

AQUAMAN Notes

- **Trilogy Structure:** Split the first movie into three movies. There is easily enough content within this film to structure a solid trilogy. The first film can be an action-packed adventure film kind of like *Uncharted*, *The Mummy* or *Raiders of the Lost Ark*, where Arthur Curry goes on a MacGuffin hunt with Mera across the globe, as they race against Orm's minion Black Manta in a treasure hunt for an Atlantean relic that will help Orm conquer the seven seas. The main antagonist in the film will be Black Manta as he agrees to work for Orm just to get the opportunity to avenge his father and kill Arthur. While Orm will be present in all three films and will serve as the Big Bad for the entire trilogy, he'll only be a secondary antagonist in the first film. He'll mostly keep to the shadows at the beginning of the saga, only getting a handful of scenes in the first film, but he'll emerge as the main antagonist for Aquaman 2 and 3. Black Manta is another character who will return for Aquaman 2, but he'll take a step back and be a secondary antagonist so Orm can become the Big Bad. Aquaman 2 can feature Arthur's return to Atlantis, and the discovery that his mother is still alive and in hiding. Aquaman 2 will mostly be about Arthur searching for his long-lost mom while also getting caught up in Atlantean politics as Orm is continuing to make moves in establishing himself as the Ocean Master, but Arthur's return disrupts those plans and the loyalty of the Atlantean people becomes divided over the two brothers. Aquaman 2 is where we get to dig deeper into the lore and worldbuilding of Atlantis and the seven seas. And to better flesh out the world, we're going to have Vulko accompany Arthur and Mera on their quest to bring Queen Atlanna home. This is where we'll further develop Arthur and Mera's romance while also showcasing the student-mentor relationship between Arthur and Vulko as the vizier starts grooming a reluctant Arthur for the role of king. Then Aquaman 3, everything will hit the fan and come crashing down as alliances are forged, battle lines are drawn, and an underwater civil war breaks out between the seven seas when Arthur's followers prevent Orm's loyalists from committing genocide against the surface-dwellers.
- **Aqualad:** Introduce both versions of Aqualad within the trilogy as Atlanteans who are loyal to Vulko and his teachings and serve as his apprentices. Kaldur will be the one to discover Queen Atlanna's true fate, making him the Herald archetype as he bears the news in secret to our heroes. Aqualad will then serve as the guide who will lead Arthur to his mom, while simultaneously becoming Arthur's sidekick. Meanwhile, the Garth version of Aqualad will be featured as Tempest, and he'll be one of Arthur's supporters alongside Dolphin.
- **King Shark:** Have King Shark be one of the obstacles that the heroes have to overcome in Aquaman 2. He can be acting on orders from his father – the Shark God – to prevent Arthur and his allies from succeeding in their mission. Or he could be one of the characters who possesses a clue as to where to find Queen Atlanna. Or perhaps he may be even an ally at first who later turns on his companions. This can happen for one of two reasons. 1) King Shark was a legitimate ally until the heroes are required to perform a task that contradicts King Shark's values and when they choose to follow that path all

the same, King Shark feels betrayed and attacks. 2) King Shark will pretend to be an ally and a guide to our heroes in an attempt to execute them when their guard is down, as he does in the comics at one point. Once again, under orders from his father. Regardless of which route is taken with the character, Arthur will try to control King Shark's mind when it comes to a fight, but finds that he can't, and Mera will explain it is because King Shark is a demigod. He's not a regular sea creature, therefore he is immune to Arthur's telepathy.