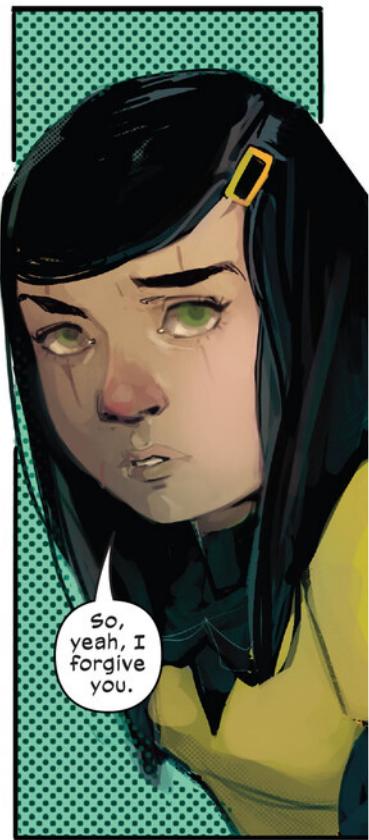
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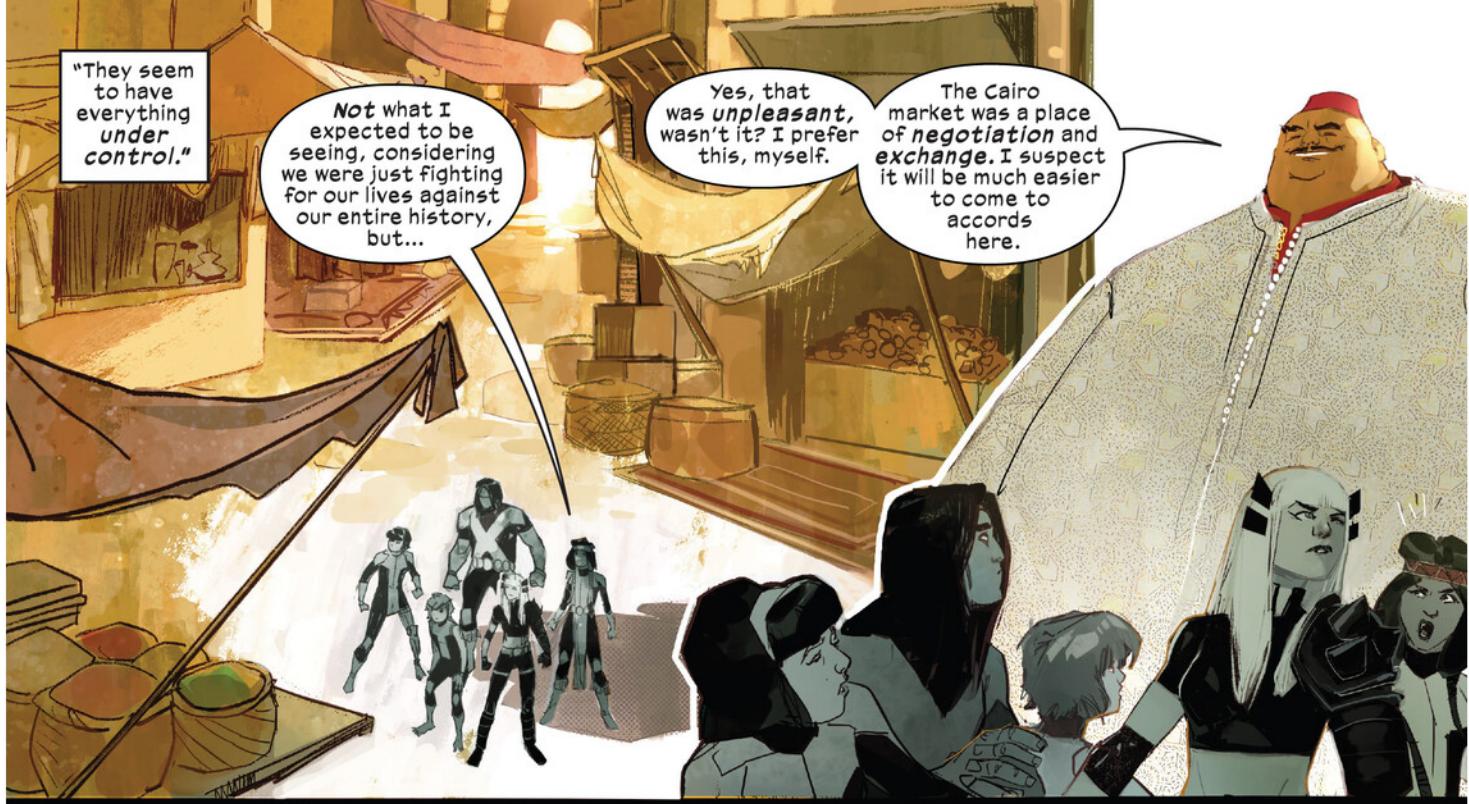
[00 power]
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[00 _____wild]
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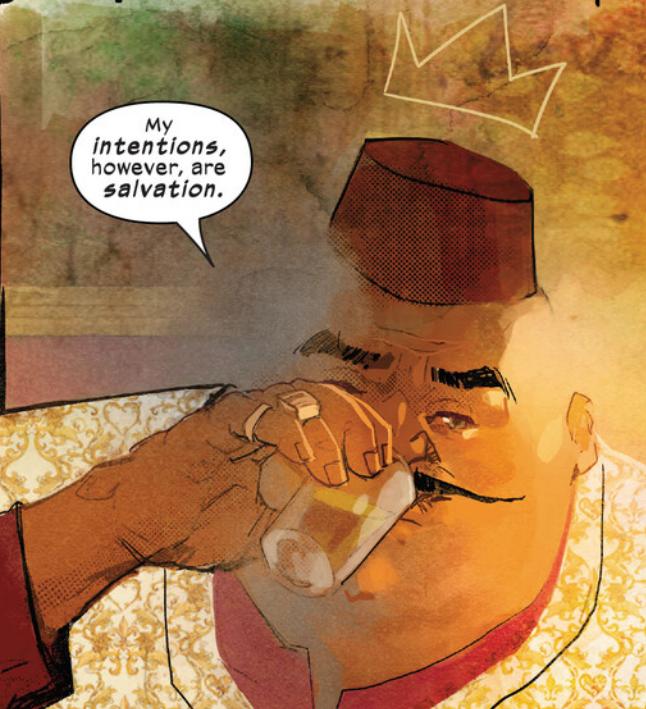












In my time in this world, there has been only one constant: *Nothing* lasts forever.

As the oceans wear away mountains, time wears away empires, turning them to dust, forgotten by history...

Xavier and Magneto feel **safe** in their belief that they have discovered the secret to an indestructible nation.

But they are horribly, narcissistically, foolishly wrong.

Krakoa, like Constantinople, will fall, and mutants will have become **too soft** to survive it.

So you torture us with **our worst fears** because we came to stop you from hurting and brainwashing our children?

Disgusting.

We got it wrong, Dani.

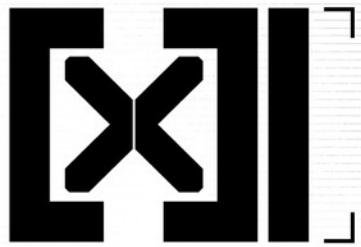
These aren't **our worst fears**.

Karma, What-- They're his.

Hear my words and **understand**, you foolish children, that they are a warning.

Apocalypse knew the truth of what it takes to endure, but he was **weak**. He only cared for his kind long enough to get what he wanted, then he abandoned us.

But I will not give in so easily. I will remind mutantkind of these harsh truths.



REBELLION OF THE HOST

The boy slumbers, his dreams sweet and gentle to keep him docile -- dormant. But sometimes, sometimes he stirs...

-

There is a child, a creature like the boy but different. Stronger? Desire for their power rises like a tide in the Shadow, but...something rises in them, like a wave of white noise.

When it clears, the child is gone.

-

The boy's dreams have turned turbulent, but still he slumbers. Sometimes, he thinks he is awake, but the horror of what he has become is so deep that he is sure he must be dreaming.

-

The girl picks the right pocket. Another one like them -- a mutant, as they call themselves now. The Shadow is pleased, reels the man into his web like a greedy spider.

The man is powerful, but nothing compared to the combined might of the boy and the Shadow.

But, as they battle, once again, the Shadow is set upon by a muzzy wave of nothingness. The Shadow fights it, retains most of his control, but the man manages to use the distraction to claim victory. For now...

-

There is a girl nearby now, and she is frightened and desperately sad. The boy comforts her as well as he can, but her presence is muddled, as if they are on opposite sides of thick glass.

When the girl's friends come for her, the boy thinks she would be happier if they took her away.

The boy strains to wave long enough to --

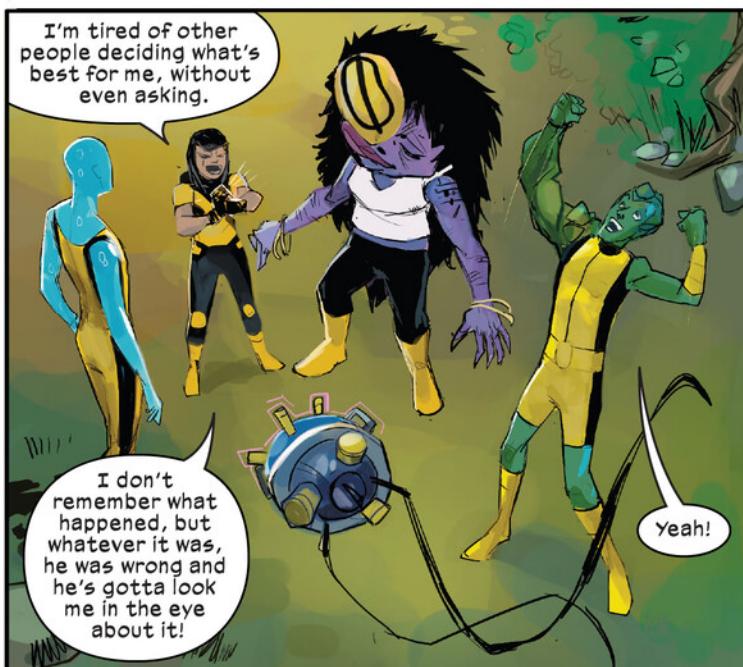
-- the Shadow sees it coming this time and snatches the boy up, dragging him to the center of things.

The market is in ruins, and the sky closes in on the boy, raining down terror.

-

The boy does not sleep now, but neither is he free.





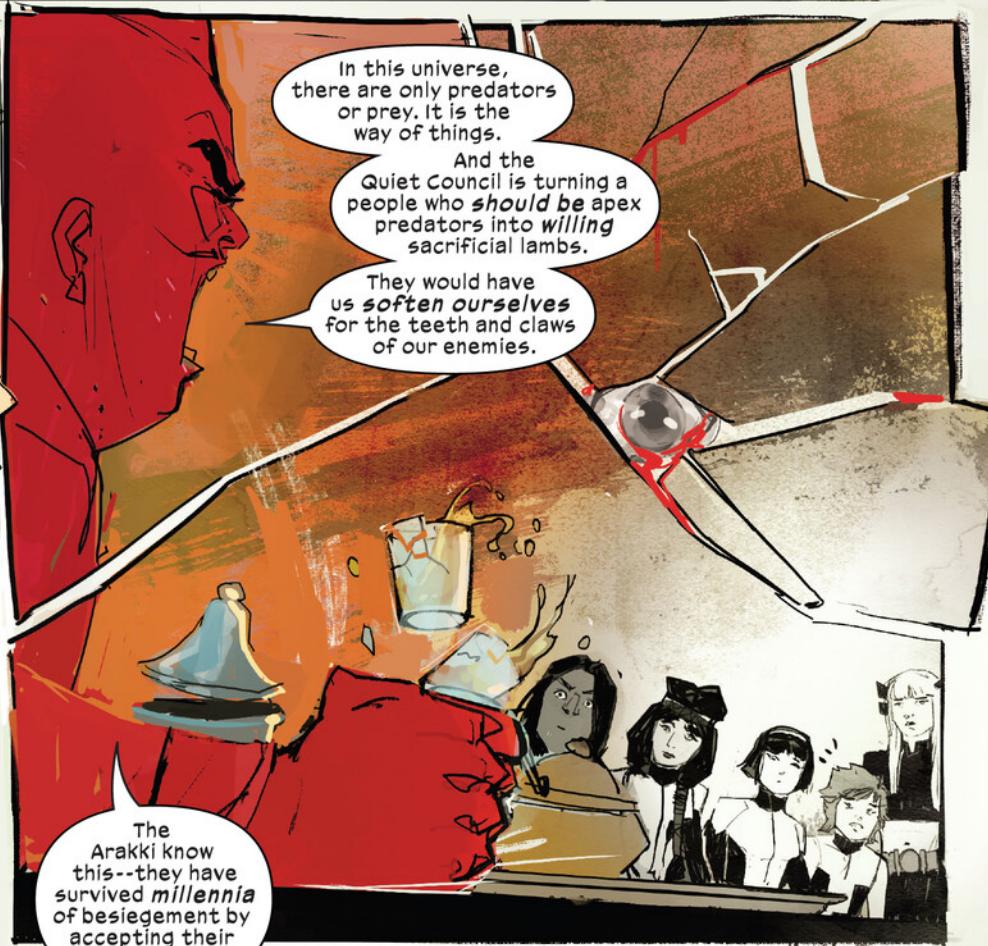
We have never known anything except desperate survival. We deserve more.

Coming together has given us the chance at a future. We are stronger together than any other force I have ever encountered.

What you are doing is harming that--you see that, don't you?



What you are doing is harming that--you see that, don't you?



Boring.

Hells,
you men are all
the *same*. Narrow-
minded, fearful,
pathetic.

Krakoa is about
breaking the cycle,
not regrouping for
another go.

If you
truly believe
mutants are a higher
order of being, then you
have to believe that we
are capable of thinking
above such petty
terms of existence
like *predator*
or *prey*.

If we treat
everyone else as prey,
then we become worthy
of their hatred and fear.
Not *ideologically*,
but *literally*.

If we hunt
them, then any
measures they
take against us
are reasonable to
ensure their survival.

Krakoa
means
safety and
balance.

It means
moving past the cycle
of destruction, and
lifting *everyone* to a
way of life that's better
than anything anyone
has imagined
possible.

Krakoa is
something truly
unique. It *unified*
mutantdom in a way
that shouldn't
be possible.

Still. You are all
so young and *idealistic*.
You were weaned on the
dream of a man who believed
that to suffer for some
greater good was the
better part of valor.

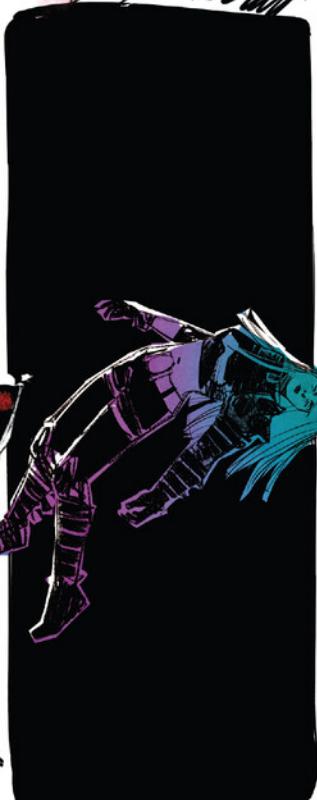
I know
the *truth*
of countless
dimensions,
and there are
none where
weakness is
a virtue.

You
must learn
this lesson
if we are to
survive.



And I
am happy to
teach you
until you
believe...







STRATEGIES & TACTICS

DEMONSTRATION 002: 45 MINUTES

Synergies: Mirage/Magik - “solidification” and destruction of constructs.

Last mutants standing: Mirage.

Next demonstration: Start all separately, at random locations.

DEMONSTRATION 14: 32 MINUTES

Synergies: Mirage/Karma – mental manipulation of constructs (semi-successful).

Last mutants standing: Mirage and Karma.

Next demonstration: Start Warpath and Magik in the Arbor Magna, Karma and Wolfsbane in the Wild hunt, and Mirage in House of M.

DEMONSTRATION 015: 4 HOURS 38 MINUTES

Synergies: No synergies attempted.

Last mutants standing: Most of the team died early. Magik and Warpath managed to make a temporary stronghold of the Council Chambers. They proceeded to hack away at all presented threats for hours, until Magik broke the line to pursue her brother.

Next demonstration: Start Magik and Warpath in separate areas. Warpath in The Fort (loses focus in the presence of dead children), Magik in “the Hole.”

DEMONSTRATION 023: 5 MINUTES 36 SECONDS

Synergies: Unclear.

Last mutants standing: All. Mirage and Karma in close proximity when an anomaly appeared. (Were they attempting a new synergy?) Another presence (multiple?) detected. Brief nothingness.

Next demonstration: The New Mutants are unaccounted for.

The Wild Hunt.

Something's definitely up, guys.

Maybe...maybe we should turn back, at least until the storm clears?

The New Mutants are up there. They have years of experience dealing with him.

We'll be fine!

Gla-la-lag!

Ssshh, be still.

I can use my warping powers to help you reform more quickly.

I think... I think that was a psychic shockwave?

It felt... desperate.

We gotta get up there, quick!

That... sucked.

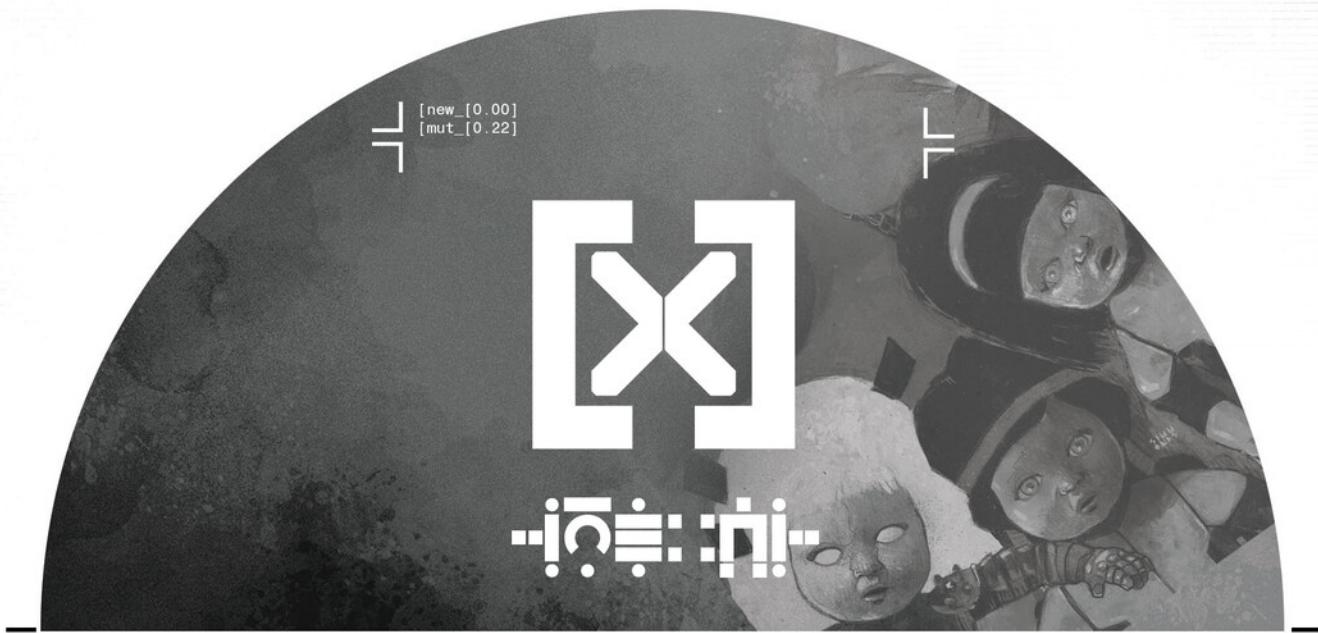




...You
will all
learn.

To be continued!

COMING SOON:



[kra_[0.0]...]
[koə_[0.0]...]
[oo_newmut_.22]

KRAKOA IS FOR ALL MUTANTS:

| | |
|-------------------------------------------------------------------------------------|----------------------------|
| | EXCALIBUR #24 |
| | HELLIONS #16 |
|  | NEW MUTANTS #22 |
| | X-FORCE #24 |
| | X-MEN #4 |
| | S.W.O.R.D. #9 |
| | WOLVERINE #17 |
| | X-MEN: TRIAL OF MAGNETO #3 |
| | INFERNO #2 |
| | MARAUDERS #25 |

