

MARVEL

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DUGGAN
CASSARA
GURU-eFX



AVR TOV

MARVEL REMEMBERS



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Mike Pasciullo | 1972 - 2022

With heavy hearts, Marvel remembers our dear friend and colleague Mike Pasciullo, who passed away earlier this year.

Growing up, Mike found a passion for collectibles and trading cards. After diving into comics and becoming a Marvel expert, he went on to work for Fleer, where he became an important collaborator on art development and creative direction for Marvel's trading card sets, including now-classic sets like DC vs. Marvel, Amalgam, and many more.

Through his 25-plus years at Marvel, Mike went on to lead the company's marketing strategy across publishing, films, television, and more. His work included landmark campaigns for seminal Marvel comic book moments like *Secret Invasion*, *Marvel NOW!*, *Civil War*, and many others, and key contributions in establishing the vision behind Marvel Studios' early promotional strategy, engaging fans with unforgettable live events and promotions at conventions and beyond. After

marketing multiple MCU films, he brought that fan experience to Marvel Television's projects, including *Marvel's Agents of S.H.I.E.L.D.*, *Marvel's Daredevil*, *Marvel's Luke Cage*, *Marvel's The Punisher*, *Marvel's Iron Fist*, *Marvel's Jessica Jones*, and *Marvel's The Defenders*, and Marvel's animation projects for *Spider-Man*, *Guardians of the Galaxy*, *Avengers*, and more.

Building on his knowledge of sports, Mike also helped weave together Marvel's fandom with sports fans through Marvel-themed game days, Marvel giveaways at sports events, and other Marvel activations across the country with Major League and Minor League sports teams that continue to this day.

Mike was beloved at Marvel, and he will be remembered for his kindness, creativity, optimism, and humor. His memory will always be with us, and he will live on forever within the Marvel family and beyond. ■



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The suit makes the mutant.

-- MR. SINISTER

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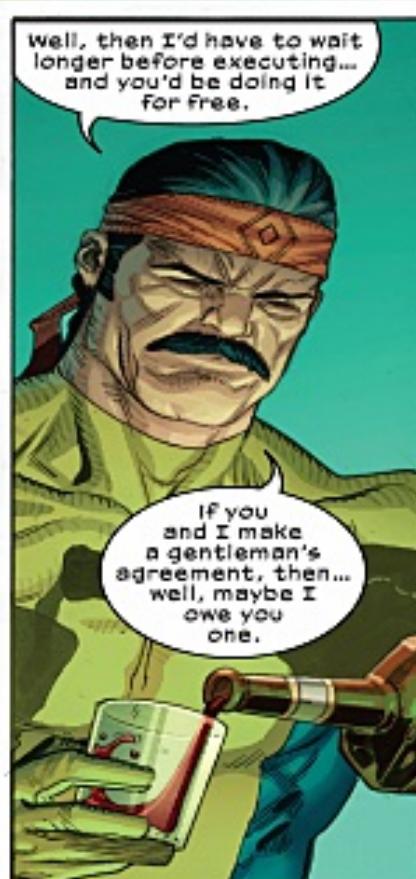
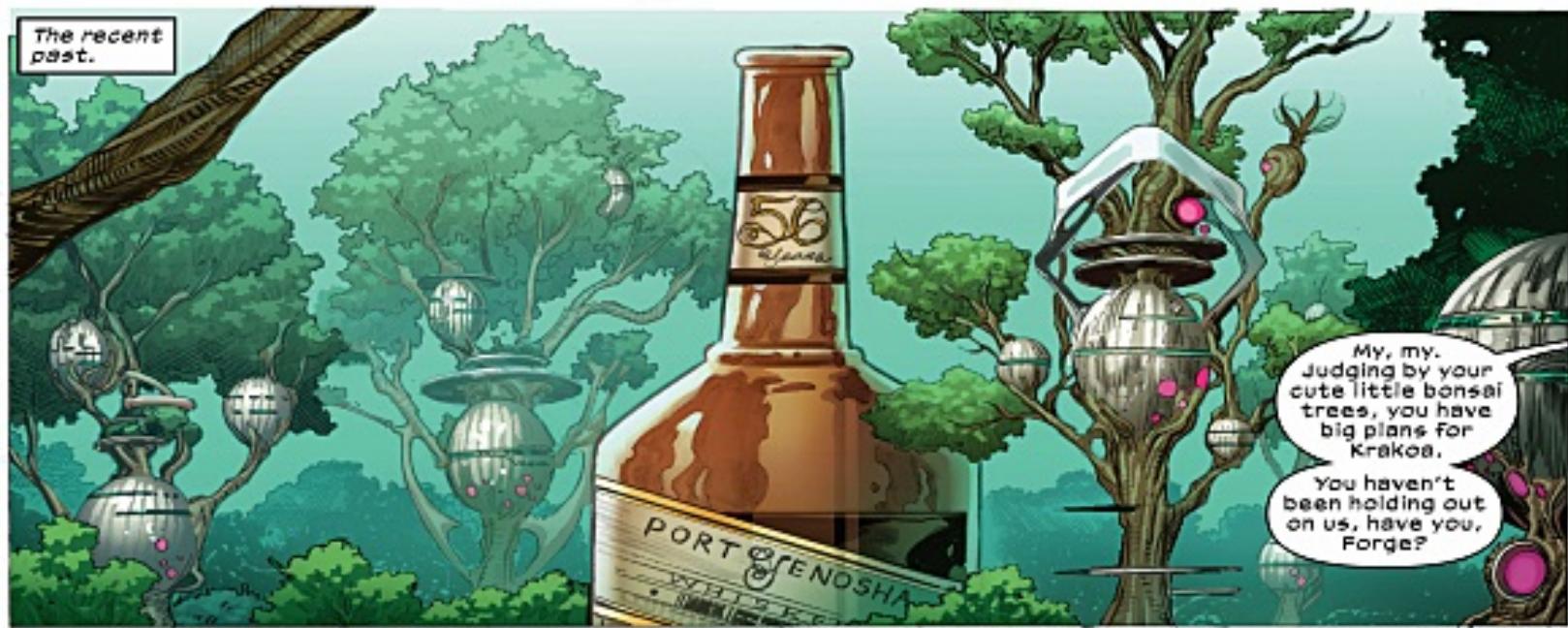
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[x-men_alpha.]

The recent past.







Excuse me.
Must--mmph--
make sure--ngh--
that our chat
remains
private.

But
that--mmph--
the third
name--



...unless...
you already
have access to
one of the four
cradles.



X-MEN

STEAL BACK THE FUTURE

With Forge joining the X-Men, his mysterious Project Blackbox is coming to light -- and with it the horrifying realization of how little stands between Earth and its would-be conquerors: the Children of the Vault, a group of futuristic post-humans who would raze the Earth of all inhabitants to usher in a new era.

Using Krakoa technology, Forge has tricked the Children of the Vault by placing them in stasis and feeding them a false reality in which they've already conquered Earth. But while they must take care not to interrupt the stasis, the X-Men can no longer stand by while one of their own, Darwin, remains stranded in the Vault following a reconnaissance mission.

It's time to bring him home.



[JEAN GREY]



[SYNCH]



[ICEMAN]



[HAVOK]

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Gerry Duggan/Writer
Joshua Cassara/Artist
GURU-eFX/Color Artist
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Lauren Amaro/Associate Editor
Jordan D. White/Editor
C.B. Cebulski/Editor in Chief

Russell Dauterman &
Matthew Wilson [Trading Card];
NetEase [Game Variant]
/Variant Cover Artists

X-Men created by
Stan Lee & Jack Kirby

Inside the Vault.
Now.

Not much
farther now. The
mutant I sense is
growing nearer.

Can I
ask a question,
Forge?

Of course,
Caliban.



Of course,
Caliban.



You say you
got my approval
to use my power and
mind like this, but how
do I know that
is true?



Your
gifts have been
used for the wrong
reasons over
the years...

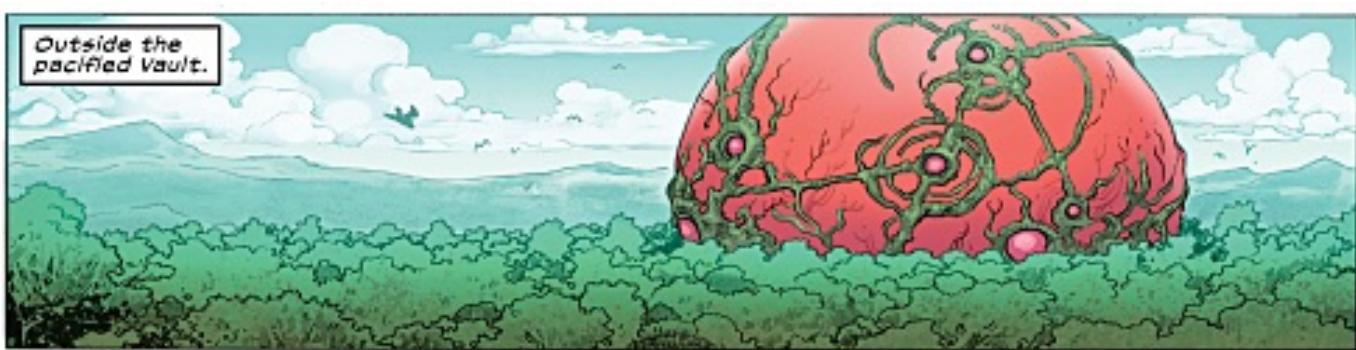


The area up ahead is more densely populated. Better deploy stealth mode.

I'm going to be honest with you, Caliban... I didn't ask Mystique if I could crib from her.



Outside the pacified Vault.













I'm pulling my punches with you, Perro, so...

I'M
NOT!

So
don't hold
back.











"...Alex hasn't found what he's looking for, and this X-Men team is not it."



Okay,
Caliban.
Stay quiet until I
move us past
the guards.

Morning.

Morning.

Okay,
coast is
clear.

You see,
there's an artificial
intelligence that is
curating the changes in
the children of the Vault.
It's paramount we rescue
Darwin to see what he
may know of the
Children.

Fascinating.
And how are we
to rescue him
exactly?

The suit
has some more
tricks up its
sleeve.

I can
medevac a
mutant out
on my
back.

Remarkable.
Do you ever have a
day when you feel
dumb?

It
happens.

But not
often. WOW...

...look at this place.

This is obviously their Fort Knox for biological material.

Right over there...

...he's in this one.

We'll onboard Darwin into life support and be outbound in less than five minutes.

You asked if I ever feel dumb...

Oh...

...f@#%,



...well, today is
definitely one of
those days.



FORGE FIELD NOTES: SITREP FROM THE VAULT INCURSION 2:

(Translated from a private mash-up of Cheyenne and Krakoa languages known only to Forge.)

TOP SECRET MEMO FOR THE ATTENTION OF: THE QUIET COUNCIL

This communiqué is being recorded to be sent upon exit of the Vault. The After-Action Report from Krakoa's first incursion into the Vault must be revised. Darwin was captured and likely killed, and the mutant I detected faintly from deep within the city is Wolverine, A.K.A. Laura Kinney. I've just discovered her alive, trapped in stasis in a bio-vault.

Unfortunately, it's highly likely that the Children of the Vault found the uppermost tolerance of Darwin's mutant gift. The CotV were always dangerous, but if they have incorporated Darwin's adaptability, they may be even more dangerous. It's true that we've pacified the Vault, but should a lengthy disruption of Krakoa occur, it's highly likely the Children will escape and become a problem not just for Krakoa, but for all humankind.

I'm going to noodle on it, but I humbly suggest to the Quiet Council that we read the Avengers and perhaps Reed and Tony into what we've done here. I've got triple redundancies, but "life finds a way," as a fellow scientist once said. If the Children escape our simulation, it will be an all-hands-on-deck situation.

It looks like I'm soon to attempt to exit the Vault without Darwin and with another Wolverine, which, though nobody's asked, seems like at least one too many considering she was mistakenly resurrected after the first mission. I suggest we release the hold we placed on Darwin and expedite him to the top of the queue.

-- Forge

NEXT



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Immortal X-Men #8





