



Dragon Age: Vows & Vengeance – 102 – The Cult of the Doom Blade TRANSCRIPT

EPISODE TITLE: Episode 2: The Cult of the Doom Blade

EPISODE DESCRIPTION: While searching for the Dread Wolf, Nadia befriends former Inquisition scout Lace Harding. The duo soon find themselves caught in the crosshairs of a deadly cult and must turn to an unlikely ally for help.

PUBLISH DATE: 9/5/2024

EPISODE #: 102

TRANSCRIPT:

NARRATOR:

This podcast features adult language, violent imagery, and mature themes. Listener discretion is advised.

(MUSIC)

(OWL HOOTING)

(DEMON ROARING)

DEMON:

Come out from the shadows and face me coward!

(ROARS)

LACE HARDING:

This is a fine mess you've gotten yourself into, Harding.

DEMON:

Let's see how good you can hide when I set the sky ablaze.

(DEMON ROARS)

HARDING:

Ugh!

DEMON:

There you are! You should have never come here, Dwarf.

HARDING:

And yet, here I am.

DEMON:

And now you will die for your meddling.

(DEMON ROARS)

(HARDING GRUNTS)

HARDING:

Nope, don't think so! But I'll be happy to send you right back to the Fade.

(ARROWS SHOOTING)

DEMON:

Insolent bug, you think these arrows can stop me? A creature of fire?

(DEMON ROARS)

HARDING:

You'll (grunts) have to be faster than that.

DEMON:

I will pluck your soul from the flesh and have it as a snack.

HARDING:

Come and get it.

(DEMON ROARS)

(HARDING GRUNTS)

(DEMON GRUNTS)

(HARDING GRUNTS)

HARDING:

You can knock me down all you want, but I'm getting right back up.

DEMON:

Such confidence. But tell me this, do you know what lies beneath these grounds?

HARDING:

Honestly, I don't really care.

DEMON:

This is a cemetery.

(DEMON LAUGHS)

HARDING:

Oh shit.

(DEMON LAUGHING)

(GROWLING)

DEMON:

Rise, my minions!

HARDING:

By the Stone, give me the strength to survive this night.

(HARDING GRUNTS)

(DEMONS SCREECHING)

DEMON:

Soldiers of the undead, feast upon this trespasser!

(MUSIC)

(HARDING GRUNTS)

HARDING:

How many of these guys they got?

(HARDING GRUNTING)

(NADIA YELLING)

(SWORDS CLASHING)

HARDING:
Who are you?

NADIA CARCOSA:
Just a stranger passing by and thought I'd help.

HARDING:
Well, thanks for that, brave stranger.

NADIA:
No thanks needed. I hate demons.

(ROARING, SWORDS CLASHING)

HARDING:
Behind you!

(DEMON ROARS)

(GRUNTING)

(SWORDS CLINKING)

HARDING:
Nice moves!

NADIA:
What do you say I handle these bony rats and you take the big one?

HARDING:
Works for me. Only one ice arrow left. Make it count.

(ARROW BEING DRAWN)

HARDING:
Breathe. Just breathe.

NADIA:
Take the shot!

(HARDING GRUNTS)

(ARROW FLIES)

(DEMON ROARS)

(HEAVY BREATHING)

DEMON:
(groaning) So cold...

(HEAVY BREATHING)

DEMON:
The tremors.

(HEAVY BREATHING)

DEMON:
The pain.

DEMON:
The anomalies. The veil grows thin, little one. (gasping) Enjoy your victory while it lasts. Your world is coming to an end.

(DEMON GROANING)

NADIA:
Oh, enough already.

(NADIA GRUNTS)

(DEMON'S BODY SHATTERS)

(HEAVY BREATHING)

NADIA:
Nice shooting. That arrow packs a mighty punch.

HARDING:
Thank you?

NADIA:
Name's Nadia.

HARDING:
Nadia, I am Inquisition Scout Lace Harding.

NADIA:
The Inquisition? What in damnation you doing all the way out here?

HARDING: I should ask you the same.

(CRICKETS CHIRPING)

NADIA:
I'm trying to find someone very important to me, but to find him, I must first find a cunning elf that left me for dead in the Silent Plains. And my intel brought me to these grounds.

HARDING:
This elf have a name?

NADIA:
Many, but the name I seek is the Dread Wolf.

(SIGHING)

HARDING:
Great. That's who I'm hunting too.

NADIA:
If you hunt for the same prey, then you truly are a friend.

HARDING:
The Dread Wolf isn't prey. He's a friend. At least he was, but now he's, I don't know, misguided. I'm not trying to kill him. Just stop him.

NADIA:
Oh, I don't want him dead either. I need him very much alive because he's the only person who can help me break into the Fade.

HARDING:
You wanna do what?

(DISTORTED RINGING)

VOICE:

Nadia?

(NADIA GRUNTS)

HARDING:

Nadia! Nadia! Are you okay?

HARDING:

What's happening?

(NADIA GROANING)

NADIA:

Elio...(groans) Elio...

(MUSIC)

NARRATOR:

This is Dragon Age: Vows & Vengeance. Chapter Two: The Cult of the Doom Blade.

(CRICKETS CHIRPING)

(FLAMES CRACKLING)

(LIVESTOCK NOISES)

(HARDING HUMMING)

(NADIA GROANING)

(NADIA GASPING)

HARDING:

Easy. It's just a bad dream.

(NADIA GASPING)

HARDING:

Breathe deep.

(NADIA BREATHING DEEPLY)

HARDING:

There you go. Drink this. It'll calm your mind.

NADIA:

I-I'm fine.

HARDING:

Just drink it.

(SIGHING)

(DRINKING)

NADIA:

Whoa. This is actually good.

(SLURPS)

NADIA:

Mm. Really good.

HARDING:

Hm. It's a recipe from my mom.

NADIA:

What happened? We were talking and then everything went black.

HARDING:

You were seized by some force and collapsed. So I brought you here.

NADIA:

Where's here?

HARDING:

My camp. I couldn't risk riding all the way to Raven's Brook with your condition.

NADIA:

Oh, um, (clears throat) thanks.

HARDING:
(chuckles) You saved me first.

(NADIA CLEARS THROAT)

HARDING:
Who's Elio?

(MUSIC)

NADIA:
What?

HARDING:
Elio. You kept saying that name before you passed out.

NADIA:
Oh, um, he's the person I'm trying to find and the man who gave me this ring. But now, because of me, he's trapped behind the Veil. Lost somewhere in the Fade and I have to get him back.

HARDING:
(sighs) Nadia, not to be cruel, but hardly anyone survives the Fade.

NADIA:
(scoffs) No, you don't understand. This is different. Elio's not just anyone. He's a mage. A powerful one. It was the Dread Wolf who tricked me and drew us both into his web because he wanted Elio's help.

HARDING:
Help with what?

NADIA:
(sighs) An ancient relic.

HARDING:
What relic?

(PERSON SCREAMING IN THE DISTANCE)

NADIA:
Did you hear that?

HARDING:

Yep. You feel up to this?

NADIA:

(sighs) Let's go.

(MUSIC)

(BREATHING, RUSTLING)

(PERSON SCREAMING)

HARDING:

That way!

(RAPID BREATHING)

(PERSON SCREAMING)

NADIA:

There!

(RUSTLING)

(PERSON SCREAMING)

(RAPID BREATHING)

(RUSTLING)

HARDING:

Hold up here. I want a better look.

(HORSE NEIGHING)

NADIA:

Down there, in the clearing.

HARDING:

Those three on horseback look like villagers.

ELISA:

No, no. Please stop.

(DISTANT VOICES CRYING OUT)

NADIA:

What the hell are they doing?

HARDING:

They're chaining both of them to that post by the cave. I don't like this.

(CHANTING)

NADIA:

Do you hear that?

HARDING:

Shh.

(PEOPLE CHANTING)

NADIA:

It's coming from the cave.

HARDING:

Shh.

(PEOPLE CHANTING)

(DAGGER UNSHEATHING)

NADIA:

This can't be good.

HARDING:

I'm going in closer.

(PEOPLE CHANTING IN FOREIGN TONGUE)

VOICES:

Nu es fyr geirum...

(PRISONERS GROANING)

VOICES:

Grar upp kominn. Vefr, verbjooar...

BOLMOR:

Mayor Devlin, how wonderful for you to join us.

MAYOR DEVLIN:

You speak as if our actions were not guided by your own hand.

BOLMOR:

Oh, come now. There's no need for such dramatics.

(PRISONER GROANS)

BOLMOR:

What we have here is a divine relationship that benefits all of us.

MAYOR DEVLIN:

Oh, spare me the song and dance, Bolmor. You've got your flesh.

BOLMOR:

Yes. The Deathless One will be most pleased with your generosity yet again.

(PRISONER GROANS)

MAYOR DEVLIN:

Are we done here?

BOLMOR:

Oh, un-unless you care to stay for the ritual?

MAYOR DEVLIN:

You know that'll never happen.

BOLMOR:

Suit yourself.

(HORSE WHINNIES)

MAYOR DEVLIN:

I can't watch this. Let's go.

(HORSE WHINNIES)

MAYOR DEVLIN:
Come on!

(PRISONER GROANS)

BOLMOR:
Praxton! Prepare the sacrifices.

(PRISONER GROANS)

PRACTON:
With pleasure my Lord.

(VOICES CHANTING)

HARDING:
The prisoners are gonna be sacrificed.

NADIA:
By dirt and spit they are not! We've gotta do something!

HARDING:
Shh. Agreed, but we need a plan. We can't just go rushing in blades first.

NADIA:
Watch me!

HARDING:
Okay, then I'll just stay up here and provide cover so you don't get yourself killed.

(CHAINS RATTLE)

(PEOPLE CHANTING)

(PRISONER WHIMPERING)

BOLMOR:
Let's start with the loud one.

(CHUCKLING)

PRACTON:

All right then, here we go.

(ELISA WHIMPERING)

DRAYDEN KIEL:

Elisa, I know this is frightening, but I have a plan. There's going to be a chance for escape, but be strong.

(CHAIN RATTLING)

(ELISA WHIMPERING)

ELISA:

No, no, please let me go! I have a daughter. Please, she needs me!

BOLMOR:

What she needs is your sacrifice. You know what happens if the Deathless One goes hungry? Your duty tonight, it's the highest honor a mother can have. Can't you see that?

PRACTON:

My Lord, look!

(NADIA YELLING)

(SWORDS DRAWING)

BOLMOR:

Whoever that is, kill her!

PRACTON:

Grab that (inaudible)!

(FIGHTERS SCUFFLING)

(NADIA YELLING)

BOLMOR:

Archers! Take cover!

(FIGHTING CONTINUES)

PRACTON:
Fight her! Fight her!

CULTIST 1:
To the Deathless One, I shall live forever!

(FIGHTING CONTINUES)

NADIA:
I don't know. You look pretty dead to me.

CULTIST 2:
By His unholy name I-

(ARROW WHOOSHES)

NADIA:
You shut him up, Harding.

(FIGHTERS SCUFFLING AND GRUNTING)

BOLMOR:
What are you doing? Kill her already!

NADIA:
You! You're next.

BOLMOR:
Praxton! Stop her.

(FIGHTING CONTINUES)

(PRACTON GROWLING)

NADIA:
Guess you must be the muscle.

(NADIA GRUNTING)

(SWORDS CLASHING)

NADIA:

You know the thing about you big guys? You all got weak ankles.

PRACTON:

Huh? Aargh! (howling) Aahhh, you bloody witch!

(ARROWS WHOOSHING)

(GRUNTING)

(FIGHTING CONTINUES)

BOLMOR:

They have too many archers! Return to the cave at once!

PRACTON:

Retreat!

(ARROWS RAIN DOWN)

PRACTON:

This isn't over!

NADIA:

Great! Then I can break your other ankle.

PRACTON:

Come here.

DRAYDEN:

Elisa! Look out!

ELISA:

Please! Help me.

NADIA:

Hold on. I'm coming!

(ELISA WHIMPERING)

PRACTON:

Sorry, but you've been marked.

DRAYDEN:
Don't you dare!

(ELISA GASPS)

NADIA:
No!

BOLMOR:
We shall meet again, crusader. Goodbye.

DRAYDEN:
You monsters!

NADIA:
Hey, hey, hey, hold on. Just hold on. I'll get you help. Harding!

ELISA:
(choking) Please...my daughter...Make sure she's never marked. Make sure she's- (gasps)

HARDING:
Nadia, what is it?

(ELISA GASPING)

HARDING:
Let me see her.

NADIA:
It's too late.

(FABRIC TEARING)

HARDING:
If I can just stop the bleeding-

NADIA:
I said it's too late! She's dead. She's already dead.

(THUNDER CRASHING)

(PRISONER GRUNTING)

NADIA:
Here. Allow me.

(SIGHING)

(CHAINS CLINKING)

NADIA:
(clears throat) You're welcome.

DRAYDEN:
Welcome? You just ruined months of research and got Elisa killed!

NADIA:
You ungrateful swi-

DRAYDEN:
I had a plan!

NADIA:
Oh, they were about to kill the both of you and we risked life and limb to save you!

HARDING:
What research? Who are you?

DRAYDEN:
I am Drayden Kiel, writer, scholar, and historian. And I have been studying the Cult of the Doom Blade for nearly a year now. That was the closest I've ever come to seeing the secrets of their sacrificial ritual firsthand.

NADIA:
You do realize it's a ritual you would've missed the end of, right?

DRAYDEN:
I can actually take care of myself. Thank you.

NADIA:
Oh yeah? That how you wound up out here chained to a post?

DRAYDEN:

This may come as a shock to someone like you, but I volunteered for this. If nothing else, it's saved another from the harvest.

HARDING:

Harvest?

DRAYDEN:

Each month the villagers have a blind drawing. Two amongst them are chosen for the offering, but no one has seen what happens. It was my hope that by learning of the ritual, I'd be able to stop it once and for all.

NADIA:

Yeah. Looks like you did a really great job.

DRAYDEN:

I wasn't really counting on your interference.

NADIA:

(scoffs) Excuse me-

HARDING:

Nadia, relax.

DRAYDEN:

Your interference. I was going to save myself and Elisa there.

HARDING:

Were you two close?

DRAYDEN:

Not really. We crossed paths from time to time. Her daughter was actually chosen, but she traded herself on the condition her daughter be spared from future lotteries. I volunteered for the second spot to make sure the mayor would agree.

NADIA:

(sighs) I've heard enough. Take us to the village at once. I wanna speak to this mayor.

HARDING:

It's late. Let's wait till morning.

NADIA:

Now!

HARDING:

(sighs) Fine. Let's ride.

(HARDING WHISTLES)

(HORSE NEIGHS)

(THUNDER RUMBLING)

(HORSE WHINNYING)

(DOOR CREAKS)

(PEOPLE MUTTERING)

NADIA:

Which one of you is the mayor?

PATRON 1:

Who's asking?

NADIA:

I am, you twit. And the next time I ask, I'll dot my sentence with a blade. Now, which one of you is the may-

MAYOR DEVLIN:

Me. I'm the mayor. What's this about?

NADIA:

You know exactly what this is about. Harding!

(BOOT STEPS)

(PEOPLE GASPING)

PATRON 2:

(whispering) Sweet Maker.

HARDING:

Clear that table.

(OBJECTS CLATTERING)

(HARDING GRUNTING, PANTING)

HARDING:

This one needs a proper burial.

MAYOR DEVLIN:

Is that...?

NADIA:

The poor mother you left for dead? Yeah, that's exactly who that is.

MAYOR DEVLIN:

I don't understand. How did you-

DRAYDEN:

The plan changed rather unexpectedly, I should say.

VILLAGERS:

(murmuring) What? What did you do?

MAYOR DEVLIN:

No, no, no!

INNKEEPER:

Andraste's mercy! What did you do?

NADIA:

We saved their life. That's what!

MAYOR DEVLIN:

You saved them, but doomed us all.

PATRON 1:

Take them back! Maybe Bolmor will forgive us. The moon's still dark. Maybe there's time.

NADIA:

What is wrong with you people?

INNKEEPER:

Wrong with us? Do you have any idea what you've done?

PATRON 2:

Yeah. Now they'll want punishment.

NADIA:

Good. You deserve it.

PATRON 2:

Deserve it?

HARDING:

Nadia, can't you see these people are scared?

PATRON 2:

You don't get it. You're just an outsider. They won't just come back for simple revenge. They'll take our children.

NADIA:

Then you fight.

MAYOR DEVLIN:

Look at us. We are not warriors. We're a small village of farmers, merchants, and ch- ch- cheese makers. We don't even have a weapons blacksmith! Drayden, tell her.

VILLAGER:

Yeah!

DRAYDEN:

It's true. They tried to fight back once when it first started.

HARDING:

What happened?

PATRON 1:

What happened? I'll tell you what happened. Next night, they came back a dozen strong. This time they got my son and my wife and daughter. They told us if anyone took up arms, the same would happen to them.

HARDING:

I'm so sorry.

(FOOTSTEPS)

NADIA:

Why are you apologizing for what they did?

HARDING:

Desperate times, desperate people.

DRAYDEN:

If you're so eager to fight, perhaps you can fight for them.

NADIA:

Come again?

DRAYDEN:

I just saw the two of you practically destroy the cult by yourselves.

MAYOR DEVLIN:

Is that true?

DRAYDEN:

It is. This one commands her bow with such ferocity they thought it was twenty archers upon them.

VILLAGER:

(gasping) What?

DRAYDEN:

And this one, despite her mouth, tore through them with a pair of daggers like a tornado made of steel. Bolmor himself screamed for retreat.

(PEOPLE GASP)

PATRON 2:

Bullshit!

DRAYDEN:

Friends, I swear to you, I saw it with my own eyes.

MAYOR DEVLIN:

If this is true, then you must help us. We could be free.

VILLAGER:

We need you on our team.

NADIA:

But you just said so yourself, none of you are warriors. (scoffs) How can we possibly help?

HARDING:

We could train them.

NADIA:

What?

HARDING:

Won't take much. They only need to know the basics. Block and strike. We can do the rest.

(NADIA SCOFFS)

DRAYDEN:

What's the matter, mouth? You scared?

NADIA:

(scoffs) As if.

DRAYDEN:

So then what's the problem?

NADIA:

The problem is that I don't have time for a little side adventure. There's somebody else who already needs me.

HARDING:

Help us and I'll help you find the Dread Wolf.

(NADIA SIGHS)

DRAYDEN:

It would appear you have nothing left but excuses.

(NADIA SIGHS IN EXASPERATION)

VILLAGER:

Come on.

NADIA:

Okay, fine. We start tomorrow.

(VILLAGERS CHEER AND APPLAUD)

NADIA:

But you, I don't like you.

DRAYDEN:

I'll warn you now, I shall grow upon you like an elf root.

(MUSIC)

NADIA:

Whatever. Just stay outta my way.

(FOOTSTEPS)

(BIRDS CHIRPING)

(ROOSTER CROWING)

(BIRDS TWITTERING)

HARDING:

Good morning all.

(VILLAGERS CHATTERING)

(NADIA SIGHING)

NADIA:

(whistles) Listen up!

(FARM ANIMAL NOISES)

HARDING:

I know the circumstances for our gathering aren't the best, but we'll make sure that no one is taken by that cult again.

(VILLAGERS GRUMBLE)

HARDING:

Does anyone have any sort of weapons training or military experience?

FIRST ARCHER:

I hunt boars. Use a bow for that, if that counts.

HARDING:

That counts. You're my first archer. Anyone else? Anyone?

(SILENCE)

NADIA:

(sighs) All right, let's make this simple. Forget your job, your name, your family. There are just two things you get to be, alive or dead. Decide quick which one you prefer.

DRAYDEN:

Well, you certainly have a way with words.

HARDING:

Okay, let's split up.

HARDING:

First Archer, gather the best hunters and meet me on that rooftop. Nadia, you and Drayden take the rest and work on ground combat.

NADIA:

Alright, people, you heard the plan. Grab your hatchets and follow me into the forest.

(BOWS TIGHTENING)

HARDING:

Notch...Aim...Fire!

(ARROWS CLATTERING)

VILLAGER 2:

Always to the left.

VILLAGER 3:

Dang!

HARDING:

No, no. Don't get discouraged. Try again. But this time, don't pull from your wrists. Put your body into it, like this.

(BOWS TIGHTENING)

(ARROWS WHOOSHING)

VILLAGER 2:

Ugh. I'm never going to get this right. We aren't soldiers.

(VILLAGERS AGREEING)

HARDING:

Watch me. Lean in. Rotate back with your waist, shoulders high, firm. Get all your weight behind the bow string.

(SIGHING, GRUNTING)

(BOWS TIGHTENING)

HARDING:

Good!

VILLAGER 2:

Now what?

HARDING:

Let go.

(ARROWS WHOOSHING)

(CROWS CAWING)

NADIA:

Keep cutting.

(AXES THUDDING)

VILLAGER 4:

We need water, we're exhausted.

NADIA:

And I need at least thirty more trees before anyone even thinks about water.

(VILLAGERS GRUNTING)

DRAYDEN:

They're no good to us if they're already dead by the time the cult gets here.

NADIA:

And the cult won't care if they get a blister during combat. We need to toughen them up as quickly as we can.

(WOOD CREAKING)

VILLAGER 5:

Timber!

(VILLAGERS EXCLAIMING)

NADIA:

No, no, no, no, no.

VILLAGER:

Whoo!

NADIA:

Not the big ones. Go for those young ones over there. We want a sturdy trunk, but still small enough for you to get your hands around.

VILLAGER 5:

I thought we were gonna learn how to fight, not do field labor.

NADIA: (sighs)

And what do you plan to fight with? Your soft knuckled hands? We need weapons, so keep cutting.

DRAYDEN:

Please tell me we're not going to fight the Cult of the Doom Blade with a bunch of clubs.

NADIA: Spears, Drayden, we're making spears.

DRAYDEN:

Have you considered-

NADIA:

Look, I'm sure you've read a lot of really fancy books about war and strategy, but nothing beats the real thing. So why don't you run along and let us handle this?

DRAYDEN:

Of course I've read books about war. It is the only way you can see the patterns of history and avoid being stuck.

NADIA:

Do you have an off switch?

DRAYDEN:

Sorry?

NADIA:

Can you shut up?

(BIRDS CHIRPING)

DRAYDEN:

You let your anger lead you into assumptions.

NADIA:

I don't assume anything. I just tell it how it is.

DRAYDEN:

You mean how you perceive it?

NADIA:

(scoffs) This isn't the time for a philosophical debate. Either get to cutting or get to stepping.

(GRUNTING)

(BIRDS TWITTERING)

DRAYDEN:

Hand me an ax.

NADIA:

Here you go, Books.

(DRAYDEN GRUNTS)

(AX STRIKING TREE)

NADIA:

Whoa.

VILLAGER:

Keep it up.

HARDING:

Now that you've got a handle on the basics, let's see who's got a natural aim.

(VILLAGERS MUMBLING)

HARDING:

See those targets by the barn? Hit the one in the middle.

BULLSEYE:

(scoffs) Well they've got to be 50 yards away?

HARDING:

Then it'll be a good test.

VILLAGER:

(grumbling) This is a harder one than yesterday.

HARDING:

And...begin!

(VILLAGERS GRUNTING)

(ARROWS WHOOSHING)

BULLSEYE:

Look at that! I've just got a bullseye.

HARDING:

Give me two more so I know it wasn't a fluke.

BULLSEYE:

Okay.

(ARROWS WHOOSHING)

(MUSIC)

(VILLAGERS GRUNTING)

NADIA:

Nope. It's block, step, thrust, thrust, block, thrust. Then regroup. Let's try again.

(VILLAGERS GROANING)

VILLAGER 6:

Nadia. We're exhausted.

VILLAGER 4:

Yeah, we need food. I can barely lift my arms.

NADIA:

And do you think the cult will care if you're tired? If you're hungry? They are going to unleash their fury upon you and they will not stop until you lay dead and bleeding.

I know this is rough. I know you're not used to this, but you have to push through the pain, through the fear. Again!

(VILLAGERS GROANING)

DRAYDEN:

Wait.

NADIA:

Damn it. Now what?

DRAYDEN:

I want to challenge you.

NADIA:

Excuse me?

DRAYDEN:

A simple challenge. Strike me before I strike you.

NADIA:
You can't be serious.

DRAYDEN:
For all the gold in my bag.

(NADIA LAUGHS)

NADIA:
You must be mad.

DRAYDEN:
But if I win, the villagers get to take a break and rest.

NADIA:
Fine by me, but no excuses when I feed your ass to the dirt.

DRAYDEN:
Remember those words.

VILLAGERS:
(chanting) Drayden! Drayden! Drayden!

(NADIA GRUNTING)

(STRIKING)

(VILLAGERS CHEERING)

NADIA:
Impressive, but still weak.

(STRIKING, GRUNTING CONTINUES)

NADIA:
Is that all you got?

VILLAGER:
Get up. Come on, Drayden.

(VILLAGERS CHEERING)

DRAYDEN:

For someone who hates talking, you sure do a lot of it.

(NADIA AND DRAYDEN GRUNTING)

(STRIKING)

NADIA:

That's it. I've had enough of you. (grunts)

(FIGHTING CONTINUES)

(THUD)

(VILLAGERS CHEERING)

DRAYDEN:

Here. Let me give you a hand.

NADIA:

(gasping) I don't need your help. It was a lucky shot.

DRAYDEN:

It had nothing to do with luck. Like I said before, we study to learn patterns, and you overextend with your right when you lunge your attacks.

NADIA:

(scoffs) Yeah, whatever. It's still not the same when your enemy has a weapon and is trying to kill you.

DRAYDEN:

Maybe not, but maybe there's more to me than you've allowed yourself to see.

(NADIA SCOFFS)

NADIA:

I guess we'll find out when the blades come out.

(FOOTSTEPS)

NADIA:

(sighs) All right, everyone. That's the day. Break for supper.

VILLAGER 4:
Thank you Maker!

(VILLAGERS CHEER)

(MUSIC)

(VILLAGERS CHATTERING)

HARDING:
Nice work today.

VILLAGER:
Thank you, Harding.

HARDING:
I think you got it. You're a natural with that bow.

BULLSEYE:
Thank you.

HARDING:
Bullseye. You and me are gonna be friends.

(VILLAGERS CHATTERING)

(FOOTSTEPS)

HARDING:
Hey, how you doing?

NADIA:
I'm all right. I would be better if everyone wasn't acting a damn fool right now.

HARDING:
What do you mean?

(VILLAGERS LAUGHING)

NADIA:

Look at 'em! Drinking, laughing, acting as if this was all some sort of game. They're gonna get themselves killed if they don't focus.

HARDING:

It's good that they remember what they're fighting for before we head into battle.

NADIA:

(sighs) Yeah, maybe.

DRAYDEN:

Perhaps most of them realize there's a good chance they won't see the morning. And this is their way of saying goodbye.

NADIA:

Hmm. I get it. I just, (sighs) this whole thing has me wound tighter than a fishing net.

HARDING:

Everything okay? I know we just met, but you've been different since the battle.

NADIA:

(sighs) My family comes from nothing. We were so poor that even beggars looked down on us. But we had each other.

(MUSIC)

NADIA:

And one day, some jackass in the Imperial Chantry accused my mother of stealing. She was innocent, but he had no interest in listening. I begged my father to do something. I begged anyone, please do something. Just fight for her.

(FAINT ECHOES OF CRYING)

NADIA:

But no one did anything. So I watched as the soldiers dragged her away, watched as they put a rope around her neck and watched as her feet...

(WOOD BREAKING, ROPE SWINGING)

NADIA:

That's why I've been on edge. That's why I've been so angry that these people just rolled over and served that woman to a monster.

(VILLAGERS LAUGHING AND CHATTING)

DRAYDEN:

Nadia, I'm so sorry. I had no idea.

NADIA:

I- I don't need your pity, Drayden. All I need is to drive this dagger straight into Bolmor's heart so I can get back to rescuing my love from the Fade.

DRAYDEN:

Wait, what about the Fade?

(BELL RINGING)

SCOUT:

They're coming! Bolmor and his men approach!

(VILLAGERS SCRAMBLING)

HARDING:

It's time.

NADIA:

Ground forces on me! Remember the training!

HARDING:

Archers, to the rooftops!

DRAYDEN:

Nadia, I'll meet you on the field.

NADIA:

What? Where are you going?

DRAYDEN:

I've cooked up a bit of a surprise. I'll see you out there.

NADIA:

Drayden, what the fuck? Drayden! Ugh!

HARDING:

Maybe it'll be a good surprise.

NADIA:
(scoffs) I won't be holding my breath.

HARDING:
Let's go people. Let's go.

(HORSE WHINNYING)

(HORSE GALLOPING)

SCOUT:
Bolmor. He has an entire army with him.

HARDING:
Oh no. How close are they?

SCOUT:
Five. Maybe ten minutes.

NADIA:
(sighs) Damn, that's tight.

HARDING:
Get yourself to the rooftops and be ready.

SCOUT:
Yes, Scout Harding.

(HORSE NEIGHS, GALLOPS)

HARDING:
Good luck. Hope to see you when the dust settles.

NADIA:
You can count on it.

HARDING:
Come on, boy. Yah!

(HORSE NEIGHS)

(HOOVES THUDDING)

(CRICKETS CHIRPING)

(OMINOUS CHANTING)

(HORSE NEIGHS)

BOLMOR:

Tonight we shall teach these heretics what it means to defy the Deathless One. No mercy! No quarter. Kill any who fight and take all the children.

(CULT CHANTING)

BOLMOR:

Let them know the true nature of pain.

(HORSE NEIGHS)

(CULT CHANTING)

(FEET TRAMPING)

(QUIET MURMURING)

NADIA:

Take a spear and lock into formation. Hurry! Hurry!

VILLAGER 4:

Yes, Nadia.

NADIA:

That's it. Just remember everything we went over. Watch over one another and we'll be okay. We are stronger together. No one breaks the line.

(VILLAGERS MURMURING)

(CULT CHANTING)

NADIA:

Alright, here they come. Remember, wait for them to engage. Block. Thrust. Block. Make them work for it.

(HORSE NEIGHS)

(CULT CHANTING)

NADIA:

There they are. Hold tight.

(CULT CHANTING)

(MUSIC)

(HORSE NEIGHING)

BOLMOR:

Well, well, look who it is. The great crusader. (laughing) I'm so glad you decided to stay and join us. The Deathless One looks forward to your blood in particular.

(MUSIC)

NADIA:

Too bad for him because I'm pretty fond of my blood right where it is.

(HORSE NEIGHS)

NADIA:

But I'll make a deal with you. Turn around and leave, vowing never to return, and I'll let you live.

BOLMOR:

(laughs) Oh, child. How you underestimate me.

(HORNS BLARING)

(OMINOUS MUSIC)

(CRICKETS CHIRPING)

NADIA:

Shit, they've flanked us.

(HORSE NEIGHS)

BOLMOR:
Attack!

(CULTISTS YELLING)

(SWORDS CLASHING)

(VILLAGERS YELLING)

(FOOTSTEPS)

(YELLING)

(FIGHTING INTENSIFIES)

(HEAVY BREATHING)

HARDING:
They're coming from behind. Don't let them advance. Fire!

(ARROWS WHOOSHING)

(PEOPLE SCREAMING)

(PEOPLE YELL INDISTINCTLY)

(PEOPLE YELL INDISTINCTLY)

HARDING:
Reload!

(BOWS TIGHTENING)

HARDING:
Fire!

(ARROWS WHOOSHING)

(PEOPLE YELLING)

(ARROWS WHOOSHING)

(WHISTLING PROJECTILE)

(CRASHING)

VILLAGER:

Fire, fire! Get back!

HARDING:

Catapult! Everyone to the ropes.

Get off these roofs now!

(PEOPLE YELLING)

(CLASHING)

PRACTON:

Steady the line. Get the rope taut.

(ROPE CREAKING)

PRACTON:

I want another boulder in that basket now.

(CULTIST GRUNTING)

(BOULDER THUDDING)

PRACTON:

On my mark...pull!

(CATAPULT CREAKING)

(CATAPULT CLATTERING)

(VILLAGERS SCREAMING)

(BOULDER CRASHING)

(PEOPLE YELLING)

(SWORDS CLASHING)

VILLAGER 4:
Nadia, we can't hold them.

NADIA:
Hold on, I'm coming. Yah!

(HORSE WHINNIES)

CULTIST 4:
For the Deathless One!

(CULTISTS YELLING)

(FIGHTING CONTINUES)

BOLMOR:
Now! Kill her while she's down.

NADIA:
Shit!

(PEOPLE YELLING)

NADIA:
Open ranks. Let me in.

NADIA:
Close the gap!

(SWORDS CLASHING)

(PEOPLE YELLING)

VILLAGER 6:
We're surrounded, what do we do?

(OMINOUS RINGING)

VILLAGER 6:
(muffled) Nadia! Nadia!

EXECUTIONER:

For your crimes you have been sentenced to death by hanging!

(OMINOUS RINGING CONTINUES)

VILLAGER 6:

Nadia, can you hear me?

NADIA:

Aargh!

VILLAGER 6:

Nadia we need you!

VILLAGER 4:

They're breaking through!

(OMINOUS DISTORTED TONE)

VOICE:

Nadia!

(GRENADES BOOMING)

(PEOPLE SCREAMING)

CULTIST 3: Grenades! The villagers have grenades!

(PEOPLE SCREAMING)

CULTIST 2:

Retreat! Retreat!

VILLAGER 4:

Quick while the enemy retreats, fall back and regroup at the auxiliary point.

(VILLAGERS YELLING)

(FOOTSTEPS THUDDING)

(PEOPLE YELLING)

(CRICKETS CHIRPING)

(NADIA GROANS)

(FOOTSTEPS THUDDING)

DRAYDEN:

Nadia, are you okay? Nadia?

NADIA:

D- Drayden? Wh- what was that? Was that you?

DRAYDEN:

Shock bombs.

NADIA:

You made grenades?

DRAYDEN:

Yep. Before dinner. Here, let me help you.

(NADIA GRUNTS)

NADIA:

H-how?

DRAYDEN:

It's a little trick I picked up from these things called books.

NADIA:

(laughs) You're insufferable. You know that?

DRAYDEN:

Yep. Just like elf root.

(NADIA LAUGHS)

NADIA:

Wait, I have an idea.

(BALLISTIC MISSILE WHOOSHING)

(BRICKS CLATTERING)

VILLAGER 2:

We're cornered. If we leave this tavern, we're goners.

HARDING:

We gotta take out that catapult or we're all dead.

VILLAGER 2:

What should we do?

DRAYDEN:

Hey, Harding. Open up, it's me.

HARDING:

Drayden? Hold fire, open the door!

VILLAGER:

Yes sir.

(DOOR CREAKING OPEN)

(PEOPLE YELLING)

(FIGHTING)

DRAYDEN:

Nadia sent me. I come bearing gifts. Shock bombs.

HARDING:

Ah. Thank the Stones! You're a miracle worker.

HARDING:

New plan. Bullseye, me and you are gonna blow that nug-humping catapult to bits. Tie these onto your arrows!

BULLSEYE: Right.

(PEOPLE YELLING)

(CRICKETS CHIRPING)

HARDING:

There it is. Just beyond the brook.

BULLSEYE:

Got it!

HARDING:

I'm going up this tree for a better angle. On my mark, you blast it.

BULLSEYE:

For Raven's Brook.

HARDING:

For Raven's Brook.

(HARDING GRUNTING)

(LEAVES RUSTLING)

(HARDING GRUNTING, PANTING)

HARDING:

Just a little higher.

(HARDING GRUNTING, PANTING)

HARDING:

(whispering) Ah, there you are.

(BOW TIGHTENING)

(CROW CAWING)

HARDING:

Steady, steady.

(BOW TIGHTENING)

HARDING:

All clear. Blast it!

BULLSEYE:

Pull the turnip!

(ARROWS WHOOSHING)

PRACTON:

Oh shit.

(EXPLOSION BOOMING)

(PEOPLE SCREAMING)

(GRUNTING)

HARDING:

Nice shot. Let's hurry back.

(FOOTSTEPS THUDDING)

(MUSIC)

(GRUNTING)

NADIA:

That's it! Press forward! Everyone, form one giant line and push!

(GRUNTING)

(PEOPLE YELLING)

NADIA:

Push!

VILLAGER:

Heave! Ho! Heave! Ho!

NADIA:

Again!

(VILLAGERS GRUNTING)

NADIA:

Push!

BOLMOR:
What are you doing? Stop her!

NADIA:
I told you, I'm coming for you!

BOLMOR:
Halt!

(GRUNTING)

(PEOPLE YELLING)

BOLMOR:
Everyone whose left, ignore the villagers and burn the buildings! Raze it all!

VILLAGER 4:
By Andraste's tears! The village!

NADIA:
No, no! No! Stay together. We can beat them!

BOLMOR:
(laughs) So much for your little plan.

(HORSE NEIGHING)

(FLAMES CRACKLING)

BOLMOR:
Normally I take no pleasure from a sacrifice. We- we do what we do, because we must. But you, oh, I will enjoy seeing the look in your eyes when the sky opens up. And the last thing you see is the Black City shimmering on the horizon.

(HORSE NEIGHS)

(GRUNTING)

BOLMOR:
(laughs) Look around. They've all gone. There's no one here to save you. You are out matched and alone.

DRAYDEN:
She's not alone.

NADIA:
Drayden?

DRAYDEN:
Let's end this once and for all. Shall we?

(SWORDS CLINKING)

NADIA:
Sounds good to me.

(BOLMOR LAUGHS)

(SWORDS CLINKING)

(ALL GRUNTING)

BOLMOR:
You cannot defeat me!

NADIA:
Hey, books. You see what I see?

(SWORDS CLASHING)

DRAYDEN:
I believe I do.

(SWORDS CLASHING)

NADIA:
On my signal.

(SWORDS CLASHING)

NADIA:
Now!

(ALL GRUNTING)

(BOLMOR YELLING)

NADIA:

Toss me your sword!

(ALL GRUNTING)

(NADIA GRUNTS)

(BOLMOR SCREAMS)

(BOLMOR GASPING)

BOLMOR:

Deathless One...please...help me.

NADIA:

Hate to break it to you, Bolmor, but there's no one coming. So you tell me, how does the Black City look shimmering in the sky?

(BOLMOR GASPING)

DRAYDEN:

You learned his patterns.

NADIA:

I did. But I think next time I'll try to learn them before the fighting starts.

DRAYDEN:

I've got some great books I can recommend.

NADIA:

Don't push it, Drayden.

DRAYDEN:

Got it.

(THUNDER RUMBLES)

(RAIN PATTERING)

VILLAGER:

The rain! It's putting out the fire!

(VILLAGERS CHEERING)

(THUNDER CLAPS)

(RAIN PATTERING)

(ROOSTER CROWING)

(HAMMERS THUDDING)

HARDING:

Sure I can't talk you into sticking around?

NADIA:

The rest was good, but five days is enough and I still have somebody I need to save.

HARDING:

I figured. But, as promised...

(PAPER RUSTLES)

NADIA:

What's this?

HARDING:

Message from a former Inquisition spy. There's been activity in the southern Anderfels. Earthquakes. Demons. Sounds like the Dread Wolf to me.

NADIA:

You should come with me.

HARDING:

Can't. As soon as I finish here, I gotta get back to my partner Varric. We got something brewing and he needs my help.

NADIA:

Ah, well maybe that Stone of yours will see that we meet again.

HARDING:

I would like that. Be well Nadia Carcosa.

NADIA:

See ya, Harding.

(FOOTSTEPS CRUNCHING)

(HORSE SNORTING)

NADIA:

Shh. Shh. Shh.

(FOOTSTEPS)

DRAYDEN:

You just going to leave without saying goodbye?

(NADIA SIGHS)

NADIA:

Books. You'll be fine without me.

DRAYDEN:

The other night before the battle, you mentioned something about the Fade. I wanted to talk-

NADIA:

Hey. I don't mean to be mean, okay, you had my back and I appreciate that. But I'm not really interested in any of your weird theories or history lessons on this one. This is personal and it's important.

DRAYDEN:

You don't understand, I was researching the cult because I study the Fade. I've dedicated my entire life to understanding it. So if your problem lies beyond the Veil, I can actually help you.

(MUSIC)

(FOOTSTEPS)

(METAL JINGLING)

(NADIA GRUNTS)

(SADDLE CREAKS)

(HORSE NEIGHS)

(DRAYDEN SIGHS)

(HOOVES CLOPPING)

NADIA:

Well? Are you coming or not?

(MUSIC)

NARRATOR:

Dragon Age: Vows & Vengeance is a production of Electronic Arts in association with Pod People. Based on the award-winning video game franchise from BioWare.

Learn more about the world of Dragon Age and its latest game, Dragon Age: The Veilguard, by visiting DragonAge.com. Rated M for mature.

(MUSIC)

NARRATOR:

Directed by Matt Sav, written by Will Melton and Jeremy Novick.

Featuring the voices of Mae Whitman as Nadia, Brigitte Lundy-Paine as Drayden, Armen Taylor as Elio, Ali Hillis as Harding. Also featuring Charles Halford as Demon.

Additional voices by Sabrina Fest, Roslyn Gentle, Damien Gerard, Jillian Kinsey, Daniel Lench, Isaac Gonzalez Rossi, Sean Thomas Simmons, and Brandon Gill as Narrator.

Creative and Narrative Direction by Todd Stallkamp. BioWare Narrative Development and Support by Mary De Marle and John Epler. Editorial direction by Will Melton.

Producers for Electronic Arts, Alex Bader and Chris Beckett.

Production Management by Bryan Rivers.

Assistant Direction by Ashton Carter.

Story Development by Todd Stallkamp, Will Melton, Matt Sav, and Jeremy Novick.

Associate Producing and Script Supervision by Hannah Rae Leach. Casting by Alaine Aldaffer, Lisa Donadio, Lindsey Ploussard and Alex Vikmanis.

Sound Design by Michael Aquino, Morgane Fouse, and Carter Wogahn.

Dialogue Editing by Michael Aquino and Carter Wogahn.

Mixing and Mastering by Morgane Fouse.

Featuring Original Music by Hans Zimmer and Lorne Balfe.

Executive Producers for Pod People, Matt Sav and Rachael King.

Electronic Arts Brand and Marketing Leads, Kari Hale and Olivier Tse. Electronics Arts Design, Hugo Ugaz and Jacob Meyer.

BioWare special thanks to Ashley Barlow, Cody Behiel, Hilary Hidey, Steve Lam, Crystal McCord, and Patrick Weekes.

Electronic Arts special thanks to Kevin Maher, Jacklyn Gilson, Rick Dressler, Marcie Galea, Krysta Trezise, Joe Gatdula, Jon Bailey, Greg Joson, and Ritual Khanna.

Dragon Age: The Veilguard, a single-player RPG, launches Fall 2024 on Xbox, PlayStation, and PC. Begin your adventure at DragonAge.com. Rated M for mature.

(MUSIC)

Next time on Dragon Age: Vows & Vengeance.

VOICE 1:

Another infernal quake. And we still don't even know what we're down here digging for.

VOICE 2:

The elf said dig here. So we dig here.

(BOOM)

(SCREAMING)

VOICE 3:

Ah! That's it. Everyone head for the tunnel. Cutters up. Be ready for anything.

(MUSIC)

VOICE 3:

The shaking grows stronger. We have all felt it. Something terrible is coming. We must unite and sing the Maker's praise.

DRAYDEN:

Harding's information was vague at best. We know only that the ones you seek may have been here, but not where or why.

(MUSIC)

VOICE 4:

You ask me something evil's coming. Another blight. But maybe worse. All this damn magic ripping the world apart.

VOICE 5:

You wanna find the source? You need to head deeper into the mountains.

NADIA:

Will you show me?

(MUSIC)

VOICE 6:

Nadia Carcosa, wanted by Tavinter authorities for crimes of theft, high treason and murder.

VOICE 7:

I think they're involved with the anomalies.

VOICE 8:

Well, Davrin looks like you get your adventure after all.

(MUSIC)

Copyright © 2024 Pod People. All rights reserved.

Pod People transcripts are created on a rush deadline by a Pod People contractor. This text may not be in its final form and may be updated or revised in the future. Accuracy and availability may vary. The authoritative record of Pod People's programming is the audio record.