



by Scott Davis and Steven E. Schend

THE MARVEL®-PHILE

Castaways I: Rookies of the MARVEL UNIVERSE™

The "castaways" columns may yet become an annual event for readers of "The MARVEL®Phile," as we present characters who were written up for MU7 *The Gamer's Handbook to the MARVEL UNIVERSE™*, 1991 *Character Updates*, but who just couldn't be shoe-horned into that 128-page product. These characters were set adrift in an editorial life boat, and they just washed up outside our offices at DRAGON® Magazine. We hereby introduce them to you now that they've dried off and cleaned themselves up a bit (more characters will appear in later columns). Also, MU7 should be in stores now, so hurry to get your hands on the newest update sheets for your MARVEL SUPER HEROES™ game, including some of the hottest characters of 1990 and 1991 (Cable, Calypso, the Mutant Liberation Front, and the new Ghost Rider) and some of Marvel's greatest classic characters (Thor, Mr. Hyde, all the Spider-Slayers, and Odin).

This month, we have Bandera (from *Wolverine* #19-21) and Windshear and Witchfire (from recent issues of *Alpha Flight*), all of them fledgling heroes. Their inexperience makes them unpredictable and daring against their foes, but it also gets them into trouble that might be more than they can handle! Will these rookies survive to gain the experience to become major heroes of the 21st century? Pick up the dice and find out!

LA BANDERA™ Real name unrevealed Revolutionary

F EX(20) Health: 80
A EX(20)
S GD(10) Karma: 36
E RM(30)
R Ty (6) Resources: TY (6)
I GD(10)
P EX(20) Popularity: 20 (see text)

POWERS:

Leadership: La Bandera has the remarkable-rank mutant ability of leadership. She harnesses peoples' beliefs and unites them in a common cause, while she gains power from their beliefs. She can

influence and draw power from all people within a two-area radius of her body. These targets must be willing to support her on some level and cannot be hostile toward her in any way. With this popular support, she can perform the following power stunts:

—**Rally:** She can rally the group she is with to fight alongside her for her cause, but never simply for her benefit.

—**Energy Conversion:** Bandera can fire a bolt of energy from her staff, inflicting force or energy damage equal to the number of her supporters (e.g., 26 supporters = 26 points of damage), to a maximum of Amazing (50) intensity.

—La Bandera's supporters treat her as if she has a Popularity of 100. Of course, popularity doesn't preclude common sense; if the supporters meet some threat beyond their ability to fight, they will leave.

WEAPONS: Bandera wields a staff, both as a blunt weapon and as the focus of her power blasts. Made of Incredible strength materials, the staff inflicts Good (10) blunt damage when used as a weapon.

TALENTS: Bandera is a Weapons Specialist with her staff. Bandera is also an excellent speaker, able to arouse strong emotions from her intended audience.

ROLE-PLAYING NOTES: Bandera is a young heroine, prone to exuberance and the mistakes that come with youth. She is highly dedicated to a cause once committed to it, and she possesses a strong desire to accomplish the goals she sets for herself. With her determined sense of right and wrong, this young woman will be quite a heroine after gaining some needed experience.

In MARVEL SUPER HEROES campaigns, your heroes might be called in by an unscrupulous city official who wants you to stop this young lady from inciting riots among his dock workers or other employees. This problem of not knowing who to trust is a standard in comic books, and works quite well in game situations. Play upon the heroes' doubts over who is right and wrong in this case; this can always

extend into longer campaign goals of uncovering the city official's illegal activities (e.g., the real reason Bandera is after him).

Perhaps the heroes themselves, whether in civilian identities or in costume, get swept up by Bandera's power and find themselves fighting alongside her against a common evil. As stated before, Bandera is highly enthusiastic and doesn't always pay heed to how much danger she is in; the heroes may find themselves saving La Bandera from overwhelming foes.



HISTORY: Bandera's early history has not been revealed yet. It is known that her father was a "big deal" in Fidel Castro's revolution in Cuba, but he became disillusioned soon after Fidel gained power. He fled to Florida, became hooked on drugs, and eventually died a junkie. It can be assumed that Bandera's vehemence and determination while fighting the corrupt ruler of the country of Tierra Verde can be traced back to her father's tragic life.

Bandera began her public super-hero career by taking on the powerful villain Tiger Shark in the city of Puerto Verde. With the timely assistance of Wolverine, Tiger Shark was driven off. Bandera then led a short-lived revolution against Caridad, the corrupt ruler of Tierra Verde. During this attempt, she crossed paths with Wolverine again. They lost a battle against the villains Geist and Tiger Shark, but managed to escape in a helicopter with Sister Salvation (Caridad's wife, who

has a healing touch) and a reformed villain, Roughhouse. Again, Bandera split with the group to gather factions of her people together to continue the battle against Caridad.

Wolverine and his group were captured when Sister Salvation betrayed them to the forces of Caridad. Her son was still with the army, and to protect him she turned in her companions. Bandera, with her new allies, attacked the complex in which Wolverine was being held captive. This time, her revolution succeeded, but it forced a creature created by the Deviant race, Spore, to reveal itself. It had been hiding in the body of Caridad. Wolverine and Bandera fought the Deviant-created creature but it was ultimately defeated by the healing touch of Sister Salvation.

When last seen, Bandera was in meetings with her rebel partners, trying to iron out the new government—a task that she's not sure she's capable of.



WINDSHEAR™

Colin Ashworth Hume

Alpha Flight operative

F EX(20) Health 70
A EX(20)
S EX(20) Karma: 22
E GD(10)
R GD(10) Resources: EX(20) w/Alpha Flight
I TY (6)
P TY (6) Popularity: 0

POWERS:

"Hard Air" Generation and Control:

Windshear can manipulate the properties of the air molecules around him, giving him the following powers.

—**Flight:** By propelling "hard" (compressed) air molecules behind him at a fast rate, Windshear can fly up to eight areas per round (Remarkable air speed).

—**Explosions:** Windshear can compress large amounts of air within his area, then forcibly release all of it at once, causing an explosion of Remarkable (30) force that affects all targets except Windshear within the area.

—**Force Field:** Windshear can erect a hard-air screen that grants him Amazing (50) rank protection against physical attacks, and Remarkable (30) protection against energy attacks. This screen can be generated only within two areas of Windshear's position. Windshear can also change the shape of his air screen to form simple geometric shapes like cones, cubes, and globes.

EQUIPMENT:

Battle Armor: Windshear still wears a suit of battle armor designed for him while he was a Roxxon "Para-Operative." The suit provides Excellent (20) protection against physical attacks for Windshear alone.

TALENTS: None known.

ROLE-PLAYING NOTES: Windshear is an amateur hero and has had some doubts about his ability to make the grade in the world of costumed heroes. He often acts impulsively due to his inexperience. When he gets nervous or put under stress, his British accent becomes more apparent.

Windshear is not easily cowed or frightened into inaction, but he is still uncomfortable in his role as a hero. He constantly looks to others for confirmation that he is doing well at his job, even though he commits himself fully in his heroics. He thought he did his work only for money when he was with Roxxon. Now, as a member of Alpha Flight, Windshear is realizing that he is a hero, despite his lack of experience and confidence.

In your campaigns, Windshear might still be a confused and naive Roxxon operative, possibly taking orders to hunt down and

capture one of your players' heroes. Another option might be for Windshear to turn to other heroes for help, if Roxxon wants his armor back and has deployed the Serpent Society or some other villains to return the armor—his body not included.

Alternately, Windshear could appear in your campaign city on a mission for Alpha Flight. He could seek out your heroes for information or assistance, or he could accidentally walk into the middle of a battle between your heroes and their arch-foes. If you have any British heroes, they might know or even be related to Windshear.

HISTORY: Alpha Flight's newest member, Windshear, was born in Canada. His mother is black, and his father is a white career diplomat from England. When Colin was young, his family moved from Toronto to England against the wishes of his mother's father.

Colin was first seen in action when Roxxon's Denver facility borrowed Windshear from the Super Human Division, U.K. Branch of Roxxon to help against a mechanical growth in the lower levels of the site. Box and Diamond Lil of Alpha Flight were also called in to combat the ever-growing machine, which had hooked into all electronic networks and had taken control of all the systems in the building, including security. The security weaponry pulled Madison "Box" Jeffries out of his armor, though Madison did discover that there was a man in the middle of the security machine.

Forge of the X-Men was also called in, given his intuitive knowledge and skill with electronics, but the site blew up as Forge arrived to aid them. The explosion was a result of Roxxon trying to "unplug" the machine by cutting off all power to the facility.

With Forge aiding Box, the heroes tapped into the machine and found that the man at the center of it all, the one was causing all the mayhem, was James McDonald Hudson—also known as Guardian or Victor, the former leader of Alpha Flight. Box phased into the mechanical portion of Hudson and brought out his human consciousness by focusing on Heather, Hudson's wife.

At the beginning of his first chronicled adventure, Windshear worked solely for money. During this time, he met and worked with Forge and other heroes who did these dangerous things because they need to be done. Windshear thus began thinking seriously about his motivations and how he was using his powers. When he found out that an explosion that killed many civilians was caused by a Roxxon employee, Samuel Higgins, Windshear quit Roxxon and flew to Canada with Hudson, Diamond Lil, and Box. Higgins vowed to himself that Windshear's armor would somehow be recovered by Roxxon.

Consequently, Windshear unofficially

joined Alpha Flight and fought alongside the group against Headlok. Despite his inexperience, Windshear carried himself well and was eventually officially named a member of the team.

WITCHFIRE™

**Anonym (last name unknown)
Adventurer**

F GD(10) Health: 56
A GD(10)
S TY (6) Karma: 76
E RM(30)
R TY (6) Resources: GD(10) as member of Beta Flight
I RM(30)
P IN(40) Popularity: 5

POWERS:

Nature Magic: Witchfire is a wielder of Nature Magic, a form of magic attuned to the order of the natural world. A key to this magic is the belief that all of nature is part of a whole, so that everything has a tangential relationship to everything else. (For more information on this and other forms of magic, see MHAC9 *Realms of Magic*.)

Witchfire is young and still learning her full powers, and she currently uses magic at the Disciple level. Limitations are usually associated with Nature Magic, but Witchfire hasn't exhibited any of these yet. Her use of wands as a focus for her spells might be a necessity rather than a choice. When Witchfire casts spells, magical fire dances around her body, a unique manifestation of her magical potential.

The following are the powers that Witchfire has exhibited so far, though she probably can use spells other than these. Unless stated otherwise, Witchfire's spells (and their effects) are cast at Remarkable rank.

Personal Energy:

Flight: Witchfire can fly at up to eight areas per round (Remarkable-rank air speed)

Sensing Evil: Witchfire can sense evil up to a Remarkable range (eight areas). This is not automatic, as is usual with this spell; she has to concentrate for this power to work.

Universal Energy:

Eldritch Bolt: She can cast a bolt of mystical energy that causes Excellent force or energy damage.

Miscellaneous Spells:

Spell of Attunement: This spell causes materials within one area to adhere to other materials of similar composition. The spell affects inorganic materials only. For example, when a part of a skyscraper under construction fell, Witchfire cast this spell and the falling metal sought other metal, thus adhering to the building.

Spell of Interference: This spell interferes with another spellcaster at a distance. If successful, it immediately stops her opponent's spell from working. She is able to cast this spell at Remarkable range and level.

EQUIPMENT:

Wands: Witchfire has used three different wands during her short career—a red cane, a white wand, and a gnarled, wooden wand. Any information on the wands is pure speculation, as magicians don't reveal their secrets easily. These wands may be the source of her powers, or they may augment existing magical powers.

TALENTS: None known.

ROLE-PLAYING NOTES: Witchfire is just a novice adventurer, but that hasn't stopped her from letting people know her opinions. She is a forthright character



with a strong will.

In your campaigns, Witchfire might seek out any magic-users to learn more magic. Alternatively, she could seek the aid of the heroes to help her regain her wands from the Sorcerer or some other magical or Alpha Flight foe (perhaps one who has encountered your players' heroes in the past). Witchfire could also investigate any magic-wielding hero, gathering information for Department H, since she and Shaman are consultants for the Supernatural Sciences Division there.

HISTORY: Witchfire first appeared as a member of Gamma Flight when they were called in by the military to investigate a killing spree in a neighborhood of Montreal. Gamma Flight had been appointed Canada's official superteam, since the government was having a difficult time controlling Alpha Flight. An evil demon, sent by the Sorcerer, was beaten back by the combined group of Alphans and Gammies. During this battle, Witchfire used a red cane as a focus of her magic and first exhibited the mystical fire that surrounds her when she uses her magic, hence her "professional" name.

When Alpha Flight and Gamma Flight next met, they were at odds with each other. Alpha Flight's heroes had been

warned by the Canadian government not to use their powers in public, but Vindicator and Diamond Lil were forced to battle Nekra and the Scorpion in Winnipeg, in order to combat the plans of Llan, the Sorcerer. Gamma Flight was duty-bound to stop them, but first the villains had to be stopped. Witchfire used a spell to cut Llan's controlling strings to the villains. Gamma Flight then arrested those members of Alpha Flight who were present, and the latter went along peacefully. However, the members of Alpha Flight who were captured quickly escaped jail to continue the fight against Llan. Gamma Flight found out and went after Alpha. After a short battle, Talisman sent a mental picture of Llan's amassing army to anyone near Alpha Flight. This convinced the Gamma Flight members that the Alphans weren't the real enemy, so the two teams joined together to defeat Llan.

In the wake of defeating Llan, the Canadian government both rescinded the ban that it had placed on Alpha Flight and recommended that the current version of Gamma Flight be disbanded. Wild Child went berserk, thinking that disbanding Gamma would result in throwing the members back onto the street, but she was later captured by Vindicator and

Wolverine after a long and bloody chase. Gamma Flight stuck together, though, and broke Wild Child out of a maximum-security cell. Wolverine tracked the members of Gamma Flight to a factory, where he and Vindicator beat the whole team. At the end of the fight, the heroes Auric and Silver left, heading for their homeland, China; Nemesis and Wild Child were either disintegrated or teleported in a flash of light; and Witchfire asked to join Alpha Flight as a trainee.

At this time, Witchfire started using a short, white wand with which to focus her magic. Most recently, she wields a gnarled wooden wand in battle. It's unknown whether these items focus her magic or whether they are actually a source of some of her magical might. Witchfire shared one adventure with Alpha Flight, the battle against Headlok, before being assigned primarily to Beta Flight for further training. She has also been assigned to Gamma Flight as an advisor on supernatural sciences.

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