



Presented by STAN LEE

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THE X-MEN

FIRST OF ALL, let's get one thing straight. I'm not writing this as Stan Lee, Publisher, or Editor-in-Absentia, or even Honorary Living Legend! Nossir! These wondrous words are lovingly being written by an unabashed, unwavering fan of Claremont, Byrne and Austin! Speaking as a typical reader, I just wanna give you my own gut-level feelings about one of the greatest comicbook sagas ever presented—the startling chronicle of Dark Phoenix!

It'll come as no surprise to you to learn that The X-Men is one of Marvel's most popular and best-selling series, and has been so for years. And, if you've been faithfully following the adventures of Professor's Xavier's gregarious little groupies, then you surely know the reason why.

Never in the history of comicdom have there been stories more filled with human interest, believable characterization, and far-out fantasy combined with stark, shattering realism. Never have hard-hitting action-packed adventures been more skillfully intertwined with exciting philosophical concepts and provocative moral issues. And never has any series more accurately symbolized the mighty Marvel credo— "Anything can happen—the more surprising the better—but it must be realistic, it must be dramatic, it must be exciting, and above all, it must be intelligent!"

Sure, any writer can say, "Hey, here's something the fans aren't expecting. Let's do it 'cause it'll be a surprise." But that's the easy way out. One of the reasons the landmark sagas of Claremont, Byrne, et al., are so great is because they don't toss surprises at you for the sake of keeping you off-balance. Every new, daring development in every X-Man thriller is the logical result of what has gone before.

The ultimate fate of Phoenix was one of the most traumatic, unexpected events in the history of illustrated series. Fans throughout the world still debate its many ramifications in heated discussion and arguments. And, if you wanna know the true measure of this series' amazing impact, even in the Bullpen itself the arguments still continue! Of course, one of the most important qualities that Chris and John have been able to bring to our marvelous mutant magna-series (I can't bear to call such powerful masterworks "mini-series") is the element of flesh-and-blood characterization. If Phoenix didn't seem real, if she wasn't as believable to you as the girl next door, if you didn't feel you knew her, you understood her, you cared for her—then her startling destiny would have meant nothing to you; you'd have shrugged it off and reached for another Twinkie.

(You'll notice, of course, that I refer to Phoenix' fate, or destiny, without telling you what it actually is. There's a reason for that. It just occurred to me that somewhere in the universe there may actually be a culturally-deprived unfortunate who hasn't yet read, or heard about issue #137 of the X-Men. 'Tis for the benefit of that improbable individual that I dare not prematurely reveal the wonderment that yet awaits thee!)

Still, the greatness of the X-Men is exemplified by more than the fate of one of its stars. Have you ever thought of the storylines themselves? I'm constantly amazed by the sheer complexity of the plots, by the way each single element dovetails so perfectly into the whole, by the way we the readers are shown countless seemingly unrelated facts and incidents, and then, as the story progresses, every random thread is cleverly joined together until there are no loose ends. The plotting and conceptualizing are as skillful, as innovatively brilliant as that which you'll find in any award-winning motion picture or best-selling novel. Nuts! Why pussyfoot around? Let's not speak with forked tongue! They're a lot *better* than you'll find in most of today's books or movies!

But let's change the subject before Capricious Claremont and Burgeoning Byrne suspect I'm trying to butter 'em up for a free subscription!

Let's talk about the treats you've got in store for you in the pages that lie ahead. For starters, you'll witness the first time the bedazzling Dazzler has ever guest-starred in the X-Men. And this is no mere token appearance. The gorgeous Dazz is very much a part of the action, the drama, and the cataclysmic chain of events which are destined to shake the superhero world. You'll also see the first appearance of another of Marvel's most unique and empathetic characters, the youthful and extravagantly appealing Kitty Pryde. This is the neophyte Kitty, still discovering her own fancastic powers, still confused and bewildered by the role she seems destined to play in a conflict she cannot fully comprehend. And there's more, much more! You'll see the return of the Beast, the Angel, Lilandra, the gorgeous Majestrix Shi'ar who must battle the man she most loves!

Sheesh! It isn't fair. I could go on yappin' all day, but why merely hint at the brain-blasting thrills in store for you when you can read 'em yourself on the pages that follow? And if it sounds like I'm being noble by cutting this intro short to let you get to the real stuff, forget it! I'm just thinking of me! I'm itchin' to re-read these sagas myself! So let's go, mutie-lover! Wonderment beckons, and the universe entire will be our arena! The best still lies ahead!



Excelsior!

Also by Stan Lee **Origins of Marvel Comics** Son of Origins Bring On the Bad Guys The Superhero Women How to Draw Comics the Marvel Way The Incredible Hulk The Silver Surfer The Mighty World of Marvel Pin-Up Book (with John Buscema) Marvel's Greatest Superhero Battles The Amazing Spider-Man The Mighty Marvel Jumbo Fun Book (with Owen McCarron) Dr. Strange The Fantastic Four Captain America, Sentinel of Liberty Mighty Marvel Team-Up Thrillers





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cro MARVEL COMICS GROUP 575 Madison Avenue New York, New York 10022

Dear X-Friends:

X-MEN #124 arrived yesterday, the first issue of my subscription, and the first thing I noticed was the cover (as usual). I was awed. Dave and Terry outdid themselves.

However, the inside issue was not up to par. The low point of the comic for me was the story. Now, Chris, you know I'm one of your biggest fans, but "He only laughs when I hurt" was just too rushed. I'm sure both you and John wanted the story to be a three-parter, but why didn't you go with that? You could have slowed the pace, allowed the tension and trauma of the Collossus/Proletarian dilemma to develop, working in some subplots (which were noticeably lacking – especially Spider-Man), and just made the story a superior work.

On the other hand, John turned in his best artwork so far (although at times, the figures looked somewhat distorted. For example, Cyclops on Page 10, panel 1, or on page 30, panel 2) and his grip on the character of Arcade is obvious. All of page 2 was superb; panels 1, 3 & 5 surpass superb. John, keep up the fantastic job (and, lest Terry think I've forgotten him, let me say that his inking gives John's art its impact.)

Finally, I'm afraid I must disagree with Kathy Smith. Don't clear up the mystique about Wolverine! Let us piece together Wolverine's origins, his background, his personality and his character. Let us learn only as much as the actual X-Men learn. We all know Wolverine was a loner (until joining the group), so it would be unrealistic to have him spill his guts all at once. However, do put an end to the effair between him and Jean. Now that you've introduced Mariko, let her become Wolverine's love interest and leave Jean to Scott (and vice versa).

Regardless, I love the X-Men and I love what the three of you are doing with them. Don't let it stop.

Bob Bull 315 Meadow Ct.

Ft. Atkinson, WI 53538

As you have no doubt seen by now, Bob, we've pretty much done what you said regarding the Wolvie/Scott/Jean triangle, and we also agree wholeheartedly with your feelings about Wolverine; we, too, think it's better if his origins remain a mystery (possibly because Claremont hasn't figured them out yet!). On the other hand, though we understand your reaction to the "Arcade" storyline, we stand by our decision to make it a 2-parter. Things may indeed have been rushed, but we felt it more important to get our crew of mixed-up mutants out of Murderworld and reunited as quickly as possible; after all, they'd been separated for over a year and some of our readers — not to mention a certain very tall editor-in-chief — were starting to get a little antsy. So far as Arcade is concerned, we — like him — will have to content ourselves with a simple, "Better luck next time."

Dear Chris, John, Terry, Tom, Glynis, Roger & Jim,

You continue to surprise me. I was very depressed after reading X-MEN #122. Oh-oh, I thought, here it is: the inevitable turn for the worse. No book can stay so good for so long and 122 is the beginning of the long slide downhill. It really was an awful issue. The characterization had completely crowded out the normal dialogue. It was like a parody of the excellence of the earlier issues. Yuk.

Then you saved the day with X-MEN #'s 123 & 124. Chris, those two issues are the best of the entire new X-MEN run so far. You even succeeded in making me LIKE Arcade. I've never seen such a totally *modern* villain, such a completely believable madman. Arcade didn't convince me in his initial appearance in MTU #'s 65 & 66, but here he completely hogged the limelight. Any chance of him getting his own book (I am not kidding)? The X-Men were at their best here – 3-dimensional without being maudlin and obviously still severely lacking in teamworkefficiency, but that is a very useable plot element: the growing dissatisfaction about their lack of teamwork. I'm shiverish about excessively praising artists. If enough people do it, they tend to leave comics and to concentrate on Serious Business like Art. Trouble is, the foursome of John, Terry, Tom and Glynis DESERVE excessive praise. You are creating a new kind of comicbook art. Not psychedelic, not ultra-realistic, but some thing far better. Some kind of magnificent mutant hybrid of the two. I am at a loss for words. Don't ever stop.

A nice thing about the future of the comic: you've got oodles of interesting leads lying about. Betsy and Amanda, how do they fit in? The past of Colossus and Nightcrawler, practically untouched. Jamie Madrox, will he be given a chance to do his stuff again? Something I would really like to see: an ordinary social call from Spider-Man; no villains, just a developing of the triendship between him and the X-Men. Jean's sister. Individual members from Alpha Flight, Etcetera, etcetera, etcetera...

Since the X-Men will be reunited pretty soon and since that solves a lot of the interior aloofness of the X-Men (they are all so maniacally individualistic), could we have some mingling with the rest of the Marvel Universe? Yes, I know the X-Men have always been the outsiders of Marvel, but this team is a trick that is too good to keep up your sleeve. Howzabout Spider-Woman, the Avengers and the FF, for starters? Chris? Chris?! You still there? Oh well, nice try.

Ivo Steyn Loosdrechtseweg 4 1215 JW Hilversum The Netherlands

One thing about this crazy book - it's a stamp collector's joy. In the last five-odd years (good grief, has it really been that long???), we've gotten letters from the four corners of the globe - North and South Amarica, Europe, Africa, Asia, Australia and darn near everyplace in between. It does our hearts proud to know X-MEN has an appeal outside our own proverbial beckyard. Thanks, Ivo - John, Terry, Tom Orzechowski and Glynis Wein, not to mention the Cheerful One himself appreciate all the praise they get.

SPECIAL NOTE FOR ART LOVERSI

Our old buddy Sal Guartuccio has just put together a great new portfolio that all of you X-MEN enthusiasts, FAN-TASTIC FOUR followers, and just-plain-majestic Marvelites are going to lovel it's called THE ART OF JOHN BYRNE, and it's 64 pages of full-tilt fantasmagoria from full-color cover to full-color cover... and there's a full-color center-spread that'il knock your eyes out! John has personally imagineered an all-new 25-page comics story especially for this portfoliol Plus, there are dozens of brand-new Hiustrations by John of your favorite Marvel Super-Stars (some of them Inked by the ever-talented Terry Austin)... an introduction into the weird world of John Byrne by Roger Stern... an insider's afterword by Chris Claremont... a checklist of John's comics work... and morel And it's all available now for only \$6.00 (postage included!) from: S.Q. Productions/ P.O. Box 7/ Dyker Heights Station/ Brooklyn, NY 11228.

This is one you won't want to missi 'Nuff said?









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c'o MARVEL COMICS GROUP 575 Madison Avenue. New York, New York 10022 JIM SALICRUP EDITOR BOB BUDIANSKY ASSISTANT EDITOR

Dear People,

This is a letter of praise. No, it's not for Chris Claremont, even though he did a super-fantastic job on X-MEN #125. No, it's not for the great Byrne/Austin art team on X-MEN #125. It's for Ms. Wein.

When I opened up X-MEN #125, it hit me. The colors are so great. The mixtures of reds, blues and pinks were great. It reminded me so much of the colossal X-Men/Magneto fight. You are my favorite colorist, Ms. Wein. I hope that when 1 pencil for Marvel, I have a colorist half as good as you. Thank you very, very much.

Philip Albinus Kings Park, New York

We agree with you a hundred percent, Philip; Glynis Wein is our favorite colorist, too. In fact, one of the most flattering compliments Chris, John & Terry have received during their tenure on X-MEN was Glynis' request that she be assigned the book on a permanent basis. In the two-odd years since she started coloring X-MEN, she's only missed two issues, and has never turned in a less than superlative job. We're glad you singled out Glynis' work for comment, Philip; such recognition is well-deserved and long overdue. Actually, we're all waiting for the day when Len Wein is introduced as Glynis Wein's husband.

Dear Four Color Maestri,

I have a simple principle for determining the quality of any comic I read. After finishing a comic, the amount of desire I have to have more of the next issue in my hands at the moment is proportional to the contents. Simply, the "Increase my dosage right now, Doc" effect (or, "I have to wait 2,592,000 seconds till I get more? Double argh.").

The X-MEN series has double arghed me consistently and more than any other comic series yet devised by homo sapiens or homo superior. But with ish #125, I arghed out.

This was an issue that reiterated what has become a fast modus operand/ with the series "We're taking another move forward, so try to stay in step, devotees." Really, something cynical inside me keeps expecting you guys to play it safe with formula, but you always damn the torpedoes. Excuse please my lack of trust, but I've seen more talent take a nose dive than I care to remember. Is It any wonder why so many fans become curs?

#125 was a banquet of expectations of what is to come. Chris, the development of Phoenix is exciting because now we have a power in the X-Men to be reckoned with. She has power without the hamperings of specialization. A mistress of molecules and the mind and that doesn't leave too much out of her reach. In fact, unfortunately, she may be too powerful for the team. She is to them what mutants are to humans. A pity if she should forsake the group; but if she does she definitely merits a tryout in MARVEL PREMIERE or somewhere. The one page of Magneto was an unexpected, nice diversion. He is my favorite adversary and has the grandeur of a being of immense power and commanding presence. When you bring back the former leader of the Brotherhood of Evil Mutants, please don't use him as an example of how powerful Phoenix is by having him quickly or soundly thrashed by her. Give the guy some respect. By the way, is it my imagination or does Magneto's wife, Magda, bear a family resemblance to the Scarlet Witch? Say, perhaps, a maternal resemblance?

John and Terry's rendition of Jean Grey as this Black Queen was, how shall I put it, stirring? The atmospherics and alienness of their glimpses of Imperial Center force me to follow their lines and shapes till the panel borders block my path. Luckily for us, Glynis knows exactly what to do and what not to do with those lines and shapes.

I really am trying to figure out what this Mutant X is and if I have seen this Jason Wyngarde elsewhere, long ago. Too bad you have decided to semi-retire Havok and Lorna. I always did dig guys with concentric circles on their chests and women with green hair. If you ever make the X-Men two operative teams, don't forget these two powerful and probably great characters.

I must have missed something or have selective amnesia, but who is Jamie Madrox?

We mutantphiles have Mutant X, the Hellfire Club and Magneto to look forward to. What a way to kick off the eighties.

Till the Banshee uses Binaca....

David Stallman 235 W. Workman Covina, CA 91722

What can we say, Dave; you like our book, we like your letter. You weren't the only one to spot the family resemblance between Magda and the Witch; be of good cheer, you weren't imagining things. The resemblance is both intentional and maternal. By this time, you should know who Mutant X is — as well as Jamie Madrox — and what happened to both of them. You'll have to wait a few issues to be sure about Jason Wyngarde. And you don't just have to look forward to the three plot lines you mentioned; there's also Ariel and Caliban, "What ever happened to Mesmero?", the absolutely (we promise, Scout's honor!) last Sauron story (which will be kicked off any year now in a two-part Angel/Ka-Zar/Spider-Man team-up by Chris Claremont and Michael Golden), set in the Savage Land. Plus, the return of Alpha Flight, Juggernaut and Black Tom, Arcade, and the Sentinels. And that's just for openers. Eighties?! Good grief, man — what a way to kick off the new century!

NEXT ISSUE: Mystery piles upon mystery as the X-Men try to find out who is after them and why. Our scene shifts from New Mexico (and a guest appearance by the Angel) to New York and a climax that will surprise and shock you. Be here in 30, people, for: "AND HELLFIRE IS THEIR NAME!"

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MARVEL COMICS GROUP

THE HELLFIRE CLUB HAS TRANSFORMED PHOENIX INTO THEIR BLACK QUEEN! ARE THE X-MEN TOO LATE TO SAVE HER? --OR THEMSELVES?!

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Chris and John:

The X-Men are truly a study in pathos.Nowhere else in Marvel Comics have I seen such assiduous depictions of what it is like to be an outcast, and rarely have the adventures of this band of outcasts struck so deep a chord in me. Not since "The Lords of Light and Darkness!" in MARVEL TEAM-UP ANNUAL #1 has this pathos been so intense. The "Proteus Saga" (as I call X-MEN #'s 125-128) was an incredible 68-page epic, and when it ended there was that profound sense of sorrow, loss, and great relief — just like when those pseudo-Hindu Gods met their demise in MTU ANNUAL #1. Something incredible died, and its death can only be attended by intense sadnees and immense relief. Trememdous pathos was invoked in both cases.

Enough praise (for now). I do feel that the final battle, no matter how colorful, was fraught with cliches. It was so obvious that Phoenix and Colossus posed grave threats to Proteus that I was sure those "Masters of Creativity," Claremont and Byrne, would take another approach. Nevertheless, the battle even then proved to be quite dramatic and enjoyable. I hoped to see those masters of finesse and subtlety, Nightcrawler and Banshee (will his power ever regenerate?), do more than they did.

Additionally, to call Proteus "Master of Reality" is a bit too dramatic and slightly inaccurate. Reality is our perceptual consensus. Proteus merely warped the fabric of space-time so rapidly and intensely that his victims (never foes — always victims) could not change their perceptions or consensus in time. True, John A. Wheeler — Einstein's successor in Relativity Theory and coiner of the term, "black hole" — has believed that the fabric of space-time is the substrate of the Universe, but examine the powers of Proteus closely: the basic properties of space-time never changed. Proteus' power seemed to decline with distance (the Inverse-square law) like any other energetic source; otherwise, he would've been the God he thought he was, instead of being a murderously powerful, sophisticated

But he was evil - reekingly evil. It was good to see him resoundingly defeated. Keep up the great work.

Keith L. Partain 1851 S. 106 E. Pl. Tulsa, OK 74128

Un-huhl And here, Byrne and I thought that all we were doing was building a dynamite story-line around an equally nifty villain. Who would have thunk that we'd be getting knee-deep into Relativity and Universal Field Theory? Pretty hairy stuff for a writer whose primary academic claim to fame is a Bachelor's Degree in Acting. Responding to your criticisms, though, Keith — while remaining ever grateful for your fulsome praise — it's true that not everyone in the X-Men got equal play in the climactic battle. We tried to give everyone their moment, but we were less successful with some characters — Polaris, for example — than with others. In part, it was because we ran out of room and because of the way the visual structure evolved in John's head as he penciled the story. Also, the reason Colossus provided the final victory for the team was because John and I both feit that, after 35-odd issues, his time had more than come. Stick around, too, Keith, and you'll see our big tin-plated Russian do more of the same in the future.

Dear X-Folk,

The Proteus storyline is finally over and done with. It's been almost three years since he first showed up and I, for one, am glad it's finished. This storyline has taken far too long to resolve, and, hopefully, that won't happen with the Mastermind story.

There were some problems with the latest issue. For one thing, no matter how Chris explains it, you can't change an inanimate, *unliving* storefront into living bees, or living anything for that matter. It is absolutely impossible. The second major point was Cyclops' stunt with Wolverine. Cyclops' beam, which hammered through the ground to reach Banshee, and has gone through other nasty things besides, should've at the very least, knocked Wolverine unconscious and not just bruised him. However, this issue had c/o MARVEL COMICS GROUP 575 Madison Avenue New York, New York 10022 JIM SALICRUP EDITOR BOB BUDIANSKY ASSISTANT EDITOR

its good points as well. The last scene with Colossus was handled very well, and John's art work looked good throughout. Try to be a little more consistent next time on the writing.

Joel D. Cochin Rich Hall, Box 1310 277 Babcock St. Boston, MA 02215

Proteus has the power to manipulate reality whatever that is — any way he likes. That means either transforming organic materials into inorganic, or vice versa. The Molecule Man has been doing stunts like that for years, and no one's complained! Regarding Wolverine — what gave you the idea that Cyclops used the same force to slow Wolvie's descent that he used to free Banshee. You forget, he can control his beams. So, he used just enough power to brake Wolvie's fall, secure in the knowledge that Wolvie's unbreakable adamantium skeleton would protect the short guy from serious injury. He would not have tried this stunt with Nightcrawler or a normal human-type person.

Dear Mutantes (that's moo-tawn-tays):

Christopher, Christopher, Christopher. Though the entire ish of X-MEN #128 was indeed smooth and probably the best, in my opinion, you have ever done, you still left out one very important detail. Jason Wyngarde and Jean's fantasies induced by him were completely omitted from this ish. Why? You undoubtedly aren't going to just drop that sub-plot, and yet to just all of a sudden plok it out of the air and continue on with it won't seem right. You have usually been the master at the sub-plot, but I must confess I have my doubts as to how you're going to handle this!! Good luck.

Question: Banshee, who is terribly, terribly in love with Moira, would have killed Proteus when he shot him instead of just winging him. (I know that was a statement! Here's th question!) Why didn't Banshee Indeed kill Proteus? Why endanger Moira's life (and that of Wolverine) when he had the power to put an end to Proteus' killing spree?

Anyway, pick up the pieces of Jason Wyngarde and I'll see you in thirty.

Todd "Yes-It's-me-The-Kid" Benedict Seattle, WA (The Evergreen State

If you read this issue, Todd, pieces are indeed all that's left of Jason Wyngarde to be picked up. Heh, heh, heh boy, does he get what's coming to him. As for why he put in no appearances in issues #127 and 128 — purely space considerations. At that point, Proteus took priority — and even then, we couldn't fit in all the stuff we wanted to.

ANSWER: Banshee missed because he's a lousy shot; after all, when you've got a sonic scream, what d'you need with guns? See you in 30!

---- chris claremont



















































--JIM.


























With this issue, Chris Claremont celebrates his fifth anniversary of placing the X-Men in all sorts of life-threatening, heart-throbbing situations. Congratulations, Chris, and how about showing some mercy and giving our merry mutants a break, huh? No? Well, if Chris wants to make the next five years even more exciting than the last (admittedly a near-impossible but certainly worthwhile goal) we're not about to argue. -Jim and Bob

Dear Chris.

I'm fascinated - Jason Wyngarde's subtle invasion into Jean's psyche, the secret scheme of the Hellfire Club. and the introduction of Kitty Pryde and the Disco Dazzler all have me scouting the comic book racks at the Rexall.

Are you really giving the Dazzler her own series? If so, make sure that you develop her character more fully, and make her powers more than a blinding light show. Use solid light as a power; have her possess other types of light or rays: ultra-violet, laser, etc. Have room for humor: no one can figure how her electricity bill is so low; she develops her own pictures with red light, etc. She has a lot of potential - she's riding the disco fad, she's tough, and she's got a highly visual power.

I'm even more thrilled about Kitty Pryde, however. She's young, unsure of how to handle her power, and most amazing of all: she's not pretty! I like that skinny, flatchested kid. I like her suburban corniness and her resourcefulness against the White Queen. One request: please don't call her "Cute Kitty Pryde" again - her lack of beauty is good; don't ruin it by giving her the cutes. Her power doesn't seem too dramatic — both the Red Ghost and the Vision have it, and she's only used it defensively. Expand her abilities and find her a place in the X-Men. Make her an X-Man in training; that allows her to learn the ropes and keep the Professor's purpose of helping young mutants.

Kitty's youth and the relative normalcy of her home life will add a refreshing contrast to the other X-Men. Dealing with her parents' divorce has real potential and is also new ground in the Marvel Universe. Her friendship with Ororo is touching, and should be developed more fully. A crush on Peter, and his awkwardness in handling it would be fun. More Importantly, Kitty Pryde is growing up from a sheltered child to a young woman who has to face the existence of evil In the world. Hers is the powerful portrait of a scared child who is forced to be a heroine.

Make it happen, Chris.

Julie St. Germaine 6515 Pardall Rd. #8 Isla Vista, CA 93017

Stick around for a couple of more issues, Julie, and you'll see it happen --- because, as of X-MEN #138, Kitty Pryde makes her long-awaited, eagerly-anticipated re-appearance. What happens after that is anyone's guess. Regarding Dazzier - I'll forward your suggestions to Tom DeFalco, who's handling the writing chores on that book. From where we sit, it looks like the Dazzler's off to a - dare I say it - "dazzling" start; it will be interesting to see where she goes from there.

Amis:

Yin and yang; the duality of human nature. The Taoists know of it. It is a basic tenet of Vulcan philosophy. Even Christianity acknowledges this in its own irrational manner.

And so, Chris Claremont is showing us the conflict between the light and the dark within the psyche of Jean Grey. This conflict is but an example of what each of us must deal with in order to acquire any sort of psychological and philosophical maturity. The conflict personified by Jean Grey is a sad comment on the nature of this human world of ours because, though we know that Jean will triumph over the darkness, billions of us will not.

> Gary L. Day 526 North 19th Street Philadelphia, PA 19130

An interesting - albeit depressing - point-of-view, Gary. And a sentiment we appreciate - I think. But whoever said Jean would triumph?

C/O MARVEL COMICS GROUP 575 Madison Avenue New York, New York 10022

JIM SALICRUP FOITOR BOB BUDIANSKY ASSISTANT EDITOR

Gentlemen.

For quite a while now, the X-MEN has been making a policy of Bigger and Better Things. It isn't just Byrne's art (too good to be true) or Claremont's smooth scripting - not entirely. The range of characters and settings (How long since they've adventured in New York? Heck, they don't just go to Japan or the Hebrides, they go to Calgary!), the pace, the humanity in the characters - all create an atmosphere. Every issue proves that, mutant or not, these are real people. I even liked Arcade. Sure, he's fun. He is also a madman illustrating the childish insanity of violence - whether it is Iranian embassies or the jungles of Vietnam, or among even heroes like the X-Men ... The "fun," the attractiveness, is part of that evil.

But I am writing for another reason. I like Jason Wyngarde. This is archetypal stuff, straight from the gothics -Zastrozzi in an SF setting. Another side of evil; not mindless, as with Arcade, or socio-political as with, say, Magneto or Dr. Doom, but personal...very personal. The sense of dangerous sexuality, Phoenix's inability to understand what is happening to her and her consequent fear, even her refusal to discuss the matter with the other X-Men, makes this plot very intriguing indeed.

Another thing about the X-Men: this seems to be the only Marvel comic that is free of sexual stereotype or bias. The women do not act like men. They are not aggressively, defensively feminist. They are not sex objects, or cowards, or perpetual hostages. Instead, you have made them individuals, and I heartily approve.

Elizabeth Holden 211 Sunnyside Ave. Ottawa, Ontario K1S 0R4 Canada

We do our best, Elizabeth; and, succeed or fail, at least we all know we tried. One of the elements about the X-MEN that most impresses me is that it's a book that always seems to bring out the very best in the people who work on it. And our readers - like you, and the hundreds of others whose letters regrettably won't see print because of our lack of space - reciprocate in kind, matching our enthusiasm for the book with their own. They don't always agree with what I or Dave have done - or with what John and I are doing now - and they don't always like it, but they care. And that caring makes all the difference in the world.

NEXT ISSUE: The end of an epic, something that we've been building towards for almost four years, a story so dramatic that it takes a double-sized, 34-page issue to tell it. What's it about? The title says it all. Be here in 30, true believers, to learn: "THE FATE OF THE PHOENIX!"

---- chris claremont

SPECIAL ANNOUNCEMENT!

An Unabashed Plug, actually, to alert Marvelites everywhere that Smilin' Stan Lee himself will be making one of his rare (these days) convention appearances at this year's PHRINGECON. For the uninitiated, PhringeCon will be held at the Adams Hotel in beautiful downtown Phoenix, July 11-13, 1980. Besides Stan, there will be other Bullpenners, including the X-Men's star writer Chris Claremont, some of the biggest names in Science Fiction, and a host of nifty exhibits and activities. Write to Greg Shirey, PhringeCon, Inc., P.O. Box 1072, Phoenix, Arizona 85001 for details about admissions prices and accommodations. Check it out! -Jim Shooter



"SHE'S DEAD, JIM!" BY EX-X-MEN EDITOR JIM SALICRUP

TOLD STO

This ain't no What If story. When issue #137 of THE X-MEN was conceived, Jean Grey, the virtually all-powerful super mutant called Dark Phoenix, survived at the end of the story, albeit in an altered state. However, all-powerful Editor, in Chief, Jim Shooter had a problem with that particular ending. After all, he wondered, hadn't nasty of Dark Phoenix, destroyed a star which set off a chain reaction which resulted in wiping out an entire planet of cute, little fuzzy creatures? Had I, as then-editor of THE X-MEN, become so evil, so heartless that I would condone such senseless cosmic violence by letting Ms. Grey off with what amounted to a slap on the wrist? Had I turned into Dark Salicrup, destroyer of fuzzy creature-filled worlds? No. Not really. My excuse? Two simple words. As Steve Martin would say in an embarassing situation like this, "I forgot."

Fortunately Big Jim hadn't forgot. He's not Editor in Chief around here for nothing, ya know! Working with Chris Claremont and John Byrne, along with Louise Jones, who was scheduled to take over the editing chores with issue #138, Jim helped come up with the dramatic and powerful tale which finally finished off Dark Phoenix. They did a sensational job! What we're presenting here in this special edition is that same story but with its original ending. It's something we've never done before. It's kinda like how Hollywood is restoring lost footage to many screen classics. But as far as official Marvel continuity is concerned, the events shown in this version never happened! Not even in an alternate reality. Phoenix is still dead.

So long live **Phoenix!** Despite all our efforts, **Phoenix** has developed a huge cult following which refuses to let her rest in peace. Showing her die wasn't enough. Showing her buried wasn't enough. In an issue of **THE FANTASTIC FOUR** I edited, John **Byrne** even placed the Great Refuge, the legendary home of **the Inhumans**, on top of her lunar grave site and that still wasn't enough! In a recent long-running storyline in **THE X-MEN**, **Chris** had many fans believing that **Jean Grey** had, in fact, returned. Despite the outcome of that story, many still believe **Dark Phoenix** will live again. Didn't **Jean Grey** become **Phoenix** by sacrificing her life to save **the X-Men** in the first place? Isn't returning from the dead the very reason she's called **Phoenix**? If nothing else, **Phoenix** still lives in the hearts and minds of all those who loved her. Just ask **Jim Shooter**. The poor guy can't even go to a comic book convention without being besieged by her countless fans' requests to bring her back alive.

What will be the final outcome of all this controversy? How do I know? Check out the round table interview elsewhere in this issue to see for yourself how confused we are around here at mixed-up Marvel. If you think, after reading **the Dark Phoenix Tapes**, that we have any idea what we're doing, let alone what we'll be doing in the months to come, then tell us! We'd like to know!

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MAJESTRIX--

CHAPTER THREE

RETURN TO THE AShES!

MAJESTRIX. READINESS

TIME PASSES. THE COMBATANTS ARE ALL BETURNED TO LL ANDRA'S STARSHIP, AND THEIR WOUNDS ARE SEEN TO, DESPITE THE ELEMENTAL, FEROLITY OF THE BATTLE, ONLY **TWO** LIVES WERE LOST. THE KREE AND SKRULL OBSERVERS. TRUE TO THEIR HERITAGE, THEY SLEW EACH OHTER.

AND PHOENIX RENDERED HAVE TRUCTION





THEN, AS NOW, HE REACTED WITHOUT HESITATION, WITHOUT FEAR--

















A CANDID CONVERSATION between JOHN BYRNE, penciller, JIM SHOOTER, editor-in-chief, CHRIS CLAREMONT, writer, JIM SALICRUP, former X-MEN editor, LOUISE JONES, present X-MEN editor, and TERRY AUSTIN, inker. ON PHOENIX THE REASONS FOR HER DEATH, AND THE LIFE THAT COULD HAVE BEEN.



Jim Shooter: I suppose I'll start this because I'm the biggest. Basically we're here to discuss how all of this—the whole Phoenix saga—transpired.

John Byrne: And eat grapes! Who brought the grapes? Pass them over here. We're here to admit that these are comic books and sometimes we change our minds . . .

Jim Shooter: We didn't change our minds! The death of Phoenix is irrevocable!

Louise Jones: Sometimes our minds are changed whether we mean to or not.

Jim Shooter: That's not true.

Jim Salicrup: How did she become Dark Phoenix in the first place? I don't even remember.

Jim Shooter: This is how I remember it. Chris, and you, Jim Salicrup, and I went to lunch to discuss a crazy story that Chris had in mind wherein Phoenix was going to slowly, over the course of many issues, be corrupted by her power and become a great danger-a great threat. This being Marvel Comics, it wasn't going to be just a sham, it wasn't going to be something that was all resolved by some aimmick like red kryptonite or something. It was going to be a permanent change in her character-she was indeed going to become evil. We talked about it and came up with a plot which I thought was terrific. As always, I said, "Don't feel that you're bound by what we discussed here just because I'm involved with it. If you come up with better ideas, go with them. I'm just pleased to know what the general direction is." Then, I presume you went ahead, and as creative people are wont to do, came up with a few different ideas as you went along. So, one day, I was reading the make-readies or printer's proofs-readers might not realize this but I don't read every book before it goes to the printer. I feel that it's better to let all the creative peopleeditors, artists, and writers-do what they're doing without having the feeling that Big Brother's looking over their shoulders. I read the books after they're already printed, generally speaking, and if I have any comments or complaints I try to give them in the spirit of "well, here's what I think went wrong, try to make it better next time." I think that's a much better situation psychologically for creative people to work in. But, anyway, I was reading an X-Men makeready, in which Phoenix destroyed an entire inhabited planet, and I didn't remember discussing anything like that at our lunch. It struck me that wiping out a planet was a major event and maybe just once I ought to look into what was happening and find out what was planned. And so, I came to you, Jim Salicrup, and I asked to see whatever work was in progress on upcoming issues of the X-Men. You showed me an issue that was just about ready to go out to the engraver, and you showed me an issue that was penciled and scripted and another issue which was plotted.

John: Right. At that point there would ve been one ready to go and one penciled . . .

Jim Shooter: Anyway, I saw what was going to happen to Phoenix in issue #137, and I did not feel that it worked. I thought that it was out of character for the X-Men. I felt that it was a cop out. I had a big problem the way the story was resolved. I mean, this lady had wiped out an inhabited planet, then destroyed a starship full of people . . . I was very unhappy with it. A lot of things went on right about then-it's not at all crystal clear in my memory-but I do remember getting together with Chris and asking him to change the story. We talked about various possible changes that could be made-because I felt that there had to be some consequences for the actions. I felt that the way the story was originally designed to end, it did not have enough consequences for what happened -it wasn't an ending. I found that the story was kind of . . . in a way, it wimped out. It ended with her being back with the X-Men, seemingly without much concern on their part about what she had done, which struck me as being out of character for them. Also, it didn't fulfill that original discussion that we'd had. As I said, I never asked for it to be fulfilled in exact detail, but I felt that what was done was a major departure. So, we had a few more discussions and Chris eventually came up with the ending of X-Men #137, as it finally saw print. As it turned out, it was probably the biggest event in comics in the last decade. I look back at it, and I feel that, one way



or another, we came up with a fantastic ending for a fantastic story. It's just a milestone in comics and it really put the world on *notice* that Marvel really does treat these characters as if they we alive. And, that there will be consequences and there will be logic ramifications for whatever happens, and that there is no limit to what may happen to our characters—right up to and including the death of one of the most popular characters we've had in many, many years. Okay, someone else's turn.

Jim Salicrup: Well, I remember vaguely most of what happenec I think I was editing eight or nine other titles at the time, including two other group books. Keeping track of all of it wasn't very easy but I do remember that even after that lunch we hadn't all agreec I remember that at that time Mark Gruenwald had a "deathlist" up in his office with all these characters people had suggested to killed off. I was sort of against killing Phoenix on principle becaus too often characters are bumped off and years later someone mic want to bring them back, and that sort of dilutes the effect of the first story. Although I don't think that's happened anymore since Jim's been around ... I know / didn't want to have her killed. Th thing was ... who was it that wanted her killed, really? Chris Claremont: Sterno.

Jim Salicrup: Roger Stern? John: It was your final decision.





Chris: You said, "I'm not going to do all this bad nastiness to her. I'm going to kill her." You mean *after* all this blew up, not from the very beginning?

Jim Salicrup: I remember Jim (Shooter) wanted . . . felt strongly about . . . a story where a long-established "good guy" Marvel character becomes a real villain, having done earlier stories in Marvel Comics where *bad* guys became good guys. I think that inclination sort of eventually led to some of the stuff Jim did in the Avengers with Yellowjacket, and I thought that was a good idea. I just wasn't sure about doing it in the X-Men.

Chris: I don't think he was . . .

Jim Salicrup: The other problem which I think started all this was even before Phoenix became Dark Phoenix. We were having this whole controversy about whether or not a character that was that powerful should even be in the X-Men.

John: I didn't like Phoenix since the word go. Because she instantly made the rest of the X-Men fifth wheels, you know? And she wasn't even an X-Man.

Chris: That, basically, was the whole creative conflict in a nutshellwhich worked for the benefit of the book because John and I, coming at it from totally different directions, were able to mix . . .



Jim Shooter: I have to say the difference in opinion you two had provided a unique energy to what was going on.

Chris: Exactly! Part of the conflict was, do we keep her, do we get rid of her, does she remain a hero, does she become a villain ...? I don't think, in terms of actually putting it in the story, we were ever sure until we actually came to the final moment . . . Jim Shooter: Very existential . . . like a real person's story. Jim Salicrup: I agree with Jim that everything came out, I think, for the best, but along the way there were these little twists and turns that became very confusing after a while. I even remember at one point, before you actually had seen the fateful make-ready, you, Jim, were giving a tour through the office and actually showed the penciled pages of that planet being blow up to someone, saying, "Gee, look at this." But, the consequences got turned into grey areas. My original view was, I think, more along the lines of the Exorcist, where, whatever was happening, it really wasn't her anymore. In the movie there's this little girl who's taken over and several people get killed, but by the end, when the demon's gone no one thinks, "Let's kill that murderous little girl." You know?

AND IN THE CENTER OF THE SUPER-NOVA SHE CREATED, DARK PHOENIX THRILLS TO THE ABSOLUTE POWER THAT IS HERS. SHE IS IN ECSTACY. YET SHE KNOWS THAT THIS IS ONLY THE BEGINNING -- THAT WHAT SHE FEELS NOW IS NOTHING COMPARED TO WHAT SHE EXPERIENCED WITHIN THE GREAT M'KRANN CRYSTAL, *







Chris: But, you see, therein lay part of the basic conflict. Was the Phoenix inherently separate from Jean, was it a separate entity that moved in on her ...? Jim Salicrup: I still don't know. Chris: Or was it a part and parcel of her, herself ...? John: That's not what I thought. I thought of Dark Phoenix as a tenant, which is why I had no problem having her waste a planet, then junt endpine her out of leap having leap instructions of the planet.

then just sucking her out of Jean, having Jean just going home on her normal merry way.

Chris: Umm, Hummm . . .

Jim Salicrup: That's the only excuse I would have . . .





John: But, when you look at it, it was never played that way and then you get into problems. You can look at it as justification for genocide.

Chris: Yeah! Because I was coming at it from a totally diametrically opposed . . .

John: . . . which is the same problem I had with Galactus.

Jim Shooter: I read those issues carefully and I could see where Chris was going... and in some of what I thought were brilliantly written scenes, Phoenix was *torn* about whether or not to destroy her family and the X-Men. They were very well written scenes! Very strong scenes, which at the same time that they were intriguing and powerful, from my point of view they really kind of settled the issue that this is *her*. She spoke with one voice, and it seemed certain that she was *not* possessed. Frankly, until now, it never occurred to me that it might have been a possession. I don't know if anybody ever mentioned it back then, but, I believe this is the first time I heard or thought of that ...

John: I never thought it was anything else. I even went to the point of suggesting to Chris that the moment she became Dark Phoenix she lose all thought balloons, so that we would clearly see that she was now somebody else, so far beyond us that her thoughts were beyond our comprehension.







Chris: The problem there was a technical one. I couldn't see any way to go into that as the writer.

Jim Shooter: Yeah, that does present a lot of problems sometimes. You end up very often getting into heavy captions and technical problems. That can be tough.

Terry Austin: At what point did Phoenix change from Phoenix becoming a super-villain to Phoenix being a hostess to the bad stuff, and then ...

Chris: You see, you have to go back, in a sense, to what Dave and I had in mind when we first created her in issue #100. Our intent then was to create an X-Men analog, if you will, to Thor—someone who was essentially the first female cosmic hero. We thought at the time that we could integrate her into the book as well as Thor had been integrated into the Avengers. The problem with something like that is that it grew out of the synthesis between Dave and me. John: You probably just both liked her too much.

Chris: Exactly. And the fact that we had, in a sense, *created* her gave me a degree of involvement that you, John, didn't have, coming in seven issues later.

John: Which is why I agitated to get her out of the book as quickly as possible—which is what we did!

Chris: I know, which is why I dug my heels on it as much as I did. John: I think I'll make Wolverine the star of the book! NYAAH! Chris: Yeah! Dave didn't like Wolverine. David liked Nightcrawler, and with you it's the other way around—and, pretentious as it sounds, that's both the blessing and the curse of a collaboration in comics because the synthesis changes with each change on the creative team.

Jim Shooter: But, that's the whole theory of Marvel Comics—the synergy that develops between a writer and an artist—and I think it *works*. I mean, those are outstanding issues.

Chris: On one level I look at those stories and it works, but deep down inside there is part of me that was in on the creation that still wishes there had been another way. It would be the same, I think, if a similar situation occurred, say, with Alpha Flight . . .

John: No, I'd kill 'em all . . .

Chris: Well, you have a certed vested interest in characters you create.

Jim Shooter: Okay, so, Louise, when you came in at the end of this \hdots .

Chris: Thursday afternoon, I recall.

Louise: Yep, it was after work . . .

Chris: I walked in and said I was going home to drink Jack Daniels and watch Flash Gordon on television.

Louise: Um .

Jim Shooter: Or drink Flash Daniels and . . .

Chris: It was an interesting evening . .

Jim Shooter: You came in afterwards, Louise, so you saw this all with cold eyes. What did you think of all this nonsense?

Louise: I could see everyone's point of view. I had, myself, no creative problems with Phoenix as a possessed being. I could see that. I could also see it from your point of view, that if she were not a possessed being, then she was a mass murderer and was dangerous. I think that the main problem with her was that she was so powerful that I think she actually, as John said, made the rest of the group kind of redundant.

Jim Shooter: Your basic problem . . .

Louise: My biggest problem was trying to coordinate things and keep everyone from killing each other.

Jim Shooter: Your big problem was technical and human, basically. Louise: Yes.

Jim Shooter: I have to say one thing agian. I personally think, and I've said this many times, that having a character destroy an inhabited world with billions of people, wipe out a starship and then—well, you know, having the powers removed and being let go on Earth. It seems to me that that's the same as capturing Hitler alive at the end of World War II, taking the German army away from him and letting him go to live on Long Island. Now, I don't think the story would end there I think a lot of people would come to his front door with machine guns ...

Louise: The story may not have gone that way given a chance ... Jim Shooter: That's one of the things we're here to discuss—What would have gone on given the chance. I didn't feel in what was discussed with me back then that it was being adequately dealt with—but I want to make it clear that it was less my *moral* problem with a character who was a mass murderer than it was a problem from a *story sense*. I didn't think the situation was being credibly addressed. I'm not here to say that I think mass murderers are a good idea, but it is possible to do a character that is a very evil character, and as a matter of fact, that was the original *intent*! Louise: It was your original intent, but apparently, although you thought that some other people agreed to that, they didn't really! Jim Shooter: That's not true! The idea was *presented* to me! I didn't come up with it!

John: The original intent, as it was given to me by Roger Stern, who preceded Jim Salicrup as editor on the book

Louise: Chris never meant to make her a really evil character, I don't think.

John: . . . was to turn her into a bad villain.

Louise: But, you never meant to do that, did you, Chris? I can't imagine . . .

John: The original intent to turn her into a bad villain got lost for me about two-thirds of the way into when I suddenly started thinking we're doing this to Jean Grey with whom I've always been deeply involved . . .

Louise: Yeah!

Chris: YEAH!

Chris: I think that Chris felt the same way, I think that he just couldn't bring himself to make her truly evil.

John: My whole thought was make Phoenix evil and then suck Phoenix out of Jean.

Louise: But I don't think Chris could bring himself to do it. **John:** I have a way to do that, we'll talk!



č ARRANT

Chris: A little late now! John: NO! Chris: HUH? Louise: I also think that the death gave it somewhat of a stronger story with a much stronger interest, I mean, artistically I think it worked out better this way. John: Oh, I think so too. Chris: Oh, I do too! Louise: Although I think it broke a lot of hearts throughout the country, among them, I think, writers and artists and editors . . . John: I think that issue #137 as it hit the stands is better than the "issue #137" this thing is going to be printed in. Jim Salicrup: I do too!



Chris: You know. I kinda look at everything up to the re-done six pages as a first draft. And, I think the advantages of the original printed version is that it was a second draft - that I had a moment to go back and look at the script and do what we rarely have a chance to do in comics - actually think about what you've written to look at it impartially, which there almost never is any time to do. Jim Shooter: I think that what we ought to do now is let Chris take it and run with it and talk a little bit about where you would have gone on from the story as it's printed in this book. What would have followed? The other people can chip in too! Chris: You know, this may sound like a cop out, but, I think it's difficult for me to speak of that purely in isolation, because at that point in time John and I were, in a very real sense, true collaborators on the book. It was with very few exceptions, difficult, for me, anyway, to tell in the actual gestation of the book where one of us left off and the other began-because it involved one of us coming up with an idea and bouncing it off the other, and through this kind of two-thousand mile tennis match at considerably cheaper rates than we have today coming up with the story and story lines. I had a rough idea of where I wanted to take it, which was over the next year having her deal with what happened with what she did. From my point of view, I saw it as coming to terms with the fact that she killed 5 billion people-that she committed a crime for

which she can never atone, and yet she's still alive. The easy way out would be just to jump off a cliff, but she can't. She has to somehow put things right with herself, within herself. The ultimate end of it leading up to issue #150, would be that Magneto, having found out about this, would come in, kidnapping her, and offering her the power again, on the false assumption that he could control her. And the X-Men would come to her rescue. They'd be battling Magneto on one section of the asteroid M and she'd be in a room all by herself with Phoenix, the effect, the power, coming back, forced to make the choice—could I become a god again with all the power of a god, aware that in the process I may destroy-living beings and planets, planetary systems, whatever, in order to survive? Or do I deny it, and remain this kind of, what is for her, shadow of a being?



John: This is in the "de-powered" version? Chris: Yeah, the de-powered version.

John: Wherein she had lost *all* of her power and become Jean Grey as opposed to retaining even her Marvel Girl powers. Chris: And, the idea was then that we'd end on a triumphant note as Jean proved her own heroism. See, the problem was with issue #137, is that if she is exclusively a victim, she never had a chance to

become a hero — which would have been the ultimate upshot. She and Scott would have gone off and lived happily ever after and gotten married and that would have been the end.

Terry: After exploring all the questions of her trying to come to terms with the consequences of her actions and then being offered the power back—something that comes naturally to her like speaking comes naturally to any of us. **John:** Duh...

Terry: With the exception of John. And then, her rejecting the power because she thought all of the questions through . . .

John: Okay, let's do it then! This'll be the first issue!

Terry: And then, maybe feedback from some type of Kirby do-hicky in the background that Magneto strapped her into, or something ... that would have been more dealing with the questions, confronting the *issue*, if you will.

Jim Shooter: Which was my whole *point*—let's *confront* the issues! That was my whoooole thing!

Terry: I am not satisfied with the second version of issue #137! I think it's a stronger issue than the one that we were going to do, but I still feel that we built up the Dark Phoenix and built, and built, and then in five pages it was, well, gone. It was too fast and I wasn't satisfied as a reader.





Chris: I think that what Terry's saying, in a sense, illustrates my point because what I outlined was the first blush. Terry looks at it and says, "Well, I get this impression." That's what would happen with John. He then would pick holes in it, or see the holes that I left in it, and run buses through them . . . and then we'd plug it up! And then I'd find holes in his version. You know, out of that, even though you started in one direction, you can very often end up somewhere completely different.

Jim Shooter: Well, right now, it's easy to look back and see all that. At the time I stated my objections, I didn't provide the answer. I said these are my objections, this is the problem, I don't care how you resolve it but I want it resolved! And, I think probably if we weren't all under deadline pressure and we'd had two more weeks to think about it we might have come up with something which is more like what you're saying. But, at that particular juncture I think we did well to come up with what we came up with. You did well. You came up with it ...

Chris: Considering the time pressure . . . I mean, we had, basically 24 hours, 36 hours to think up the idea because John only had 3 days in his schedule to pencil it. There was no time to do anything else and there was no space. We couldn't delay it for an extra month, because of commitments to the distributors, to the direct sale market . . .

John: Yeah, I remember that. It almost became two issues! Jim Shooter: Let's hear from the other half of the creative team. John: I remember much the same as Chris, the whole business of Magneto and all that, building up to issue #150. The thing I have the most clear memory of is two different versions that eventually were distilled into that which was mentioned before. I wanted to depower her totally. You had said that she manifested her power when she was about ten, so I had said that the ideal thing would be to have had Xavier turn her brain back! Basically, till she was nine years old. Then, in the scenario that I had envisioned, the Phoenix, still an evil force, would have been kind of like this Bogey-Man that would pop out every once in a while. This is a scene that I pictured in my mind: Jean, now essentially retarded and living with







her parents is taken by her parents into town to see, just to date ourselves, "The Cat From Outer Space" was the move I kept thinking of.... Two or three punks see her wandering by herself while her parents are buying the tickets and escort her into an alleyway. There's a brief scuffle and from the alley comes this horrendous flash which is the Phoenix out loose again. And we have to depower her again ...

Chris: Little cinderized bad guys . . .

John: So Phoenix would pop out as a sort of "Jekyll and Hyde" thing. What you had suggested, Chris, actually was that Phoenix would apparently be destroyed on the battle on the moon and that three or four issues later would turn up as Jean back at her old apartment, saying here I am, I'm back, leave me alone, I don't want to talk about it, I don't want to hear about it, I'm just going to live my life. We sort of synthesized those ...

Chris: . . . was she or wasn't she . . .

John: . . . which bubbled down into what eventually saw print, that we were going to depower her, but she was essentially going to be Jean and was going to live her life and wasn't going to be 9 years old. Chris: And come to terms with what she'd done. The first issue she was pretty much going to be basically in shock. "I know something awful happened on the moon, and I did something, but I can't remember it so I'm just going to go on."

John: All this, and settling down, and marrying Scott was a major turning point because obviously she was going to be the mother of Rachel . . .

Jim Shooter: That's essentially what Terry said. I never really thought about it because no one ever brought it up before, about in the 150th issue that you had it in the back of your minds someplace ... quite possibly that she would have died *there* ...

Chris: That was, I must confess, not in the back of my mind. I was still thinking in terms of happy endings.

Terry: One of the consequences of that story that might have been, seemed to have been that it would strengthen the character of Magneto. After fighting these guys since issue #1 directly or indirectly he caused the death of one of them. Boy . . . !



Chris: In a sense it would have been the confrontation with Kitty, but on a much stronger note.

Jim Shooter: Terry, are you sure you don't want to be an editor? John: Why didn't you say any of this 4 years ago?

Terry: I was in Michigan at my parents' house when this was going on. I got a phone call, "Well, you know there's something happening here . . . "



John: I never thought of it in terms of Jean dying in issue #150. I just thought of it as just coming to terms with it and going off contentedly and being Jean and from that point on becoming essentially a background character. Scott's wife, as important to the story as the left front tire of the blackbird.

Jim Salicrup: I remember when Stan Lee in the Bullpen Pages always used to say that the stories just seemed to write themselves —and this one seemed to keep doing it over and over again on a daily basis. I remember one of the things that Chris and I agreed, we had originally planned a little humor feature in the back of the death of Phoenix issue explaining how we arrived at this story.



Chris: And doing it over again . .

Jim Salicrup: 'Cause what would happen is, well, John had a very strong hand in the plotting, Chris was there writing away and each time someone looked at the pages again, new possibilities would present themselves. It reminds me of these children's books where you start reading the first chapter, and when you finish that, you have to make a decision . . . "go on to page 63 if you want to kill Phoenix."

Jim Shooter: Right. Choose Your Own Adventure™.

Jim Salicrup: Even when one page would come in, John may have had specific ideas of how the scripting would be handled, and you'd have ideas, but maybe when you sat down to write it you changed it again . . .

Terry: Do I take the rap for Phoenix dying?

Jim Shooter: Let's blame it on John! No actually, guys . . . Chris: No actually, it was my decision . . .

John: No, it wouldn't have been necessary, if I hadn't had her eat a planet. That wasn't in the plot.

Chris: Yeah, it was! I wrote the plot! I typed it! It says it in the plot. John: It says she eats a *star*!

Chris: That's right.

Louise: You didn't have to write, "and eleven billion asparagus people die with one horrible scream!"

John: I drew it! Louise: Yeah, you could have said, "a couple of them stay alive." Terry: Two or three of them . . .

Chris: They miraculously left the planet-!

Jim Shooter: Okay, this discussion could go on for the next hundred years.

Chris: Oh, God!

Jim Shooter: I'm sure that discussions like this will go on for quite some time! Not only here, but out among the readers and fans who care about these things as much as we do. So, I think this is a good place to end this, just blaming it all on John! Just kidding. Except about it being a good place to end this.

Jim Salicrup: I just wanted to add that even Tom Orzechowski and Glynis Wein were involved in the whole process—like, Tom would be calling in offering his ideas . . .

Chris: Actually, Tom's basic idea was, "you write too much, Chris, take some of it out!"

Jim Shooter: On that happy note, thank you all!

Louise: Great!

Chris: That was great.

Louise: Hey, Terry, you ought to be an editor! Terry: Yeah, I'm good for it ten years later. Chris: No, four years later. Louise: In fact, Terry Austin, old friend, old buddy, how would you like to write a story . . . any story? Terry: Bringing back Phoenix? The end.



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