

Inspired by [A Man of Iron](#) I've been working on my own DC/ASOIAF fusion au. I'm using Diana as my gateway in because she's my favourite.

The linchpin for this universe is the Doom. Before the Doom the world was rich with magic and full of heroes and villains of all kinds. Great civilisations flourished across the world and it seemed a universal Golden Age had begun.

One such society was the Valyrian Freehold. An empire on the cutting edge of advancement, and cruelty. A glittering diamond formed from dragonfire and the ashes of countless sacrificed slaves. Valyria was as cruel as it was brilliant and it was this combination that pushed them to dabble in forces that should have been left alone.

Ever hungry for more power and secure in their own arrogance, the greatest mages of the Freehold attempted to summon the Valyrian god who best embodied everything the Freehold stood for; dominance, power, and tyranny. This god had many titles. The One-Who-Is, The Rock, the Chain, and the Lightning, The Tiger-Force at the Core of All Things, but the Valyrians knew him by one name.

The mages attempted to summon Darkseid.

An assassin's blade botched the ritual and Darkseid could not take a stable form but even so, the merest sliver of Darkseid was enough to destroy one of the most powerful civilisations in the world. The Doom is Darkseid and Darkseid is the Doom, and he is biding his time until he can coalesce into a more mobile form.

The Doom also served as a sort of metaphysical EMP that threw the world through a loop. The decline in magic seen after Valyria's destruction was a consequence of this, and the mystical was isolated to a few select places and individuals, but now things are changing. Dragons have been born and the Others are on the march. Magic is coming back and the world is righting itself. New heroes and villains are rising and Darkseid is stirring once more.

Naturally, all the other divinities of the world are terrified and come to the decision that they need a champion. A god that can save the mortal world from the inside. Cue Hippolyta praying to anyone who will listen to gift her a daughter. The gods decide to answer.

Birthing from the Old Gods in the roots of a weirwood and given immortality and a connection to the weirwood network, given a body with divine might and power from the New Gods (literally, Izaya is the Father, Orion is the Warrior, etc) and gifted a lasso blessed by R'hllor's holy flame, Diana is born. A herald of a new Age of Gods and Monsters.

Diana lives with her mother until she gets roped into the WOT5K but that's pretty much it for what I have coherently so far. I mostly just have various notes from here.

Wonder Woman

First things first I've decided to take the canonical Isle of Women and fuse it with Themyscira. A mixture of Rhoynish and Summer Islander cultures would give it a nice utopian feel and I figured the cultural trauma from what Valyria did would explain the isolationism. I've also thought of Rhoynar water magic being used as a means to reincarnate the spirits of deceased women into new lives on Themyscira like in the comics, with the queen herself having a limited form of immortality.

My idea for Diana herself is a soft amalgamation of Earth Prime and Absolute Wonder Woman. A champion of the gods who embodies the power of kindness. Someone surrounded by a world of pain and suffering but decides to do something about it. Diana faces a lot of prejudice in Westeros not only as a woman warrior but also because she is proof that empathy and kindness can change the world. This Diana is not as kill-happy as the New 52 but she is slightly more willing to take a life just by dint of how societies function on Terros.

In terms of power Diana starts off somewhat more reasonable. Still at the peak of human physicality but nothing outright insane at first. This changes as she faces challenges throughout Man's world until she grows into the flying brick we all know and love.

Supporting characters:

Steve Trevor: A former sellsword/spy employed by the Golden Company who grew disillusioned with stirring up needless bloodshed between the Free Cities. Travels to Westeros to try and do some good in the WOT5K but gets shipwrecked on Themyscira. Gives Diana the final push to enter the wider world.

Etta Candie: Steve's steward and best friend. The only other survivor to land on Themyscira with Steve. Looks after the necessities and offers a "normal" perspective on Diana and Steve's adventures.

Donna and Vanessa: Two orphans who Diana encounters during her early days in Westeros. Gets taken in by the gang and eventually becomes Wonder Girl and a more heroic version of Silver Swan respectively. The only problem is I'm not sure how yet.

Villains:

Cheetah: Cersei is going to be Cheetah. Diana embodies all of Cersei's hopes, dreams, ambitions and insecurities. Wonder Woman is everything Cersei has ever wanted to be, been denied, and fears all wrapped in an unassailable package and Cersei would **hate** her for it. A magical ritual conducted by Qyburn involving her own blood, rare Sothoryan plants (Urzkartaga reference), and the offal of various big cats turns her into the ferocious goddess she always wanted to be.

Ares: An Old God born from an amalgamation of various warriors, generals, and soldiers throughout the weirwood network. Ares is a mixture of his various characterisations and is both ally and enemy to Diana. He purposely throws challenges at Diana in the genuine belief that in doing so he is making her a better hero. It's a kind of very bloodthirsty altruism.

Giganta: Doris the Zeul is a woman who claims to be one of the original Rhoynar who tried to settle in Yeen. She would have perished were it not for the interference of one of the giant apes who call the jungle home. She and "Giganta" share a psychic bond like what a skinchanger has but not quite the same. Ares transports both to Westeros and they are Diana's first major fight until she convinces them to join her side.

Zara: A renegade priestess of R'hollr who would creep out even Melisandre. Zara sees sanctity in the flames and believes that the way to save the world is to turn it to ash and let something new grow from the devastation. Has pyrotechnical abilities but they don't come from R'hollr. Is pissed that Diana wields a weapon blessed by her god.

Doctor Psycho: Tyrion is going to go down the same dark path as he is in the novels. I imagine that his growing misanthropy and misogyny would warp his better nature and Essos is at the forefront of the resurgence of magic which is a recipe for disaster. Tyrion's greatest strength is his mind and I see him messing around in Volantis and becoming Doctor Psycho. I subscribe to the theory that Penny is his daughter and the revelation sends on the warpath to Westeros with a mind-controlled army.

Those are the characters that I have a fairly solid grasp on. I would like to include some other allies (Nubia, Artemis, Ferdinand, etc) and villains (Veronica Cale, Sebastian Ballesteros, the actual Circe, etc) but I'm going to need some advice.

Superman

Jon and Martha are a sweet couple from the village of Kent in the most fertile region of the Reach. Pillars of the local community, they are immensely proud of their son. A young man named Clark.

Clark of Kent is everything you would expect from Big Blue. Noble and altruistic and just an absolute sweetheart. Clark is a bit of a folk hero around Kent but the coming of the new age pushes him to expand his heroics. Like Diana he starts off more moderate power wise before growing into the Man of Steel that we all know.

Basically, imagine an older and less angsty version of Smallville.

Supporting characters:

Lois o' the Lanes: The bastard of a local lord, Lois grew up between the streets and under the care of the captain of the local garrison. A former street urchin that now works as a scribe. Fearless and determined, Lois has an eye for secrets and isn't afraid to drag them out into the light if she thinks it's the right thing to do.

Jimmy: A young man who tried and failed to be a maester. Jimmy now dedicates his time to helping the people of Kent and being dragged around by Clark and Lois. People think he's a bumbling wannabe but is much smarter and more astute than most realise.

Villains:

Lex Luthor: An incredibly powerful merchant-lord. Lex is privately financing half of the conflicts throughout Westeros in a great game that only he is playing. Richer than the Iron Bank, more ruthless than Tywin, and more intelligent than Littlefinger. He appreciates the aesthetics of aristocracy but finds the concept loathsome and wishes to change the world so that the average man can be king. Once that average man is him.

Doomsday: It was inevitable that someone as vile as Gregor Clegane would push his luck and eventually get taken out. Someone (I'm not sure who yet) makes the Mountain crumble, but that is not the end of Gregor's rampage. His broken body is remade with soil from Valyria itself and pure dragonbone, and the Mountain rises as monstrous on the outside as he was on the inside. A berserk titan free from what little humanity he had in the first place.

Ultra-Humanite: The sight of a giant beyond the wall is one thing. For that giant to be more aristocratic and well-spoken than most Lords is another thing entirely. Uh Da Hom Nah Tai is that giant. Nobody knows how exactly he got past the Wall and amassed a small criminal

empire but Uh Da Hom Nah Tai did it all and more. In a world of people looking to change and/or rule it, the Ultra-Humanite is a criminal's criminal concerned with making money and enjoying the finer things in life.

That's all I have nailed down for Clark, I'm afraid. A lot of Superman's villains are aliens so I don't see any need to change them. Zod and Brainiac are who they are regardless of the context of Westeros.

Shazam:

Arya had intended to walk into the House of Black and White but instead found herself somewhere else. A vast cavern inhabited by a strange man called Mamaragan.

The wizard Mamaragan was a Valyrian mage who lost the great game and faced the ultimate humiliation. His powers were shackled and he was sent to Gogossos to live as a slave. The experience turned him against the Freehold and also drove him completely mad. The Doom freed his magic and he set off for Essos to bring about peace. A Valyrian idea of peace that involved cobbling together the remaining magicks of the societies conquered by Valyria into a champion. The result was a disaster and Mamaragan went into hiding until a new champion presented themselves.

Arya is that champion, but now must learn that there's more to being a great warrior like Nymeria or Visenya than just fighting. Arya has been hurt but is she going to let that hurt define her or will she rise above it and stand for something greater?

Supporting characters:

Tawky Tawny: A massive but friendly ginger tomcat that Arya befriends in Braavos. Is actually the wizard's familiar in disguise and his true form is that of a monstrously large tiger that can talk. Quite chummy and enjoys fresh cod.

Street Urchins: I gotta think of a better name for these guys. A gaggle of orphans that Arya befriends. They fulfil the same narrative role as the Shazam family but I don't think they'll share Arya's powers. Gives Arya a support network outside of her family.

Villains:

Black Adam: A myth from the Century of Blood. The wizard's former champion. A Dothraki whose Khalasar was destroyed in a needless feud and was determined to do better for his people. Imprisoned in the heart of the Mother of Mountains but is breaking free.

Anti-Hero/Villain with a sense of honour. Gives me a chance to reinterpret the Dothraki in a less stereotypically racist way.

Mister Mind: An alien worm who was drawn to Terros by its magic. Lost everything in the Doom but has built an expansive underground empire with enslaved firewylms. Obsessed with the power of Shazam as he has never encountered magic before and has developed almost an addiction to it.

IBAC: Many considered Aurion the Dragonlord and his folly to just be a warning against the hubris of a dying empire, but they were wrong. Aurion has returned flush with new power and new ambition. After all, why rule under Darkseid's heel when you can forge your own kingdom? Remembers Mamaragan and sees him and his champion as a threat. I'm also throwing in a little Captain Nazi to make Aurion into a pseudo-fascist.

(Teen) Titans:

(The parentheses are because I'm writing Dany from her age in the show and I'm bringing the rest of the Titans up too. "Young Adult Titans" doesn't really have the same ring to it.)

Danaerys is what I'm going to build the Titans around. My plans for her are to make her analogous to Raven. Her experience with the Warlocks in Qarth unlocked her magic and her metaphorical relationship with House Targaryen parallels Rachel's literal relationship with Trigon. Plus, they both are characters with noble intentions who struggle with darker impulses.

Starfire: Koriand'r crash landed powerless on one of the main Summer Islands and lived there as a native until she was taken as a slave and gladiator kept locked up in Slaver's Bay. Dany's assault on the slave trade pushes the Masters to experiment on gladiators with magic in hopes for a supersoldier to combat the Dragon Queen and her forces. The "Starfire" as she's called is one such gladiator but the magic reacts unexpectedly to her alien biology and gives her her powers from the comics.

Beast Boy: Beast Boy is a slave and part of a gladiatorial tag-team with Kori. Before he was taken as a slave he grew up in a small village of subsistence farmers living in the shadow of Vaes Leisi and has some distant Ifequevron ancestry that makes him slightly animalistic, but it's the same ritual that gives Kori her powers that makes him green and unlocks his shapeshifting. I'm also going with Garfield's older characterisation as a rebellious snarker instead of the goofball from the cartoon.

I would like at least one more Titan, but I'm struggling to choose one. I'm trying to keep it to Titans original characters and to save the sidekicks in case I want to use them later.

Villains:

The Church of Blood: A fusion of the Sons of the Harpy, the Church of Crime, and the Cult of Blood. An underground cult of fanatics comprised of former Masters and their close allies. Secretly funded by those impacted by the disruption to the slave trade. Its members slowly grow more extreme as they begin to believe their own hype and delve deeper into dark magic. Useful vehicle to bring in other characters later.

Deathstroke: The single greatest mercenary in the world. Slade made a fortune working for the Masters but lost it all because of the Titans. Comes close to killing Dany in the early days and is only stopped by her dragons. Dangerous but also kinda pathetic because he just won't let it go. Looking for vengeance but will change his mind for a big enough payday just in case I need to move him around the story.

To be added

1. Qyburn is merely the latest name and form taken by the being known as Desaad. The god of pain and torture is one of Darkseid's greatest disciples and managed to take a physical form during the Doom. Has been working for centuries to prepare the world for his master, and he has set his sights on Westeros.
2. Margaery Tyrell is Poison Ivy (I'm freely mixing TV and book canon and am making her older). It's actually an inherited thing with Olenna being the previous version. Their house words of "Growing Strong" actually refer to this with each Ivy being

greater than the last, although Margaery is the first one to be comparable to Pamela in the comics.

3. The Night's Watch and Wildlings rediscover the various Lantern Corps. Jon discovers the Starheart and is taught by the Guardians (COTF that have been fused into weirwoods around the heart with each embodying a different emotional entity) how to channel the magic of the heart through his emotions and into a ring. The Others are Black Lanterns led by the Nekron King (Nekron+Night King).

You probably noticed that I don't have a lot of **Batman** stuff. I just feel like it's been done a thousand times before and a thousand times better so I don't really have anything new to add. He's present and a major player but I'm not digging into his mythos. I also need to flesh out **Aquaman** and **The Flash** in terms of ensembles. I think I'll have an easier time working in individual characters like **Vixen**, **Black Canary**, and others.

What I'm really looking for is advice. Does what I have seem interesting? Does it make sense? What seems shallow and needs attention? What am I missing out on? Any advice on stringing this crap into an actual story?