

Moghes and Ouerea animal sprites.

(See for more indepth descriptions:

<https://wiki.aurorastation.org/index.php?title=Moghes#Fauna>

https://wiki.aurorastation.org/index.php?title=Ouerea#Flora_and_Fauna)

- Threshbeast **DONE**
- Warmount **DONE**
- Sprinter Beast
Fucked up crocodile-type thing, but with longer legs/higher off the ground. Sprints at people, thus the name. About half the height of a normal human sprite probably.
- Tul
There is very little description of what these things actually look like beyond tusks. My mental image is basically like a giant lizard-sabertooth thing with huge tusks, but I have no idea if that's the original intention. Go wild with it.
- Siro **DONE**
- Otzek **DONE**
- Aw'thuna
Think iguana-ape hybrids. Long snake-like tails, big snouts.
- Mier'vesh **DONE**

Moghes Assets

- Static flora/decoration items for both Moghes biomes & Ouerea. Trees, rocks, etc.
- Sandbike sprites. See below for reference image. **IN PROGRESS**



- Ruin sprites for the Wasteland - wrecked vehicles, rubble etc.
- ~~Izveski speeder sprites.~~ **DONE**
- ~~Pre-contact/Contact War-era guns and other weapons.~~ **DONE**
- ~~Ancient Unathi robes/armor/swords.~~ **DONE**
- ~~Some kind of Traditionalist Coalition flag.~~ **DONE**
- ~~Sk'akh priesthood items.~~ **DONE**
- [Tro'ok](#) (Weird Vaurca Animals). These are basically used as beasts of burden by the funny Wasteland bugs. A cross between ancient Earth trilobites and beetles, big enough to ride.
- ~~Undetonated Nuclear Bomb~~ **DONE**

Wider System Assets

- ~~Uueea-Esa skybox and stargazer.~~ **DONE**
- Ouerea and Tret planet sprites