



Dragon Age: Vows & Vengeance – 105 – The Scales of Justice TRANSCRIPT

EPISODE TITLE: Episode 5: The Scales of Justice

EPISODE DESCRIPTION: After washing up on the shores of Par Vollen, Nadia and Drayden are tossed into a dark prison. With things looking grim, matters are only made worse when a dragon attacks the city, forcing a Qunari treasure hunter named Taash to step-up and battle the ferocious creature.

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EPISODE #: 105

TRANSCRIPT:

(MUSIC)

NARRATOR:

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

(FOOTSTEPS)

(PERSON GRUNTING)

(BIRDS CHIRPING)

(SQUELCHING FOOTSTEPS)

(PEOPLE GRUNTING)

DECLAN:

We'll veer left up at the fork, by that kapok tree just ahead. Lord Mondraine?

LORD TRISTAN MONDRAINE:

(grunting) I'm coming, I'm coming.

(FOOTSTEPS)

MONDRAINE:

Oh, holy maker in a bread pan, how does anyone survive this forsaken heat?

DECLAN:

(groans) I know it's a bit hot but-

MONDRAINE:

A bit hot? It's like we're walking through a fog made of butter soup.

DECLAN:

It will be cooler as we head west.

MONDRAINE:

It better be.

DECLAN:

It will.

(PANTING)

(FOOTSTEPS)

MONDRAINE:

Hold on, I thought the map said east. What are you playing at?

DECLAN:

Oh relax, Taash says west, and if you know her as well as I, you'd know to take her word over a map.

MONDRAINE:

(groans) Well, excuse me if I'm not quite as taken with her as you are. I've been on this muddy, oh, disgusting rock for weeks. And the closest I've been to treasure is the gold I keep handing to you and that Qunari.

DECLAN:

(groans) That Qunari is the reason you are still alive. Without her, we wouldn't have even been allowed to step on these grounds. I would show more respect.

(FOOTSTEPS)

(PANTING)

MONDRAINE:

(groans) She might be good with an ax, but ugh, she's leading us in circles. If you ask me, her eggs are a little soft-boiled.

DECLAN:

Her treasure hunting is an art, Lord Mondraïne. And I assure you, her instincts are a thing of beauty.

MONDRAÏNE:

No, Declan, actually real art is beautiful and she and this place are not!

DECLAN:

And what would you have me do? Mutiny against my friend?

MONDRAÏNE:

(groans) I would have you fulfill your obligation to your employer. I hired you to find me a treasure, so take me to it or the masters of Val Royeaux will hear of this! And the Lords of Fortune will be a thing of the past along with that animal you call a friend.

DECLAN:

I would be careful with your words.

MONDRAÏNE:

Or what?

TAASH:

Or you're going to die, right here on this muddy, disgusting rock.

MONDRAÏNE:

Oh, Taash. I, uh, I, I thought you were scouting ahead.

TAASH:

I was, now I'm back.

MONDRAÏNE:

You must excuse my tongue. I merely got a little heated.

TAASH:

Nah, you were an asshole.

(MONDRAÏNE SCOFFS)

(DECLAN STIFLES A LAUGH)

MONDRAÏNE:

Right, well, I still stand by the rest of my remarks. I want my treasure and I want it now!

TAASH:

So stop talking and start walking.

MONDRAINE:

Excuse me, do you know who you're speaking to? I apologized once, but I shall not bend the knee to some filthy-

(AX CLANGS)

TAASH:

Shh!

(MONDRAINE STAMMERS)

MONDRAINE:

Now, now listen, you, I am still an Orlesian Noble and a, ooh, revered member of the court. You don't have to like me, but you do!

TAASH:

I don't like you, don't have to either. You're weak, slow, and you're getting in my way!

(AX CLANGS)

MONDRAINE:

What...what are you doing? Put- put that ax down. You hear me? Put it-

(SCREAMS)

(TAASH GRUNTS)

(MUSIC)

NARRATOR:

This is Dragon Age: Vows and Vengeance. Chapter Five: The Scales of Justice.

(WATER BUBBLES)

(BIRD CHITTERS)

MONDRAINE:

What was that? What did you do?

TAASH:

Cleared a path to the treasure. Shut up and listen.

MONDRAINE:

You mean we've been here the whole time?

TAASH:

We had to move with the sun. The shadows reveal the path to the Bloodfire.

MONDRAINE:

Why didn't you say something?

MONDRAINE:

Oh!

TAASH:

I was busy.

DECLAN:

(groans) Like I said, better than any map.

(WATER SLOSHES)

DECLAN:

Well, are you coming?

MONDRAINE:

Oh, into that stream? It's more bog than bath water!

DECLAN:

I thought you were hot.

(MONDRAINE GRUNTS)

(DECLAN CHUCKLES)

MONDRAINE:

Is this all a joke to you?

TAASH:

Shut up already, we're almost there.

MONDRAINE:

Almost where? We're in the middle of a, oh, oh, damn swamp. I paid for the esteemed Lords (grunts) of Fortune to lead me to the fabled ruins of Bloodfire Stones, sacred rubies and forged from the scales of a dragon. (whimpers) And instead you've got me taking a mud bath!

TAASH:

If you don't relax, we're gonna feast on Orlesian tongue.

(ANIMAL ROARS)

MONDRAINE:

What was that?

(MUSIC)

(FOOTSTEPS SQUELCHING)

(MONDRAINE GROANS)

DECLAN:

Taash, check out these stones.

MONDRAINE:

I don't like it here, it's eerie.

TAASH:

Hold.

(STOMPING)

DECLAN:

I think this is it, the summoning alter.

(TAASH SIGHS)

(TAASH CHANTING IN FOREIGN TONGUE)

MONDRAINE:

What are you whispering down there?

DECLAN:
Quiet!

(TAASH CHANTING IN FOREIGN TONGUE)

(MUSIC)

(TAASH CHANTING IN FOREIGN TONGUE)

MONDRAINE:
Andraste's tears! (laughs)

TAASH:
Here's the Temple of the Lost Dragon.

DECLAN:
Oh, I never thought I'd see such a thing.

MONDRAINE:
(laughing) What are you imbeciles waiting for? There's treasure to be had!

TAASH:
Lord Mondraine, wait!

MONDRAINE:
Wait for nothing. I've searched everywhere for these stones. Now, we're finally here and I won't wait a second longer!

(METAL CLANKS)

MONDRAINE:
What was that?

TAASH:
You stepped on a trap, idiot.

MONDRAINE:
What?

TAASH:
Get down!

(MONDRAINE GRUNTS)

(ARROWS WHOOSHING)

(ALL GRUNTING)

TAASH:
Anyone hurt?

MONDRAINE:
Oh, my arm!

TAASH:
Quiet!

MONDRAINE:
They shot my arm!

TAASH:
Listen!

MONDRAINE:
I'm bleeding!

DECLAN:
I hear it too.

MONDRAINE:
I'm bleeding!

TAASH:
Shut up!

DECLAN:
Look, up at the trees, boulders!

TAASH:
Another trap, step away from the center!

MONDRAINE:
Oh, Maker, I'm dying! (crying)

DECLAN:
Mondraïne, move, now!

(ROPES SNAPPING)

(BOULDERS LURCHING)

MONDRAÏNE:
Oh dear!

(ROCKS CRASHING)

DECLAN:
Dear mother!

TAASH:
Good riddance!

DECLAN:
Oh boy, you ever seen a man just pop like that?

TAASH:
Yep.

DECLAN:
(laughs) Of course you have. You got a little, I don't know, spleen on your arm there.

TAASH:
Ew, thanks.

(DECLAN SIGHS)

DECLAN:
I don't suppose Val Royeaux is going to be happy we let one of their nobles get splattered by a pair of boulders.

TAASH:
You suppose wrong.

DECLAN:
Come again?

TAASH:

The court sent me a letter asking that Lord Mondraine regretfully and tragically finds himself unable to return to court.

DECLAN:

The Orlesian Empire paid you to kill him?

TAASH:

No, it paid me to let him die.

DECLAN:

Why didn't you tell me?

TAASH:

(laughs) The less you knew, the better off you were, just in case things went wrong.

DECLAN:

You did that for me, huh?

TAASH:

Huh, don't let it get to your head. Now let's grab these Bloodfire Stones...Declan?

DECLAN:

I really wish you would have told me about that letter, Taash.

TAASH:

Declan...

DECLAN:

I just couldn't stomach that fat slob getting all the goods while we split the pennies he was paying us.

TAASH:

What did you do?

DECLAN:

I'm sorry, Taash, it's only business.

(MUSIC)

QUNARI SOLDIER:

Nobody move!

DECLAN:

Over here, the traitor is here!

(TAASH GROANS)

(QUNARI SOLDIER YELLS IN FOREIGN TONGUE)

TAASH:

Backstabbing swine!

QUNARI SOLDIER:

You dare raise the ancient Temple of the Lost Dragon? Your actions are a disgrace to your people.

DECLAN:

Yeah, Taash, not sure if you know this, but these are kind of sacred grounds.

TAASH:

Now you're really pissing me off! (grunts)

(THUD)

(TAASH GRUNTS)

QUNARI SOLDIER:

Enough! Betrayal of one Qun is a crime against all Qun. And you will answer for your crimes, dragon hunter. Human, many thanks for alerting us to this deception.

DECLAN:

All in a day's work. Which reminds me, do you have my reward?

(COINS JINGLE)

(DECLAN GRUNTS)

DECLAN:

(laughs) Well, I shall put this to good use in my village. I know it doesn't make up for her treachery, but please know this will feed many children.

QUNARI SOLDIER:

Go now, back to your own lands.

TAASH:

Enjoy your head while it's still attached, Declan.

DECLAN:

And yet you're the one under the blade, Taash. See you around!

(TAASH GRUNTS)

(MUSIC)

(WATER DRIPS)

(METAL BANGS)

DRAYDEN KIEL:

Hey! Hello? I demand to speak with the ranking officer at once. My friend needs help!

(DRAYDEN SIGHS)

(METAL CLANGS)

DRAYDEN:

Hello! I know you can hear me out there.

(DOOR CREAKS)

QUNARI GUARD:

Quit your barking, dog.

DRAYDEN:

Look at her, she's in bad shape. She needs help.

QUNARI GUARD:

We sewed her wounds.

DRAYDEN:

But she needs healing, herbs, potions. Her blood could be infected.

QUNARI GUARD:

And why would we waste our medicine on a pair of spying basra?

DRAYDEN:

Oh, I told you, we weren't up to anything. We landed there by accident.

QUNARI GUARD:

Oh, right, I suppose you just fell right out of the sky.

DRAYDEN:

That's exactly what happened!

QUNARI GUARD:

Listen, one more outburst and we'll separate the two of you. This is your last warning.

(DOOR RUMBLES AND CREAKS SHUT)

DRAYDEN:

But! (groans)

(MOUSE SQUEAKS)

DRAYDEN:

Nadia? Nadia! Hey, it's me. I'm here, it was just a bad dream. Come on, breathe.

(NADIA WHIMPERS)

NADIA CARCOSA:

Drayden.

DRAYDEN:

Easy there, let me help you onto this bench. There we go, nice and gentle.

NADIA:

(coughs) Where are we?

DRAYDEN:

Par Vollen.

NADIA:

What, how did we wind up north in Qunari territory?

DRAYDEN:

It would seem that Fade portal spit us deep into the archipelago right next to a camp of Qunari soldiers.

NADIA:

Oh, please tell me you're kidding.

DRAYDEN:

I'm afraid not.

NADIA:

Ugh, oh.

DRAYDEN:

Hold on, let me fetch you some water. You need to drink. Here, take this.

(WATER SLOSHES)

(NADIA SLURPS)

DRAYDEN:

I've never seen anything like this place. They brought us inside some sort of pyramid. We've been in this cell for two days.

NADIA:

(coughs) Two days?

DRAYDEN:

Your injuries were severe. You've been asleep the whole time, shaking from nightmares.

NADIA:

My mind, it felt like I was stuck back in the Fade.

DRAYDEN:

Yes, and as soon as you feel better, I want to talk to you more about that. I'm worried something may have happened to you before Bellara and I caught up.

NADIA:

Wait, where is Bellara?

DRAYDEN:

(stutters) I don't know. We jumped first. The tear was unstable. She said there was no guarantee any of us would wind up in the same place. I just hope she made it. I can't bear to think that she might have...

NADIA:

Died.

DRAYDEN:

I- I, Nadia.

NADIA:

No, go ahead.

DRAYDEN:

Be careful.

NADIA:

You can say it. She might have died like Elio died. Like everything in this flaming world is going to, because I took the Eye of Kethisca, because-

DRAYDEN:

Hey, hey, calm down. I know you're upset, but you need to listen to me right now.

NADIA:

Listen to what? More of your fancy words? Well, guess what? All the books in all of the lands won't bring back what I lost.

DRAYDEN:

Great Maker, I know you're hurt and broken, but you push too far sometimes. It's not right the way you explode and thrust your pain upon everyone else.

NADIA:

And what do you know of pain, of real loss? What, you think because people thought you were a peculiar child that you had it bad? You think being a bit of an outcast can even compare to losing everyone you've ever cared for?

DRAYDEN:

Nadia, this isn't you. Why are you being so cruel?

NADIA:

Because this is me! Don't you get it yet? I am irredeemable. I'm a blight of pain and darkness. And if you allow yourself to get close to me, then you are going to die too. Just like my parents and Vik and Elio, all of them. I can't lose anyone else, so just leave me alone.

(MUSIC)

DRAYDEN:

(sighs) You can hate me, Nadia. You can yell at me or push me away. But you're not going to lose me, okay? I am in this with you and we are going to finish it together. You are my friend, you stubborn ass. And if you calm down for one second and listen, I could tell you that Elio isn't dead.

NADIA:
What?

DRAYDEN:
There was nothing there, no body. When you pointed to Elio, I didn't see anything. It was just the Fade messing with your mind.

NADIA:
No...no...I saw him die.

DRAYDEN:
I warned you about this. It uses your memories, your feelings. The Fade will use everything against you.

NADIA:
But it felt so real.

DRAYDEN:
I know how it seemed but he's-

NADIA:
He's...he's alive?

DRAYDEN:
Yes, and as soon as we get out of here, we're going to keep hunting for the one behind it all.

NADIA:
The Dread Wolf.

DRAYDEN:
The one and only.

(DOOR RUMBLES)

(FOOTSTEPS)

QUNARI GUARD:
You two, step away from the door and face the wall.

DRAYDEN:

Are those swords really necessary?

QUNARI GUARD:

They aren't for you. In you go, traitor.

(HEAVY FOOTSTEPS)

TAASH:

Yeah, yeah.

(CHAINS RATTLING)

QUNARI GUARD:

And don't try anything. Soldier, remove those chains.

(CHAINS CLINKING)

TAASH:

(groans) This place smells awful.

QUNARI GUARD:

Quiet or you'll keep those chains.

TAASH:

Go ahead, I'll just break them as soon as you've gone.

(DOOR RUMBLES AND CREAKS)

NADIA:

I don't believe it.

DRAYDEN:

What?

NADIA:

I know that voice. Taash, is that really you?

TAASH:

Carcosa?

(MUSIC)

TAASH:

Carcosa! (grunts) What are you doing here?

(NADIA GROANS)

DRAYDEN:

Hey, careful! Put her down.

TAASH:

Are you hurt? What happened? Who do I need to punch?

NADIA:

You wouldn't believe me if I told you.

TAASH:

With you, I'd believe anything.

NADIA:

What's it been now?

TAASH:

(laughing) Ages.

NADIA:

It's good to see you.

TAASH:

And you.

(DRAYDEN COUGHS)

NADIA:

Oh, this is my companion.

DRAYDEN:

I am Drayden Kiel. Writer, scholar, and historian. It is a pleasure-

TAASH:

Don't need your life story. If Carcosa likes you, I like you.

DRAYDEN:

I see.

TAASH:

Remember our favorite dance, Nadia?

NADIA:

(laughs) You can't be serious. The Dairsmuid two step?

TAASH:

(laughs) Better than sitting here doing nothing.

NADIA:

Yeah, well, as much as I'd love to, I'm in no condition to stage a jailbreak at this moment.

TAASH:

Hey, uh, are you okay?

NADIA:

I am now. It's just been a rough few weeks.

TAASH:

Want to punch the wall? It might help.

NADIA:

I'm good, Taash.

TAASH:

Good, good is good.

DRAYDEN:

Perhaps I could shed some light on the more dire aspects of our recent travails, you see-

(ROCKS RUMBLING)

(ALL GRUNTING)

(CREATURE ROARS)

DRAYDEN:

What was that?

TAASH:
Dragon.

NADIA:
Is everyone okay?

DRAYDEN:
(coughs) I'm good.

TAASH:
I'm not. I'm stuck under a damn rock. It's big too, even for me.

NADIA:
Drayden, come here, help me push this thing.

DRAYDEN:
Coming.

NADIA:
Okay, okay, on me, push! Hang in there, Taash!

(ALL GRUNTING)

TAASH:
I don't need a speech. Just move it already!

NADIA:
(groans) Push!

(ALL GRUNTING)

TAASH:
It's not budging, put some muscle into it!

NADIA:
Just hold on!

TAASH:
If that thing circles back, we're all dead.

NADIA:
Taash, be quiet, Drayden push!

DRAYDEN:

Okay.

(ALL GRUNTING)

NADIA:

I have an idea. Drayden, grab that post over there.

DRAYDEN:

Got it.

NADIA:

Good, good, now wedge it under the rock.

(DRAYDEN GROANS)

NADIA:

Now, when I say now, drop back with all your weight...now!

(ALL GRUNTING)

DRAYDEN:

It's moving!

NADIA:

One more push!

(ALL GRUNTING)

(ROCK RUMBLES)

NADIA:

We did it!

(ALL PANTING)

TAASH:

Now let's get out of this death trap.

(MUSIC)

(DRAGON SCREECHES)

(ROCKS CRUMBLING)

(VILLAGERS SCREAMING)

DRAYDEN:
Maker help us.

NADIA:
It's razing the entire city.

TAASH:
Oh great.

NADIA:
What?

TAASH:
It's a Gamordan Stormrider.

DRAYDEN:
Is that bad?

TAASH:
It definitely ain't good!

DRAYDEN:
Watch out!

(DRAGON ROARS)

TAASH:
Take cover under that aqueduct over there.

NADIA:
No, wait, hold here! It's coming back for another pass.

(DRAGON SCREECHES)

(VILLAGERS SCREAMING)

(BUILDINGS RUMBLING)

TAASH:

So much for the aqueduct.

NADIA:

That was a close one.

DRAYDEN:

Oh no, look!

NADIA:

What?

DRAYDEN:

That child is pinned down out there all alone.

NADIA:

Where?

DRAYDEN:

There!

QUNARI CHILD:

(distant) Help, help!

NADIA:

You two, wait here. Taash, get ready.

TAASH:

I'm always ready.

DRAYDEN:

Nadia, I can help.

NADIA:

You help by staying put. If we both go, we could both get hurt. If I go down, then you come, got it?

DRAYDEN:

Okay, got it, but be careful.

(NADIA PANTS AND GRUNTS)

DRAYDEN:
Nadia, behind you!

(NADIA GRUNTS)

NADIA:
Maker, can one thing be easy, one?

QUNARI CHILD:
Help, help!

(NADIA PANTS AND GRUNTS)

QUNARI CHILD:
Run, enemy!

NADIA:
No, no, no, I'm here to help, little one, friend. I'm (stammers) a- Maker, what's the word for friend?
Kadan, kadan!

QUNARI CHILD:
Kadan?

NADIA:
Yes, Kadan, now come on. I've got to get you out of this rubble.

(NADIA GRUNTS)

NADIA:
Almost there kid, just got to move this big one.

(RUBBLE CLACKING)

NADIA:
Don't worry, I got you.

(CHILD CRIES)

NADIA:
Shh. (in foreign tongue) Taashath. Taashath.

(DRAGON SCREECHES)

DRAYDEN:

It's headed right for them.

TAASH:

Move!

DRAYDEN:

What?

TAASH:

Move! I need that soldier's spear.

DRAYDEN:

Oh, there's no way you're going to hit that dragon from here.

TAASH:

Watch me. (grunts)

(TAASH GRUNTS)

(SPEAR WHOOSHES)

(MUSIC)

(SPEAR SQUELCHES)

(DRAGON SCREECHES)

(DRAGON GROANS)

(VILLAGERS CHEERING)

(ALL PANTING)

TAASH:

You two make it?

NADIA:

We're good, thanks Taash. You saved me and this little one.

TAASH:

We're all safe...for now.

KITHSHOK:

Stop those prisoners immediately!

TAASH:

Not too soon.

(SWORDS CLANGING)

(MUSIC)

(VILLAGERS CHATTERING)

KITHSHOK:

Move and you die.

DRAYDEN:

Who's that?

TAASH:

I think it's a Qunari general, a Kithshok.

KITHSHOK:

You! Dragon hunter!

TAASH:

Me?

KITHSHOK:

You're the one who disturbed the Temple of the Lost Dragon. You caused all of this.

DRAYDEN:

In case you didn't notice, she's the one who just saved us.

KITHSHOK:

This does not concern you, human.

NADIA:

But-

KITHSHOK:

If either of you speaks again, you will taste my blade.

(BLADE CLANGS)

QUNARI CHILD:

Kadan, kadan, she saved my life! She is kadan.

KITHSHOK:

What's this?

QUNARI CHILD:

She is.

DRAYDEN:

It's true. Nadia ran into the path of the dragon's attack and saved the little one.

KITHSHOK:

You...risked your life for a Qunari child?

NADIA:

I would risk my life for any child.

KITHSHOK:

Yet you would not get the same kindness in return?

NADIA:

That sounds like something you should probably think about.

DRAYDEN:

Does that not prove our intentions? We are not the enemy.

KITHSHOK:

Intentions matter not when weighed against the consequences. The bas can go free, but this one will hang.

NADIA:

Wha-! No!

KITHSHOK:

This is not up for debate.

NADIA:

Wait, what if we take care of the Stormrider?

KITHSHOK:

(scoffs) As if you could.

TAASH:

Nadia.

NADIA:

Taash, you're the greatest dragon slayer in all of Thedas. The Stormrider, can it be killed?

TAASH:

Anything that bleeds can die.

NADIA:

So what do you say then? We kill your beast, we all go free.

KITHSHOK:

And how would you do this?

TAASH:

With my ax.

NADIA:

Taash.

TAASH:

(scoffs) Fine, it's already retreated across the sea. So we'll need a ship, some soldiers, and lots of luck.

(HEAVY FOOTSTEPS)

KITHSHOK:

You will take a dreadnought and sail with the Karasaad. You will either kill the Stormrider or it will kill you. The Qun will decide your fate.

TAASH:

(scoffs) Right, the Qun.

NADIA:

(whispers) Hey Taash, you got this?

TAASH:

Yep, just another day in paradise.

NADIA:

You know one of these days, we'll have to meet up and just have a nice ale or something.

TAASH:

(laughs) Could you imagine?

DRAYDEN:

Not to interrupt, but is this a bad time to mention I get seasick?

NADIA:

(scoffs) Drayden...

(MUSIC)

(THUNDER BOOMS)

(QUNARI ROWERS CHANTING)

(BOAT CREAKING)

DRAYDEN:

It's raining pretty hard. Sure you don't want to head below?

NADIA:

I'm fine here.

DRAYDEN:

How are you doing?

NADIA:

I don't know. I'm up, I'm down. My mind is scattered. I know you said it wasn't real and I want to believe you, but I-

DRAYDEN:

Stop listening to that doubt. It's just the Fade haunting you like a ghost twisting your heart and whoa, bending your world.

NADIA:

The ring!

DRAYDEN:

What?

NADIA:

Elio's ring. I never got it back from Flicker. So that's gone now too.

DRAYDEN:

Hmm.

NADIA:

What?

DRAYDEN:

That actually might not be the worst thing.

NADIA:

Excuse me?

DRAYDEN:

(groans) Remember what Bellara said? That ring was our guide. All the memories and magic tied to its existence, it was like a beacon. So it wasn't just leading us to Elio.

NADIA:

It was leading Elio to us.

DRAYDEN:

Precisely! Which means wherever he is, he knows you're alive and he knows you're looking for him.

NADIA:

You're a good friend, Drayden.

DRAYDEN:

Ooo, friend. I thought I was your companion.

NADIA:

Don't make this weird.

DRAYDEN:

Whoa!

NADIA:
Hey, you okay?

DRAYDEN:
Yes, I'm...I'm- (retches)

NADIA:
Ugh, damn it, come on!

DRAYDEN:
Sorry.

(HORN BELLOWS)

TAASH:
There, the dragon's lair is across that shore. She'll be asleep at this hour.

DRAYDEN:
She?

TAASH:
The ridges and coloration of her spine. When she attacked, I got a good look.

NADIA:
And I assume waking her up would be a bad idea?

TAASH:
Yep.

DRAYDEN:
I've never seen so much white sand.

TAASH:
(chuckles) That ain't sand, kid.

DRAYDEN:
Oh.

NADIA:
That's a lot of bones.

TAASH:
That's a lot of dragon.

(DRAGON SHRIEKS)

TAASH:
Oh crap.

NADIA:
I thought you said she was asleep.

TAASH:
She is, that's not her. Stormrider has a nest, probably their first hunt. Huh, this was never about the temple.

DRAYDEN:
Taash, look out! There's three of them.

(DRAGON SCREECHES)

QUNARI SOLDIER:
Abort, abort!

(SOLDIERS SCREAMING)

TAASH:
Stay back! The rain can catch their lightning breath, making it burst out in webs.

QUNARI LIEUTENANT:
The smaller ones are looping back, what do we do?

DRAYDEN:
Taash?

TAASH:
Hold on, I'm thinking.

(TAASH PACES)

(DRAGON SCREECHES)

TAASH:

How much gaatlock we got?

QUNARI LIEUTENANT:
We're stocked to the gills.

TAASH:
Take the cannons off the riggings and aim high. We need to scorch the sky.

QUNARI LIEUTENANT:
What? Those cannons weigh five hundred pounds!

TAASH:
I thought you guys were tough?

(RUNNING FOOTFALLS)

QUNARI LIEUTENANT:
Karasaad, man the cannons!

DRAYDEN:
What's gaatlock?

TAASH:
Qunari explosives. Hate their politics, but love their guns.

QUNARI SOLDIER:
Watch out! It's landing on the ship!

(THUD)

NADIA:
Drayden, dive!

(DRAYDEN GRUNTS)

(ELECTRICITY CRACKLES)

(ALL GRUNT)

DRAYDEN:
(stutters) I'm okay.

NADIA:
Get behind me!

(DAGGERS CLINKING)

NADIA:
That's right, you little bastard. You want some breakfast? You're going to have to go through me! I am not afraid of you!

(DRAGON SCREECHES)

NADIA:
Though, I would love some advice on how to kill this thing, Taash!

TAASH:
Under the jaw! The scales are still thin on the young ones.

NADIA:
Got it.

(SWORD CLANGS)

DRAYDEN:
What do you say? Want to teach me that two-step?

NADIA:
It'd be my pleasure. On me! (grunts)

(ALL GRUNTING)

TAASH:
We're almost ready!

(SWORDS CLASHING)

NADIA:
Don't worry about me. You just get those cannons going!

TAASH:
No, you're the one who brought daggers to a dragon fight.

(DAGGERS SLASHING)

NADIA:

I'm sorry, do we need to talk about the time we fought the undead in the tombs beneath Clagan's Hollow?

TAASH:

That's not fair, you know, I don't like corpses.

DRAYDEN:

We are all going to be corpses if you two don't focus!

(NADIA GRUNTING)

(SWORDS CLANGING)

NADIA:

It's going to crush me!

DRAYDEN:

Yah! Remove yourself from her, you wretch!

NADIA:

Drayden, watch out for its tail!

DRAYDEN:

Ugh! Ahhh!

(TAIL SWATS)

(DRAYDEN CRIES OUT)

(DRAYDEN GRUNTS)

NADIA:

Taash!

DRAYDEN:

Nadia!

DRAYDEN:

I think it's going to fry me.

NADIA:

Taash! Now would be a good time.

TAASH:

I see your lightning, now feel my fire! Ataash!

(DRAGON SCREECHES)

(CANNON UNLOADS)

(EXPLOSIVE WHOOSHES)

(ALL PANTING AND GASPING)

DRAYDEN:

Nadia, are you all right?

NADIA:

(groans) Yeah, I'm good. But "now feel my fire", seriously?

TAASH:

What?

NADIA:

That was terrible.

TAASH:

You're crazy, it was great.

DRAYDEN:

It was a little rough, Taash.

TAASH:

Ah, piss off, the both of you. (laughs)

NADIA:

Thanks though, you saved me again.

TAASH:

All right, all right, let's not get all mushy. Fighting's not done.

NADIA:

And you too, Drayden, thanks.

DRAYDEN:

Guess you had some dance moves left over after all.

QUNARI SOLDIERS:

Fire! Fire!

TAASH:

That's it! Blast everywhere. The explosions will make them dizzy and confused.

(EXPLOSIVES WHOOSH)

QUNARI LIEUTENANT:

It's working! A second beast drops from the sky!

TAASH:

Keep firing!

QUNARI LIEUTENANT:

Nehraa Qun!

QUNARI SOLDIERS:

Fire! Fire!

(TAASH GRUNTS)

(PROJECTILES WHOOSHING)

(DRAGON SCREECHES)

QUNARI LIEUTENANT:

The last one. It flees!

NADIA:

Well, I'll be damned. We might actually survive this.

(DRAGON ROARS)

TAASH:

Oh crap, mom's awake.

DRAYDEN:
And you talk about me jinxing things!

NADIA:
Sorry!

TAASH:
Stormrider! Everyone take cover!

(ALL GRUNTING)

(SOLDIERS SCREAMING)

DRAYDEN:
Holy Maker...

NADIA:
If that Stormrider comes back for another strafing run, we are not going to survive. We need to fall back.

TAASH:
Impossible. We can't outrun the Stormrider. It'll kill us all. I need to kill it. I need a cannon.

NADIA:
What are we supposed to do against that thing?

TAASH:
Not we.

(TAASH GRUNTS)

DRAYDEN:
What are you doing?

TAASH:
The gaatlock is strong enough to break through its scales, but not from this distance. Nadia, hand me that satchel.

(TAASH GRUNTS)

DRAYDEN:
You just put a hundred pounds of gaatlock on your back, Taash.

TAASH:
Should I grab more?

NADIA:
Taash!

TAASH:
(laughs) Just kidding, Carcosa, but you and the mouth here should prepare to jump in in case this goes sideways.

NADIA:
We aren't going anywhere.

TAASH:
Suit yourself. And you, soldiers, when the dragon circles back, aim the cannons above it. Just like before, got it?

(SOLDIERS YELL)

DRAYDEN:
Isn't she too big to be affected by the shock waves?

TAASH:
Yep, but I need her flying low if I'm going to jump on.

NADIA:
Sorry, did you say jump on?

TAASH:
How else am I going to get this satchel around her neck?

NADIA:
You are insane! This is a suicide mission!

TAASH:
So is staying here.

NADIA:
Ugh, fine, good luck, Taash.

TAASH:

Thanks, but don't jinx me! Cannons ready!

(MUSIC)

(METAL BANGING)

QUNARI SOLDIER:
Ready.

TAASH:
Fire!

QUNARI SOLDIERS:
Fire!

(SOLDIERS YELLING)

(PROJECTILES WHIZZING)

(DRAGON GROWLING)

TAASH:
Again!

QUNARI SOLDIERS:
Fire!

(CANNON BLASTS)

(DRAGON ROARS)

TAASH:
Light them up!

(SOLDIERS GRUNTING)

(CANNON BLASTS WHOOSHING)

NADIA:
It dived! She's taking the bait!

(DRAGON SCREAMS)

DRAYDEN:
She did it! She's on its back!

NADIA:
I don't believe it.

(TAASH GRUNTS)

QUNARI LIEUTENANT:
Hold fire!

NADIA:
Come on, Taash, come on!

(ELECTRICITY CRACKLES)

(EXPLOSION)

(TAASH GRUNTS)

(DRAGON SCREECHES)

(WIND WHOOSHES)

(EXPLOSION BOOMS)

(DRAGON ROARS WEAKLY)

(BODY SPLASHES)

QUNARI LIEUTENANT:
It's dead!

(WAVES CRASHING)

(ALL CHEERING)

NADIA:
Do you see Taash? Where is she? Taash! Taash!

DRAYDEN:

There, I see her!

NADIA:
Where?

DRAYDEN:
There, beyond that wave.

NADIA:
Let down a lifeboat! We have to find her.

QUNARI LIEUTENANT:
Rescue teams, secure the Dragon Hunter!

NADIA:
Wait, I'm coming too!

DRAYDEN:
Well if you're going, I'm going.

(RAPID FOOTSTEPS)

(PULLEYS CRANKING)

QUNARI SOLDIER:
Release the hooks!

(HOOKS CLANKING)

(ROPES WHIZZING)

(BOAT SMACKS THE WATER)

(WATER SLOSHING)

(MUSIC)

(SOLDIERS ROWING AND CHANTING)

NADIA:
Over there!

TAASH:
(distant) Over here!

NADIA:
Come on!

QUNARI SOLDIER:
Drag the oars and slow down.

TAASH:
A little closer and I can grab the side.

NADIA:
Help her up!

QUNARI SOLDIER:
Get her up here.

(WATER SLOSHING)

(SOLDIER GRUNTING)

(BODY THUDS)

(TAASH GRUNTS)

(TAASH COUGHING UP WATER)

TAASH:
God, what took you so long? Oh, that water smelled terrible.

NADIA:
If you're gonna be like that, we can put you right back where we found you with whatever smelled so bad.

TAASH:
I would come for your entire bloodline.

(BOTH LAUGHING)

DRAYDEN:
Look! Back on the ship!

(MUSIC)

NADIA:

(chuckles) You did it, you really did it.

TAASH:

Nah, we did it.

(MUSIC)

NARRATOR:

Dragon Age: Vows and 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.

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, Jin Maley as Taash.

Additional voices by Sabrina Fest, Roslyn Gentle, Damien Gerard, Jillian Kinsey, 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 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.

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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.

NARRATOR:

Next time on Dragon Age: Vows and Vengeance.

DRAYDEN:

Something is definitely wrong.

SPEAKER 1:

It was about a year ago, darkness had come to Antiva.

SPEAKER 2:

Retreat!

SPEAKER 3:

Soldier, calm down-hey!

(MAN CRYING)

SPEAKER 2:

Ghosts! There are ghosts in there!

SPEAKER 4:

Fields of crops rotten overnight, terrible storms, earthquakes swallowing villages, drummed up all sorts of rumors, demons, spirits, the Fade.

DRAYDEN:

I think the painful emotions you're experiencing in these dreams are a reflection of what Elio is feeling on the other side. And if they keep getting stronger?

NADIA:

Then whatever danger stalks him is getting closer.

SPEAKER 5:

Don't suppose we can talk this out. I am rich, you know?

SPEAKER 6:

A crew never abandons a contract.

(SWORD SLICES)

(MUSIC)

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