



## Dragon Age: Vows & Vengeance – 107 – The Demon that Came Knocking

### TRANSCRIPT

**EPISODE TITLE:** Episode 7: The Demon that Came Knocking

**EPISODE DESCRIPTION:** It's a race against the clock as Nadia rides to Nevarra to find a cure for Drayden, but a dangerous storm delays her journey. However, as fate would have it, Nadia meets a necromancer named Emmrich and, together, they take shelter in what they think is an abandoned castle.

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#### TRANSCRIPT:

**NARRATOR:**

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

(MUSIC)

(DRAYDEN COUGHING)

**NADIA CARCOSA:**

Wake up, Drayden, wake up! Don't you dare leave me, Drayden!

**LUCANIS DELLAMORTE:**

Quick, get them on the table.

**ELIZA:**

Let me clear it off.

(OBJECTS CLATTERING)

**NADIA:**

Come on, wake up!

**LUCANIS:**

Nadia, we must move them.

NADIA:  
(panting) Okay, okay.

LUCANIS:  
Easy does it.

(BOTH GRUNTING)

(BODY THUDDING)

ELIZA:  
Oh, we've got to pull the dagger out.

LUCANIS:  
Eliza, please grab some rum and clean clothes.

ELIZA:  
Right away.

LUCANIS:  
Someone hold their feet.

LILLEMAR:  
I've got them.

LUCANIS:  
Nadia, I need you to lock their shoulders down. Make sure they do not squirm. If they move, it could deepen their wound.

NADIA:  
I've got them. Just hurry up and yank that dagger out.

LUCANIS:  
Everyone ready?

ALL:  
Mmmhmm. Yeah.

LUCANIS:  
And now!

(FLESH SQUELCHING)

(DRAYDEN GROANING)

NADIA:

There's too much blood.

LUCANIS:

Just hold on.

ELIZA:

Here! I've got-

(DRAYDEN WAILING)

LUCANIS:

Hand me the rum!

LILLEMAR:

This is no time for a drink!

LUCANIS:

It is for the wound, my Lady, to block infection. Keep them steady. I need to inspect the cut.

(RUM POURING)

LUCANIS:

This will look weird, but I have to dig inside with my finger.

(DRAYDEN CRYING OUT IN PAIN)

LUCANIS:

Looks like the blade missed the vital bits. I do not feel any spasms or arterial ejections.

ELIZA:

Will they make it?

LUCANIS:

If we can stop the bleeding. Give me that cloth.

ELIZA:

Here.

LUCANIS:

Nadia, hold the cloth here. Press it firm and slow the blood.

LILLEMAR:

What can I do?

LUCANIS:

Your blade, stick it in the fireplace. Get it red hot, hurry!

LILLEMAR:

On it.

(FOOTSTEPS)

NADIA:

Lucanis, what are you thinking?

LUCANIS:

We have to close the wound. There is no time for sewing. We are going to burn it shut, then pack it with a poultice of mud, moss, and herbs.

NADIA:

Burn it shut? Is that safe?

LUCANIS:

Yes, but it is going to hurt.

(BLADE SIZZLING)

LILLEMAR:

Watch out, this thing is molten.

LUCANIS:

Last time, everyone, hold them down as tight as you can. Eliza, take that other cloth and jam it in their mouth so they don't bite off their tongue.

NADIA:

Are you sure you know what you're doing?

ELIZA:

Nadia, if there's one thing a Crow can do besides killing, it's treating a wound.

NADIA:  
Get on with it then.

LUCANIS:  
Everyone in place.

(MUFFLED SCREAMS)

(DRAYDEN THRASHING)

ELIZA:  
Come on, just relax.

LUCANIS:  
Lillemar, make sure the blade goes right over the wound.

LILLEMAR:  
Got it.

(THUNDER BOOMING)

LUCANIS:  
Nadia, give the word.

(NADIA SIGHS)

NADIA:  
Do it.

(FLESH SIZZLING)

(DRAYDEN CRYING OUT)

ELIZA:  
I'm sorry my dear child, just hold on.

LUCANIS:  
That is good. Pull the blade away.

(DRAYDEN CRYING OUT, THEN GOING SILENT)

NADIA:  
Well?

LUCANIS:  
Let me check. Their heart sounds strong. I think they will be fine.

(LUCANIS BREATHING HEAVILY)

(SIGHS OF RELIEF)

ELIZA:  
Thank the Maker.

NADIA:  
You hear that? You're gonna be okay, Books. We'll get you fixed up in no time.

LILLEMAR:  
Lucanis, look.

(FOOTSTEPS)

(DAGGER CLANGING)

LUCANIS:  
What is that?

LILLEMAR:  
The captain's dagger.

(MUSIC)

LUCANIS:  
Is that...?

LILLEMAR:  
I'm afraid so.

NADIA:  
What? What is it?

LUCANIS:  
Poison.

(THUNDER BOOMING)

NADIA:

What do you mean poison?

LUCANIS:

Look here. The dagger has a stinger on the tip. A small reservoir that can hold any number of toxins.

LILLEMAR:

Captain always favored the Blood of the Black Rot.

LUCANIS:

(sighs) Aye.

ELIZA:

What is, what's the black rot?

LUCANIS:

It is a nasty concoction that gets into the humors, slowly turning the blood into something like oil.

(ALL GASPING AND SIGHING)

NADIA:

Is there an antidote? What do they need? Just, just tell me!

LILLEMAR:

Nadia, I'm afraid there isn't.

NADIA:

No, don't say that. We have to do something.

LUCANIS:

There is no medicine for this, but you do have one option. Magic, necromancy is Drayden's only hope.

NADIA:

Is there a necromancer here in Antiva? We'll go right now.

LUCANIS:

Not one that is strong enough.

NADIA:

Well, what am I supposed to do?

(MUSIC)

LILLEMAR:

Ride to Navarra. I have a friend there. His name is Ramiro, a powerful merchant. He'll be able to help you find someone. I will give you my seal.

(MUSIC)

(NADIA SIGHS)

NADIA:

Okay then. Lucanis, help me get Drayden outside. We're leaving right now.

LUCANIS:

I will take the shoulders.

(LUCANIS AND NADIA GRUNTING)

(FOOTSTEPS)

(HEAVY BREATHING)

(THUNDER BOOMING)

(RAIN POURING DOWN)

NADIA:

Hold on, let me mount up first. Then put them on here in front so I can hold onto them.

(HORSE GRUNTING)

NADIA:

Easy girl.

(NADIA GRUNTS)

LUCANIS:

(grunting) Hold them steady.



(BOTH GRUNTING)

NADIA:  
Got them.

LILLEMAR:  
I'll have my men ride out with you. They can escort you as far as the border.

NADIA:  
Thank you, Lillemar, for everything.

LILLEMAR:  
Drayden saved my life. That dagger was meant for me. When they get through this, make sure to let them know House Borgiani is in their debt. I'm going to make sure things are different around here.

NADIA:  
I will.

ELIZA:  
Nadia, Drayden is very special, and I don't want to lose them again.

NADIA:  
You won't, Eliza, I promise.

ELIZA:  
I look forward to seeing you once more, both of you.

(THUNDER BOOMING)

(RAIN POURING)

NADIA:  
Okay, it's time. Lillemar, your men.

LILLEMAR:  
Soldiers, mount up! Ready when you are.

(SOLDIERS YELLING)

LUCANIS:

Farewell, Nadia.

NADIA:

You too, Lucanis.

LILLEMAR:

Knights of Borgiani, lead the way!

(SOLDIERS YELLING)

NADIA:

Yah! Double time!

(SOLDIERS YELLING)

(HORSES GALLOPING)

NADIA:

Hang on, Books, just hang on. I'm not losing anyone else.

(MUSIC)

(THUNDER BOOMING)

NARRATOR:

This is Dragon Age: Vows and Vengeance, Chapter Seven: The Demon That Came Knocking.

(RAIN FALLING)

(HORSES TROTTING)

(THUNDER BOOMING)

ROLET:

The storm's getting heavy, Master Emmrich. We may not be able to go much further. What do you want me to do?

EMMRICH VOLKARIN:

Hmm, perhaps we should pull the carriage off the road and hunker down inside until it passes.

ROLET:

What about the horses, sir?

EMMRICH:  
Unhitch them.

ROLET:  
Unhitch them?

EMMRICH:  
Those animals are every bit a part of nature as this storm. Their instincts will guide them to safety. We just have to give them the freedom to take care of themselves. I trust they shall return when this tempestuous weather has passed.

ROLET:  
Right. Okay, then.

(HEAVY RAIN)

(THUNDER BOOMING)

ROLET:  
Oh, Maker.

(ROLET YELLING)

(ROLET GRUNTING)

ROLET:  
I've never seen a rain like this before.

(RAIN POURING)

(THUNDER BOOMING)

ROLET:  
Alright, hold it. Take it easy, boys. We're going to get you sorted.

(HORSE NEIGHS)

ROLET:  
I know, I know, just give me a moment. You'll be free.

(ROLET MUMBLING)

(HORSE WHINNYING)

ROLET:

Easy, easy, almost done.

(HITCH UNLOCKS)

ROLET:

Go on, get! Find yourselves some shelter.

(ROLET SLAPS HORSE)

EMMRICH:

Come, shelter before the storm gets any worse.

ROLET:

I'm coming, sir!

(WET FOOTSTEPS)

NADIA:

Hey, hey!

ROLET:

Hello?

NADIA:

Over here! Help!

(DOOR CREAKS OPEN)

EMMRICH:

What's happening out there?

NADIA:

Help!

ROLET:

There's someone yelling for help, but I don't see anyone. I think it might be bandits.

EMMRICH:

Oh dear.

(FOOTSTEPS)

EMMRICH:

(grunts) We should take a look. I doubt anyone braved these elements for a quick coin. So, now which way did you say those shouts were coming from?

ROLET:

This way.

(RAPID SQUELCHING FOOTFALLS)

NADIA:

We're over here! Please help us!

EMMRICH:

Ah, over there, I see them. Hurry!

(RAPID FOOTFALLS)

(NADIA GASPING)

NADIA:

By the Lady, I am so happy to see you. We, we, we've been stuck here at least an hour. I didn't know what to do. They, they were too heavy to carry in this mud. Their pulse is falling and I- I...

EMMRICH:

There, there. Please put your mind at ease, my lady. What is your name?

NADIA:

Nadia, but...

EMMRICH:

A pleasure, Nadia. Emmrich Volkarin, at your service. Now come, we have some room in the carriage and you can shelter there until the storm passes.

NADIA:

No, no, you don't understand.

ROLET:

Sir, this one, their pulse is weak. Something's wrong!

NADIA:

Yes, yes, that's Drayden. They've been poisoned.

EMMRICH:

Poisoned?

NADIA:

I have been riding straight through from Antiva. They caught a blade tipped with the Blood of the Black Rot. I've come for help.

EMMRICH:

And how long have you been riding?

NADIA:

Almost a fortnight.

EMMRICH:

Not to sound panicked, but we must take them back to the carriage so that I can treat them at once.

NADIA:

No, no, we need magic. I'm on my way to Hunter Fell. I, I'm to find someone who can put me in league with a necromancer. I must finish the journey.

EMMRICH:

My dear, your journey is finished. I am a necromancer, and I can save your friend, but time is of the essence, so please trust me.

NADIA:

Alright.

EMMRICH:

Rolet, if you wouldn't mind, could you carry this one back?

(ROLET GRUNTING)

EMMRICH:

Nadia, my apologies, as I am sure your mind is exhausted, but I need you to tell me everything you can about what happened. Was the wound deep or shallow?

NADIA:

It was a poison tipped dagger. It went deep but missed the organs.

EMMRICH:

Ah, that is a bit strange.

NADIA:

Why?

EMMRICH:

Not to alarm unnecessarily, but if the poison was released that deeply in the body, it should have run its course by now. The rot may move slowly, but not that slowly.

NADIA:

Yeah, but Drayden is different, special.

EMMRICH:

Special? Please tell me more.

NADIA:

As a child, they were touched by the Fade, and I don't know, they have some sort of connection.

EMMRICH:

Hmm, that would very well explain their resistance to death. I look forward to healing your friend so that we may discuss this. We'll get them fixed, I promise.

ROLET:

Sir, the carriage is just ahead.

EMMRICH:

Thank you, Rolet. (whistles) Manfred, could you please come out here to lend Rolet a hand?

NADIA:

Who's Manfred?

EMMRICH:

My friend and assistant.

(MUSIC)

(CREATURE SNARLING)

(MANFRED GRUNTING)

(NADIA YELPING)

(ROLET YELPING)

ROLET:

Take it easy. You almost scared me out of my boots yelling like that.

NADIA:

Why is there a walking skeleton exiting your carriage?

EMMRICH:

That, dear Nadia, is Manfred.

NADIA:

Manfred, your assistant?

EMMRICH:

Indeed, a gentle spirit, ball of curiosity, and a threat to no one.

NADIA:

I see.

(MANFRED GURGLING)

EMMRICH:

Manfred, this one here has been poisoned. We need to prepare an extraction. Gather my kit and help Rolet prepare the body. Time is tight, so we'll have to fix them up right here on the carriage.

(MANFRED GRUNTING)

EMMRICH:

Rolet, I don't mean to ask so much of you, but once you get Drayden on the carriage, grab the axe and build a quick shelter for you and Nadia. I'm afraid you'll both have to wait outside. The magic I have to use can be a bit dicey.

ROLET:

I'll build a canoe if I have to.

EMMRICH:

Excellent, thank you. Now Nadia, I could use your help to-



(LOUD CRACKING)

(EVERYONE YELLING)

ROLET:

Another earthquake!

EMMRICH:

Everyone just hold steady.

(TREE CRASHING)

ROLET:

Watch out, tree!

EMMRICH:

Nadia, behind you, move!

(NADIA YELPS)

(TREE THUDS)

NADIA:

Thanks, Emmrich.

EMMRICH:

No thanks are needed.

(THUNDER BOOMS)

ROLET:

(yelling) The carriage!

EMMRICH:

Everyone step back!

(ALL YELLING)

(TREE CRASHES)

(WOOD SCATTERING)

(THUNDER BOOMING)

(ROLET SCREAMING)

EMMRICH:  
Rolet, we're coming!

ROLET:  
For the love of Andraste, that filthy tree smashed my ankle!

EMMRICH:  
Manfred, please help me with him.

NADIA:  
Drayden, where's Drayden? Drayden!

(ROLET GRUNTING)

ROLET:  
Over there, I managed to get them down before the tree fell.

(NADIA GRUNTS)

EMMRICH:  
Forgive me, but I must gently roll the ankle to examine its condition.

(ROLET YELLING)

EMMRICH:  
How does that feel?

ROLET:  
Ah, not good!

EMMRICH:  
I'm afraid it might be broken. I don't think you can walk.

ROLET:  
I can limp.

EMMRICH:  
Not by yourself, you won't. We shall help you. Now, here we go.

(ROLET GROANS)

ROLET:

Ohh, that smarts!

(NADIA PANTING)

NADIA:

Emmrich, hurry! Something's happened with Drayden.

EMMRICH:

Manfred, I need your help to keep Rolet standing. I'll be right back.

(NADIA GRUNTING)

(RAPID FOOTSTEPS)

EMMRICH:

Nadia, what's wrong?

NADIA:

Drayden's eyes, look at them! They've sprouted black veins in the white.

EMMRICH:

Oh dear. The poison is starting to turn. We must hurry now.

(MUSIC)

(THUNDER BOOMING)

ROLET:

Oh, hey, look up there at the top of the hill.

EMMRICH:

What do you see?

ROLET:

I saw the outline of something in the flash of lightning. I think maybe a castle.

EMMRICH:

Oh, by jove, I think you're right. I think it's best if we all head there. Manfred, help Rolet and I'll take Drayden. Together we'll make it up that hill.

NADIA:  
And me?

(SQUELCHING FOOTSTEPS)

EMMRICH:  
I don't mean to sound dire, but best you search your heart for something to believe in.

(MUSIC)

(SQUELCHING FOOTSTEPS)

(THUNDER BOOMING)

(RAIN FALLING)

(EMMRICH SIGHING)

(ALL GRUNTING)

ROLET:  
That hill was a lot steeper than it looked.

NADIA:  
The castle looks abandoned.

EMMRICH:  
Many homes have been abandoned to these storms. These are tough times.

(DRAYDEN COUGHING)

NADIA:  
Drayden!

EMMRICH:  
Stand back.

(THUNDER BOOMING)

EMMRICH:

(echoing) May these words travel beyond the flesh, beyond the body, flowing down the silver thread to the spirit lost. Your home is calling, Drayden. Hear me! Your home is calling.

(MAGICAL TINKLING)

NADIA:

What are you doing?

EMMRICH:

I'm sending a message beyond the Veil to let Drayden know that it will soon be safe for them to return to their body.

(THUNDER BOOMING)

(ROLET YELLING)

ROLET:

It's getting bad out here.

NADIA:

Door's jammed. Hold on.

(BLADE UNSHEATHING)

(NADIA GRUNTING)

(DOOR CREAKING OPEN)

EMMRICH:

Hurry! Everyone inside!

(ALL SCURRYING INSIDE)

ROLET:

Oh, Maker, that wind is deadly.

NADIA:

I got it.

(NADIA GRUNTS)

NADIA:  
Someone hand me that board.

(BONES RATTLING)

NADIA:  
Thanks, Bones.

(ALL GRUNTING)

NADIA:  
Ah! What's your problem?

EMMRICH:  
Oh, I'm afraid Manfred here is not very fond of nicknames.

NADIA:  
Oh, sorry.

(MANFRED GRUNTING)

EMMRICH:  
He says apology accepted. Now we must find a chamber suitable for the extraction. Manfred, did you salvage my kit?

(MANFRED GRUNTING)

EMMRICH:  
Excellent work. Hmm, Rolet do you mind staying down here? It'll be quicker for us to get Drayden up those stairs.

ROLET:  
But this place is creepy.

EMMRICH:  
Well, I think it's quite charming.

ROLET:  
All due respect, sir, but you would.

(DRAYDEN COUGHING)

EMMRICH:

Alright, we need to move. They're-

PASCAL DE LA FORSA:

And just what do you think you're doing in here?

(THUNDER BOOMING)

(MUSIC)

EMMRICH:

Oh, my sincere apologies for the intrusion, sir. We thought the place to be abandoned. My companions and I were caught in the storm and needed shelter. I am Emmrich, a watcher from the Grand Necropolis. And yourself?

PASCAL:

Pascal De La Forsa, master of this castle. But if you are a watcher, then you are welcome to stay and pass the storm.

EMMRICH:

Many thanks, my Lord.

PASCAL:

Please, call me Pascal.

(NADIA CLEARS THROAT)

NADIA:

Emmrich...Drayden.

EMMRICH:

Yes, apologies. Lord Pascal, our friend here is very sick and I need to perform a cleansing at once. Do you perchance have a robust space in which I may do my duties? Ideally something with a conductive dimension.

PASCAL:

Mmm yes, actually. The oratory.

EMMRICH:

Oh, lovely, that would be perfect.

(ROLET GROANS)

PASCAL:

He's not looking so great either. I'll arrange a chamber for him to rest his leg.

ROLET:

(groans) May the Maker bless your days.

PASCAL:

Don't mention it. Everyone, follow me.

ROLET:

Manfred, if you would.

(FOOTSTEPS)

(GRUNTING)

(MUSIC)

(ECHOING FOOTSTEPS)

PASCAL:

Here we are, apologies for the climb, but the chambers we need are on the next story.

EMMRICH:

No apologies needed. You are doing us a most gracious favor. Nadia, can you assist Manfred in helping Rolet up these stairs?

NADIA:

Of course.

ROLET:

Thanks.

(GROANING)

PASCAL:

So what exactly happened to you?

ROLET:

Tree got me ankle.

PASCAL:



Oh, ouch. I'll ring for my sister to come set that for you. A splint and a strong drink should do the trick.

ROLET:

Oh, that would be most lovely, my Lord.

EMMRICH:

Out of curiosity, how old is this place?

PASCAL:

Generations. But it's normally not in such a dire state. We have boarded things up because of the tremors and such.

EMMRICH:

Ah, yes, the anomalies. We've had our eyes cast upon them at the Grand Necropolis too. Things have gotten strange in the lower crypts ever since the incident in the Silent Plains.

NADIA:

The Silent Plains?

EMMRICH:

There was quite an explosion in a cave a few weeks back. Its effects have reverberated throughout the area, compromising bits of the Veil.

NADIA:

(sighs) Elio...

EMMRICH:

I'm sorry, who?

NADIA:

Nothing, I... just nothing.

EMMRICH:

Not to pry, but when's the last time you slept?

NADIA:

Honestly, I'm not sure.

EMMRICH:

After I finish with Drayden, I shall want to have a look at you as well.

PASCAL:

Here we are, The Oratory. Please, step inside.

(DOOR CREAKING)

(MUSIC)

PASCAL:

It's a bit drafty, but it should suffice...for your needs.

EMMRICH:

This is most perfect, Pascal. If everyone would please excuse me while I get Drayden to the altar.  
Manfred, the kit.

(MANFRED GRUNTING)

PASCAL:

Nadia, was it? A hand with these lanterns.

(NADIA SIGHS)

(FOOTSTEPS)

NADIA:

Sure.

ROLET:

Oh, what are these statues along the walls?

PASCAL:

Those are the patriarchal lineage of this house, kept here as guides for the rest of us whenever we cross over. The family crypt is down in the undercroft as well.

ROLET:

Oh, I don't like crypts.

PASCAL:

I enjoy their silence.

(MENACING SIGH)

NADIA:

That's the last of the lanterns.

PASCAL:

Thank you.

EMMRICH:

Now I need to finish preparations, but once the ritual begins, it shouldn't take long. However, with the poison's advancement, I will most likely need to perform an exsanguination.

(PIANO TRILL)

PASCAL:

Hmm, blood magic, such messy business.

EMMRICH:

Ah, merely a cleansing. Nothing will be summoned, I give you my word.

NADIA:

Are you sure Drayden will be okay? I just need to know they're in good hands.

EMMRICH:

Fret not, as I promised, I will save your friend.

PASCAL:

The rest of us should go and let the watcher do his work. I'll show you to the chambers.

NADIA:

One moment.

(FOOTSTEPS)

NADIA:

Please be safe. I promise I'll find you again.

(NADIA CLEARS HER THROAT)

NADIA:

Alright, I'm ready. Good luck, Emmrich.

PASCAL:

I'll shut the door behind us.

(MANFRED GROANING)

(DOOR CREAKING AND SHUTTING)

(PASCAL SNICKERING TO HIMSELF)

PASCAL:

This weather really is something.

(MUSIC)

(FOOTSTEPS)

NADIA:

I'm curious. Were there no anomalies here before the explosion that Emmrich spoke of?

PASCAL:

As I understand it, these events have been popping up all across Thedas, and that was certainly the case here before whatever transpired in that cave.

(PASCAL GROANS)

PASCAL:

But after that, things changed. It was like something new was...unleashed and everything got worse. So much worse.

(WIND HOWLING)

ROLET:

What do you mean unleashed?

PASCAL:

Just listen to this storm. Almost sounds like the Fade out there, no?

ROLET:

Sorry?

NADIA:

Wait. You've been to the Fade?

PASCAL:

Oh no, personally, no. Just the tales I've heard. I imagine it's similar. I'm really just thinking out loud.

NADIA:  
I see.

PASCAL:  
Hold here, I need to ring my sister to let her know which chamber we'll be in.

(WOODEN DOOR CREAKS)

ROLET:  
Oh, what's all that then?

PASCAL:  
Servant's bells. They're networked through the castle. A complex web of cords and strings allowing us to fulfill our every need with the flick of a finger.

(BELLS LIGHTLY JINGLING)

PASCAL:  
Hmm, now let's see. Which chamber shall we take? Oh, how about East Room Number One, the Hawthorn. Yes, exquisite.

(GEARS CRANKING)

ROLET:  
(whispering) Who's he talking to?

NADIA:  
(whispering) Himself I think? I don't know.

(BELLS CHIMING)

ROLET:  
Yikes, that gave me the chills.

PASCAL:  
I find the reverberations to be most comforting.

ROLET:  
Yeah...okay.

NADIA:  
How big is this place?

PASCAL:  
However big it needs to be. Come now, this way!

(FOOTSTEPS)

(WIND WHISTLING)

(MUSIC)

PASCAL:  
One moment while I unlock the door. There you go. Warmest room in the castle, I promise.

(KEYS JINGLING)

(DOOR CREAKING)

(FOOTSTEPS)

(FIRE CRACKLING)

(RATTLING)

(SCRATCHING)

(NADIA GASPS)

NADIA:  
What was that?

PASCAL:  
Someone here? Hello?

(OBJECT SHUFFLING)

(OWL SCREECHING)

(ALL YELPING)

PASCAL:

Tsk, damn owl's been sticking in here since last week's big earthquake took a chunk out of the rooftop from this wing. Apologies for that, but I assure you the bed is most cozy.

ROLET:

(stutters) It's fine. Thanks again, Pascal.

PASCAL:

I do so enjoy a good host. Come now, give me a hand with our friend, Nadia.

NADIA:

Sure.

(FOOTSTEPS)

(BOTH GRUNTING)

ROLET:

Oh! Feels so good to take the weight off of it.

PASCAL:

I imagine so.

(KNOCKING)

(DOOR CREAKING OPEN)

PASCAL:

Ah! Here's my sister now. This is Spinella. Say hello why don't you.

(WOMAN GIGGLING)

SPINELLA DE LA FORSA:

Why hello there.

(PASCAL AND SPINELLA CHUCKLING)

ROLET:

Um, uh, hello.

(FOOTSTEPS)

SPINELLA:

I brought some wood, cloth, and whiskey. We're going to get you up and moving in no time.

(SPINELLA GIGGLING)

PASCAL:

Isn't she wonderful? Now, dear sister, please give that man the bottle. He needs a strong drink.

SPINELLA:

Yes, here you go. Drink up!

(BOTTLE SLOSHING)

ROLET:

(stammering) Many, many thanks.

(ROLET GULPING THE WHISKEY)

(ROLET EXHALES WITH SATISFACTION)

(SPINELLA GIGGLES)

SPINELLA:

Now, which one of these little human legs is it, hmm?

ROLET:

Uh...the right leg.

SPINELLA:

Mmm, we'll get you sorted in a jiffy!

(BODY CRACKING)

ROLET:

Ow!

SPINELLA:

Oh!

ROLET:

Easy, huh?



SPINELLA:

Oopsie, sorry about that.

(SPINELLA GIGGLES)

NADIA:

How long do these storms normally last? I have an urgent matter I need to get back to.

PASCAL:

Oh, and what about your friend, Drayden?

NADIA:

They'll understand. Besides, they're in good hands with Emmrich.

PASCAL:

I see.

SPINELLA:

Maybe it's just best if you relax. Perhaps a drink for you too.

NADIA:

No, I'm good.

SPINELLA:

Oh, come on. It's not going to bite.

(LIQUID SLOSHING)

PASCAL:

You do look a little haggard, Nadia, if you can forgive my bluntness. Perhaps a little spirit is just what you need.

SPINELLA:

It's really tasty, this one. A premium vintage.

(NADIA GROANS)

NADIA:

Fine. Hand it over.

SPINELLA:

Ah, that a girl. (giggling)

(LIQUID SLOSHING)

(ROLET GROANING AND GURGLING)

NADIA:

Rolet? Rolet, what's wrong? Why is he shaking like that?

SPINELLA:

Oh, he's fine. Nothing a little nappy nap won't fix.

(SPINELLA GIGGLING)

NADIA:

What did you do?

(PASCAL HUMMING)

NADIA:

That tune, how do you know that?

PASCAL:

(singing) Bones, bones, down in the 'combs. Bones, bones, down in the 'combs.

NADIA:

Stop it!

(SPINELLA LAUGHING)

NADIA:

(grunts) My head, everything's spinning.

PASCAL:

The spinning can be fun. Here, take my hand for a dance.

NADIA:

(slurring) What did you do to me?

PASCAL:

A little medicine to unburden that weary pain of yours. Doesn't it feel just...divine? (laughing)

(SPINELLA LAUGHING)

(NADIA GAGGING)

DEMON PASCAL:

Oh, what's the matter? Don't you like to dance? (laughing)

(MORTAR AND PESTLE CHURNING)

EMMRICH:

Manfred, please hand me that green vial and those volcanic salts.

(MANFRED GURGLING)

(VIALS CLINKING)

(CORK POPPING)

(LIQUID POURING)

EMMRICH:

Okay, now please tilt their head so we can get this down their gullet.

(MANFRED GURGLING AND HISSING)

(LIQUID POURING)

EMMRICH:

That's it, we're almost done. And now, the knife.

(MANFRED HISSING)

EMMRICH:

Remember, once the letting begins, we cannot let the blood flow back into the body until it's been purified.

(FLESH SLICING)

(MANFRED HISSING)

(WHISPERS)

EMMRICH:

Spirit fire of midnight suns, through my spire of ill and ire, the wretched blood he blessed, not mired (words echoing)

(LIQUID BUBBLING)

EMMRICH:

Manfred, stand back, I must direct the blood through the air without interruption. But, be ready.

(MANFRED HISSES)

(BLOOD SLOSHES)

EMMRICH:

Let the cleansing grace lead you to thy spirit's place. Manfred, the blood has gathered. Quickly, please, spark the flames with the silver power.

(BLOOD SLOSHING)

(MUSIC)

(LOUD CRACKLE)

(BLOOD SLURPS BACK INTO DRAYDEN)

EMMRICH:

Excellent work, friend! The blood is returning to the body. Drayden's spirit has heard the call. Come on, Drayden, I can feel your spirit's might. You are strong. You can do this, just fight. Fight for your place in this world.

(DRAYDEN GASPING AND COUGHING)

EMMRICH:

That's it, you're almost home. Manfred, please smash the ampoule of Cetus bile.

(GLASS VIAL SMASHING)

EMMRICH:

Drayden, I commit you once more to the flesh. Now, find this body and purge it of its trespass. And...wake up! (words echoing)

(DRAYDEN COUGHING AND RETCHING)

EMMRICH:

Drayden, are you okay? Drayden! There you are. Allow me a proper introduction. I am Emmrich.

(DRAYDEN COUGHING)

DRAYDEN KIEL:

I know who you are.

EMMRICH:

What?

DRAYDEN:

My spirit's been fazing in and out of this world. You have to find Nadia.

EMMRICH:

There's nothing to worry about, Nadia's fine. She's just in the other room getting some rest.

DRAYDEN:

No, she's in danger. You're all in danger. We have to get out of here.

EMMRICH:

Danger, whatever do you mean?

(MUSIC)

(LOCKS CLINKING)

EMMRICH:

Unfortunately, I am unsure of where exactly they went.

DRAYDEN:

Don't worry, I saw little glimpses of everything.

(MANFRED GURGLING)

(FOOTSTEPS)

DRAYDEN:

There! At the wall. There should be a cupboard.

EMMRICH:

Here, allow me to open it.

DRAYDEN:  
Let me look.

(DRAYDEN PANTING)

DRAYDEN:  
This one, what's it-? (grunts) What does it say?

EMMRICH:  
Looks like it reads "East Room One."

DRAYDEN:  
That's it! That's where they went.

EMMRICH:  
Well, then we go this way. Please take my arm for balance.

(BELLS CHIMING)

ROLET:  
(muffled) Ow!

EMMRICH:  
Look, over there at that door!

DRAYDEN:  
What is that light? It's so green.

EMMRICH:  
I believe that is a magic they should not know. Hold on while I get the door.

(BELLS CHIMING)

(EMMRICH GRUNTING)

DRAYDEN:  
(grunting) It's bolted shut.

EMMRICH:  
I will fix that in one moment, but I need you both to step back.

(LOUD ZAPPING)

(ROLET GRUNTING)

DEMON SPINELLA:

Yes, that's it, mister Rolet. Just let your mind slip away and make room for thee, who is next. Soon you will all be vessels for our kind. Soon we will return.

(RAPID FOOTSTEPS)

(DEMON SPINELLA MOANS)

DRAYDEN:

See! She's possessed. They both are. And they were planning to make everyone here a host for more like them.

EMMRICH:

Spirit, I am warning you to stop this right now.

DEMON SPINELLA:

Piss off, human slime.

EMMRICH:

I do not wish to hurt you or the body you inhabit, but I will not allow you to harm my companion.

DEMON SPINELLA:

Go back to your necropolis, death whisperer.

EMMRICH:

I'm sorry, but that body does not belong to you.

(EMMRICH GRUNTS)

(MAGIC BOLT CRACKLES)

(DEMON SCREAMS)

EMMRICH:

Spirit, you are not welcome here. And you are not welcome to that body. You shall leave now!

(MAGIC PULSING)

EMMRICH:

Please relinquish her body before someone gets hurt.

(DEMON SCREECHING)

(MAGIC BLASTING)

(DEMON CRASHING TO THE GROUND)

(OBJECTS CLATTERING)

EMMRICH:

I will not tell you again.

(DEMON LAUGHING)

DEMON SPINELLA:

Oh, well, if I can't have her body, then no one will!

(DEMON YELLS)

(BOTTLE SMASHES)

EMMRICH:

Easy now. Take that bottle away from your neck and put it down.

(DEMON LAUGHING)

DEMON SPINELLA:

Or else what?

EMMRICH:

Please, I beg of you.

DEMON SPINELLA:

I want you to remember this moment clearly and painfully because this is on you!

EMMRICH:

No, don't!

(DEMON GRUNTING)



(FLESH SQUELCHING)

(DEMON CHOKING AND GURGLING)

EMMRICH:

No!

(DEMON CHOKING)

(DEMON THUDDING ON FLOOR)

(FOOTSTEPS)

DRAYDEN:

Hey, don't listen to her. This isn't on you. This was all them.

(DRAYDEN GRUNTING)

(MANFRED GURGLING)

ROLET:

(grunts) Hello? What happened? Where am I?

EMMRICH:

You're okay, you're back now. A lot has happened, but there's no time for an explanation. Manfred will stay with you for now, but Drayden and I must find Nadia. Do you know where they went?

ROLET:

I, I don't. Last thing I remember, we were all in here about to have a drink.

EMMRICH:

That's how they got them. Drugged!

DRAYDEN:

We have to find her.

EMMRICH:

What about your vision?

(DRAYDEN GROANS)

DRAYDEN:

(stutters) I can't see anything beyond the start of the cleansing.

ROLET:

Wait.

EMMRICH:

What is it?

ROLET:

He said something...about a...a crypt.

DRAYDEN:

Oh, that'll be crawling with spirits. That must be it.

EMMRICH:

Let's go!

DRAYDEN:

You...you go ahead. I'll catch up when I can. Please, just save her.

EMMRICH:

She'll be safe. We'll make sure of it.

(MANFRED HISSING)

(MUSIC)

DEMON PASCAL:

What's this? Already rousing from that elixir? (laughing) You are special. Now I see why he wants you and me, the lucky one. You just stumbled right into my lap. He shall be pleased. Just hang tight.

(NADIA GROANING)

DEMON PASCAL:

(chanting) O-NAY, AH-TAY. O-NAY, AH-TAY. SCAH-TOE, TOW-BRAY.

(DEMON CHANTING)

(BOOMING)

(FADE RIPPING OPEN)

DEMON PASCAL:

Come forth, shadows, come forth!

00:33:09:24 00:33:13:09

The light is yours to darken!

00:33:13:09 00:33:18:05

(SPIRITS SCURRYING AND GRUNTING)

00:33:20:14 00:33:24:03

(DEMON GROWLING)

DEMON ONE:

And you've got fresh meat.

DEMON PASCAL:

Back away from her, vermin, this one's for Maeror.

(DEMON HISSES)

(DEMON ROARS)

ELIO:

Nadia, wake up. Come on, Nadia. You can fight this. You can still save me, but you have to get up.  
Nadia!

(SPIRIT SHRIEKING)

(NADIA GASPS AWAKE)

DEMON PASCAL:

What, how?

NADIA:

Because I found something to believe in.

DEMON PASCAL:

(laughing) Silly human, this could've been so painless for you.

EMMRICH:

Nadia, watch out!

(MAGIC BLASTING)

(DEMON ROARING)

DEMON PASCAL:

Oh, you little bug. Well, what are you bastards waiting for? Get him!

EMMRICH:

Nadia, get behind me!

(NADIA GRUNTING)

(EMMRICH SHOUTING)

(STONE CRUMBLING)

NADIA:

What is that?

EMMRICH:

A wall to keep them away from us until that Fade tear grows unstable and shuts itself down.

NADIA:

How long will that take?

EMMRICH:

I don't know, but we must stand firm.

NADIA:

No, I can fix this.

EMMRICH:

What?

NADIA:

Just trust me. Elio, please help me. Elio, I know you're here. We need you, please.

EMMRICH:

That name again.

EMMRICH:

Who is Elio?

ELIO:  
Nadia!

(MAGIC CRACKLING)

(DEMON SCREAMING)

ELIO:  
Hello, Nadia.

NADIA:  
How did you do that?

ELIO:  
(words echoing) I'm an Altus Mage, remember?

NADIA:  
(words echoing) Is it you? Is it really you?

ELIO:  
Of course, my love. Who else would it be?

NADIA:  
You mean I finally found you?

ELIO:  
You did, because I found this.

NADIA:  
The ring! You have my ring!

ELIO:  
And I'll never let it go.

NADIA:  
Oh Elio, come on. Let's go home. Let's get out of here.

ELIO:  
We can't. Not yet.

NADIA:

What, why?

ELIO:

Because you have to come with me. It's not safe here. But I can take us someplace that is. Somewhere for the both of us.

NADIA:

But I...

ELIO:

Don't you trust me?

NADIA:

Of course, I just...

EMMRICH:

(in the distance) No, Nadia!

ELIO:

Hey, you and me, remember?

NADIA:

Me and you.

ELIO:

Now, just take my hand.

EMMRICH:

(in the distance) No, Nadia, wait, no!

ELIO:

Give me your hand.

(ELECTRIC CRACKLE)

(ELECTRIC BOOMING)

EMMRICH:

Nadia, Nadia, no!

DRAYDEN:

What happened? Where's Nadia?

EMMRICH:

Elio, what can you tell me of Elio?

DRAYDEN:

That's who we've been searching for. He was trapped in the Fade...why?

EMMRICH:

Because I'm afraid she's been lied to, both of you. Whatever that was, it wasn't human.

(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](http://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, Nick Boraine as Emmrich, Matthew Mercer as Manfred, Zach Mendez as Lucanis. Also featuring Daniel Lench as Rolet Sean Thomas Simmons as Pascal.

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

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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Dragon Age: The Veilguard, a single player RPG, launches Fall 2024 on Xbox, PlayStation, and PC. Begin your adventure at [DragonAge.com](https://www.dragonage.com). Rated M for mature.

(MUSIC)

NARRATOR:

Next time on "Dragon Age: Vows and Vengeance."

EMMRICH:

At the risk of causing you alarm, I fear your friend is in grave danger.

NADIA:

This place, it doesn't feel right.

ELIO:

It's because this place isn't right. It's a living nightmare, and it's where you left me.



DRAYDEN:

Elio's been trapped in the Fade ever since and we've been trying to rescue him.

SPEAKER 1:

For the love of nogs, how could anyone survive in the Fade for so long?

DRAYDEN:

That's the thing, I don't think he did. I think something bad, a demon perhaps, is posing as Elio to lure Nadia into some sort of trap.

NADIA:

Elio, what's happening? Where did you go?

(PERSON HUMMING)

(NADIA GROANING)

DRAYDEN:

Neve, think you can use your network to figure out where to look?

NEVE:

You know I can. Let's find your friend and send this demon back to where he came from.

(MUSIC)

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