

## Justice League Dark Cursed Writing Sample

### [VIDEO]

*Structural considerations:*

1. *Short cutscenes*
2. *Most dialogue either free-moving or skippable (at the end)*

*Narrative considerations:*

1. *Great banter between Zatanna and Constantine*
2. *Setting up the next instance & Batman's presence*
3. *Name-dropping episode lore "Hecate-cursed" in a cuttable line*
4. *Heavy research into Constantine Britishisms*

*Story: When Hecate starts cursing magicians, Zatanna and her biggest fan, Wonder Girl, set out to investigate! The dashing (but unreliable) John Constantine also chimes in.*

### **Free Moving**

*(Players interact with Zatanna.)*

**Zatanna:** Okay, we're looking for clues: why does Hecate, Goddess of Magic, have it out for magicians?

**Wonder Girl:** This place is swarming with monsters! C'mon, I'll race yah!

*(Wonder Girl runs off ahead.)*

**Zatanna:** Wonder Girl, wait! Ugh, my fault. I promised a show if we cleared out the theater fast enough.

**John Constantine [comms]:** Reminds me of a younger me: no thought, just go-go-go!

**Zatanna:** Younger? That's exactly how you are right now.

**John Constantine [comms]:** Ah, might've stitched myself up with that one, but you've gotta admit: I've gotten better at improvising.

**Zatanna:** Ha, that's why you make such a lovely assistant.

*(Players fight monsters to rejoin Wonder Girl.)*

### **Cutscene**

**Wonder Girl:** I won: admit it, I'm stronger!

*(Hecate appears from the shadows.)*

**Hecate:** You will be stronger yet. Bear my symbol, burn through your magic, and return it to me!

**Wonder Girl:** Ahhhhh! It's too much!

*(Hecate leaves, and Wonder Girl transforms into Cursed Wonder Girl!)*

### **Free Moving**

**Cursed Wonder Girl:** It hurts, and I can't control it!

**Zatanna:** Hang on, Wonder Girl, we got your back!

*(The players fight Cursed Wonder Girl and transform her back.)*

### Cutscene

**Wonder Girl:** I think I'm okay now, but what was that?

**Zatanna:** We interrupted Hecate stealing your magic, but no idea why she cursed you like that.

*(Hecate appears again.)*

**Hecate:** Magic was a gift, one I must take back. I see now whose magic I should have reclaimed first. Zatanna, bear my symbol!

**Zatanna:** \*Pained cry into laughter\* The power!

*(Zatanna and Hecate disappear.)*

### Free Moving

**Wonder Girl:** C'mon, this way!

**Announcer (comms):** One night only! Witness the magical, the mystical, the Hecate-cursed: Zatanna! Live, on stage!

*(Players fight their way to the stage.)*

### Cutscene

**Wonder Girl:** Zatanna, stop, don't do this!

**Cursed Zatanna:** Ugh, I'm trying! You gotta help me burn through this curse.

### Free Moving

**Wonder Girl:** This isn't the show I had in mind, but I'm down!

*(The players fight Cursed Zatanna and transform her back.)*

### Cutscene

**Wonder Girl:** That broke the curse! Right?

**Zatanna:** Yeah, yeah you did it.

**Zatanna:** (to the player) You know, you've got a real stage presence.

**Zatanna:** (to Wonder Girl) And you'd make a pretty good assistant, if you wanted.

### Free Moving

**Wonder Girl:** Assistant? I'm thinking: stage manager!

*(John Constantine arrives. Instance Exit available.)*

**John Constantine:** Oh, thank the cards, you're okay.

**Zatanna:** Not often you're a sight for sore eyes... but it's good to see you, Constantine.

Especially now that we know what's going on: Hecate's taking away magic. Like, all magic.

**John Constantine:** So, that explains the row unfolding in the House of Mystery. Deadman's been cursed and Etrigan's warded up the place. None of the JLD can get in.

**Zatanna:** Just once I wish you'd turn up without a carpet bag of problems.

**John Constantine:** Be fair, Zee, the solution's in the bag, too! Batman's not in the JLD, now is he?

**Zatanna:** We're walking him through it. Every step.

**John Constantine:** (grumbling) Not that he needs it. (polite) But, of course!

**Wonder Girl:** Wow, sounds crazy. Good luck!

### [VIDEO]

*Structural considerations:*

1. *Batman's VO was planned a year in advance*

*Narrative considerations:*

1. *Batman acts as pragmatic anchor to the magical weirdness*
2. *Zatanna is still fond for Batman as an ex*
3. *Constantine is a bit jealous of Batman*
4. *Etrigan's lines must rhyme*

*Story: The Demon Etrigan has betrayed the Justice League Dark, locking the team out of their headquarters! It's up to Batman and the players to sneak back in.*

### **Free Moving**

**Batman:** Zatanna, what are we looking at?

**Zatanna [comms]:** The Demon Etrigan's set up wards against us. Take Etrigan - and his wards - down. And... thank you. I know this was unexpected, but you being here like this, it means a lot to me.

**Batman:** I'm always ready to help an old friend.

**John Constantine [comms]:** Bit of *friendly* advice, when you do find old 'pointy-eared and scowling' double check that you're not just punching a mirror first, alright mate?

**Batman:** Constantine, not helpful!

**John Constantine [comms]:** Oh, you want 'helpful?' Well, I was also going to say, 'Etrigan's holed up in the kitchen,' so start flapping your wings instead of your gums, eh?

*(Players fight to reach the kitchen.)*

### **Cutscene**

**Etrigan:** Plenty of food, be you not rude. Let that Deadman spin, and Hecate win, and you in this feast I'll include.

**Batman:** We can do this the easy way. Or my way.

**Etrigan:** Your way? Then up, 'tis a clash! For you'd hinder my ambition, to see the Merlin the Magician, his power all crumbled to ash.

### **Free Moving**

**John Constantine [comms]:** Etrigan, you bloody stubborn demon. You're helping Hecate destroy all magic on Earth just to stick it to Merlin?!

*(The players defeat Etrigan.)*

### **Cutscene**

**Batman:** Hm. Surprisingly easy.

**Etrigan:** You have some sprite, but I more spite, and one last slight have I tonight, to cage you lot in with your plight!

*(Etrigan disappears in a flash of Hellfire.)*

### **Free Moving**

**John Constantine [comms]:** Idle insults or... damn it...

**Batman:** Let's focus up, Constantine.

**John Constantine [comms]:** Right-o. Something's off. Complications with Etrigan's wards, maybe?

**Zatanna [comms]:** We'll figure it out. Just free Deadman from Hecate's curse. And be careful.

**Batman:** I'm always careful.

*[...and the story continues!]*