

THE MIGHTY THOR

First Thoughts: Jason Aaron

GODBOMB

Opening arc, probably five issues

Story that spans centuries and sees three versions of Thor team-up to fight a serial killer of gods who builds a bomb that if allowed to explode will wipe out every god from throughout time.

In the present day, the prayers of a young girl on an alien planet call Thor to her aid. Her world is under siege by mysterious new foes, and it has no gods of its own to protect it. Thor saves the day, but is perplexed to see a world devoid of gods. As he investigates, he learns that the world did indeed once have gods, but that they disappeared many years ago. Where did they go?

Flashback to the 8th century. Young Thor encounters a new villain, a mysterious figure from deep space who's killing gods on earth. A serial killer of gods (Don't have a good name for this guy yet. For now, we'll call him Gorr). Thor beats Gorr, sends him reeling into space and figures he'll never see the guy again.

Back in the present, Thor is discovering that there are many worlds in the cosmos with missing gods. Some were killed. Some simply disappeared. Thor clashes with minions of Gorr, who seem to be at the heart of the disappearances. The serial killer of gods has apparently been very busy over the centuries.

Jump thousands of years into the future. An aging Thor is King of Asgard. But it's an Asgard in ruins. Most of his Asgardian comrades are dead, including his father Odin. Thor's own children, his three rebellious daughters, have disappeared. And on the edges of space, Gorr is building a machine greater and deadlier than any machine ever built. But it's all King Thor can do to keep Asgard from falling to Gorr's armies. It appears the twilight of the gods is upon us.

Origin of Gorr: Thousands of years ago, he was a caveman on an alien world. Life sucked. He watched his wife starve to death. His children were eaten by alien dinosaurs. It was all he could do to survive from day to day. He worked his butt off, hunting, scavenging, doing whatever he could to help himself and those in his tribe. Others in the tribe looked to the stars for salvation. They prayed to the sun and the moon, to the gods in the sky. Eventually Gorr got fed up with their prayers. "There are no gods in the sky," he yelled. "Look around you! Life is horrible! All we have are ourselves. Stop worrying about make-believe gods." But the others kept praying, and Gorr got so fed up that he left, headed out on his own. Months later, he was almost dead, about to starve to death in the harsh and desolate climate. When suddenly there was a bright light in the night sky and something came crashing down to the ground. Gorr ran to discover a pair of space gods who'd been battling in the sky. One dark, one light. Both appeared to be dead. Gorr couldn't believe it. He reached out to touch the dark god, just to see that it was real, that he wasn't delirious and imagining things. The dark god's weapon came alive at his touch, and leapt onto his skin. The weapon was malleable. It could become whatever its master wished. The light god stirred. He was wounded. He saw Gorr and reached out to him for help. Gorr seethed. So there were gods in the sky, it turned out. Gods who had apparently never given a damn about him or his family. But who in their time of need, would dare ask him for help. Using his newfound weapon, Gorr hacked the light god to death. And then he looked up to the sky and wondered. Were there more gods out there? His weapon responded to his thoughts, forming wings and a spacesuit. Gorr went flying off into space, looking for more gods to murder.

He spends the next few centuries roaming the cosmos, killing whatever gods he finds, killing them by hand, in secret, like a serial killer. Young Thor is one of the first gods to defeat him. In the wake of his defeat, Gorr starts to rethink his strategy. There are a seemingly endless number of gods in the universe. He will never be able to kill them all by hand. He'll have to devise a new plan.

Hundreds of years later, in our present, we see that his power has grown. He has greater control over his weapon, able to fashion bigger and more powerful constructs from it. He has the beginnings of an army of devoted followers. And he has a plan. No more attacking gods one at a time. He's going to wipe them all out at once. He steals the secrets of some alien Chrono Druids and learns to travel through time. He travels back to the birth of the universe and manages in an epic battle to defeat one of the elder gods and bring back its still-beating heart. This will be the engine for his machine. A machine that will take him a very long time to build, but in the end, will finally leave every world in existence gloriously god-free.

Somewhere at the end of time, Gorr is building his machine in secret, away from prying eyes. His army has grown to a seemingly endless size, powerful enough that he's able to capture gods and use them as slave labor, building his Godbomb. He has a wife and children. A world of his own on the edges of space. He has become an absolute master of the weapon he once stole from the dark god, the same weapon that has kept him alive for all these thousands of years. And his dark machine is almost finished.

All three Thors get sucked into conflict against Gorr. Young Thor is picked up by Gorr's time-marauding armies, who travel the years, kidnapping gods for the slave camps. Present-day Thor follows clues to uncover Gorr's plan and races into the future to stop him. Old King Thor pulls his beat-up old hammer out of the trophy room and prepares for one last battle, to stop Gorr and rescue his daughters, who've been enslaved along with thousands of other gods.

Present-day Thor finds it hard to get along with the other versions of himself. Young Thor is arrogant and hot-tempered. Old Thor is stubborn and prideful and far too much like his father. But all three Thors manage to fight together to save the day and stop the bomb, just as it starts to explode through all of time.

The climax comes with present-day Thor, a hammer in each hand, pounding on the heart of the machine over and over again, even as it starts to tear him apart. As the effects of the bomb

begin to ripple out through time, all of the gods throughout history feel it. And they all see Thor, fighting valiantly to save them. It is a moment where every god in existence prays to Thor.

Thor stops the machine. Gorr is defeated. When Gorr falls, his armies disappear. His castles and spaceships disappear. Even his family disappears. They were all made from his magic weapon. The Thors take his weapon away and leave him where he started, as a caveman again, alone at the end of time, in a barren and harsh environment.

Thousands of gods are rescued from slavery. Many of them have been there so long, they've forgotten where they came from. Thor has an idea.

Thor returns to the godless world from the opening of the arc, to the little girl who prayed to him. And he brings with him a whole new pantheon of gods.

Way back at the beginning of time, something stirs. Something has been roused from its seventh day slumber, awakened by the Godbomb. It is the first of all the gods. Father of the Demiurge and the Elder Gods. The true God of Gods. It is awake. And it is angry.

Notes on Godbomb: This arc leaves us with a whole new group of gods to explore, all original creations. New allies for Thor. New love interests. New enemies. It also establishes the two other Thors, who I'd like to return to from time to time. Sprinkled in between our big arcs, we can do short little tales starring arrogant young Thor, god of the Vikings, and old Thor, last king of Asgard, and his reckless young daughters. We also set up the coming of the God of Gods, which we'll build to over the course of several arcs.

Second arc: Tournament of the Gods

We intro our pantheon of new gods. Injecting a whole new group of gods into the universe is bound to create some friction. When tensions flare between the gods of different worlds, the

Parliament of Gods call for a series of challenges to settle the differences. But when entire worlds start being wagered on the outcome, Thor has to step in and win the tournament himself or else millions may die.

Third arc: The Return of Doctor Midas

The villain from Grant Morrison's *Marvel Boy* returns, with an army of Mindless Ones, "navigating the currents of all possible realities, raping world after world after world."

Overall thoughts: I want to take Thor out of Asgard a lot more, to expand the scope and the cast of the book. I'm not as interested in doing yet another story with Loki or the Warriors Three as I am in introducing all-new gods and in taking Thor to new worlds and new corners of the cosmos. We'll still see Asgard and the usual cast of characters, but I want to expand this book's setting to encompass the entirety of the universe and of time itself. No more walking the streets of Broxton, Oklahoma. I want to see Thor in one insane new location after another, clashing and consorting with an all-new cast of colorful characters, his every waking moment filled with the epic and the awe-inspiring, and of course with many things that must be hit repeatedly with a giant magic hammer.