



Dragon Age: Vows & Vengeance – 103 – A Deadly Descent TRANSCRIPT

EPISODE TITLE: Episode 3: A Deadly Descent

EPISODE DESCRIPTION: Nadia and Drayden's hunt takes them to a remote mining outpost, where they team up with Davrin, a Grey Warden and skilled monster hunter with a penchant for slaying darkspawn. Will they survive the dangerous descent into The Deep Roads?

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EPISODE #: 103

TRANSCRIPT:

(MUSIC)

NARRATOR:

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

(METAL CLANGING)

(PEOPLE GRUNTING)

(PERSON SIGHS)

GREER:

Oy, how long are we staying down here for?

MAREK:

Until I say we go back to camp. Now, keep digging.

(PEOPLE GRUNTING)

GREER:

It's not safe (grunts) being down here so late.

OLLIE:

It's not safe being down here at all, but think of the good this coin will buy our families.

GREER:

It won't be much use to our families if we're not around to deliver it.

MAREK:

Then you better quit your yapping and get back to work. Sooner we're done, the sooner-

(EARTH QUAKING)

(PERSON YELPS)

MAREK:

The sooner we can get out of here.

GREER:

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

MAREK:

The elf said dig here, so we dig here. Now, for the last time, shut up and dig.

(EARTH QUAKES)

(PERSON YELLS)

GREER:

What was that?

MAREK:

Everyone call in. Greer?

GREER:

I'm right in front of you.

MAREK:

Shut up. Ollie?

OLLIE:

I'm here.

MAREK:

Trevor?

TREVOR:

Yep.

MAREK:
Mason?

MASON:
Yeah.

MAREK:
Holly?

HOLLY:
Here.

MAREK:
Kristoff?

KRISTOFF:
Here.

MAREK:
Calandra?

CALANDRA:
Here.

MAREK:
Ridley?

(SILENCE)

MAREK:
Ridley?

GREER:
Don't even tell me we lost Ridley?

MAREK:
Ridley?

MAREK:
Pipe down. Everyone fan out, look for him.

MINERS:

Ridley! Ridley! Ridley! Ridley!

Where are you? Ridley, where are you?

Where are you, mate? Ridley! Ridley, mate, come on!

Ridley, can you hear us? Ridley! Ridley, let us know where you are! Ridley!

(SUBSTANCE SQUELCHES)

GREER:

Ugh! What the Maker is this now?

OLLIE:

Oh, let me see.

(WATER DRIPPING, SLOSHING)

OLLIE:

Oh!

MAREK:

Ollie, you got a read on it?

OLLIE:

Hard to say, but I don't think it's human. Definitely not remains.

MAREK:

Oh, thank the Maker.

OLLIE:

It's...warm.

OLLIE:

Whatever left this, it's still down here with us right now.

(INTENSE DRAMATIC STING)

(PERSON YELLS)

MAREK:

That's it! Everyone head for the tunnel. Hammers out, be ready for anything.

GREER:

We can't just leave Ridley!

MAREK:

We don't have a choice! Go!

(GROANING)

(RAPID FOOTSTEPS)

(PERSON YELLS)

MASON:

It got Trevor!

MAREK:

Keep running!

(HEAVY BREATHING)

(RAPID FOOTSTEPS)

(PERSON YELPS)

GREER:

You hear that? What the hell is that?

MAREK:

Torches! Light 'em!

(FIRE WHOOSHES)

MAREK:

Anyone see anything?

HOLLY:

Nothing. Wait, over there! Kristoff, look out!

(KRISTOFF YELLS)

MAREK:
Holly! What happened? You see it?

(PEOPLE SCREAMING)

HOLLY:
Run!!

(PEOPLE SCREAMING)

(GRUNTING)

MAREK:
Holly!

(PEOPLE SCREAMING)

GREER:
That's it, every man for himself!

(ALL YELLING)

OLLIE:
Everyone! Everyone, this way! The exit, it's here!

(RAPID FOOTSTEPS)

(ALL YELLING)

MAREK:
Look out for the rocks!

GREER:
Ollie!

OLLIE:
Over here, Greer! Hurry!

GREER:
Ollie!

(OLLIE YELLS)

GREER:

Ollie, don't leave me!

(OLLIE YELPS)

(ROCKS FALLING)

(OLLIE PANTS)

OLLIE:

Hello? Hello?! Marek? Calandra? Anyone? Great Maker, please! Don't let this be it.

(MUSIC)

NARRATOR:

This is Dragon Age: Vows & Vengeance. Chapter 3: A Deadly Descent.

(MUSIC)

(HORSE GALLOPING)

AFFIRMED BROTHER:

We must seek penance before it's too late. Ask forgiveness for our prideful ways! The shaking grows stronger. We have all felt it. Something terrible is coming. We must unite and sing the Maker's praise. Renounce your pride!

(HORSE GALLOPING)

(GLASSES CLINKING)

(PATRONS CHATTING AND LAUGHING)

NADIA CARCOSA:

(clears throat) Barkeep, I'll have one pint of ale and a, uh, Nordbotten Fruit Stew with brandy? If you have it?

(PATRONS CHATTING)

BARKEEP:

You got coin?

(PATRONS CHATTING)

(COINS CLATTER)

NADIA:

Pardon me, I don't mean to interrupt your drink, but any chance you've seen an elf come through here? Really intense eyes, not a hair on his head.

OLD MAN:

Nah, just the same old faces.

NADIA:

Okay. How about you? You seen-

BLACKSMITH'S APPRENTICE:

I ain't seen shite.

BARKEEP:

Here's your drinks. Now stop pestering my customers.

NADIA:

Just asking a couple questions, friend.

BARKEEP:

Questions cost extra.

(PATRONS CHATTING)

(COINS CLATTER)

NADIA:

There. Now mind your bar, not my business.

(FOOTSTEPS)

(PATRON BELCHES)

(FOOTSTEPS)

NADIA:

Here you go, one mug of what smells like...Ugh! Rotten fruit sludge for your most refined taste buds.

DRAYDEN KIEL:

This happens to be a very popular mix in the Anderfels. And quite sweet, actually.

(SLURPING)

DRAYDEN:

Oh, also, did you know that historically, dried fruit represents-

NADIA:

Let me stop you there. I'm sure it's a riveting story, but I need to keep working the room.

DRAYDEN:

I'll join you.

NADIA:

Actually, can you stay put?

DRAYDEN:

Why?

NADIA:

(sighs) Look around. These are working people, not the nobles you're used to. Best to let me handle this.

DRAYDEN:

Whatever, suit yourself. Gives me time to catch up on my reading.

(BOOK THUDS)

NADIA:

See? Who brings a book to a tavern?

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. So perhaps I can find something in these writings about the Anderfels that will give us a clue about why he'd come here in the first place.

If my studies of the Fade have taught me anything, it's that the future always hides in the past.

NADIA:

Yes, great. You...do that.

(FOOTSTEPS)

(PATRONS CHATTING AND LAUGHING)

(NADIA CLEARS HER THROAT)

(FOOTSTEPS)

NADIA:

Afternoon. I was-

OLD WOMAN:

What do you want?

NADIA:

Uh, just wondering if you've noticed anything strange around these parts? Tremors or-

OLD WOMAN:

Oh, everyone knows about the shaking. You ask me, something evil's coming. Another blight, but maybe worse. All this damn magic ripping the world apart.

(GLASS SHATTERS)

NADIA:

Has anyone said anything about where it comes from? Like some place where things are really bad?

MERCHANT:

You asking about earthquakes?

NADIA:

Yeah.

MERCHANT:

I can tell you all about them.

NADIA:

Go on, then.

MERCHANT:

I take my caravan around the outposts in these areas. So I see where it's worse. You wanna find the

source? You need to head deeper into the mountains.

NADIA:

Will you show me? I can pay.

(COINS JINGLING)

MERCHANT:

I'm not one to say no to money, but I'm no guide either.

MERCHANT:

You should talk to that Harig over there.

NADIA:

Over where?

MERCHANT:

Over at the tables playing Wicked Grace. He's the big one.

NADIA:

Thanks.

MERCHANT:

Careful though.

MERCHANT:

He's been on a mean losing streak today.

PATRON:

Hey! Ooh!

(COINS CLATTERING)

PATRON:

Harig, you're shit at this game!

HARIG:

What the fu-? Are you kidding? Ah, horse shit! Cheats, all of ya! (groans)

NADIA:

(clears throat) Gentlemen. Mind if I buy in?

PLAYER 1:
Piss off, table's full.

NADIA:
Well then, maybe I can sweeten the pot and get down to business.

(COINS JINGLING)

PLAYER 1:
Or maybe you can piss off like I said.

(PATRONS LAUGH)

HARIG:
Hey, quit the bullshit, okay? That's five coppers in for all of you.

(COINS CLATTER)

HARIG:
And you, little lady, go away.

NADIA:
(scoffs) I'm sorry. Did you just call m-?

PLAYER 2:
Looks like big man's in a bad mood.

PLAYER 3:
Oh, you would be too if you dropped the pile he said goodbye to today.

HARIG:
I'm going to drop my ax on your pig-kissing tongue if you don't watch your mouth.

(COINS CLATTER)

PLAYER 3:
I raise.

HARIG:
(groans) We just raised.

PLAYER 2:

You in or not?

HARIG:

You miserable slack-jawed louse.

NADIA:

Seriously, I just need to find a guide into the mountains. I'm looking for an elf.

PLAYER 2:

(laughs) Got a thing for elves, do you?

NADIA:

(scoffs) No, it's not like that. I just...I need to know if any of you have seen one.

PLAYER 3:

Of course we've seen an elf. Do you think we're stupid or something?

NADIA:

(sighs) Not any elf. A specific elf! Goes by the name Solas? Some call him the Dread Wolf.

PLAYER 1:

Wait, the Dread Wolf?

NADIA:

Yes, do you know him?

PLAYER 1:

I do.

NADIA:

Where might I find him?

PLAYER 1:

Just up the old mining path. A little south of piss, and a little west of off.

PLAYER:

Yeah!

(PLAYERS LAUGHING)

HARIG:

By the tits of my ancestors, if you don't all shut up and play, I'm going to gouge everyone's eyes out.

Now for the last time, little lady, go away! I've got money to win.

NADIA:

Oh, for pity's sake! Fuck the game already! I can pay you well to take me into the mountains.

HARIG:

If you don't go away, I will bury you in those damn mountains.

NADIA:

Fine!

(TABLE CLATTERS)

DRAYDEN:

That went well.

NADIA:

Shut up.

DRAYDEN:

Maybe they didn't know you were their people. Perhaps-

NADIA:

Hey, this isn't a joke, okay? Every day we fail is another day Elio is lost to the Fade.

DRAYDEN:

I'm sorry.

OLLIE:

Excuse me, hello?

NADIA:

I swear, now is not the time.

OLLIE:

No, it's not like that.

(PATRONS CHATTING)

(FOOTSTEPS)

OLLIE:

I know the one you search for.

NADIA:

Here, have a seat. Drayden, move your book.

DRAYDEN:

Oh, yes.

OLLIE:

Thank you.

OLLIE:

I'm Olive, but my friends call me Ollie.

NADIA:

Nadia, and as you just heard, this is Drayden.

DRAYDEN:

Hello Ollie.

OLLIE:

Hello.

NADIA:

So how is it that you know him?

(PATRONS CHATTING)

(MUSIC)

OLLIE:

He came through town a few weeks ago, said he had work for us, but it was for something in the Deep Roads. The area's forbidden, but the pay was too good to pass up.

NADIA:

What were you doing down there?

OLLIE:

(sighs) Still not entirely sure. He kept everything real boxed up, like, everyone was focused on their own job, then one night something attacked us. I was the only one to make it out and back up to camp. I haven't heard from him since.

NADIA:
And where is he now?

OLLIE:
I'll give you a map to the camp. But Solas, he vanished right before things went bad.

NADIA:
Thank you. Come on, Drayden, we're going.

DRAYDEN:
I'll prepare the horses.

OLLIE:
Be careful out there. It's a bad place full of bad energy. And these parts are crawling with Darkspawn.

NADIA:
Ollie, by this ring, I thank you and-

HARIG:
You! The one with the mouth. We're gonna have a little talk.

NADIA:
Oh, as much as I'd love to stay and chat, I've got places to be.

HARIG:
All your dumb squawking cost me that game. So here's the deal: Now you're going to pay me double for whatever trip was so important you couldn't wait to discuss it.

NADIA:
Yeah, about that. Our plans just changed. We won't be going into the mountains anymore. Thanks, though!

HARIG:
(laughs) You best be yanking my chains.

DRAYDEN:
I'm afraid she's quite serious.

HARIG:
You stay out of this, little egg, before you get cracked.

NADIA:

You need to mind your tone.

HARIG: And you need to make it up to me one way...or the other.

NADIA:

I'm afraid I don't catch your drift.

HARIG:

Either give me your coin or give me some alone time with this sweet little egg so I can-

(METAL SLICES)

(PATRONS GASP)

NADIA:

The next words you speak may be your last. So choose carefully.

DRAYDEN:

Nadia, I appreciate the sentiment, but he's not worth it. Put the dagger away and let's just go. We have what we came for.

HARIG:

Go on, do it. You won't make it two steps out of this tavern.

(NADIA GROWLS)

DRAYDEN:

Nadia...

(NADIA SIGHS)

(BLADE SHEATHING)

NADIA:

You're lucky my companion has a forgiving heart.

(HARIG GRUNTS)

(NADIA GRUNTS)

HARIG:

You were stupid to drop your guard! Now give me my coin!

(BOOK THUDS)

NADIA:

Whoa! Drayden!

(HARIG MOANS)

DRAYDEN:

Apologies, but I hate bullies.

NADIA:

Did you just knock him out with a book?

DRAYDEN:

Oh dear, I think I've split the binding.

BARKEEP:

God, hey! What did I tell you about stirring shit up in here? Huh? Get out before I send for the law.

DRAYDEN:

Ah!

NADIA:

We were just leaving anyway. Drayden, we should probably...

DRAYDEN:

Yep.

(HARIG MOANS)

BARKEEP:

Ah man, you okay? Here, let me.

HARIG:

Get your grimy ale-shilling hands off me.

BARKEEP:

Whatever you say.

(HARIG GROANING)

PLAYER 1:

Hey Harig, look at this. It's from that new crop of wanted posters.

(PAPER RUSTLES)

HARIG: (groans) Let me see that.

PLAYER 1:

That's her, right? Looks just like her.

HARIG:

"Wanted for murder, treason, high crimes against the Imperium. Large reward-" Son of a bitch!
You!

OLLIE:

Me?

HARIG:

Yes, you. You're coming with me.

OLLIE:

Ow!

HARIG:

We're going to go find us a guard and you're going to tell them everything you know about where those two are headed. Now, let's go!

PLAYER 1:

Hey, we're splitting that reward!

(MUSIC)

(METAL CLANGING)

(HORSE GALLOPING)

GOFF:

Something troubling you, Davrin?

DAVRIN:

Yeah.

(HORSE TROTTING)

DAVRIN:

Why are we down here in this outpost wasting our time? You heard the same rumors that I did.

(HORSE TROTTING)

GOFF: Because for now, they're just rumors. Plus, our duty as Grey Wardens dictates that we are here. The quakes, the storms, something is going on and we have to find out.

(MUSIC)

DAVRIN:

Come on, we're talking about real griffins. They're supposed to be extinct.

GOFF:

You still have much excitement in your heart, monster hunter. But remember, duty is duty even when it's not exciting.

DAVRIN:

Goff, I assure you, as long as the ale is strong and there's darkspawn to slay, my heart will be content.

GOFF:

(laughs) Fair enough, Davrin. Fair enough.

OLLIE:

Harig, please!

HARIG:

Shut up!

HARIG:

Aye, Wardens, either of you two seen a guard around here?

GOFF:

What are you doing, you oaf? Unhand her.

HARIG:

This woman is guilty of conspiring with a criminal! Look here.

DAVRIN:
Give me that.

GOFF:
What's it say?

DAVRIN:
"Nadia Carcosa, wanted by Tevinter authorities for crimes of theft, high treason, and murder."

(MUSIC)

DAVRIN:
Yeah, because we know we can trust Tevinter.

GOFF:
Yeah, see, I don't give a rat's dick about Tevinter and their accusations. Take your bounty to Radcliffe. See if they care.

HARIG:
But they were just in the tavern talking about the Deep Roads and cooking up Maker knows what! I think they're involved with the anomalies.

GOFF:
Deep Roads, eh? And what do you say of this?

OLLIE:
We weren't planning nothing, honest! I have never seen her before today. She asked for information, I had some. That's all.

GOFF:
What sort of information?

(OLLIE SIGHS)

GOFF:
Okay, look, you're not in any trouble. Just tell us.

OLLIE:
She was looking for someone that hired us to do a job over by the old mines.

DAVRIN:
It's not safe in those parts.

OLLIE:

I know. I'm sorry. But I warned her about the darkspawn.

(EERIE MUSIC)

DAVRIN:

Did you say darkspawn?

OLLIE:

They were crawling all over that place. I barely made it back.

GOFF:

Well, Davrin. Looks like you get your adventure after all. Can you show us the way?

OLLIE:

I can.

HARIG:

Hey, what about my bounty?

DAVRIN:

I guess you better hope she hasn't already been ripped to pieces by those beasts.

HARIG:

Then I'm coming, too.

(HARIG GRUNTS)

DAVRIN:

Fine. But listen to orders and stay out of the way.

(ADVENTUROUS MUSIC)

(HORSES GALLOPING)

NADIA:

Whoa, whoa.

(HORSE WHINNYING)

(HORSE GALLOPING)

NADIA:

There. The crumbling face protruding from that cliff. It's the statue of The Green Guardian marked on her map. We're close.

DRAYDEN:

(sighs) Such a sight. The way it juts right from the stone, like Grunsmann himself is trying to break free from time's prison. Makes for a haunting effigy.

NADIA:

Everything about this place feels haunting.

(BUGS BUZZING)

DRAYDEN:

Imagine what these lands might have been like before the blight. Such splendor. But now it's just this. Desolate and indifferent.

(HORSE GALLOPING)

NADIA:

Look, just ahead. It's the camp.

(HORSE WHINNIES)

(HORSES GALLOPING)

(MUSIC)

(HORSES GALLOPING)

(HORSE SNORTS)

(SADDLES CLINKING)

(NADIA GRUNTS)

(DRAYDEN GRUNTS)

(NADIA SIGHS)

(HORSES SNORTING)

NADIA:

Nothing here but ghosts. I'm surprised there's no bones sticking out from the ground.

DRAYDEN:

Oh, that's not possible. You'd never find a skeleton way out here.

NADIA:

Ugh, if you're about to tell me of some demonic creature that roams the night feasting on bodies, please don't. Just help me search for anything that looks to be a clue. The daylight is dropping fast.

DRAYDEN:

It's actually quite the opposite. According to the writings of Ferdinand Genitivi, not even insects and worms can survive these lands. A body would never decay.

(NADIA SIGHS)

NADIA:

Ugh. Must you speak so freely about death? It gives me the creeps.

(DRAYDEN LAUGHS)

NADIA:

What?

DRAYDEN:

Nothing. I've just never understood why people have such an aversion when it comes to discussing the beyond. Our deaths follow us like a shadow, seems only natural to make its acquaintance.

NADIA:

(sighs) That's the thing, Drayden. Normal people don't want to make its acquaintance. We prefer to focus on the living. So can we please just-

(ROCKS CLATTER)

NADIA:

What was that?

DRAYDEN:

There! Did you see that?

NADIA:

Where? The sky's too dark now.

DRAYDEN:
That way. Look.

NADIA:
I see nothing!

DRAYDEN:
Stand to my back. We need eyes in all directions.

NADIA:
Where is that coming from?

DRAYDEN:
I fear we've stumbled upon-

NADIA:
Don't say it.

DRAYDEN:
But-

NADIA:
I said don't say it!

(CREATURE ROARS)

DRAYDEN:
Darkspawn.

NADIA:
Just had to say it!

DRAYDEN:
Blight magic, look at the eyes behind it. Oh no. Genlocks!

(SPELL CASTING)

(SPELL STRIKING)

(NADIA GRUNTS)

NADIA:
Shit!

DRAYDEN:
Any ideas?

(BLADE UNSHEATHS)

NADIA:
Stick close, swing freely, and hope we survive.

(CREATURES SNARLING)

(BOTH GRUNT)

(BLADES CLASHING)

(CREATURE GROWLS)

NADIA:
Watch out for those fucking axes!

(BOTH GRUNTING)

DRAYDEN:
There's too many of them!

(NADIA GRUNTS)

NADIA:
Stay focused!

(HORSES NEIGHING)

NADIA:
Stay focused!

DRAYDEN:
Do you hear that?

NADIA:

Oh, by mercy. If this is someone else come to kill us-

DAVRIN:
For the Warden!

(CREATURE GRUNTS)

DRAYDEN:
Who. Is. That?

NADIA:
I have no idea but he's kicking the snot out of those darkspawn.

DAVRIN:
Leave none standing!

NADIA:
Hurry! Let's help finish them off.

DRAYDEN:
Can't we watch him a little longer?

NADIA:
Drayden!

DRAYDEN:
Sorry.

(ALL GRUNTING)

(BLADES SLASHING)

(CREATURE GROWLS)

(ALL GRUNTING)

(ALL PANTING)

NADIA:
That's the last of them.

DRAYDEN:

Oh, Nadia, look out!

DAVRIN:
Get down!

(CREATURE ROARS)

(ALL GRUNTING)

(NADIA PANTING)

DAVRIN:
That's the last of them.

(ALL PANTING)

NADIA:
I don't know who you are, but thank you.

DAVRIN:
No thanks needed. Killing darkspawn is my sacred duty.

HARIG:
That's her! She's the murderer! Come on.

NADIA:
Oh, shit.

HARIG:
This little one here.

NADIA:
Okay, one, people need to stop calling me little, and two, whatever this guy told you, it's a pile of stinking road apples!

DRAYDEN:
Nadia, what are they talking about?

GOFF:
Oh! Then you are Nadia Carcosa?

NADIA:

(sighs) Thanks, Drayden.

DRAYDEN:

Sorry...

GOFF:

This man, Harig, seems to think that you are involved with the anomalies that plague these lands. Any truth to that?

NADIA:

(scoffs) That's insane! I'm not doing anything but trying to stop the one who really committed those crimes. The one they call the Dread Wolf.

(SWORD CLANGS)

GOFF:

Whoa! Davrin! Davrin, easy there.

DAVRIN:

Tell me how you know that name.

NADIA:

Because I'm telling you, I think he's the one responsible for this. I was just caught in his trap!

(MUSIC)

DAVRIN:

We're taking these two into custody and we're headed back to Weisshaupt, immediately.

GOFF:

What's wrong?

DAVRIN:

There's a legend among my kind, the story of Fen'Harel. He who hunts alone and the Lord of Tricksters. He's an Elven god that betrayed the ancients. He's a harbinger of chaos and rebellion. If this one speaks the truth, then something much bigger is going on and the Wardens need to get to the bottom of it.

GOFF:

All right, then get the chains.

DRAYDEN:

(gasps) What?

NADIA:

No! Wait! (grunts) You don't understand!

GOFF:

Give me your hands also.

DRAYDEN:

Oh, what did I do?

GOFF:

You're her companion so you are coming too.

DRAYDEN:

Well, if you're going to cuff me, can you at least let the other one do it?

NADIA:

Drayden!

DRAYDEN:

What? Did you not see his shoulders when he swung that sword?

NADIA:

Who are you right now?

GOFF:

Silence, both of you!

HARIG:

Come here, come here.

(OLLIE GRUNTS)

HARIG:

And what about this one?

GOFF:

She did nothing except offer conversation to a stranger and now she's free to go. I suggest you do the same.

HARIG:

Ugh!

(OLLIE GRUNTS)

OLLIE:

I'm sorry Nadia,

NADIA:

It's okay, Ollie.

HARIG:

This is a load of pig squat.

GOFF:

Oaf, you test my patience.

HARIG:

Just give me my reward then and I'll be on my way.

DAVRIN:

You would be wise to mind your tone when speaking to a Grey Warden.

HARIG:

I only want what's coming to me.

DAVRIN:

Men like you will always get what's coming to them.

HARIG:

(laughs) I don't need a lecture from a glorified exterminator. Just give me what's mine.

GOFF:

We are Wardens, not money lenders nor bounty hunters. If you want your reward, you'll need to make the trek to Weisshaupt Fortress and wait for their release.

NADIA:

Weisshaupt?

(CHAINS RATTLING)

NADIA:

No, we need to stay here!

GOFF:

This matter is settled! Davrin, chain them to the horses. Let's march.

(FOOTSTEPS)

(NADIA GRUNTS)

(MUSIC)

(HORSE WHINNIES)

(CHAINS RATTLING)

(PEOPLE SIGHING)

DAVRIN:

Long ride ahead. Keep up.

(FOOTSTEPS)

(CHAINS RATTLING)

(DAVRIN GRUNTS)

(GOFF YIPS)

(HORSES TROTTING)

NADIA:

Please just stop! Listen to me!

(HORSES TROTTING)

(CHAINS RATTLING)

NADIA:

Hey!

GOFF:

Would you please shut up?

NADIA:

I will shout every step of the way if I have to.

(HORSES TROTTING)

DRAYDEN:

Excuse me, Wardens, if you don't stop and listen to her, it's going to be like this for the entire journey. I'd advise you to save your ears and not test her resolve.

GOFF:

(sighs) Fine. Hold up.

(CHAIN RATTLING)

(HORSES TROTTING)

(HORSES GAIT SLOWING)

GOFF:

Say what you have to say.

HARIG:

You're not actually going to listen to this nonsense, are you?

DAVRIN:

Another word and you'll get a matching set of chains.

NADIA:

(sighs) Elio, my partner, he wasn't just some magic wielder, he was an Altus mage and part of the Magisterium. But the Dread Wolf put a plan in motion to turn the Templars against him. He wanted to force Elio into a corner so he'd have no choice but to help him perform a dangerous ritual.

(sighs) But the Wolf betrayed us. And now Elio is trapped somewhere in the Fade. Me and my companion here seek only to rescue him before it's too late. And we received information from the Inquisition that led us here. But now we walk away from the very tunnels that may reveal the Dread Wolf himself!

GOFF:

Hmm. The Inquisition knows of this?

NADIA:

Not widely, no. I get the sense this is kind of new for everyone, but I can tell you for a fact that he was here. That is, Ollie can tell you.

OLLIE:

It's true. He was the one who hired us for that job.

GOFF:

Hmm.

OLLIE:

The entrance is just back there, down the mining path.

GOFF:

Hmm, hmm, hmm. Davrin?

DAVRIN:

Gut tells me she's speaking the truth. A lot of conviction behind those words. So let's search the tunnels.

GOFF:

(sighs) Yeah. Unchain them.

HARIG:

What?!

(DAVRIN DISMOUNTS)

(FOOTSTEPS)

(CHAINS RATTLING)

DAVRIN:

Don't make me regret this.

NADIA:

(sighs) Thank you.

(FOOTSTEPS)

(CHAINS RATTLING)

(DRAYDEN GRUNTS)

DRAYDEN:

Hi.

DAVRIN:

Hi.

NADIA:

Now is not the time for that!

DRAYDEN:

I'm just being friendly.

NADIA:

Is that what we're calling it now? Friendly?

HARIG:

You are all crazier than a sack of dried nuts! If you won't do your duty, I'll return to the town and send word to the Templars. I know they'll enforce the law.

(COINS RATTLING)

NADIA:

There's your blasted coin! Now go back to whatever mountain cave you crawled out of and say hi to your goat wife for me.

(COINS JINGLING)

HARIG:

(chuckles) There we go. Was that so hard? All I wanted was restitution for my losses. I'll be on my merry way now.

(FOOTSTEPS)

HARIG:

Let no one say I am not a reasonable man!

(EARTH RUMBLING)

(HARIG YELLING)

(NADIA EXCLAIMS)

DRAYDEN:
Earthquake!

(EVERYONE YELLING)

NADIA:
Everyone watch out!

(EVERYONE YELLING)

GOFF:
The world, it split open!

NADIA:
Sinkhole!

DAVRIN:
Mind the cracks and grab what you can.

DRAYDEN:
Nadia?

(NADIA GRUNTS)

NADIA:
I got you! Hold on!

OLLIE:
Help!

(NADIA PANTS)

NADIA:
Ollie!

(OLLIE YELLS)

(ALL GRUNTING)

GOFF:
Go! Save yourself!

(EARTH CRUMBLING)

(GOFF YELLING)

DAVRIN:

Noooo!

GOFF:

Go!

(ALL GRUNTING)

(EARTH CRUMBLING)

DAVRIN:

My story does not end here!

NADIA:

What are you doing?

DAVRIN:

I'm going down. See you on the other side.

NADIA:

Wait!

(DAVRIN SCREAMS)

DRAYDEN:

Nadia, I can't hold on.

(NADIA GRUNTS)

NADIA:

Don't think about it! Just do it.

DRAYDEN:

I'm slipping!

NADIA:

Just a little longer!

(DRAYDEN YELLS)

NADIA:
Drayden!

NADIA:
I'm coming! (grunts)

(NADIA YELLS)

(BODIES THUD)

(NADIA GRUNTS)

(NADIA GROANS)

(MUSIC)

(ROCKS CRUMBLING)

(DISEMBODIED VOICES WHISPERING)

DRAYDEN:
(distant) Nadia, are you okay? Hello?

(SINISTER VOICES ECHOING)

DRAYDEN:
Nadia? Nadia, Can you hear me? Nadia?

(NADIA GASPS)

NADIA:
I'm here, I'm alive. Everything's working. How about you?

DRAYDEN:
Oh yeah, I'm okay. A few bumps. Nothing bad.

(WATER DRIPPING)

NADIA:

Ollie?

OLLIE:

Over here!

(WATER DRIPPING)

OLLIE:

Got an unfortunate case of deja vu, but otherwise good.

DRAYDEN:

Wait, Davrin. Where's Davrin?

DAVRIN:

(grunts) Relax. I'm here.

DRAYDEN:

Oh! Here, let me look at you. Are you okay? How's your shoulder?

DAVRIN:

(grunts) Stiff but ready for action.

DRAYDEN:

Oh!

(WATER DRIPPING)

(DRAYDEN CLEARS THEIR THROAT)

DRAYDEN:

By the way, we never officially met. I'm Draven. I mean Drayden! You're Davrin, I'm Drayden. There we go. Kind of meshed our names together. Oops. (stammers then coughs) I'm gonna shut up now.

DAVRIN:

(chuckles) You're...cute, but has anyone seen Goff? Goff? Goff! Goff!

(NADIA CHUCKLES)

DRAYDEN:

Please, just don't.

NADIA:
What was it you said to me? Oh yes, "That went well."

DRAYDEN:
And what did you say to me? Oh yes! "Shut up."

NADIA:
At least now I know there's actually a human in there.

DRAYDEN:
I hate you.

NADIA:
Nah, I'm like Elfroot.

(DRAYDEN GROANS)

(GOFF YELLS)

DAVRIN:
Over here! It's Goff.

(DRAYDEN AND NADIA PANTING)

(RUNNING FOOTSTEPS)

NADIA:
What's wrong?

DAVRIN:
His leg is pinned beneath this boulder.

(DAVRIN GRUNTING)

GOFF:
Just leave me!

DAVRIN:
You know that's not an option.

(DAVRIN GRUNTING)

GOFF:

Look at me. If you move the boulder, you'll have to take my leg. There's no way I'm walking out of here.

DAVRIN:

Then I'll carry you out.

GOFF:

Oh, Davrin!

DAVRIN:

With respect to rank, sir, but that's an order.

(METAL CLANGS)

(GOFF GROANS)

NADIA:

Come on, everyone push!

(ALL GRUNTING)

DAVRIN:

It won't budge.

GOFF:

I'm telling you-

DAVRIN:

And I told you no.

GOFF:

Maker! Your blade is about to snap in two.

(DAVRIN GROANS)

DAVRIN:

Do any of you know magic?

DRAYDEN:

I don't mean to be morbid, but could we possibly just sever the leg?

NADIA:
And they're back.

DRAYDEN:
What? I don't mean to be curt, but he said so himself! He's going to lose the leg one way or the other.

NADIA:
Drayden!

DAVRIN:
No, they're right. It's our best option.

GOFF:
I don't suppose anyone has any brandy.

OLLIE:
Actually, chew this.

NADIA:
What is that?

OLLIE:
Snailroot. We use it to get through long days. It numbs the brain, slows everything down, and it helps block out the pain.

GOFF:
It's better than nothing. Give me that.

(GOFF CHEWING)

DAVRIN:
Drayden.

DRAYDEN:
Yes?

DAVRIN:
Take this and tie it around his leg. Make it as tight as you can.

(GOFF YELLS)

DAVRIN:

Now, you other two must hold his feet down. The chop will be swift and clean, but don't let him move.

NADIA:

Got it.

OLLIE:

Will do.

GOFF:

This root tastes like boiled ass water!

DAVRIN:

Then focus on that because this next part won't be any better.

DRAYDEN:

All tied off.

DAVRIN:

On my mark. Three, two, one!

(DAVRIN GRUNTS)

(NADIA SCREAMS)

(INTENSE RINGING)

DAVRIN:

(muffled) Hold! What happened?

DRAYDEN:

(muffled) Nadia, come here. I got you.

(NADIA MOANS)

DAVRIN:

(muffled) What's wrong?

DRAYDEN:

(muffled) We're not sure. She's been afflicted by some strange ringing in her mind. It comes and goes.

DAVRIN:
(muffled) Can you stop it?

DRAYDEN:
(muffled) It usually passes in a few moments.

(RINGING CONTINUES)

(NADIA GROANING)

DAVRIN:
Ollie, how long does that root last?

OLLIE:
Oh, he'll be feeling the effects for hours. It's not even peaked yet.

GOFF:
(laughing) I have to say, despite the taste, I very much like this root. (chuckles)

DAVRIN:
Nadia, are you okay? Look at me.

NADIA:
Sorry. It's uh...I think it's passing.

DAVRIN:
Give it a few moments to be safe. Then we'll try again.

NADIA:
(panting) Sorry about that. I'm good now.

DAVRIN:
Are you sure?

NADIA:
Don't worry, I've got this.

DAVRIN:
You better.

(WATER DRIPPING)

(OLLIE GASPS)

OLLIE:

Oh, no. Oh, no!

DAVRIN:

"Oh, no," what, Ollie?

OLLIE:

They're back!

DAVRIN:

What is?

OLLIE:

The deep crawlers!

DRAYDEN:

I'm sorry, but when you say deep crawlers, do you mean-

OLLIE:

Spiders, yes!

DRAYDEN:

No, no, no, don't tell me that!

NADIA:

Now is not the time to lose it.

DRAYDEN:

You don't understand. I don't do spiders. I hate them. Like, hate! With a capital H! Just, no!

NADIA:

Well, hate them or not, they're coming!

DRAYDEN:

(whimpers) I do not like this!

NADIA:

All the same, get your sword ready.

OLLIE:

You guys?

NADIA:

Because here they come!

(CREATURES SHRIEKING AND CHIRPING)

DAVRIN:

Ollie, stand watch on Goff. The rest of you, what do you say? Most kills wins.

NADIA:

Oh-ho, you're on! Come on, Books! Now's your chance to impress the shoulders!

DRAYDEN:

I seriously hate you today!

(NADIA LAUGHS)

DRAYDEN:

You can do it, you can do this!

(ALL GRUNTING)

(DRAYDEN YELLS)

(SQUELCHING)

DAVRIN:

That's 18 for me!

NADIA:

17! Right behind you, Warden.

DRAYDEN:

Did I mention that I hate this?

(DAVRIN LAUGHS)

NADIA:

One left and he's all mine!

DAVRIN:
Mine!

(CREATURE SCREAMS)

NADIA:
You jerk! That was my mark.

DAVRIN:
Next time, kill first, brag later.

(ALL PANTING)

DRAYDEN:
Hey, did you see that? I got three of 'em!

(NADIA LAUGHS)

(GOFF YELLS)

DAVRIN:
Goff!

(INTENSE MUSIC)

(ALL PANTING)

(CREATURE BELLOWS)

OLLIE:
It's too big! I can't fight it!

(CREATURE ROARS)

DRAYDEN:
What in the name of the holy mother is that thing?

NADIA:
It's monstrous!

DAVRIN:
It's dead is what it is.

GOFF:

Davrin, this is mad! Just leave me.

DAVRIN:

I can kill it!

NADIA:

We need to circle it. Attack from all sides.

DAVRIN:

Do it. Coordinate your attacks!

DRAYDEN:

Why didn't anyone tell me spiders could get that big?

(DAVRIN GRUNTING)

NADIA:

(grunts) It's too big, I can't get a clean stab.

(CREATURE SCREAMS)

DAVRIN:

Target the weak spots!

DRAYDEN:

What weak spots?

(DAVRIN GRUNTS)

DAVRIN:

Those weak spots.

NADIA:

Got it!

(ALL GRUNTING)

(BLADES SLICING)

DAVRIN:

That's it! Keep going!

DRAYDEN:

Just make sure to keep an eye out for more.

(ALL GRUNTING)

(CREATURES SHRIEKING)

NADIA:

Stop saying that shit!

(DRAYDEN HOWLS)

(ALL GRUNTING)

(BLADES SLICING)

(OLLIE YELLS)

NADIA:

Ollie! Ollie!!

(OLLIE SCREAMING)

DRAYDEN:

The spiders got her!

GOFF:

Davrin, you must go.

DAVRIN:

No! I will slay them all.

GOFF:

Davrin! There are some odds too great, even for you.

(NADIA AND DRAYDEN GRUNTING)

(MUSIC)

GOFF:

Your duty remains unchanged. Press on and remember: In war...victory.

DAVRIN:
In death...sacrifice.

GOFF:
Go. Go!

DAVRIN:
(yells) Retreat on me. Let's go.

NADIA:
Davrin?

DAVRIN:
I said, let's go!

(ALL PANTING)

(CREATURES SQUEAKING)

DAVRIN:
Up there, head for that crevice.

NADIA:
It looks tight!

DAVRIN:
Then we will squeeze.

(CREATURES SQUEAKING)

DAVRIN:
You two first. Go.

DRAYDEN:
Nadia?

NADIA:
It'll be fine, Books. Just follow me.

(NADIA AND DRAYDEN GRUNTING)

NADIA:

Oh, it's a lot more than tight! Dig in and push!

(NADIA GRUNTS)

(SOIL CRUNCHES)

(NADIA HYPERVENTILATES)

DRAYDEN:

Just breathe, Nadia. Come on. You're gonna be okay.

(NADIA HYPERVENTILATES)

NADIA:

I think I'm stuck! Give me a push if you can.

DRAYDEN: Coming!

(NADIA GRUNTS)

(NADIA BREATHES HEAVILY)

NADIA:

Damn it Davrin, stop fighting and come on already!

DAVRIN:

Bleeding thorns, they just keep coming! Watch out, I'm pushing through!

(ALL GRUNTING)

DRAYDEN:

I see light!

NADIA:

We're almost there.

(ALL GRUNTING)

(EARTH CRUMBLING)

(ALL PANTING)

DRAYDEN:

They're coming through after us!

DAVRIN:

Hold tight.

(DAVRIN YELLS)

(EARTH CRUMBLES)

DAVRIN:

That should stop them.

NADIA:

Nice work.

(ALL PANTING)

(WATER DRIPPING)

DRAYDEN:

Whoa.

NADIA:

Whoa.

DRAYDEN:

This chamber, it feels different from the cave. I can sense something.

DAVRIN:

You feel all that lyrium coursing through the walls.

DRAYDEN:

No, it's more than that. The Veil is thin here. We should be careful.

(WATER DRIPPING)

DAVRIN:

There's a tunnel over there. That must be the way out. Let's go.

NADIA:
Wait.

DRAYDEN:
What is it?

NADIA:
There's a mosaic here. Look at those figures. Wolves.

DRAYDEN:
Let me see.

(WATER DRIPPING)

DRAYDEN:
Hey, Davrin, can you look at this inscription? I think it's Elven, but I can't read it.

(WATER DRIPPING)

DAVRIN:
It's an ancient dialect. It says, "Guide me on the path that splits the land between sun and moon."

DRAYDEN:
Fascinating.

NADIA:
Okay, Books. What's your take?

DRAYDEN:
This is no ordinary mosaic. Look at the way the circle is split down the middle. The top half is onyx. It's like a mirror!

(WATER DRIPPING)

DRAYDEN:
Look close. You can see your reflection in the darkness. And this portrait below, the figures are upside down and pointing to the stars.

DAVRIN:
Ah, see those small wolf totems? Those are just like the ones the Dalish place in their camps in Arlathan. They're for the Dread Wolf.

(WATER DRIPPING)

DRAYDEN:

It's trying to tell us something, but I don't see it.

(WATER DRIPPING)

NADIA:

Are those the stars?

DRAYDEN:

For the love of Andraste, you're a genius!

NADIA:

I am?

DRAYDEN:

The people are pointing to the sky! The stars are a clue.

NADIA:

A clue for what?

DRAYDEN:

Ah, for this!

(MAGICAL TWINKLING)

DRAYDEN:

Push these tiles and it activates.

(MAGICAL TWINKLING INTENSIFIES)

(MUSIC)

NADIA:

What's happening?

DRAYDEN:

I'm not entirely sure.

(MAGICAL TWINKLING)

(MUSIC)

NADIA:

Should the lyrium be glowing like this?

DAVRIN:

By the lost Dales...

DRAYDEN:

The mosaic is opening some sort of energy fissure. I think it's a portal!

DAVRIN:

No, it's a choice: The portal or the tunnel.

(MUSIC)

DAVRIN:

The floor is sinking to force our hand! We have to choose. We have to choose now.

NADIA:

We're not taking the tunnel.

DRAYDEN:

What?

NADIA:

The Dread Wolf! Whatever he was doing, he came for this portal. So wherever this leads, that's where I have to go.

DRAYDEN:

Well, if you go, I go.

DAVRIN:

If you go, I cannot follow. My duty is here to the Wardens.

NADIA:

I understand.

DAVRIN:

Are you sure this is what you want?

NADIA:

My love. He waits for me.

DAVRIN:

Then may Andruil guide you on your path.

DRAYDEN:

Hey, Davrin? I...Well, I...

DAVRIN:

(chuckles) I hope to see you again, too.

(DRAYDEN LAUGHS NERVOUSLY)

DAVRIN:

Farewell, my new friends. (grunts)

NADIA:

You don't have to do this. You can go with Captain Shoulders if you want.

DRAYDEN:

And miss this adventure? You must be mad. Take my hand. We'll take the leap together.

NADIA:

(sighs) Thanks, Books.

(DRAYDEN YELLS)

(NADIA GRUNTS)

(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 in its latest game, Dragon Age: The Veilguard by visiting dragonage.com. Rated M for mature.

(MUSIC)

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, Ike Amadi as Davrin. Also featuring Jillian Kinsey as Ollie.

Additional voices by Sabrina Fest, Roslyn Gentle, Damien Gerard, Daniel Lench, Isaac Gonzalez Rossi, Sean Thomas Simmons, Charles Halford, 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 Milton, 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.

Electronic Arts design, Hugo Ugaz and Jacob Meyer.

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

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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)

NARRATOR:

Next time on Dragon Age: Vows & Vengeance.

DRAYDEN:

I've never seen anything like this. The forest shifts like a prism, magic rippling everywhere. I'm drawn to its majesty but repelled by its unsettling power.

BELLARA:

I'm Bellara, and as you've probably surmised, I'm a Veil Jumper. This is Arlathan Forest, or what's left of it.

(BRANCHES CRUNCHING)

NADIA:

I can't take this. I just wanna go home! Elio, I'm so sorry. I should have just said yes that morning. I should have never left or taken that job, I was just afraid, I-

SPEAKER 1:

Eyes on the portal, coming in three... Two...(grunts) One!

NADIA:

Elio, we're coming!

SPEAKER 2:

(laughs) And just where do you think you're going?

(MUSIC)

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