

DRAGON AGE™

ORIGINS

MORRIGAN RESTORATION PATCH



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The Morrigan Restoration Patch came about to fix bugs relating to Morrigan and soon expanded to encompass complete restoration of scenes that were cut from the game. This document discusses some of the more prominent scenes restored to the game.

All scenes are fully voiced and all languages that Dragon Age shipped in are supported.

Dozens of lines that were bugged are now fixed, allowing access to previously inaccessible dialogue & party banters.

Fully compatible with Witch Hunt.



ABOUT THE PROJECT



As I understand it, the Dark Ritual scene was originally supposed to be a little more reactive to the player's relationship with Morrigan, one feature that didn't make the final cut was a kiss sequence for wardens that romanced Morrigan.

This extended kiss sequence was restored in line with the VO/scripting notes to give a little more impact to the scene for players who romanced Morrigan. There's no new dialogue and the scene is restricted to wardens who have a "Love" affection rating with Morrigan.



DARK RITUAL KISS



A particular conversation with Morrigan was supposed to feature an “angry kiss” if the Warden refuses to end their relationship with her. This scene sees an anguished Morrigan deliver a stinging slap to her lover before kissing him.

There’s also another path through the conversation that leads to a variant kiss (without the slap) as Morrigan is a tad less frustrated by following the alternate path.

The new kiss variants better fit the mood of the scene as Morrigan wrestles with her emotions regarding her relationship with the Warden.

MORRIGAN’S ANGRY KISS



This scene was cut from the game as there was no cinematic for Morrigan to leave after being betrayed (and also some GUI issues as I recall). The restored sequence provides several branches of dialogue and several possible outcomes regarding Morrigan and the templars.

Morrigan's dialogue can branch depending on her relationship with the Warden.

I plan to completely redo this scene in a future update as it was the very first scene I worked on and I wouldn't mind giving it some more polish.



BETRAYING MORRIGAN



This scene seemed to be cut from the game as the cinematics were unfinished in addition to staging issues. In the restored sequence Morrigan will have something to say when the Warden returns to Flemeth's hut with the witch in tow.

This scene has been enriched for the latest version of the patch with two differing versions based on whether Dog accompanies the player or not.

FLEMETH'S HUT



A significant part of Morrigan's personal quest was sadly chopped down in the shipped version of the game. This sequence serves as the resolution of how the player deals with Flemeth and marks the end of Morrigan's personal quest in Dragon Age: Origins.

The scene triggers automatically when returning to camp and has several possible outcomes depending on how the Warden opts to leave things with Flemeth and the responses they give to Morrigan.



RETURN FROM THE WILDS



The Morrigan Restoration Patch was created by Terra_Ex with the assistance of the Dragon Age community on BSN and DA Nexus. A complete credits list is in the readme file.

<http://social.bioware.com/project/2553/>

<http://www.dragonagenexus.com/downloads/file.php?id=1120>

The stunning armour and weapon sets featured throughout are not my work, but the work of several talented DA modders. Those featured in this document are ones I happened to be using in recent playthroughs:

Phoenix Armory for Females

Rapture's Witcher

Artifacts of Souls Sparda Sword



CREDITS & SHINY THINGS