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Dragon Age: Origins - Sacred Ashes Character Faces.

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I've actually had both Morrigan and Sten out as individual files here for a while and figured I'd make a Leliana aswell and smack them together into a package. Wich means I won't be updating those old pages anymore, that will happen here now instead.

This is still a work in progress so any helpful comments would be dearly appreciated!

And remember that newer versions aren't necessarily "better" than older ones in any way! It's up to personal preference.

UPDATE! Leliana v102! (01/02/10)

So, finally sober again after celebrating the arrival of the new decade, I decided to make a few slight modifications to Leliana as there has been quite a few pointers in the comments about her!

- * Eyes are a bit smaller to more closely match her CG appearance.
- * She now utilizes Pineappletree's Vibrant Colors!
- * Her eyeshadow is now a little less intense.
- * She recieved a new eyecolor, lipcolor, haircolor and a new skintone!
- * Her eyes and nose have been lifted just a little bit.

As with the last update, this is a tweak of the existing face based on the feedback and not a major remodel. Though I can mention that I'm currently working on a v2 of all three faces, and a warden PC face as mentioned before.

By the way, if anyone wants this version of Leliana with her original hairstyle, feel free to say so in the comments or send me a pm and I'll make one! (Done, vanilla hair version is up in the optional files!)

Added a version with BioWare's red haircolor aswell, aka. "Leliana v102 Vanilla Hair color Version". (Intended for people having issues with custom haircolors.)

Hope you like it and I wish you all a great 2010!

UPDATE! Morrigan and Leliana v101! (12/30/09)

To start off with: these changes are very small, hence v101 and not v2! I suggest trying them out ingame before you form an opinion, because you almost can't see the difference in the screenshots!

So for v101 I made a few slight modifications based on the feedback I got from the comments:

- * Her eyecolor is now grey instead of icy-blue!
- * I made her face a tiny bit longer.
- * Her eyeliner/shadow is now a little darker.
- * Her eyes are smaller than before and lowered a little bit.

I didn't do anything about her skintone, because frankly there are none that fit except this one.

And you might have noticed by now if you have checked the new images that she has her vanilla hairsyle, this is because kzelsama's hairstyles look really wierd in my toolset, and not because I changed to that hairstyle instead.

(Though I have added an optional "Leliana v101 Vanilla Hairstyle version" wich features the original hairstyle instead of kzelsama's awesome one that she has in the main version.

This is mostly intended for people who have issues with the "More Hairstyles" addon.)

But whatever floats your boat! Hope you like it!

* Her facial structure is more compact or "shorter".

* She now has a more rounded look.

* Her eyes are a tiny bit smaller.

I spent a lot of time with Morrigan trying to make her face shorter/smaller without making her look like Verne Troyer. And it turns out, getting Morrigan's face to closer resemble her Sacred Ashes look IS REALLY hard, big shocker.

And with that said I'd like to point out again that feedback, especially regarding Morrigan, is a major help when I'm working in the toolset.

After a while editing the same face I kinda get tunnelvision and don't really see what I'm changing, then it's helpful to look at a few hints of what I should be focusing on.

Morrigan v101. Enjoy!

For these mods to work properly you'll need a couple of addons, namely Pineappletree's Vibrant Colors and kzelsama's More Hairstyles.

(Sten and Leliana requires Pineappletree's Vibrant Colors, Leliana More Hairstyles. Morrigan on the other hand, works without any addons at all!)

When you have downloaded the file you desire from the files tab, simply extract it into your .\Documents\BioWare\Dragon Age\packages\core\override folder.

And viola! The next time you start a new game or load an old one: new looks for your trusty companions!

The Gauntlet.

Around the corner you enter a room with a vase, rubble, and a book for Codex 215: The Maker's First Children. The Guardian has much to say. In the end he leaves the trials of the Gauntlet for you to overcome and the quest "A Test of Faith". The first room is a room of riddles; below is a list of the people giving the riddles and the correct answers. Failing to answer correctly will summon an Ash Wraith.

Brona.

Riddle : Echoes from the shadow realm, whispers of things yet to come. Thought's strange sister dwells in the night, is swept away by dawning light. Of what do I speak?

Answer : Dreams.

Thane Shartan.

Riddle : I'd neither a guest nor a trespasser be; in this place I belong, that belongs also to me. Of what do I speak?

Answer : Home.

General Maferath.

Riddle : A poison of the soul, passion's cruel counterpart; from love she grows till love lies slain. Of what do I speak?

Answer : Jealousy.

Archon Hessarian.

Riddle : She wields the broken sword, and separate true kings from tyrants. Of what do I speak?

Answer : Mercy.

Disciple Cathaire.

Riddle : No man has seen it but all men know it. Lighter than air, sharper than any sword. Comes from nothing, but will fell the strongest armies. Of what do I speak?

Answer : Hunger.

Disciple Havard.

Riddle : The bones of the world stretch towards the sky's embrace. Veiled in white, like a bride greeting her groom. Of what do I speak?

Answer : The mountains.

Lady Vasilisa.

Riddle : An eye for an eye, a tooth for a tooth. The debt of blood must be paid in full. Of what do I speak?

Answer : Vengeance.

Ealisay.

Riddle : The smallest lark could carry it, while a strong man might not. Of what do I speak?

Answer : A tune.

You must speak to each spirit and answer the riddle correctly to move on.

With all the riddles solved the door at the other end unlocks. Here you should meet someone whom you are familiar with, they will give you Reflection. Turn the corner to do battle with a mimic of your party. The next room is a tricky one and requires you to move your characters individually. Follow the diagram and directions below to pass this test of intelligence.

Match up the positions as shown.

On the other side of the bridge, approach the altar and take your gear off to pass through the flames and complete the quest. Loot the Unfortunate Adventurer for the Belt of the Magister Lords and Golden Demon Pendant . There are two chests on the side, one requires high cunning. Now is the time to make your choice; take a pinch and defile the ashes, defile the ashes, or just take a pinch. If you defile the ashes Leliana and Wynne will turn on you, so if you choose this path place your Mabari, Morrigan, and Zevran in your group so you don't lose any party members. The Guardian will attack you regardless of your group make up.

If you defile the ashes Kolgrim will be waiting outside for you. Drink from the chalice to unlock the Reaver Specialization. You can then betray him and loot Kolgrim's Horn which will summon the High Dragon and you earn a unique, Faith's Edge which is a mighty Two-handed battleaxe. Head to the middle of the Mountain Top and kill the Drake and Cultists being sure to loot the Drake Scale . If you so dare, blow Kolgrim's Horn and fight the High Dragon.

Wyrmring Lair.

Head through the middle area to meet a Cultist Overseer; kill him and continue your trek. In the next room dispatch the enemies and check out the wooden crate at the back end. Enter the caverns to be ambushed by Dragonlings but be sure to disarm the traps. Further up the ramp you should encounter more Cultists and a few Dragonlings. Along the eastern wall are two chests and a book on Codex 124: The Frostback Mountains . Continue north up another ramp with more Cultists and more Dragonlings. Take the eastern path to be ambushed by Drakes; loot them to start the quest "Drake Scale Armor ". The pile of dragon filth has the Stone Warrior Statuette rare gift for Alistair.

Return to the previous room and head down the other path this time. As you reach the fork you are ambushed by Cultist Assassins; be sure to stun them. Once they are dispatched continue the path north to an open room with Cultists and a few Dragonlings. As you approach the top area where the Cultist Overseer was a few Drakes attack. The Cultist Overseer can drop the Spellweaver , a great weapon for an Arcane Warrior. Keep on rolling east and kill the Cultists and the Drake. The Dragon Egg grants the Lifedrinker whilst the book gives Codex 213: The First Blight - Chapter 3 .

If you want to unlock both specializations you might want to make a save file before heading down the western path. Here you have a choice to make, and though you can unlock both in one play through it is the "bad" choice.

Looting the Drakes for their scales begins the quest "Drake Scale Armor". Kolgrim and his friends are crazy but only attack them if you wish to preserve the Urn.

Return to the fork and choose to go west this time. Follow the path until you reach a room with Cultists waiting with traps abound. There is a single chest and three wooden crates in this room. Continue along the path until you reach a man named Kolgrim. Here you can make an interesting choice, you can either accept his quest to destroy the ashes or kill Kolgrim for this treachery. You can however take a pinch of the ashes first and then defile the urn which will ultimately grant the Reaver Specialization and later the Champion Specialization for saving Arl Eamon.

Regardless of your decision head to the mountaintop. Head to the eastern side of the mountaintop to find two chests and a broken chest. If you didn't kill Kolgrim he will quell the High Dragon and you can make your way to the Gauntlet.

Guide Information.

Publisher Electronic Arts Platforms PC, PS3, XB 360 Genre RPG Guide Release 24 July 2014 Last Updated 7 December 2020 Guide Author Greg Boccia.

Share this free guide:

You are a Grey Warden, last of a group of highly-skilled warriors tasked to defeat the Archdemon and stop the Blight from spreading across the land. The Grey Wardens are the only ones capable of defeating the Archdemon and sending the Darkspawn back to the pits whence they came. Accrue a squad of highly memorable characters, each with their own personalities and skills, to help you in your task and save Fereldan before it is

too late.

This guide charts the adventures of the main walkthrough and all Downloadable Content and covers:

Ascension Bundle.

The integration of our "whole" selves, mind, body and spirit, and merging our healed and reclaimed selves is the doorway to ascension. These carefully chosen recordings best facilitate this embodiment most directly and are provided to support your goals towards this state of expanded conscious awareness.

I'm enjoying the Ascension Bundle very much. Today I stretched out on the trampoline, watched clouds, got some sun, did some bouncing, and listened to Golden Light for over an hour. I like Theta when I want to balance my energy and Cosmic Womb for "just being," feeling creative, and water coloring. Light Body is pretty powerful. When I overindulge, it seems to cause excess energy. Heart Center 2 brings me to many new spaces I'm only beginning to explore. I'm going on 72, have been meditating since I was 21, and have had many extraordinary experiences. This technology promises to further my extraordinary life, and not just while I'm still embodied. I do akashic readings for spiritual growth and welcome any tools that might evolve my own consciousness and make me a better reader. I am recommending Sacred Acoustics to my meditation students and clients. — Linda Rae Renau, Monroe, Louisiana.

6 recordings 39 minutes each verbal: YES | nonverbal: YES.

3 recordings 70 minutes verbal: NO | nonverbal: YES.

Heart Center 2 sample:

(2 tracks) Ground your heart's energy, then expand it to infinite levels to bring more awareness to your non-physical self, and creates more love, joy, compassion and connection to others.

Golden Light sample:

(2 tracks) Feed your soul by inviting light into the body to restore energy, nourish your entire being (physical, mental, emotional and spiritual), and enliven you with vibrating, pulsating energy.

Light Body sample:

(3 tracks) Regular listening will transform your body's energy field, allowing for greater alignment with your higher self and fulfillment of your life's purpose.

Whole Theta sample:

(1 track) Theta brainwaves are associated with intuition, creativity, fantasies and imagery and is most prominent during enhanced spiritual awareness. We are naturally in this "hypnagogic" state between being asleep and awake each day. Theta frequencies support meditation, creative inspiration and intuitive development.

Cosmic Womb sample:

(1 track) Originally developed to support the sacred act of giving birth, this recording induces calm, peaceful tranquility and includes embedded theta frequencies. An ideal soundscape for reducing anxiety and stress, it's healthy for mom, baby and all ages.

Sacred Ashes – Quantizing Aether (2021)

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