

EPISODE TITLE: Episode 8: All Roads Lead Home

EPISODE DESCRIPTION: Emmrich learns the deadly truth behind Nadia's escape to Minrathous, which sends Drayden on one last mission: uniting a team of heroes with Neve, Harding, and Varric to save Nadia from an unimaginable fate.

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EPISODE #: 108

TRANSCRIPT:

NARRATOR:

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

(MUSIC)

DRAYDEN KIEL:

What happened? Where's Nadia?

EMMRICH VOLKARIN:

Elio? What can you tell me of Elio?

DRAYDEN:

But 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)

DRAYDEN:

What do you mean he wasn't human?

EMMRICH:

I mean, I know spirits. I've spent my life in the presence of death and magic. As a member of the Mourn Watch, it is my sacred duty to protect the innocent from threats of an undead nature. As such, I have developed a keen eye for even the slightest disruption of energy, light, and presence.

With humans, you have a specific flame, if you will, a sort of spark or animation that spirits can only mimic, but there's always something in the details that gives it away. And whoever that was, I'm sorry to say, they did not have this flame. They were cold and heavy. And at the risk of causing you alarm, I fear your friend is in grave danger.

DRAYDEN:

Then I must go at once.

EMMRICH:

Drayden, I understand your feelings, but you are in no shape.

DRAYDEN:

And if the tables were reversed, that wouldn't stop Nadia. She'd do whatever it took. So please, what can you tell me about where they've gone?

EMMRICH:

Only that I overheard the entity tell Nadia that it was time to go home.

DRAYDEN:

Home?

(FOOTSTEPS)

DRAYDEN:

Minrathous! He's taking her to Minrathous.

EMMRICH:

Given the weather, that will be no easy trek, but it's clear that I cannot stop you. So at the very least, let me provide you with some tonics and a potion or two to protect you from the cold. Manfred, would you please fetch my kit?

(MANFRED GROWLS AND HISSES)

DRAYDEN:

Thank you, Emmrich. I hope that our paths cross again.

EMMRICH:

As do I. And I wish you the best of luck.

(MUSIC)

NARRATOR:

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TRANSCRIPT

This is Dragon Age: Vows and Vengeance. Chapter Eight: All Roads Lead Home.
(FOOTSTEPS)
(BREATHING)
ELIO ANDANTE: Not too much farther now.
(NADIA GROANS AND SIGHS)
NADIA CARCOSA: Elio, where are we going?
ELIO: Patience, my dear Nadia. Oh, we're almost there.
(FOOTSTEPS)
(NADIA GASPS)
NADIA: Wherever we're going, can we please hurry?
ELIO: Hurry?
NADIA: Sorry. But I don't like it here in the Fade. I want to leave.
ELIO: And I wanted to leave for weeks now, but I couldn't. I've been waiting patiently for you after I got stuck here because of you enduring things you cannot even begin to imagine. And now, oh, now you have the audacity to tell me to hurry?
NADIA: I'm sorry, I just-
ELIO: You just what?
NADIA:

I'mI'm just scared, okay? 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.
(NADIA GASPS)
NADIA: Why are you being like this?
ELIO: Like what?
NADIA: Mean.
(ELIO SCOFFS)
(RAPID FOOTSTEPS)
NADIA: Hey, wait up!
(FOOTSTEPS)
ELIO: Instead of talking, quiet your mind and just let yourself feel this place. Really feel it, hmm? The air. Cold and saturated, bottomless pain. Energy rippling in every direction. Constant flux, constant shadows. And that spire of darkness in the sky. The Black City watching your every move. Try to consider what that might do to one's mind, hmm? To my mind.
(NADIA GASPING)
NADIA: Elio. I-
ELIO: I said don't talk. Just be present. Just feel this place as it is. Now, come on. I can feel where the Veil is weak. We're close to where we can cross over.
(FOOTSTEPS)

ELIO: Shh. Listen. Do you hear that?
(FAINT HUMMING)
(ELIO GROANS AND INHALES)
ELIO: We're here.
NADIA: Here where?
ELIO: Stand back.
(ELIO CHANTING IN STRANGE TONGUE)
(MAGICAL CRACKLING)
(NADIA GASPS)
NADIA: What is that?
ELIO: A portal. It's our only way out. Now go.
NADIA: I don't understand. If you could create a portal, why didn't you do that to escape?
ELIO: Because I couldn't do it alone. I needed you. It's our connection that gives me the power. So jump!
NADIA: No, I won't leave you again. We go together.
ELIO: Nadia, you have to go first or this won't work. Now, hurry. I can only hold this for so long.
(NADIA PANTING)

ELIO: Would you jump already?
NADIA: Fine.
(RUNNING FOOTFALLS)
(NADIA GRUNTING)
(MAGICAL ZAPS)
(NADIA THUDS AND GRUNTS)
(NADIA GROANS)
(NADIA COUGHS)
(MAGICAL ZAPS)
(ELIO THUDS AND GRUNTS)
NADIA: Elio!
(RAPID FOOTFALLS)
(ELIO COUGHING AND GROANING)
NADIA: Hey, look at me. Are you okay?
(ELIO PANTING)
NADIA: Ow! You pinched me.
ELIO: I justI just had to be sure this was real. Finally real. Finally, the flesh.
(ELIO GRUNTING AND GROANING)

(ELIO YAWNING AND CRACKING BONES)
ELIO: Oh, the body. It feels so different out here. Less pressure, less pain. Light. Free.
(FOOTSTEPS)
NADIA: Wait, do you hear that?
(RATS SQUEAKING)
ELIO: Rats, Nadia. It's only rats.
(RATS SQUEAKING)
NADIA: Rats? Where are we?
ELIO: Oh, don't you recognize it, hmm? Thethe feeling, the smell, that energy.
NADIA: Elio, it's practically pitch black in here.
ELIO: Oh, then allow me to illuminate things for you.
(ELIO SNAPS HIS FINGERS)
(TORCHES SPARK)
ELIO: Here, does the light help you remember?
NADIA: No. No. It can't be.
ELIO:

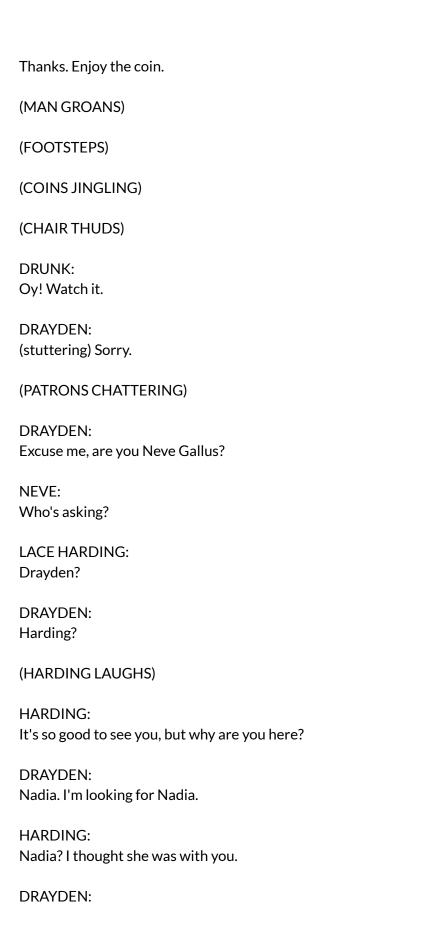
Yes, Nadia. It can. We are home. You're home. The catacombs.

(MUSIC)
(CROWS CAWING)
(THUNDER CRASHING)
(DOOR CREAKING OPEN)
(PATRONS CHATTERING)
BARKEEP: Hey, Neve. Fancy a drink?
NEVE GALLUS: Mm, not right now. How about our friend? Are they here yet?
BARKEEP: Yeah. He went to his room. Number four. End of the hall, but-
NEVE: But what?
BARKEEP: He seemed a little out of sorts. Not his usual self.
NEVE: Everyone's a little off these days.
(MUSIC)
(FOOTSTEPS)
(FLOORBOARDS CREAK)
(MUFFLED SOUND OF A CROSSBOW)
NEVE: Um, hello?
(MUFFLED SOUND OF ARROWING WHOOSHING)
NEVE:

Are you all right in there? Door's locked. You'll need to let me in.
(OBJECT MOVING ACROSS THE FLOOR)
(FOOTSTEPS THUDDING)
(DOOR CREAKS OPEN)
NEVE: Varric, what are you doing?
VARRIC TETHRAS: Just keeping Bianca in shape.
NEVE: Bianca? Oh, right, your crossbow.
(CROSSBOW LOADING)
(ARROW WHOOSHING)
NEVE: Everything okay?
(VARRIC GRUNTING)
(ARROWS WHOOSHING)
VARRIC: Just clearing my head.
NEVE: Let's clear your head without shooting rounds of darts into the walls.
(VARRIC GROANS)
VARRIC: You're no fun, Neve Gallus. Always straight to business.
(OBJECT THUDS)
NEVE:

We don't have time for fun. Anomalies are getting worse. Do you have any new leads on Solas?
VARRIC: Orlais was a bust. Trail's been cold for weeks now. Any chance the Shadow Dragons have anything new?
NEVE: Do you think I'd be asking about Orlais if they did?
VARRIC: Hmm. What I think is that Solas is five steps ahead of us. He could be anywhere. Dug in somewhere in the Hinterlands, or for all we know, right under our noses.
NEVE: Where's Harding?
VARRIC: She'll be back soon. She had an old contact she thought she'd try.
NEVE: (sighs) Come on, let's wait for her downstairs. Drinks on me?
VARRIC: Okay, but only because you are buying.
(DOOR CREAKS)
(PATRONS CHATTERING)
(DOOR CLOSES)
(PATRONS CHATTERING)
(OBJECTS CLANKING)
DRAYDEN: So here we are, the infamous Tattered Veil. I can see why Nadia loved this place. But where to begin? Excuse me?
SURLY MAN: Ugh. Whatever it is. I'm not interested.

DRAYDEN: I'm just looking for some information. And you seem like the sort to either have it or to know where to get it.
(SURLY MAN DRINKING)
SURLY MAN: Maybe I am. What's it worth to you?
(COINS JINGLING)
DRAYDEN: That much.
(COIN PURSE THUDS)
SURLY MAN: Mmm. I like the sound of that.
(COINS CLINKING)
DRAYDEN: I thought you might.
SURLY MAN: If you want to know anything about anything here in Minrathous, you need to talk to Neve Gallus.
DRAYDEN: And who is Neve Gallus?
(SURLY MAN GRUNTS)
SURLY MAN: Private investigator with eyes and ears all over the city. She's the one you want.
DRAYDEN: Where might I find her?
SURLY MAN: That's her now. Walking down the steps with that dwarf.
DRAYDEN:



She was, but we've recently been separated. Look, I don't mean to be curt, but-
NEVE: Sorry to interrupt, but are you talking about Nadia Carcosa?
DRAYDEN: I am
NEVE: The Nadia Carcosa that took off with the Eye of Kethisca?
HARDING: How do you know Nadia?
NEVE: I was about to ask you the same.
VARRIC: Who the hell is Nadia Carcosa?
HARDING: She's the one I told you about, Varric. The one from Raven's Brook. We took out that death cult together.
VARRIC: Oh yes, right.
DRAYDEN: Hold on, did you say Varric? As in Varric Tethras, the author?
VARRIC: The one and only.
DRAYDEN: I loved "Darktown's Deal." I know most people are all about "Hard In Hightown," but the way you captured every smell and every corner in Darktown, oh, just truly magnificent.
VARRIC: Finally, someone who gets it.
HARDING:

Varric, allow me to introduce Drayden Kiel, writer, scholar, and historian.

DRAYDEN: You remembered my spiel?
HARDING: You're not an easy one to forget.
NEVE: Can someone please fill me in on all of this?
HARDING: Drayden, Nadia, and I ran into some trouble a few weeks back, and then we split. I gave them a tip about Solas and- waitAny luck with that info?
DRAYDEN: No luck, but the tip was right. We just missed the Dread Wolf outside of Ramshackle, but that's when things went sideways.
VARRIC: SoSolas was in Ramshackle?
DRAYDEN: Yes. He had some miners digging for something in the Deep Roads.
NEVE: Do you know what he was looking for?
DRAYDEN: I don't, but we discovered an ancient chamber that opened a series of portals in the Fade.
VARRIC: That doesn't sound good.
DRAYDEN: But that's when we found Elio, so our focus changed.
NEVE: Elio? As in Magister Elio Andante?
DRAYDEN: Yes.

ELIO:

(singing) Here we are back where it all began. Back where little Nadia Carcosa first hardened her little stone heart.
NADIA: Elio, why would you bring me here? You know how I feel about this place.
ELIO: I do, yeah. And that's exactly why I brought you here. It's time that you finally face the truth of who you are.
(WATER DRIPPING)
(ELIO SNAPS FINGERS)
(CHILDREN LAUGHING AND MURMURING)
NADIA: No, no. Stop it. Please. Please, I can't.
ELIO: But I'm not doing anything. These are just your memories coming to the surface. It's all in your head.
(MAGICAL TWINKLE)
NADIA: Elio? Elio! What's happening? Where did you go? Elio!
(FOOTSTEPS SQUELCHING)
(ELIO HUMMING)
(NADIA GRUNTS)
NADIA: Stop it!
SPIRIT CHILDREN: (singing) Bones, bones, down in the combs.
(NADIA GROANING)

SPIRIT CHILDREN: (singing) Bones, bones, down in the combs.
(ELIO HUMMING)
NADIA: I said stop it!
ELIO: How long did they leave you down here? Eight days? Oh, it's nine.
NADIA: Elio, please.
ELIO: Remember how you felt, how you lost sense of everything? Time, sanity, safety.
NADIA: I am begging you.
ELIO: But then what happened? You embraced the darkness. You opened your heart to the shadows of all of that fear justvanished!
(ELIO BLOWS AIR)
NADIA: Just make it stop!
ELIO: It's okay. Shh, shh, shh, shh. Here I am, Nadia. It's okay.
(NADIA CRYING)
NADIA: What is going on? Where did you just go?
ELIO: I told you, it's all in your head. Your memories from this place are playing tricks on you. If you want

them to stop, you need to confront them. Let yourself feel all the pain and hurt you've been

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running from.

NADIA: No, I can't. I won't.
ELIO: Don't you get it? You can't keep running from who you are. And the more you do, the more pain you'll bring into your life.
NADIA: Shut up!
ELIO: Oh, even back then as a child, you knew you hated it down here. You despised having to live on top of all these wretched old bones. But what else could your pathetic Liberati parents afford?
NADIA: Shut up!
ELIO: And yet, despite all the hate you had for this place, as soon as you thought it could win you some friends, you jumped at the opportunity to come down here and show how brave you were. But those kids had no interest in your bravery, did they?
SPIRIT CHILDREN: (singing) Bones, bones, down in the combs.
ELIO: In fact, they had no interest in you whatsoever. You were nothing to them, just some dirty little street trash they could have their fun with. So they locked you down here. No food, no water, just you, the darkness, and the rats. And then they went about their lives like you didn't even exist.
NADIA: I am warning youshutup!
ELIO: You were lucky your worthless father even cared enough to come find you. But deep down you always, oh, you always wished he hadn't. Isn't that right?
NADIA: Elio, I am not going to warn you again.
ELIO:

Do you remember the look on his face when he found you? His shock, his horror. I mean, there was his innocent little girl drinking the blood from a dead rat. It was the first time he saw you for the animal that you are. (NADIA SOBBING) NADIA: Why are you doing this to me? ELIO: Because I need to show you who you really are. NADIA: I know who I am! I'm the one you asked to marry you. ELIO: You ran away when I asked for your hand! You're the one who always runs away. NADIA: That's not true. ELIO: No? What about when you left your father alone so you could run off on adventures with that idiot Olen? NADIA: We needed the money! ELIO: And then he got sick. Oh, and then he died. NADIA: (sobbing) I didn't know he was sick. ELIO: It's a pattern, Nadia. Don't you see it? Whenever things get too difficult or too real, you leave. And the people in your life are left to suffer just as I had to suffer in the Fade. NADIA: No, I did everything I could to find you. Everything! ELIO:

Really?
NADIA: Yes!
ELIO: Then why were you in Nevarra?
NADIA: What?
ELIO: Nevarra. Why were you there?
NADIA: Drayden. Theythey were ill, poisoned and dying. I had to-
ELIO: You had to what, hmm? Spend weeks trying to save some, some stranger while I sat in here being tortured every moment of every day? Your vow was to me, not Drayden!
NADIA: I'm sorry, they-
ELIO: They what?
NADIA: They risked their life to help me save you. I owed them.
ELIO: (demonic) You owed me!
(CRICKETS CHIRPING)
(MUSIC)
(DOVE COOING)
VARRIC: Where are we headed. Neve?

NEVE: Old shipyard just ahead. We'll be meeting one of my most trusted associates, Huxley.
HARDING: This Huxley, did they already find something?
NEVE: I alerted every connection I've ever had for this one. If so much as a single crate has been moved in the last 24 hours, we'll know.
DRAYDEN: Thank you, Neve.
NEVE: Don't mention it. We've got a common goal on this one.
(CRICKETS CHIRPING)
(HAMMERS STRIKING)
VARRIC: Is this the right shipyard?
NEVE: It is. Everyone inside.
(CRICKETS CHIRPING)
(HAMMERS STRIKING)
(WHISTLING)
(FOOTSTEPS)
HUXLEY DEL VECCHIO: Hey, Neve.
NEVE: Hey, Huxley. What do you got for us?
HUXLEY:

I sent some feelers out around Dock Town, just digging up what we could about Nadia's life. We started with that guy you saw get killed, Vik, and we tracked down his family. That led us to this insufferable blow hard named Olen, but he was frightened something awful. Took us a good while just to convince him we weren't there to kill him. But he eventually gave up the goods on where she grew up. An old home in the Salts.

HARDING:

What are the Salts?

NEVE:

It's a slum where a bunch of people died because the owners ignored an infestation of silver brine mold to save some coin.

HUXLEY:

Yep. And turns out that Nadia's father was one of the ones that died.

DRAYDEN:

Oh, I knew she had it bad, but I didn't know she lost her father like that too.

VARRIC:

This old house of hers, how far is it from here?

HUXLEY:

The Salts are close, but they're dangerous, so we sent a scout ahead. House was empty, but they heard some...disturbances down below.

VARRIC:

Below?

NEVE:

You don't mean the old catacombs?

HUXLEY:

I'm afraid so.

HARDING:

Sorry. What are the old catacombs?

HUXLEY:

They're a reminder of how cruel this city can be. Neve here knows all about them.

NEVE:

The Qunari invaded Minrathous back in the Steel Age.
(MUSIC)
(SOUNDS OF FIGHTING)
NEVE: They weren't able to capture the city, but the attacks were so brutal, they left a mark on it that's still felt today.
(PEOPLE SCREAMING)
NEVE: During the last wave of bombardments, a big chunk of the catacombs collapsed, cutting them off from the rest of the tunnels.
(EARTH CRUMBLING)
NEVE: They were so badly damaged, the leaders decided they weren't worth fixing and wound up forgotten. The only people who dared to go down into their depths was the occasional Liberati seeking someplace quiet to end their suffering.
(PEOPLE SHOUTING)
(MUSIC)
VARRIC: Didn't know things were so bad under Minrathous.
NEVE: There are cracks in everything, Varric.
HARDING: Even glorious civilizations.
DRAYDEN: It sounds like the perfect place for a demon looking to enter into this world.
HARDING: You're right about that.

VARRIC: We should go immediately.
NEVE: Nice work, Huxley.
HUXLEY: Thanks, Neve. Good luck.
NEVE: Alright, everyone follow me.
(MUSIC)
(NADIA CRYING)
NADIA: How can I fix this? Tell me.
ELIO: There is a simple solution, a way that lets us move forward beyond all of this.
NADIA: How?
ELIO: By saving me, but for real.
NADIA: (stuttering) I don't understand.
ELIO: Invite me in.
NADIA: What do you mean in?
(ELIO BREATHES DEEPLY)
ELIO: Let me take over your body. It's the only way I can truly come back from the Fade now.

(RATS SQUEALING)
NADIA: (stuttering) I don't understand.
ELIO: Nadia, I was in there too long. All that energy. The Lyrium. My body's been corrupted. I can feel it dying as we speak. I don't have that much time left.
NADIA: No. What are you saying?
ELIO: I'm saying that if I don't get a new body, I'm going to die. And soon. But you can save me by giving me yours.
NADIA: Butwhat about me?
ELIO: Oh, you'll be fine, I promise. It'll be just like going to sleep. You'll slip back into that darkness you love so much and you won't have to think about anything or anyone.
(WATER DRIPPING)
NADIA: (crying) Elio, I don't know about this, I-
ELIO: I know it's scary, but I am dying because of you. I asked you to marry me and you got so scared that you ran off to steal an artifact.
NADIA: But I didn't mean for any of this to happen.
ELIO: Oh, it doesn't matter what you meant. It still happened and now youowe me.
NADIA: What you're asking of me
ELIO:

Well, just think of all the good I can do if I live. I'll still be an Altus mage. But you? What are you going to do? Keep thieving until you wind up dead or in jail? How is that the best choice for either of us?
(MUSIC)
(WATER DRIPPING)
NADIA: Okay.
ELIO: What was that?
NADIA: I said, okay. You can have me.
(ELIO GASPING)
ELIO: Oh, Nadia. (laughs) Oh Nadia, you make me so happy. And now we get to be together forever. Oh, just close your eyes, my love. And this will all be over soon.
(distorted) (chanting) Energies of darkness, unburden the lost from their prisons of misery. Invoke our sacred Veil as we cross the barrier from one mind to the next.
(NADIA SCREAMING)
DRAYDEN: Stop!
NADIA: Drayden?
DRAYDEN: Nadia, wait! That's not Elio!
(NADIA GROANING AND GRUNTING)
NADIA: Drayden, what are you doing here?

DRAYDEN: I've come to save you. That's not Elio, it's a demon. And you have to fight it now.
(ELIO ROARING)
ELIO: You meddling swine! You think the likes of you can stop me?
DRAYDEN: Me? No, but I brought friends.
HARDING: Hey, Nadia!
(MUSIC)
NADIA: Uh, Harding?
HARDING: I still owe you one for Raven's Brook.
NEVE: I told you back on those docks, I'm not going to let you leave.
NADIA: Neve!
(CROSSBOW CLANKING)
VARRIC: You don't know me, but if these two have got your back, as far as I'm concerned, you're family.
DRAYDEN: And you already are my family. So whatever happens today, it happens to both of us.
ELIO: Oh, it's too late. She has already made the promise to give me her flesh and I will not be denied my place in this world!
(NADIA GRUNTS)

NADIA: Sorry, Elio. But you could say I've had a change of heart.
(ELIO LAUGHS)
ELIO: Then you will die, but first, you will face me as I truly am.
(ELIO GROWLING)
(FLESH SQUELCHING)
(ELIO ROARING)
(MAGICAL CLICKING)
MAEROR: IamMaeror!
VARRIC: Yeah, and an asshole. Let's take this thing down, everyone!
(WEAPONS CLASHING)
(EVERYONE GRUNTING)
(DRAYDEN SCREAMING)
(CRASHING)
(MAEROR LAUGHING)
MAEROR: Pitiful little creatures, do you really think you can stop me?
(MAEROR GRUNTS)
(EVERYONE GRUNTING)
NEVE: Ice spikes, watch out!

VARRIC:
We need to get closer. Engage him head on.
NADIA:
What do you say, Drayden? You remember any of the movies from the Dairsmuid two-step?
DRAYDEN:
Remember? I've been practicing.
NADIA:
Varric, on your lead.
VARRIC:
Neve, Harding, give us some cover fire.
HARDING:
You got it!
NEVE:
My pleasure.
(EVERYONE GRUNTING)
(WEAPONS CLASHING)
VARRIC:
Now. Charge!
(EVERYONE GRUNTING)
(WEAPONS CLASHING)
VARRIC:
Look at those teeth! That damn thing is ugly.
NADIA:
Drayden, watch out!
(ICE BLASTING)
(DRAYDEN GRUNTS)

DRAYDEN: Thanks, Nadia.
VARRIC: Go in closer! I'm going to light him up from here.
(CROSSBOW LOADING AND FIRING)
(WEAPONS CLASHING)
NADIA: Swing for the flesh!
(EVERYONE GRUNTING)
(WEAPONS CLASHING)
DRAYDEN: He's too fast. I can't hit him.
(WEAPONS CLASHING)
(CROSSBOW FIRING)
VARRIC: Quit your running, demon. Stand and fight!
MAEROR: Why don't you die?
(MAEROR ROARS)
(VARRIC GRUNTS)
HARDING: Varric!
VARRIC: I'm okay.
NEVE:

That's it. I'm tired of this, Maeror.

(NEVE GRUNTS)
(MAGIC HUMMING)
NEVE: Back to where you came from, demon!
(SPELL BLASTING)
(MAEROR CRYING OUT)
DRAYDEN: You got him!
(EARTH CRUMBLING)
(MAEROR GROWLING)
(MAGICAL ZAP)
(HAUNTING THRUMMING SOUND)
NADIA: Oh shit. I know that sound.
DRAYDEN: Is he opening the Fade?
MAEROR: You will not stop me! You will not stop any of us. Soon, the Veil will fall, and this world will be ours!
(DEMONS SNAPPING AND SNARLING)
HARDING: Demons!
VARRIC: Well, this just keeps getting better.
NEVE: Harding, do you see those columns?

HARDING: What? Oh, great thinking. I'm on it.
NEVE: Everybody, get behind me!
NADIA: I'm good with that.
DRAYDEN: Me too.
VARRIC: Already on my merry way!
(DEMONS SNARLING AND SNAPPING)
NEVE: Harding, let me know when you're in position.
HARDING: Almost to the top!
(DEMONS SNARLING AND SNAPPING)
(HARDING GRUNTING)
VARRIC: What's your plan?
HARDING: Ever heard of sheep?
VARRIC: I like your thinking.
HARDING: Ready when you are!

(NEVE GRUNTS)

NEVE: With that portal he opened, I'm going to tap directly into the Fade and fill this entire chamber with a disruption field.
(MAGICAL CRACKLING)
(DEMONS HOWLING)
DRAYDEN: It's working. They're immobilized.
NEVE: Harding, hit those demons with all the arrows you can!
HARDING: Just watch this!
(HARDING YELLS)
(ARROWS WHOOSHING)
VARRIC: Keep going! You can break your record!
(HARDING YELLING)
(ARROWS WHOOSHING)
(DEMONS SHRIEKING)
MAEROR: I have had enough of you all!
(MAEROR ROARS)
(MUSIC)
(ICE MAGIC CRACKLES)
(HARDING SCREAMS)
(HARDING GRUNTS)

NEVE:
Don't let that ice touch you. It's freezing everything.
(HARDING AND VARRIC GRUNTING)
VARRIC:
Teamhelp!
HADDING.
HARDING: Varric! I'm come-
NADIA:
Neve, here, quick! Up on this crypt! Maybe the ice won't reach.
NEVE:
Right behindyou.
DRAYDEN: Neve!
neve:
(NADIA GRUNTING)
NA SA
NADIA: Drayden, hurry! It's about to catch you.
Drayden, num y: it's about to catch you.
DRAYDEN:
Here, take this.
NADIA:
What are you doing? Just run!
DRAYDEN:
I'm not going to make it, but drink that. It's a tonic I got from Emmrich. It'll protect you from-
(ICE CRACKLING)
NADIA:
Drayden, no!
(BOTTLE TOP POPPING)

(LIQUID CHUGGING)

(MAEROR GROWLING)

MAEROR:

Once again, you survived at the expense of everyone around you. And little Nadia is alone. See what I mean about patterns?

NADIA:

Say whatever you want, Maeror. But I'm done with your lies. You don't hold any power over me now.

MAEROR:

Such a shame. I waited so long for us to be together.

(DEMON GROWLING)

NADIA:

Wait, that sound. I knew it felt familiar. I've heard that before. I've-

MAEROR:

And now, she finally sees.

NADIA:

You were here when I was a child. It was you.

(NADIA GASPING)

NADIA:

You were the thing that followed me in the dark.

MAEROR:

Yes, it was me. And the pain and hopelessness that coursed through your veins tasted oh so sweet.

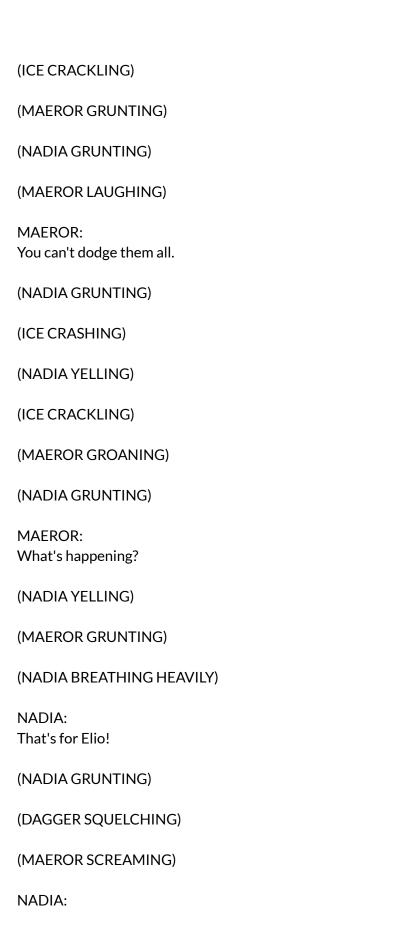
NADIA:

That's why my father had so much trouble finding me. You led me deeper and deeper into the maze. It was you that didn't want me to be found.

MAEROR:

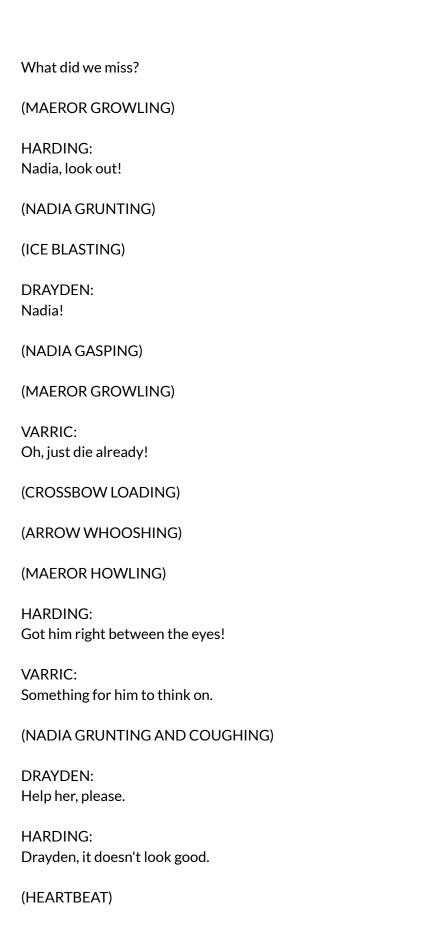
It's true. He took you from me. But not before I left my mark on you. That dark cloud that followed you every day after, that was me. I made you.

NADIA: No.
MAEROR: Oh, and Harding was surprised when the three of you opened that rift with the Eye and I stumbled upon you once more. But all this time, I wasn't going to lose you again.
NADIA: Tell me you didn't.
MAEROR: Oh yes, I killed him and I killed him quick.
NADIA: No.
MAEROR: He was the key to getting you back, but now you've ruined everything.
(NADIA SOBBING)
NADIA: Elio's gone. He's really gone.
MAEROR: Don't worry. You're about to join him. And then I think I'll be taking your friend instead. There's much pain in that one. Much pain.
NADIA: You won't lay a finger on them.
MAEROR: There's nothing you can do to stop me.
NADIA: Watch me!
(NADIA GRUNTING)
MAEROR: That's it! Come on, Nadia. Let me feel all that pain, all that despair.



And that's for me!
(NADIA GRUNTING)
(DAGGER SLICING)
(MAEROR SCREAMING)
NADIA: For my mother, my father!
(NADIA GRUNTING)
(MAEROR SCREAMING)
NADIA: Those nights in the catacombs.
(MAEROR SCREAMING)
NADIA: And for everyone I've ever lost because of what you put into my heart when I was just a child.
(NADIA GRUNTING)
NADIA: Be gone, Maeror! And stay the fuck out of my life
(DAGGER SLICING)
(MAEROR SCREAMING)
NADIA:forever!
(DAGGER SLICING)
NADIA: And this ring belongs to me!
(DAGGER CLANGING)

(MAEROR ROARING)
(NADIA PANTING)
(RAPID FOOTSTEPS)
NADIA: Drayden, Drayden! Wake up! Drayden!
(DRAYDEN GROANING)
DRAYDEN: Nadia?
NADIA: Hey, easy. The magic's wearing off.
VARRIC: Oh, my head feels like I had a hefty stein of the Hissing Drake.
NEVE: Everyone okay? Harding?
(HARDING GROANING)
HARDING: I'm here. I'm here. I think. Head's still spinning from that ice over.
NADIA: Here. Let me help you up.
(HARDING GRUNTS)
DRAYDEN: Nadia, you're smiling.
(NADIA LAUGHS)
NADIA: The darkness inside, it's gone.
DRAYDEN:



VARRIC: (faint) Tie off her leg. Stop the bleeding.
NEVE: (muffled) It's punctured her lung. Nadia, can you hear me?
(HEARTBEAT)
(MUSIC)
(BIRDS CHIRPING)
(KNOCKING)
(DOOR OPENING)
(FOOTSTEPS)
DRAYDEN: How are you feeling?
NADIA: Weary, but alive. Thanks to you.
(FLOORBOARDS CREAKING)
DRAYDEN: You would've done the same.
NEVE: Here, drink this.
(CORK POPS)
NEVE: The healer said it'll help with the damage to your lungs.
NADIA: Thanks, Neve.
(BOTTLE CLINKS)

NEVE: You really took a beating. That ice ripped right through you. You'll never fight again. But once you're feeling better, let me know. And we'll get you one of these prosthetics.
NADIA: I would like that very much.
NEVE: In the meantime, here's a cane to help you walk.
NADIA: Drayden, can you give me a hand?
DRAYDEN: Of course. Come on.
(NADIA GRUNTS)
DRAYDEN: Everything else is ready and waiting.
(MUSIC)
(HORSE TROTTING)
DRAYDEN: This was Elio's estate?
NADIA: Yep.
DRAYDEN: It's gorgeous.
NADIA: Hmm. I loved it here when spring blossomed. Most peaceful place you'd ever want to be, especially with him.
DRAYDEN: I'm sorry I never got to meet him.
NADIA:

Me too, Books. He would've liked you a lot.
(DRAYDEN CHUCKLES SOFTLY)
(SOFT FOOTSTEPS)
VARRIC: There's our warrior. How are you feeling?
(NADIA SIGHS)
NADIA: Surprisingly good, considering all the puncture wounds.
NEVE: That's probably all the potions we have you on. (laughs) I'm surprised you didn't fly here.
(NADIA LAUGHS)
HARDING: I've said it before, but you're a heck of a fighter, Nadia Carcosa.
NADIA: It's good to see you. All of you.
VARRIC: Wouldn't have missed it.
HARDING: And I got the flowers. Andraste's Grace, just like you requested.
(NADIA SIGHS)
NADIA: He loved these.
HARDING: They sure are pretty.
NADIA: If everyone could join me around his plot.

(AFFIDMATINE CDUNTS)
(AFFIRMATIVE GRUNTS)
DRAYDEN:
Of course.
(FOOTSTEPS)
(NADIA SIGHS)
NADIA:
Elio Andante. Where do I begin?
(NADIA SIGHS)
DRAYDEN:
You got this.
(NADIA CLEARS HER THROAT)
(MUSIC)

NADIA:

Sometimes it seems like it was just yesterday when we first stumbled into each other at Wintersend. Your easy smile, your friendly eyes, the way our energy just seemed to immediately harmonize. (laughs) The way you laughed when you asked for me to politely return your coin purse.

(ALL LAUGHING)

NADIA:

From the very first moment, you showed me grace, you showed me kindness. You showed me a different kind of world, and one I wanted to be part of. I cherished every day I got to spend with you. And though there is a lot I am sorry about, there is nothing I regret because you will always be my greatest adventure. And for the rest of my days, I promise you that I will do my best to live up to your legacy, to live the way you lived, with kindness and grace and love. And this ring, this ring will never leave my side. I will carry it with me always and it will help me as I continue to learn, evolve, and grow. There are many things I am sad about, but I will no longer live in sadness. And though you and I will never get to make the family we deserved, I just want you to know wherever you are, that I finally have people in my life who I can call family.

(NADIA SNIFFLES)

(ALL CRYING)
NADIA: Rest well, my beloved Elio. And I promise you, one day we will meet again.
(MUSIC)
(ALL SOBBING)
DRAYDEN: You going to be okay?
NADIA: I am.
(ALL SNIFFLING)
(DRAYDEN AND NADIA SIGHING)
NEVE: It was a lovely send off, Nadia. I know I didn't really know him, but his reputation in the city was always filled with admiration and respect. He was a good man.
NADIA: Thank you for that.
VARRIC: So, what's next for Nadia and Drayden?
(NADIA SIGHS)
NADIA: We're going to go someplace quiet and far away from all of this. My days of adventure are over. I just want to heal.
DRAYDEN: We are thinking about building a new estate, something to help others displaced by the anomalies. A new kind of family for misfits and orphans, just like Nadia and myself. It's time for me to be focused on this world for a change.

NEVE:

Change is good.

VARRIC: Smart, too. Best to get out of Tevinter and never come back. Those bounties never go away.
HARDING: May your retirement be a peaceful one.
NADIA: I'll miss you, Harding.
(HARDING SIGHS)
(NADIA AND HARDING EMBRACE)
(HARDING CHUCKLES)
HARDING: Maybe one day when this fight with Solas is done, I'll swing by and see what you two have built.
NADIA: You are always welcome. Everyone.
(HORSE SNORTING)
(HOOVES CLOMPING)
DRAYDEN: Alright, we better get a move on. It's a long road home.
(NADIA CLIMBS INTO CARRIAGE)
(CARRIAGE CREAKS)
(NADIA SIGHS)
NADIA: I suppose this is goodbye. I've said it a hundred times, but from the bottom of my now ice-free heart, thank you for everything.
VARRIC: Fare thee well.

NEVE: Safe travels.
HARDING: Take care, Nadia and Drayden.
DRAYDEN: You ready?
(NADIA SIGHS)
NADIA: Hit it, Books.
DRAYDEN: Yip!
(HOOVES PLODDING)
NEVE: I'd love to chat, but I've gotten word the Venatori are up to something and need to investigate. I'll catch up with you two later.
VARRIC: See you around, Neve.
(FOOTSTEPS)
HARDING: So what are you thinking?
VARRIC: We grab a drink and we figure out what's next. Come on.
(HARDING CHUCKLES)
(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.

(MUSIC)

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

Featuring the voices of Mae Whitman as Nadia, Brigette Lundy-Paine as Drayden, Armen Taylor as Elio, Brian Bloom as Varric, Nick Boraine as Emmrich, Matthew Mercer as Manfred, Ali Hillis as Harding, Jessica Clark as Neve.

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.

(MUSIC)

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