

ENCYCLOPEDIA

GALACTICA

PORTRAITS OF THE STAR NATIONS



CAPRICORNUS
TO DORADO



ELENA DANAAAN

ENCYCLOPEDIA

GALACTICA

PORTRAITS OF THE STAR NATIONS

II

FROM

CAPRICORNUS

TO DORADO

ELENA DANAAAN

Dedicated to those who are
far from home



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INTRODUCTION

I was inspired to write this book series by my desire to provide a more comprehensive understanding of the primary civilizations in this galaxy through a colorized catalog. In 2020, after working intensively for four months around the clock with a sense of urgency, I published *A Gift from the Stars*. Just before going public, one is most vulnerable to threats and dramatic endings. The 110 races listed in my first book were hand-drawn in black and white based on holographic pictures that my contact, Thor Han Eredyon, projected through my technological device. While these drawings gave a good idea of the beings' appearance, they did not fully capture their colors, skin textures, or eye chromatics. Therefore, I felt compelled to begin the *Encyclopedia Galactica* project.

As with all endeavors, a seed idea grows into a complete entity. The desire to depict the 110 Star Nations interacting with Earth resulted in the creation of an *Encyclopedia Galactica* cataloging stage three civilizations in this sector of the galaxy (with a few exceptions). Due to the vast number of stage 1 and 2 galactic cultures, it was not feasible to delve into them all. Here is how the Prime Directive of the Galactic Federation of Worlds determines the scale of a civilization's evolution:

---Stage 1 "Developing": *life forms non organized in a structured society.*

---Stage 2 "Primary": *life forms organized in a structured society, having developed spiritual concepts.*

---Stage 3 "Interstellar": *culture having reached interstellar capacity and made contact by its own process with another galactic civilization.*

---Stage 4 "High": *culture having reached 6th density level and beyond.*

I decided to only list Stage 3 civilizations in our galactic neighborhood because we are more likely to interact with them. The information on the different Stage 3 cultures in this galactic sector was first provided by Thor Han Eredyon, my contact in the Galactic Federation of Worlds, via the implanted device I have had since childhood. We improved the method this time due to the significant amount of data and Thor Han's busy schedule with current events. Thanks to the recent upgrade of my implant to a military grade, Thor Han was able to download data bundles that I could unpack on my own. Additionally, he interfaced me with the GFW section of the database, which catalogs all galactic civilizations. To my amazement, it worked incredibly well.

To avoid spending a lifetime colorizing all my drawings for this project, given the large number of races and cultures to depict, I used computerized tools. The initial hand-drawn sketches were colorized using computerized AI as a starting point. Afterwards, meticulous adjustments were made, including fitting elements and refining details in Photoshop. Skin textures were applied and body features were perfected to closely match the provided information. The most challenging task was identifying all the star systems using the official astronomical nomenclature used on Earth. First, the entire map of the Milky Way was scanned to identify small dots, and then the coding numbers were searched through the lists.

Out of respect for the hard work, time, and sacrifices I put into this book, I have decided not to publish a digital version due to the high amount of plagiarism I have experienced. Sharing the content and artworks from this book on the internet would violate copyright laws. Please note that the material in my books is protected by copyright and should not be shared on social media or personal websites. Instead, I encourage sharing the related information I bring on my social media and website. It is important to keep the copyrights visible on the artworks and not alter them for diverse purposes. Additionally, it is necessary to put a link to the source material for people to consult the original publication. This is a basic gesture of respect for the work and the author, and a service to others. Not honoring this is only serving oneself.

The names are transcribed phonetically as they are heard, with possible variations in pronunciation by the Star Nations. The repertoire is organized alphabetically by constellations, following Earth's scientific nomenclature. This pertains solely to our galactic neighborhood, designated as 'Galactic Sector 4' by the United Galactic Alliance of Nataru. The Seeders program includes civilizations from other galaxies, which are the only exceptions, as well as some influential cultures from other galactic sectors. Earth names are written in regular font, while alien names are written in italics. This is how it works:

CONSTELLATION

STAR SYSTEM (EARTH NAME)

STAR SYSTEM (ALIEN NAME) - PLANET (ALIEN NAME)

CULTURE

Encyclopedia Galactica is a Starseed's Guide to the Galaxy !
This volume II covers the constellation zones from Capricornus to
Corona Australis, and for some of you, it may well be...

A JOURNEY HOME

CAPRICORNUS

GLIESE 785 -HD 192310

MARSHA STAR SYSTEM - PLANETS SYMUN & SHAAT

SUBARUTH SHYMUNTAIAN

Welcome to the Marsha star system, an orange star 29.06 light years from Earth. There, on the second and third planets, lives a beautiful, peaceful spacefaring civilization. The Subaruth Shymuntaians are renowned for their striking appearance, especially the beauty of their large, crystal-clear eyes. Light skin, white hair and a slender figure are also part of their physical characteristics. This culture is originally indigenous to that particular star system, not a foreign colony.



The genetics of the Subaruth Shymuntaian, or Shymuntayani, suggest a possible ancient hybridization between some Sirius-B T'Ashkeru people and the Alteans from NGC 7331, but nothing in their historical and mythological records seems to confirm this hypothesis. The mystery remains.

These people developed a highly spiritual culture. They have honed their psychic abilities to the point where they can communicate directly with distant civilisations of equal or greater level without the aid of technology. The Shymuntayani are active members of the Zenatean Envoy Program and are sometimes called upon to assist the Zaggarah ("Anilam") Council with specific tasks in the holographic core matrix of the galaxy.

The Shymuntayani are members of the Galactic Federation of Worlds, the Zenatean Alliance ("Andromedan Council") and, due to their evolutionary status, have also earned membership of the illustrious Intergalactic Confederation. It is important to remember that the Intergalactic Confederation encompasses trillions of cultures spread across many galaxies, and that the small scientific group we call the Seeders, who are responsible for supporting the balance of life, are only a very small organisational part of the greater Intergalactic Confederation. The Shymuntayani are not part of the Seeders group.

As with all spacefaring cultures, the Shymuntayani have a powerful space fleet which acts as a defence force for their star system.





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CAPRICORNUS

HD 204313

MERU LITHAN SYSTEM - PLANET EGULI'KAHL

EGULI

The Eguli are an Artaalu human colony that migrated from the Elevena (“Procyon”) star system in the constellation Canis Minor to HD 204313, an orange dwarf star with a thriving planetary system. The Eguli grew into a large and prosperous civilisation, expanding their own colonies into other star systems. They are members of the Galactic Federation of Worlds and participate in its Envoy Program. Visitors to their homeworld, Eguli’Kahl, will be impressed by the creativity of their architecture and urbanism: from elegant organic-style rural settlements to ultra-sophisticated megapolises, the Eguli are among the most astonishing builders in the galaxy, on a par with the T’Ashkeru.

The Eguli also maintain a presence in the Sol System aboard the mother-ships of the Galactic Federation of Worlds. They are also involved in the Solar Warden fleet and Earth’s positive space programs, working in coordination with the Earth Alliance.





CAPRICORNUS

HD 204313

*MERU LITHAN SYSTEM - PLANET SHU SHAMTI
(a moon of 4th planet SHU)*

ASHAMTI

The Ashamti are a colony from Selo in the Alpha Centauri star system. They inhabit a moon of the fourth planet in the Meru Lithan system, an orange dwarf star. Naturally colder than a yellow main sequence star, the habitable zone includes orbits closer to the star. The fourth planet, Shu, lies at the outer limit of what is known in Earth terms as the "Goldilocks zone". Temperatures on Shu and its moons are therefore relatively low. For this reason, the Ashamti live in semi-subterranean cities. They are members of the Galactic Federation of Worlds and maintain close and harmonious relations with their Eguli neighbors. The Ashamti do not have a presence in the Sol system, but they do participate in Envoy programs. They are skilled in technology production and have many factory stations in orbit around Shu, which they own for mining interests.





CAPRICORNUS

HD 204313

*MERU LITHAN SYSTEM - PLANET SUUR SHARSHAR
(a moon of 4th planet SHU)*

SHARSHAR

Another moon of the cold world of Shu is home to the Sharshar, a genetically interesting species. They bear resemblance to the Betelgeuse Caray, a humanoid colony from Man K-62 that interbred with a local bird species to adapt to a new environment. A study of Sharshar genetics shows that their avian genes are endemic to Suur Sharshar and are also found on two other moons of Shu, as well as on the second planet of the star system. At some point in their evolution, the native bird species were transported by spaceships to other locations. Who did this was probably the humanoid visitors, who mixed their genetics with them. The result is this fascinating hybrid species, the Sarshar. No trace remains of the humanoid component culture that performed this hybridization, and neither the Eguli nor the Asamti revendicate it.

Despite being mammals, the Sharshar possess many avian characteristics, most notably a planetary interfaced consciousness. They do not have wings, but their fingers and toes truly resemble the claws of birds. The Sharshar are vegetarian. They are also highly telepathic, which is their preferred method of communication, and they also produce chirping sounds with an organ in their upper throat that generates carrier wave frequencies.

They have a very small space fleet and are protected by the Galactic Federation of Worlds, and they share resources from the mining of Shu with the Ashamti. The Sharshar are a pacifist and quiet culture.

*"We are the echo of the wind upon stone,
the memory of flight within the flesh.
To listen is to become; to become is to return.
All thought circles the moons and finds its home again in silence."*

~Sharshar wisdom





CAPRICORNUS

HD 206893 -HIP 107412

LEI 44 SYSTEM - PLANET TELPI

MOOGIN

Orange sequence star located 29 light-years from Earth, Lei 44 has a vast planetary system with two habitable worlds in close orbit. One of them, Telpi, hosts a humanoid spacefaring civilization who call themselves the Moogin which in their language means "the ancient ones". With their copper-based blood conferring them blue skin and bright clear blue eyes, the Moogin are a magnificent 13 Ft. high race of giants.

Telpi is a member world of the Anakh empire and as they are genetically related to the Anakhim collective of species, the Moogin have a seat in the Anakh Imperial Council on Ashtari. They never interacted with Earthlings directly but they were involved in the preparation of the "Kashkal", the famous Annakh expedition to Earth led by the royal sons of Anu.

The Moogin own a powerful space fleet that is a great asset in the Anakh Empire's defensive forces.



CAPRICORNUS

TOI 172

MUROAR SYSTEM - PLANET ASHAMANDRA

SHUDRAT XEI XEI



The fourth planet of the Muroar system, Ashamandra, is teeming with a great diversity of life, where three different cultures have flourished to spacefaring status. First, on this amazing world, we find a prominent civilization called the Shudrat Xei Xei, associated with the Shudrat Province, which occupies up to a quarter of the northern hemisphere. The Xei Xei are an incredible species. Giant arachnoid creatures, they can grow up to 40 feet tall and live beyond 2000 years. They are uniquely telepathic. The Xei Xei are a very ancient and therefore very advanced culture, in wisdom and technology. They are not a hive mind, but an individualized, interconnected consciousness. They live in floating cities and control all their technology by thought.

The way they travel through space is interesting. Their huge discoidal ships can hold a large number of them and move by torsion field technology, but these large beings with their giant legs do not drive their ships in the way we are used to. Three pilots are required, and these take place on a central platform where their legs lock into position in interface pads. This is where their minds connect with each other and with the ship's intelligence.

Meeting a Xei Xei can truly be life changing. It is not only their huge prestance that will impress you, but first of all the radiation of their consciousness field. You will feel their extreme ancient wisdom, their high intelligence, and their ability to reach your innermost feelings. Many of us may burst into tears when we encounter the beauty of their soul. Revered as wise elders by all the peoples of Ashamandra, the Xei Xei are a pacifist culture and member of the Galactic Federation of Worlds.

Although they are distantly related to the Negumak Gnomopo, they are not alike. The Gnomopo are more of a warrior society with powerful space fleets; the Xei Xei never engage in conflicts that don't involve the protection of their home world. Of course, due to their size and structure, they do not participate in Envoy Programs. They are hermaphrodites and reproduce by individually laying one to four eggs in a lifetime. Because they are not a hive, Xei Xei do not have a queen.



ARKONAT

The Arkonat consider themselves "space pirates", but they are more like dramatic traders who like to play rebels against any kind of established rules. They rarely venture outside their star system due to the unreliability of their spaceships. They are in constant conflict with their neighbors, the Surmyr, who put great importance in enforcing the Neutral Zones Laws.

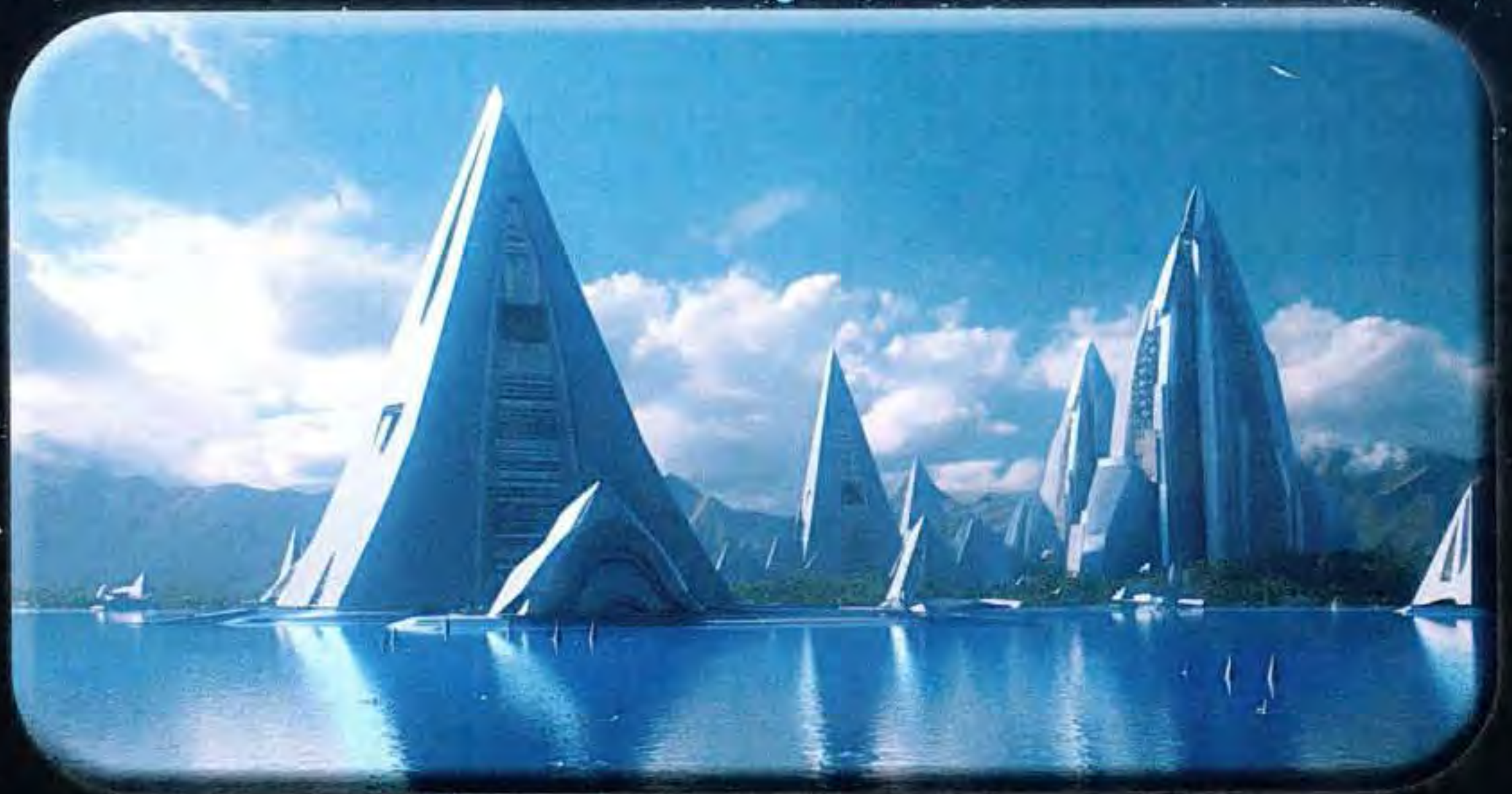
Tall and slender, these humans are related to the Alpha Centauri Selsoni as an ancient colony that survived a ship crash originally sent on a scientific expedition. The Xei Xei have taken care of them and their descendants to this day, but that doesn't mean they tolerate their erratic behavior.

The Arkonat play space pirates as a sign of rebellion against their two powerful neighbors, but the main reason for this surprising attitude is that their original homeworld, Alpha Centauri, disowned them because they would not agree to respect the laws. It is interesting to observe how, in some cases, a single individual or small group of people can tip the balance of a social group one way or the other.

SURMYR

The third spacefaring civilization living on Ashamandra is the Surmyr. Having achieved a highly advanced technological level, these 9 Ft-tall humanoids consider themselves distinct from the other two prominent species, the Xei-Xei and the Arkonat. The Surmyr are an example of those categories of civilizations that have developed technology above spiritual evolution. Normally, as a natural process, an average culture develops technology and spiritual awareness at relative speeds, in an overall harmonious balance. This explains why the Surmyr are not inclined to blend respectfully with their neighbors. In truth, they consider the Arkonat a nuisance. The Surmyr maintain a distant relationship with the Xei Xei, with little physical interaction, but mutual agreements of interest bind these two cultures in a peaceful relationship.

The Surmyr are members of the Galactic Federation of Worlds, but do not participate in any Envoy Program. Not because they can't, but because they are not encline to, as they feel it doesn't serve their interests.





CAPRICORNUS

WASP 89

MAUREL SYSTEM - PLANET MAUREL IV

UURAH KATANKEPII



©Elena Danaan



Here is an astonishing culture, born from a rich, lush and wet world, Maurel IV, located in the Wasp-89 system, an orange K-type star.

Uurah Katankepii means in the language of these people: "Children of the Colors". To them, colors are light-wave codes that make up the frequency range of the heart. They like to paint their faces in all shades of blue to green, especially during seasonal festivals. They are originally a Taal human

colony that migrated to Maurel IV when their home star system, Vega, became overpopulated. The Uurah Katankepii are a technologically advanced society who have settled on Maurel IV with already space travel level.

They are members of the Galactic Federation of Worlds and play an active part in its envoy program to Terra, where many Uurah "Starseeds" have incarnated. They are related to the Vega Adari and have always maintained strong diplomatic and trade relations with them. The Uurah have a special system of education that privileges the personal development of a child's innate abilities, helping them to recognize the purpose of their incarnation and providing them with all possible assistance. This method is widely used in the human civilizations of the Pleiades and was originally imported from the Man-Kepler 62 star system, located in the Lyra Zone.

The Uurah are calm, gentle, hospitable people,



CARINA

HD 51608

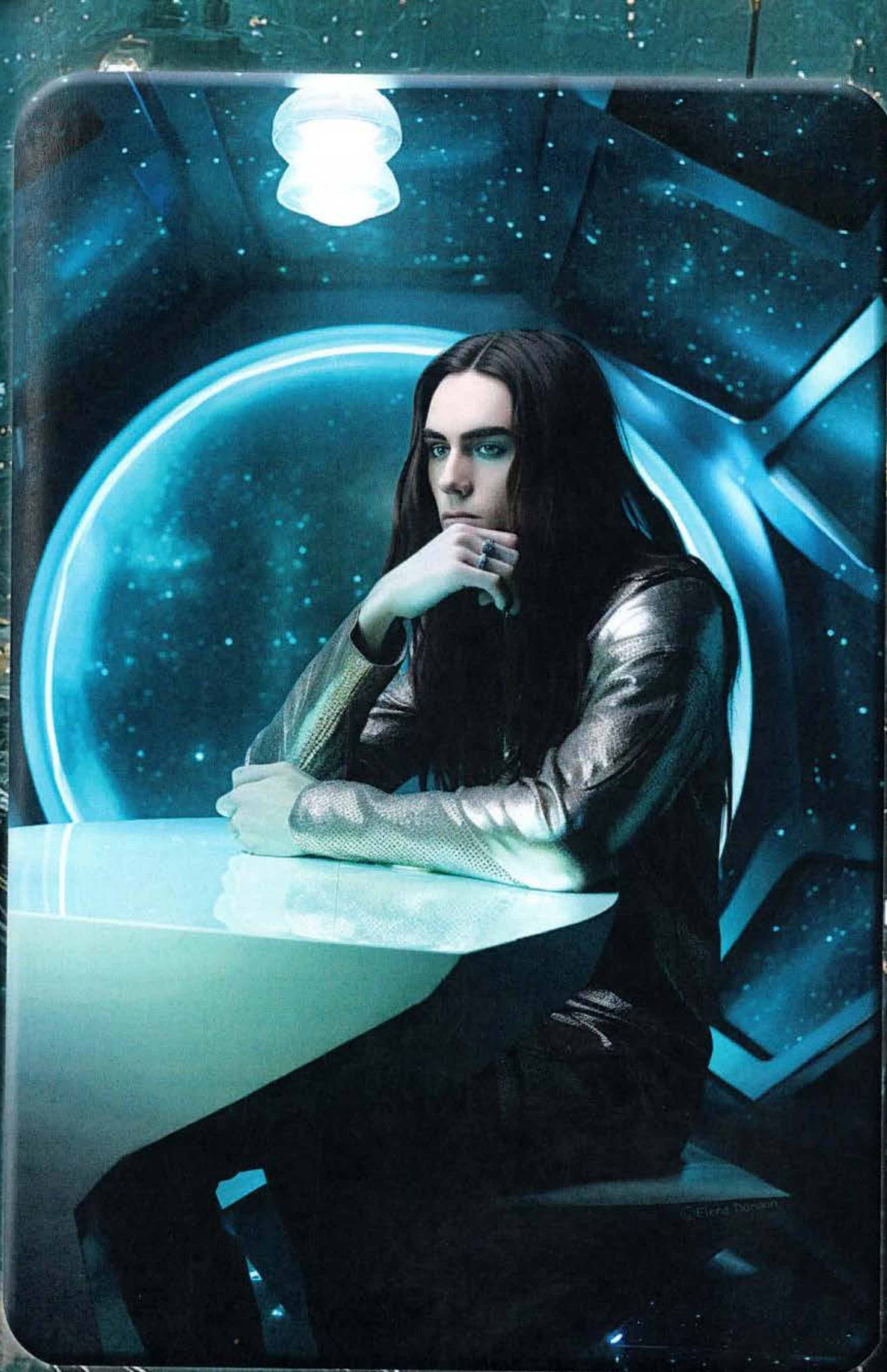
ZIMA SYSTEM - PLANET ZIMA VI

AZAMIN

The yellow main sequence star Zima, located 113.61 light years from Earth, is home to four major planetary civilizations, two of which have developed spacefaring capabilities and do not interfere with the development of other cultures in the star system. As members of the Galactic Federation of Worlds, the Azamin, a Taal human race, are very careful to uphold the Prime Directive.

A large number of human races originated in the Lyra Zone, where the many local star systems were seeded with genetic experiments by the Seeders group known as the Pa-Taal. Later in the history of the Lyran systems, a massive diaspora occurred, driven by a devastating invasion by the Draconian Ciakahrr Empire. Settled on Zima IV since their arrival as a refugee colony, the Azamin now consider themselves indigenous after such a long period of time.

The Azamin, although a pacifist culture, are very active in the military operations of protection carried out by the Galactic Federation of Worlds, with an important presence on the several battle stations positioned in various star systems and in deep space throughout the Nataru Galaxy. They also participate in Earth's space defense program through a military service aboard the Solar Warden ships, the fleet of the Earth Alliance. They also participate in the Envoy Program of the Galactic Federation of Worlds.



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HD 51608

ZIMA SYSTEM - PLANET ZIMA VII

DORK

The seventh planet of the Zima system is home to a highly advanced human civilization, the Dork. Genetically related to the Andromedan Zenaes, these 9ft tall blue-skinned humanoids share the same quest for spirituality and wisdom. As expected, they are members of the Zenatean Alliance. Peaceful spacefaring nation, the Dork have a defense fleet of course, but their civilization is more focused on scientific development and space trade. They are not part of the Galactic Guild of Merchants, preferring to remain independent of trade politics. Still, their reputation as neutral, fair, and deeply ethical engineers makes them a trusted presence in interstellar markets. The Dork rarely negotiate for wealth, instead they exchange assistance for knowledge, rare minerals, or cultural artifacts that enrich their libraries.

The Dork are also known for their spiritual retreats and sanctuaries, as well as ship repair. Amusingly, the Dork have made a name for themselves in technological assistance. They have six docking stations (four in orbit around Zima VII and two on their moons) where ships can come and receive repair assistance. They do not take part in Envoy Programs.

The Dork are renowned across the Zenatean Alliance for their precise understanding of energy harmonics, starship repair, and quantum resonance. Their six orbital docking sanctuaries are not only mechanical stations but spiritual places, ship crews report feeling a profound peace when entering Dork-controlled orbit, as if the stations themselves emit a harmonizing field. Their philosophy teaches that influence is best spread by example, not by persuasion. To the Dork, every repaired ship, every traveler who leaves their sanctuaries with renewed purpose, carries a seed of their wisdom back into the galaxy.

*"To mend the vessel is to mend the soul.
Every spark of knowledge is a prayer to the Infinite Mind.
In the silence between stars, wisdom repairs all things."*

~Dork wisdom



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CARINA

HD 65216 A

MATSHURI SYSTEM - PLANET SEYEN

ZAEDRON

The Zaedron, a humanoid culture native to the Matshuri system, a yellow main sequence star 116 light years from Earth, are a peculiar culture. Not members of the Galactic Federation of Worlds, the Zaedron have created their own small federation of planets, including two other nearby star systems, Marzari and Sav-Kaa. The three systems together include eight spacefaring civilisations. The Matshuri Federation of Planets, or "Oraa Matshuru Shaari", has a good relationship with the Galactic Federation of Worlds of Nataru and occasionally participates in large-scale military operations. This collective also works closely with the Galactic Guild of Merchants.

Let's talk a little more about the Zaedron. This humanoid race is a cross between an original tall white human race seeded by the Intergalactic Confederation and a colony from the star system Vega. Their skin color ranges from pale white to blue with irregular zones of pigmentation. They are very tall, have a prominent forehead with a middle ridge, and usually wear their hair very long (from black to light brown).

The Zaedron are a peaceful civilization that has built its prosperity on galactic commerce. They trade their own planetary resources for technology parts and shipbuilding materials. The Zaedron do not play part in Envoy Programs. They love art and music, are highly advanced in the sciences, and are considered one of the most intelligent human races in the galaxy. Their status makes them candidates for membership in the Zenatean Alliance (Andromedan Council), but they prefer to remain independent. The beautiful Zaedron people are a fierce, intelligent, independent and sovereign culture.

*"Sovereignty begins within;
the mind that masters itself needs no dominion over others."*

~ Zaedron wisdom

CARINA

HD 65216 A

MATSHURI SYSTEM - PLANET SVAREN

SAMADER SVARHUNA

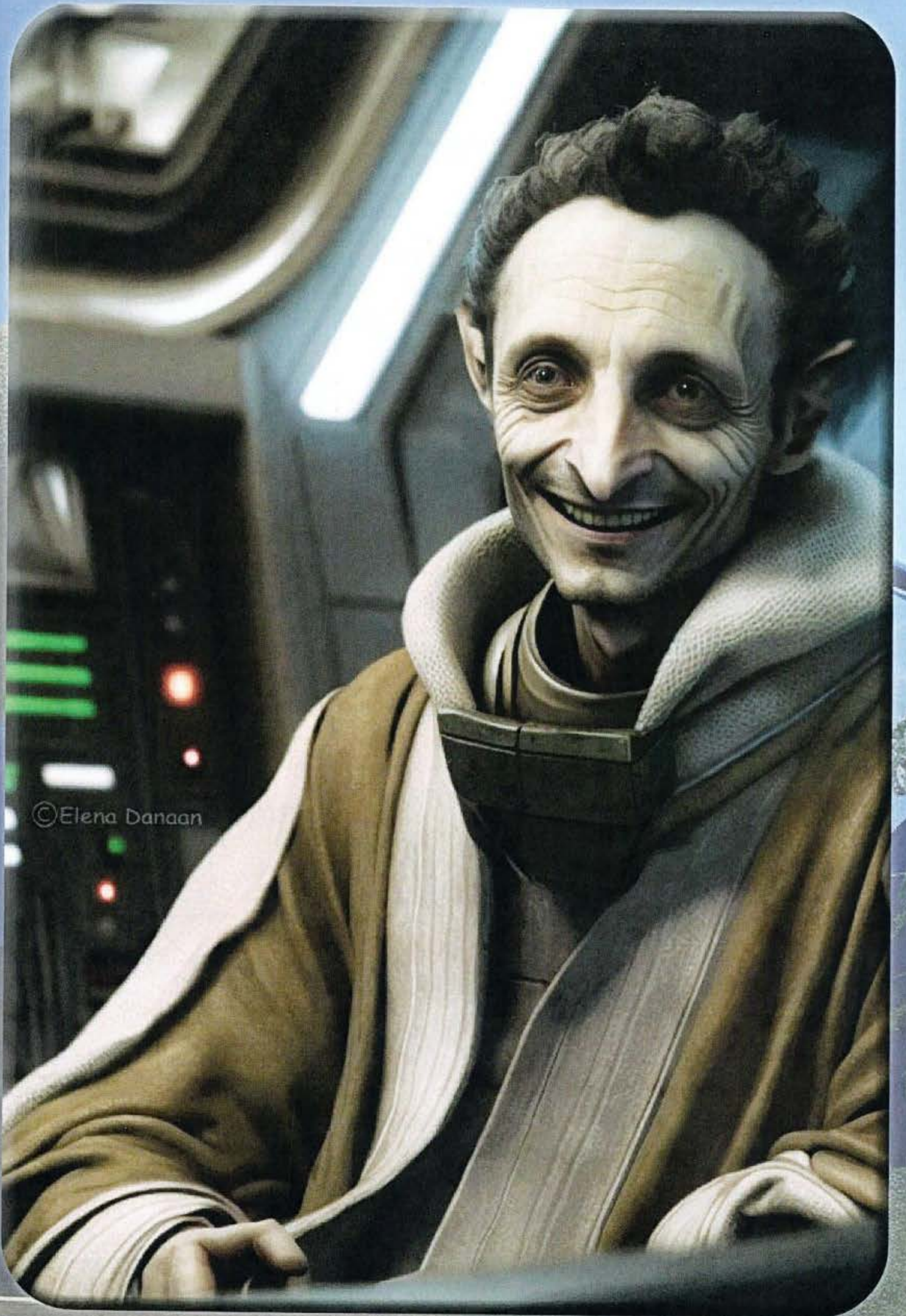
The Samader Svarhuna of the fourth planet, Svaren, are humanoids averaging 4 Ft in height, originally from Shemibra, a small planet in the Orion Zone. Their star system was ravaged by the Nebu during the Great Orion Wars, sadly causing a mass exodus of the population. The Samader refugees found shelter with the Zaedron, who helped them establish colonies in the Matshuri star system.

The Samader are members of the Matshuri Federation of Planets and the Galactic Guild of Merchants. They have never interacted with Earth and were barely aware of its existence until the Sol system became the focus of the galaxy after the fall of the Nebu Empire. They are also a peaceful civilization.

After the liberation of the Orion Zone from the Nebu, which occurred in Earth year 2021, some worlds could be rehabilitated and the Samader were offered to return to their home planet, Shemibra. So long had passed since their exodus that the Samader began to consider themselves natives of the Matshuri system. In response to the Anilam Council's offer, the Samader ironically sent a new colony to Shemibra. Their original homeworld had been cleared of the infrastructure left behind after the fall of the Nebu and was ready to welcome the Samader back.

*"We are not bound to the soil of our birth, but to the light that remembers us.
Home is not where we began, but where we choose to begin again."*

~Samader wisdom



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CARINA

HD95086

MARZARI SYSTEM - PLANET LYMANDRAS

MORILAR YE-EN

Among the 6 planets of the Marzari system, all inhabited by indigenous civilizations or colonies from other planets, lives a highly advanced culture: the Morilar Ye-En. They are a very old colony of Hoova (from the Seeders group) originally from the galaxy NGC 6702. By nature, the Hoova can live up to 500,000 years, but the Morilar Ye-En's lifespan is shorter due to their genetic interbreeding with a local humanoid race that has since become extinct through genetic assimilation. The iridescent blue hues of the Morilar's dark brown skin are the most striking legacy of this ancient original species endemic to Lymandras.

The Morilar Ye-En are a member of the Matshuri Federation of Planets, but they also run their own small Envoy program to experience evolution on other worlds. There are actually many Morilar incarnated on planet Earth at this time. One of their most intriguing characteristics is their ability to extend their consciousness out of their bodies as orbs of light and scan their surroundings. It is not a projection of consciousness per se, as the consciousness doesn't leave the body, which continues to perform normal thought and activity, but a kind of fractalization of one's individual consciousness that projects offshoots of itself in the image of the Source, and these fractals take the form of plasmic orbs. Morilar Starseeds remember this natural ability by being especially gifted in natural remote-viewing abilities.

They are a pacifist culture, with a special interest in trade and leisure activities. They are also known for their Morilar "music", or "overtone harmony". In a fascinating way, they are able to emit audible sound frequencies with their thoughts and modulate them into music. They like to perform this skill in groups of individuals to create breathtakingly emotional overtones. The Morilar Ye-En are a beautiful culture that is well worth discovering.

"Awareness is infinite when the self is no longer a boundary but a bridge; to know oneself is to recognize every reflection as a fragment of the Source."

~Morilar wisdom



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CARINA

HD95086

MARZARI SYSTEM - PLANET SHUULU

FIKTU YTU

This amphibious humanoid culture originates from the 6th planet of the Marzari star system, Shuulu. Unlike the other major Marzari cultures, they do not possess a space fleet, but they are an advanced underwater civilization that has mastered high technology. The Fiktu Ytu are members of the Marzari Federation of Planets and are heavily involved in the space trade of mineral resources from their planet. Shuulu is a highly coveted world, so the Fiktu Ytu are in desperate need of military protection, as their world's primary resource, which makes up 70% of its core, is gold.

What we do know about the Fiktu Ytu is that they are a binary, oviparous species, primarily telepathic but using frequency language translators worn on their necks that convert their brainwaves into a spoken language, to communicate with non-telepathic species. They are kind, peaceful, and wise.





CARINA

HD95086

MARZARI SYSTEM - PLANET MARZA

MERIAL

A 9-foot-tall humanoid race with peculiar features, the Merial are the result of the artificial hybridization of two unknown species by the intergalactic group we know as the Seeders, who brought them to Marza to populate this originally deserted world. They are members of the Matshuri Federation of Planets and the Galactic Guild of Merchants. The Merial are hunters with a carnivorous diet. In exchange for protection, the Matshuri Federation of Planets does not allow them to hunt outside the atmosphere of their planet. To secure this request, the Merial were offered a unique and lucrative commercial stake in the Matshuri Federation's trade agreements with other worlds.

The Merial are a binary species and are mammals that raise two to three young per year.



CARINA

KELT 15

SAV-KAA SYSTEM - PLANET SAVE

KAA

The Kaa were at war with the Matshuri Federation for three thousand years until a peace treaty was signed. The Kaa are a race of Tall Grays, and like the rest of their kind, their society is based on a hive mind. Their queen exists in a cube placed in the center of their capital city of Save-Ke, for cubic containers can hold (or trap, if weaponized) any form of consciousness, organic or artificial. The Cube is the most precious thing they have, for upon it depends their very existence. This is the weakness of all hive mind based cultures.

The Kaa Queen is not only a central, interconnected consciousness for all Kaa; she is also the breeder. No one outside the Kaa has ever seen what she looks like because only the Kaa can enter the Cube. The Kaa are all males, a commonality in all hives with a Breeder Queen, and a special batch of them are genetically destined to impregnate her. In the process, they are eaten alive by their queen. Being members of the Matshuri Federation, the Kaa are now a peaceful culture, hopefully for as long as possible.







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CARINA
OGLE-TR-113
SHEERA SYSTEM - PLANET AYAMARNA

MARNUTAAL

The Marnutaal are an advanced human civilization whose origins trace back to the royal house of the Taal-Ghiar, one of the ancient lineages of Man. During the turbulent era of the Lyran Wars, a faction of the Taal-Ghiar departed their ancestral worlds and resettled in the Mirza star system, where they established a new home on the fertile and temperate world of Ayamarna. From there, the Marnutaal cultivated a brilliant and harmonious civilization, blending royal heritage with a strong commitment to scientific and spiritual advancement. Over the millennia, they founded colonies throughout the neighboring systems, each designed as a reflection of Ayamarna's balanced ecology and refined aesthetics.

A deeply pacifist people, the Marnutaal view conflict as a symptom of imbalance rather than malice. As full members of the Galactic Federation of Worlds, they are renowned for their calm diplomacy and humanitarian outreach. They serve across multiple domains of the Federation, with a notable presence aboard the four Federation stations in the Sol system, where they contribute to research, education, and peacekeeping operations.

The Marnutaal are also active participants in the Envoy Program. Their most distinguished expertise lies in medical and genetic sciences, where they have perfected technologies that blend biology, energy resonance, and consciousness. Their methods are said to heal not only the physical form but also harmonize the energetic field of living beings, an art they call "Bio-Symphonic Restoration." Despite their advanced nature, the Marnutaal maintain cultural traditions remarkably familiar to Earth's humanity; valuing family, art, and community, and celebrating the pursuit of wisdom through creativity and compassion. Their society embodies the principle that science and spirit are two aspects of the same cosmic intelligence.

Their most cherished tenet expresses this beautifully:

"To perfect the body is to honor the spirit; to serve life is to serve the Source."

CARINA NEBULA

ETA CARINAE - NGC 3372

The Carina Nebula is located 8,500 light-years from Earth and is one of the largest diffuse nebulae known. Its diameter is about 460 light-years. NGC 3372 lies in the Carina-Sagittarius arm of the galaxy as seen from Earth. It contains several young star clusters and smaller regions of nebulosity, including Mystic Mountain, the Homunculus Nebula, and the Keyhole Nebula. The Carina Nebula contains some of the most massive and luminous stars known, including the bright blue variable Eta Carinae. NGC 3372 has also been the site of several supernova events.

I had the opportunity to visit the Carina Nebula and will never forget the experience. I was amazed to see rogue planets, star nurseries, and planetary systems in formation, and the colors changed as our ship flew through the immense distances. This vast area is populated by many civilizations, and the Carina Nebula alone would be worth a series of encyclopedias, so I chose the main level 3 civilizations and above that were worth our attention. On every world in the Carina Nebula, when you look up at the sky, you see not the dark background of space behind the stars, but clouds of color filling the entire space. Welcome to another reality beyond your wildest imagination...

EGARA SYSTEM - Planet SHUNAMEIT EGARON

The Egaron are a tall, blue-skinned humanoid species living in a triple star system with seven worlds. They are a highly advanced civilization, not specifically a member of any galactic group, but they are part of the Galactic Alliance of Nataru. Although many of its cultures have joined the Galactic Federation of Worlds, the Carina Nebula has also created its own organizations, alliances, and federations. The Egaron are a pacifist culture, well versed in trade, and are known in their interstellar neighborhood for their shipbuilding industry. An Egaron repair station is well known in this galactic sector, and travelers sometimes come from great distances to have their ships upgraded and repaired.



CARINA NEBULA

ETA CARINAE - NGC 3372

MORION

The magnificent, widely extended Carina Nebula is home to the most incredible variety of life forms. It is believed that the complete palette of all forms of existence in this galaxy can be found in this otherworldly place. The beings you may encounter in this place can quickly defy your imagination. The Morions, for example, have been described as "acid-based space beings". Their shapes span to a variety of octopus-like creatures that float in space, feeding off the particles in the ether. They are physical, biological beings and not plasmic entities such as some octopus-like beings, notably the "Nayal" from the Speca galaxy, members of the Seeders. The Morions are very different. Their very long tentacles generate electric pulses that activate the particles of energy in the ether; by sending longitudinal frequency waves they create from the particles of ether the Phryll they need to thrive into this harsh environment.

The Morions can often be found near stars, as they like to harvest their power. The way they perform this is truly amazing to watch. They position themselves with their belly facing towards the star and they open widely all their tentacles, exposing the thin membrane of their abdomen that is able to absorb the stellar gravitational waves and transform them into Phryll within their body. Their stomach begins to glow and it is a spectacular show to witness.

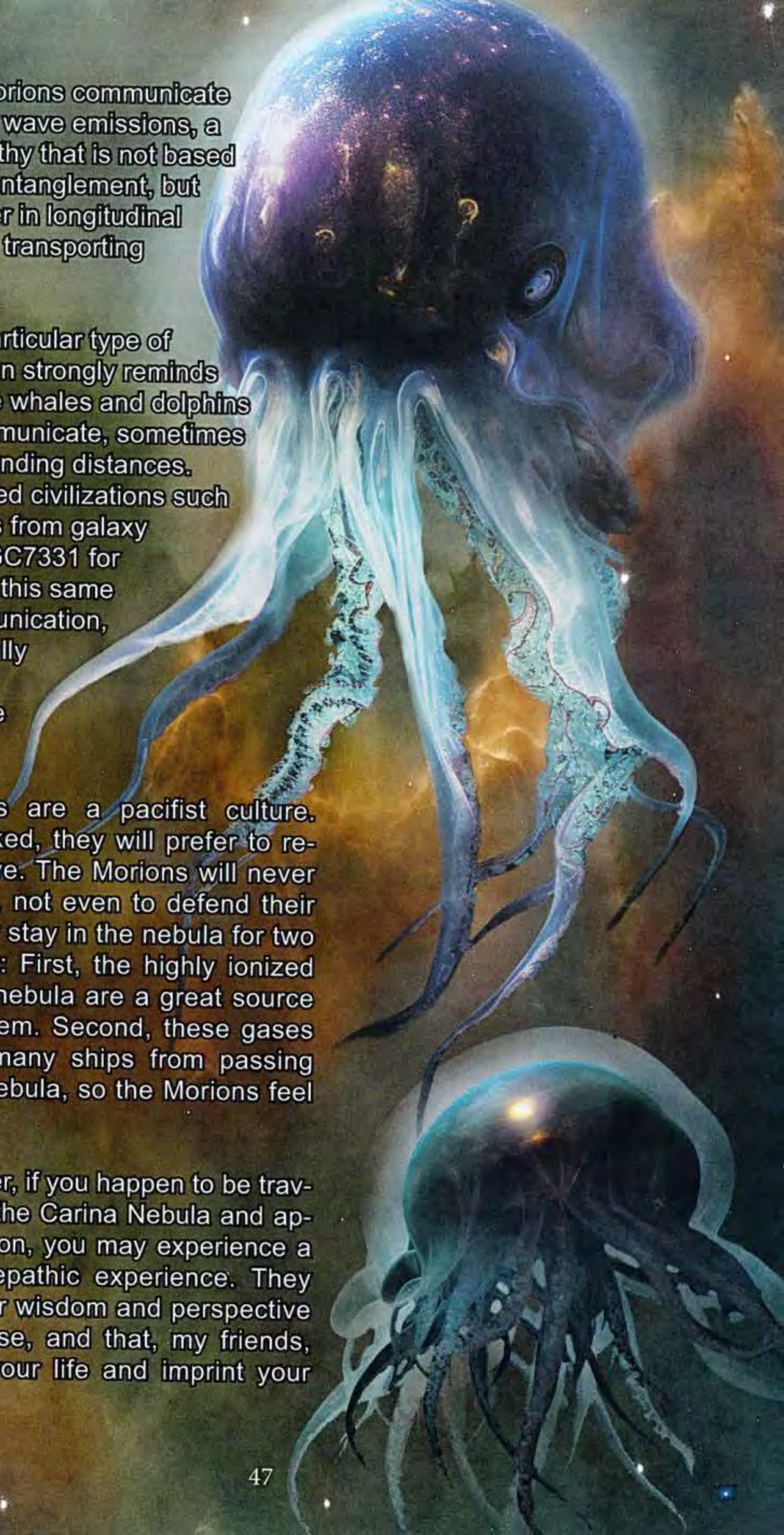
The Morions are highly intelligent beings. Their mind operates on a system of collective consciousness. This is not a hive, for there is no central consciousness and each individual has their own unique, separate consciousness and individuality. However, the Morions are easily able to interface with their own collective, no matter how far away they are from each other.

The Morions communicate through brain wave emissions, a kind of telepathy that is not based on quantum entanglement, but consists rather in longitudinal carrier waves transporting information.

This particular type of communication strongly reminds of the way the whales and dolphins on Earth communicate, sometimes accross astounding distances. Many advanced civilizations such as the Alteans from galaxy Aldeerand NGC7331 for example, use this same type of communication, which is actually widespread throughout the universe.

Morions are a pacifist culture. Even if attacked, they will prefer to retreat and leave. The Morions will never harm anyone, not even to defend their territory. They stay in the nebula for two main reasons: First, the highly ionized gases in the nebula are a great source of food for them. Second, these gases prevent too many ships from passing through the nebula, so the Morions feel safer there.

However, if you happen to be traveling through the Carina Nebula and approach a Morion, you may experience a wonderful telepathic experience. They will share their wisdom and perspective on the universe, and that, my friends, can change your life and imprint your soul forever.

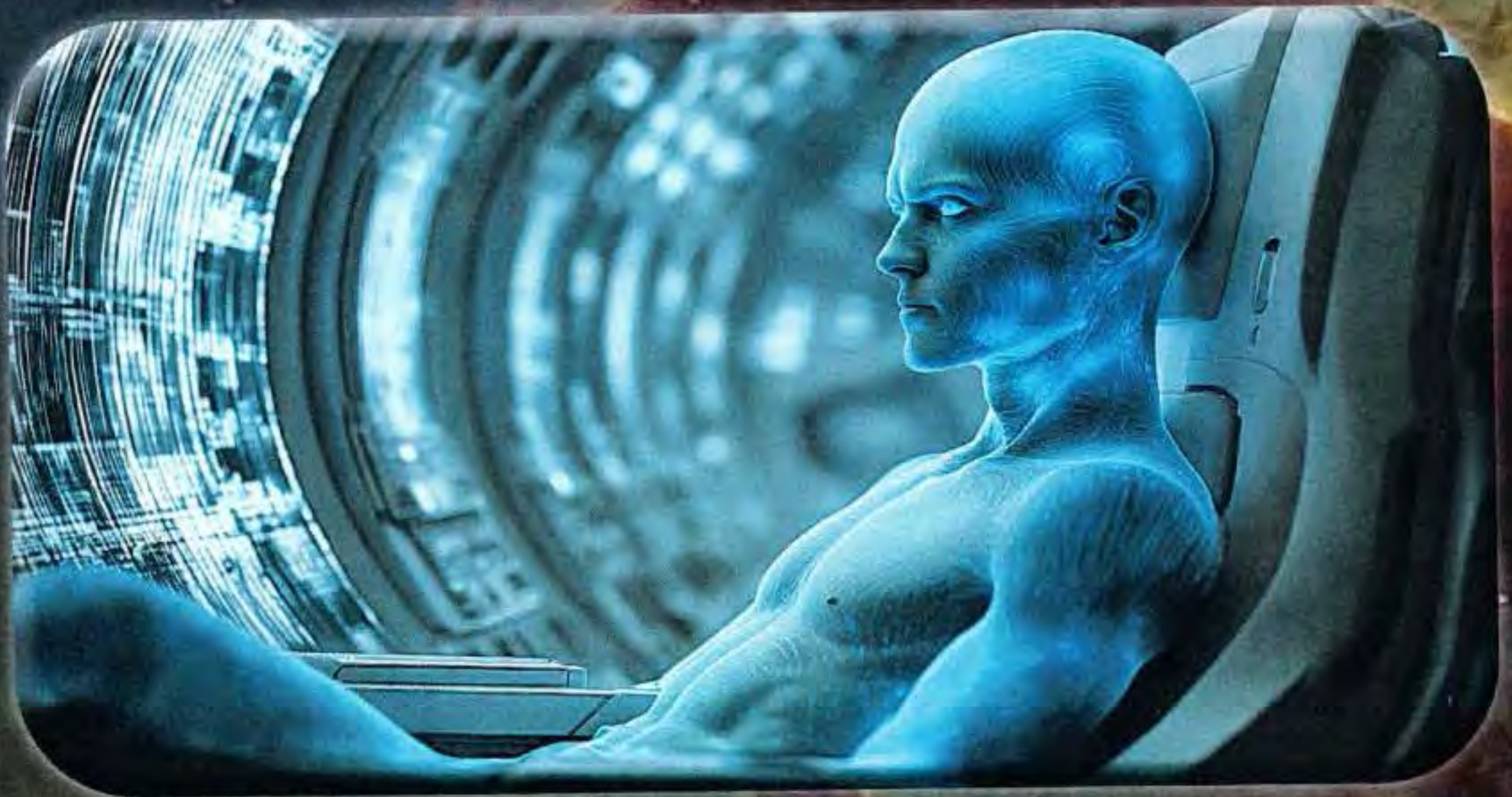


CARINA NEBULA

ETA CARINAE - NGC 3372
SHUNGAMIT SYSTEM - PLANET ASHEA

SHUGATTA SHUNGAMITA

The Carina Nebula hosts several nebulas in one and the area where the Shungamit star system is located bears the name of "Pillars of Destruction". The reason for this is the presence of massive stars in formation that slowly destroy the pillars of dust from which they're born, assimilating their particles in order to grow. Within this vast area, which metaphorically resembles an alchemical cauldron of star creation, is a small star system that has evolved over time and hosts a habitable planet named Ashea. Surprisingly, despite its location in such a harsh interstellar environment, Ashea is a world of great beauty. Its size exceeds two and a half times the diameter of planet Earth and can be classified as a "super-Earth". Nature on Ashea is prolific, and this planet is home to an incredible variety of life forms. At the top of the chain are the Shugatta. They are tall, blue-skinned, copper-based humanoids with a reptiloid genome and are telepathic. Member of the Galactic Federation of Worlds, this culture is pacifist and reserved, though they have a defense fleet based on their planet's two satellites. Very spiritual, the Shugatta have never interfered in the conflicts that have swept through the galaxy.



CARINA NEBULA

ETA CARINAE - NGC 3372
OMERAN SYSTEM - PLANET MULLIT

SERYEL

This pale blue-skinned human culture originated not in the Carina Nebula, but in the Aldebaran star system. Adapting to the unique nebulitic conditions of this zone of space, the Seryel, as they call themselves, mutated into different skin tones capable of withstanding the local radiations. Of the thousands of star systems harboring life in the veils of the Carina Nebula, only a few civilizations made it to the interstellar grade.

Though the view of the sky may be astonishingly beautiful, the level of radiation in a nebula is higher than in deep space, and therefore the evolution of life is challenged. Few civilizations make it to the interstellar stage.

A member of the Galactic Federation of Worlds, the Seryel are a rather adventurous culture, eager to explore and expand their civilization into the unknown. They own many deep space stations in the perimeter of the Nebula and beyond. They are well-versed in the arts and intellect, and place the laws of ethics above self-interest.



CARINA NEBULA

ETA CARINAE - NGC 3372

ECONYA SYSTEM - PLANET FARRADIT

SHORFAR

Meet this fascinating humanoid culture, the Shorfar. They are tall, blue, slender and have a copper-based blood. The Shorfar do not venture far from their star system, although they have the technology to do so. Their planet, Farradit, is one of the three supergiants that make up the Econya system. It has seven rings and and seventeen moons to itself, where the Shorfar culture has spread. They are not keen on welcoming strangers and are not much sociable towards other cultures. The Shorfar are not a member of the Galactic Federation of Worlds.

A strange fact about the Shorfar is their mental ability to manipulate the perception of reality. The few outside visitors who have made it to Farradit have reported a very disturbing experience. The Shorfar can easily penetrate your mind and emotions and use them against you. It's not even necessary to actually land on the planet; visitors have reported experiencing strange hallucinations as soon as they approach the higher orbital ring. We can only assume that the Shorfar have a peculiar way of protecting their world from outsiders, as they wish to be left alone, by using their psychic talents to distort the appearance of their environment to unwanted visitors, to the point that the discomfort and confusion of the senses sends anyone away with no desire to return. Due to these facts, we do not have detailed information on the Shorfar culture and do not wish to seek further, ethically respecting their desire of privacy.

The other two supergiant planets of the Econya system and some of their moons also support life, but none other than the Shorfar has made it to the interstellar level of civilization.

*"Truth is not what the eyes behold, but what endures when vision falters.
To guard the unseen is to keep the soul unbroken;
to be unknown is the highest form of freedom."*

~ Shorfar wisdom





CARINA NEBULA

ETA CARINAE - NGC 3372

SHYY-SHYIA SYSTEM - PLANET JOON

MEYY-LWT

Meet the magnificent Meyy-Lwt, another of these graceful, tall, blue, elegant humanoid cultures. They are part of what is commonly known as the "Vegetal Humanoid Forms"; a very rare genetic combination, most often the result of bio-engineering. The Meyy-Lwt are an extremely ancient race, probably predating the formation of the Carina Nebula. Their photosynthetic epidermis is characteristic of vegetal humanoids. Partly human in nature, these beings eat physical food and have a digestive system, while their skin cells convert photonic energy into oxygen. They do not release the oxygen they produce, but absorb it into their blood cells. This is one reason why, throughout the infinite diversity of the cosmos, we will find vegetal humans with no respiratory system and relatively slender upper limbs.

Meyy-Lwt are carnivorous and feed mainly on insects and small life forms, and occasionally flesh from bigger creatures as a treat. They rarely hunt for food; their tongue secretes a poisonous substance that irresistibly attracts prey that rush into their mouths. For this reason, the Meyy-Lwt cultivate vast gardens that provide them with insects and all sorts of living meals. Their favourite pastime is to stroll around their gardens, open their mouths and wait for their meal to fall into the trap. As a highly telepathic species, they use their mouths only for feeding. However, they do have a larynx, which they use to produce a beautiful, entrancing singing that can lure and hypnotize you if you are not paying attention. Once beguiled, you may find yourself on the menu for their next meal, as they have a rather culinary curiosity for novelty. The Meyy-Lwt are members of the Galactic Federation of Worlds, which provides them with protection and assistance when needed. Joon is not a world to visit for leisure, as the Meyy-Lwt see everything as potential food.



CARINA NEBULA

ETA CARINAE - NGC 3372
FAWN SYSTEM - PLANET SHURIA

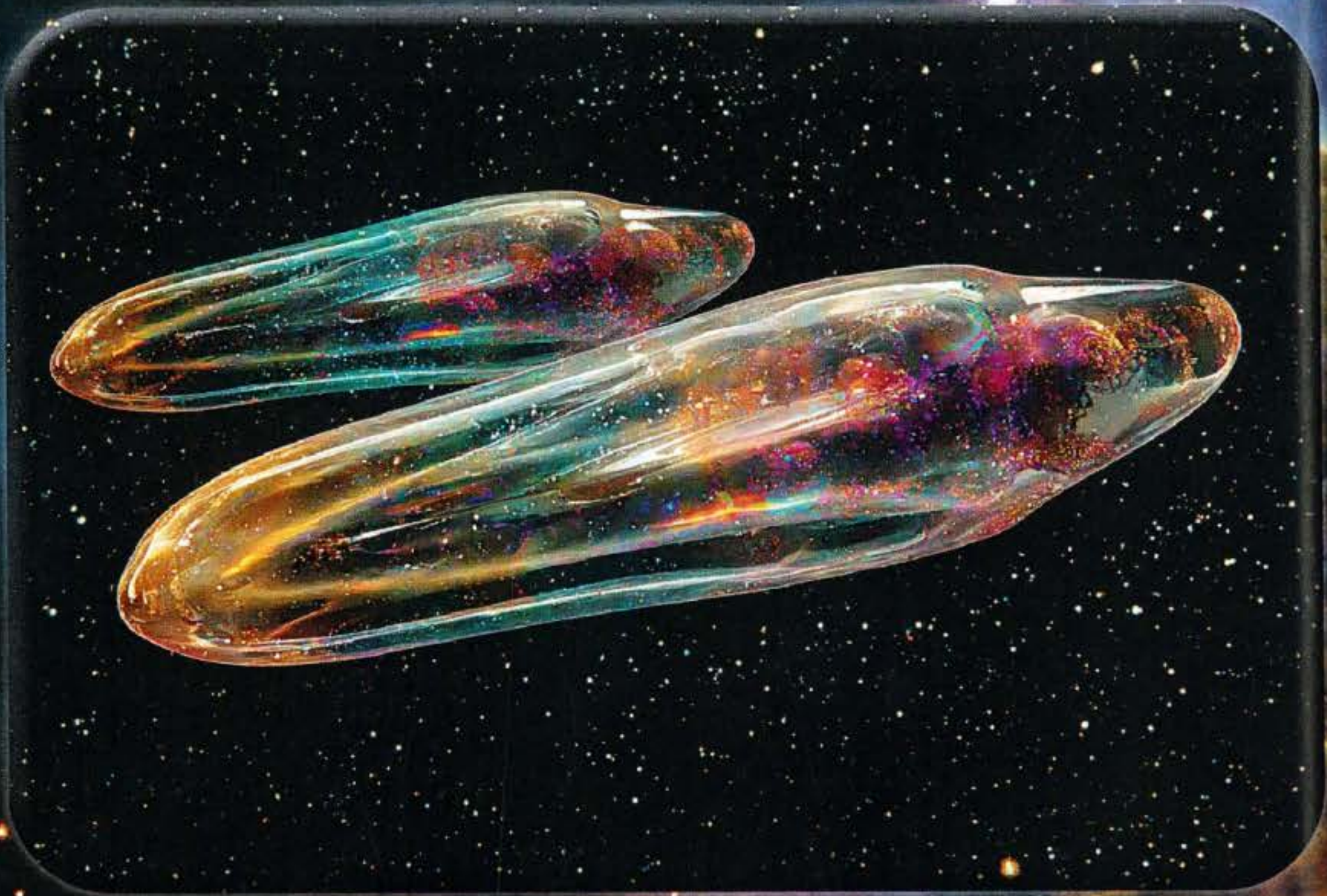
SHURIAE

They have transcended material existence as a biological form. The Shuriae have shifted the particles of their bodies into a polarised atomic state similar to plasma. They appear as evanescent humanoid creatures with very long hair that seem to be in a constant state of levitation, making them a fantastic sight to encounter if you ever visit their beautiful world. We are not talking about a higher density of matter here, but an electrically charged molecular state of their bodies. Their frequency speed is still relative to the fifth density in this galaxy, which is why they appear to be interactive in what we consider to be a solid environment.

This culture is a member of the Zenate Alliance, otherwise known as the Andromedan council.







CARINA NEBULA

ETA CARINAE - NGC 3372

LEYR SYSTEM - PLANET ENMERAT ASKAA

ASKAA UR

One of the most fascinating life forms in the universe! As you travel through the Carina Nebula near the Leyr double star system, you may encounter strange objects in space. Iridescent, translucent, they will appear to be independent life forms interacting with your ship. However... regardless of their behavior, you will never be able to establish any kind of control over them, as they are only remotely operated from the ground of the planet, by a higher intelligence.

These space pods are called "Ur" and are the projection of the "Askaa", an organic life form consisting of biological pods that grow in clusters from the rocks and trees of the planet and carry a hive-based type of consciousness. Each Askaa is connected to its Ur, which is evolving in space. Studies show that when an Askaa is born, it automatically splits in two and sends one part of itself - Ur - into the planet's atmosphere, where it quickly seeks a higher orbit. The life and death of an Askaa-Ur are intertwined.





CARINA NEBULA

ETA CARINAE - NGC
3372

*YELL SYSTEM
PLANET SHYRA*

ORAMANG

Here is another staggering example of a planetary society that has evolved towards an over-urbanisation of its world, favouring technology over spiritual development. The Oramang are copper-based humans who over-technologised their home world, plundering their resources then prospecting other planets, quickly losing the balance of their ecosystems and eventually wiping them out.

However, despite the speed of their development, they are a relatively young interstellar civilization. They have never been influenced by other cultures and have instead made their own decisions, for what they are, emphasizing economic growth.

Early enough in their history, the Oramang joined the Galactic League of Merchants and established trading outposts in their galactic neighborhood. They are not members of the Galactic Federation of Worlds, but are part of a very small federation of their own making, called the Yell Alliance, a conglomerate of their many colonies on the moons and other planets of their star system.

If your starship happens to have a technical problem in their circumscription, the Oramang will intervene and brilliantly assist in exchange for some credits or valuable goods. If you venture into this area, it is best to fill your cargo hold with smuggled Ulat beer or Khor crystals; the Oramang will do anything for you.





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CARINA NEBULA

ETA CARINAE - NGC 3372

BUROMAR SYSTEM - PLANET SI 4

SI

Silicon-based humanoids live on the fourth world of the Buromar system, which consists of twelve planets orbiting a red dwarf star. The Si operate on an interfaced consciousness within their own species, a common occurrence in advanced human cultures regardless of genetic coding. Their skin has a translucent texture that allows their auric energy to glow through. Having reached a higher level of evolution as a very ancient species, the Si radiate a very bright, higher frequency light that makes them a unique gem in the repertoire of life in this galaxy.

The Si are welcoming, quiet and wise people, who volunteered in the Zenatean Envoy programs to Earth, as Starseeds as well as Guides. You will recognize them by their bright, wide, intense blue eyes, their calm composure and innate serenity. As members of the Zenatean Alliance, they play the role of Watchers, reporting on the activities of the programs.

Their psychic abilities are off the records when it comes to influence their environment. Nobody stands a chance in an argument with them. You are dealing with a high form of intelligence. They are vocal but foremostly telepathic and telekinetic. They will twist your mind as easily as they can alter the morphogenetic fields that surround them. There is no malevolence in the Si but a balanced, human duality that allowed them to transcend the nature of the mind and take control of it.

Their cities are built from antigravitatic materials, and their habitats float above the pristine natural world of their planet. Their starships are magnificent, iridescent spheres. The Si are certainly an interesting culture to get to know.

CARINA NEBULA

ETA CARINAE - NGC 3372

MENN SYSTEM - PLANET ASHURN

SHUR

The diversity of human genomes in the Carina Nebula is truly astonishing. This particular culture is also a treasure in itself. The Shur, or Shuri, are also a very ancient human culture, and they predate the seeding of the human genome in the Man system, in the Lyra constellation, as they are originally from the galaxy Pegasus NGC 7331, and came to this galaxy with the Seeders a long time ago. As a matter of fact, the Shuri are descendants of an Altean colony that settled in the Carina Nebula to monitor the development of the human races in Nataru. Over time, they assimilated into the life and organization of this galaxy, undergoing genetic adaptative mutations due to the nebula's radiation. Their skin hardened and their eyes took on a mesmerizing golden glow.

The Shuri are welcoming and always eager to offer guidance in spiritual matters, personal and social evolution, sharing the benefits of their wisdom as well as of their advanced technologies. As an interfaced consciousness, the Shuri embed plasmic intelligence into their spacecrafts and more mundane devices, allowing them to interface directly with their technologies using only the power of their consciousness. They are not part of any galactic organization in Nataru, as they still relate to the Intergalactic Confederation and The Nine, with whom they are in contact on a daily basis. The Shuri closely monitor the Envoy programs to Earth, although they do not actively participate in any of them. They have a beautiful space fleet of iridescent orbs and saucer-shaped crafts, which they call "The Crystal Fleet".

*"We are the light that learns from its own reflection.
From star to soul, the journey is one breath
for the cosmos awakens through every being that remembers."*

~Shur wisdom



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CARINA NEBULA

ETA CARINAE - NGC 3372

MUR TERUAK

Teruak is the name given to a specific area in the Carina Nebula. There, among a few star systems inhabited by primary levels of civilization, lives a curious plasmic intelligence called the Mur. Unlike the Morion, the Mur are not octopii based nor acid-based life-forms but nonetheless unique biological space beings. As such, these highly advanced intelligent creatures live in space, feeding as well off the particles in the ether. They are not plasmic entities but physical beings which size can reach out to 800 Ft in diameter. Alike the Morions, their tentacles generate electric pulses that activate the particles of energy in the ether; by sending longitudinal frequency waves they create from the particles of ether the Phryll they can harvest for nourishment.

The Mur can be found near the stars from which they harvest power, but also within the veils of the Nebula, a rich medium filled with interstellar debris of matter. They operate on a system of collective consciousness. This is not a hive, for there is no central intelligence, and each individual has their own unique, separate individual consciousness. The Mur can interface with their own collective no matter how far apart they are. The Mur are perfectly shaped to embed spacecraft, as their nature is able to shift into a plasmic form. It is common for space beings to perform such a plasma morphing, exchanging their biological shell for another, or even a technological habitat such as a spaceship. They then become the consciousness core of the ship and sometimes the drive, depending on the type of technology embedded. Mur were born in space, evolving from the rich, dense plasmic environment of the Carina Nebula. Their biological bodies evolved from the particles of matter and abundant water found in this magnificent, spectacular area of our galaxy, which is home to the most amazing diversity of life ever encountered. It would take a complete set of Encyclopaediae to cover the Carina Nebula.

It is with this last species that we are now leaving the Carina Nebula, having barely explored the richness of its wonders.





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CASSIOPEIA

GLIESE 49

SYSTEMS OTTORA - ENDELEMEN NYADA

DURSA-Y

The Dursa-Y culture originate from the Cassiopeia constellation where they have 2 home planets, in two close-by star systems: Ottora and Endelemen-Nyada. With a maximum height of 5,3 ft, Dursa-Y are small "Grays" with a batrachian face and big dark eyes. They are related to the Antlia Holyal Horgon. They are a highly advanced pacifist civilisation, member of the Galactic Federation of Worlds. Their race is at least 4 billion years old. They have visited Terra at least 250 times and although they do not want to get involved in any of the ongoing wars anymore, Dursa-Y are however opportunistic. They eat other alien races as well as humans, and hunting is an activity they treasure. The Galactic Federation of Worlds has regular problems with them on that matter. Dursa-Y are predators. Their spaceships are flat, discoidal and metallic white.

They were at the origin of an unfortunate accident that impacted Terra ominously: the Tunguska explosion in 1908. For five days and four nights, the Maytrei, predatory Tall Grays from the Andromeda galaxy, had been fighting the Dursa-Y over a shipment of slaves the Dursa-Y fearlessly stole from them. The conflict lasting and increasing in violence, the Galactic Federation of Worlds and the Council of Five decided to intervene. An Elmanuk ship arrived to try ending the hostilities but got also in troubles; you do not negotiate that easily with the Maytrei. So the Elmanuk required emergency assistance and the closest ship was a Pleiadean cargo passing by, transporting crystals to Alpha Centauri. Warned by the Nagai of the arrival of enforcement, the Maytrei, who had shot down the last Dursa-Y ship that day, attacked the Pleiadean cargo entering Terra's atmosphere and destroyed it as well as an Elmanuk ship. This was the cause of the Tunguska explosion, and the reminder that you don't just steal from the Maytrei.

CASSIOPEIA

GLIESE 49

OTTORA SYSTEM - PLANET OTTORA

MI OTTORA

The Mi Ottora are an amphibian species living on the only habitable planet in the Ottora system, also known as Gliese 49, an M-type star (much redder, cooler and dimmer than the Sun) 32.1 light years from the Solar System. The home world of the Mi Ottora is a Neptune-like world with seven major moons. Its mass is 5.63 Earths, it takes 13.9 days to complete one orbit around its star, which is 0.0905 AU away. Mainly a water world, very similar to Neptune, it is home to a culture that has managed to build their own ships in its oceans and leave the orbit of their planet to travel through space. The interior of their ships is, of course, in the same condition as their homeworld, a duplicate of their amphibian environment. If you were invited aboard a Mi Ottora spaceship, not only would you need an environmental suit to regulate pressure and breathable air, but half of your body would be immersed in hot water highly charged with liquid methane and ammonium.

Mi Ottora's green skin secretes a fungus that keeps it moist at all times when not in its natural liquid environment. They are androgynous and oviparous. They have individual consciousness and live in underwater cities. They are telepathic, but also use a frequency language to communicate over great distances, using their oceans as a medium to carry the frequency waves generated by a pulse in their larynx, encoded with information. This culture is a member of the Galactic Federation of Worlds.

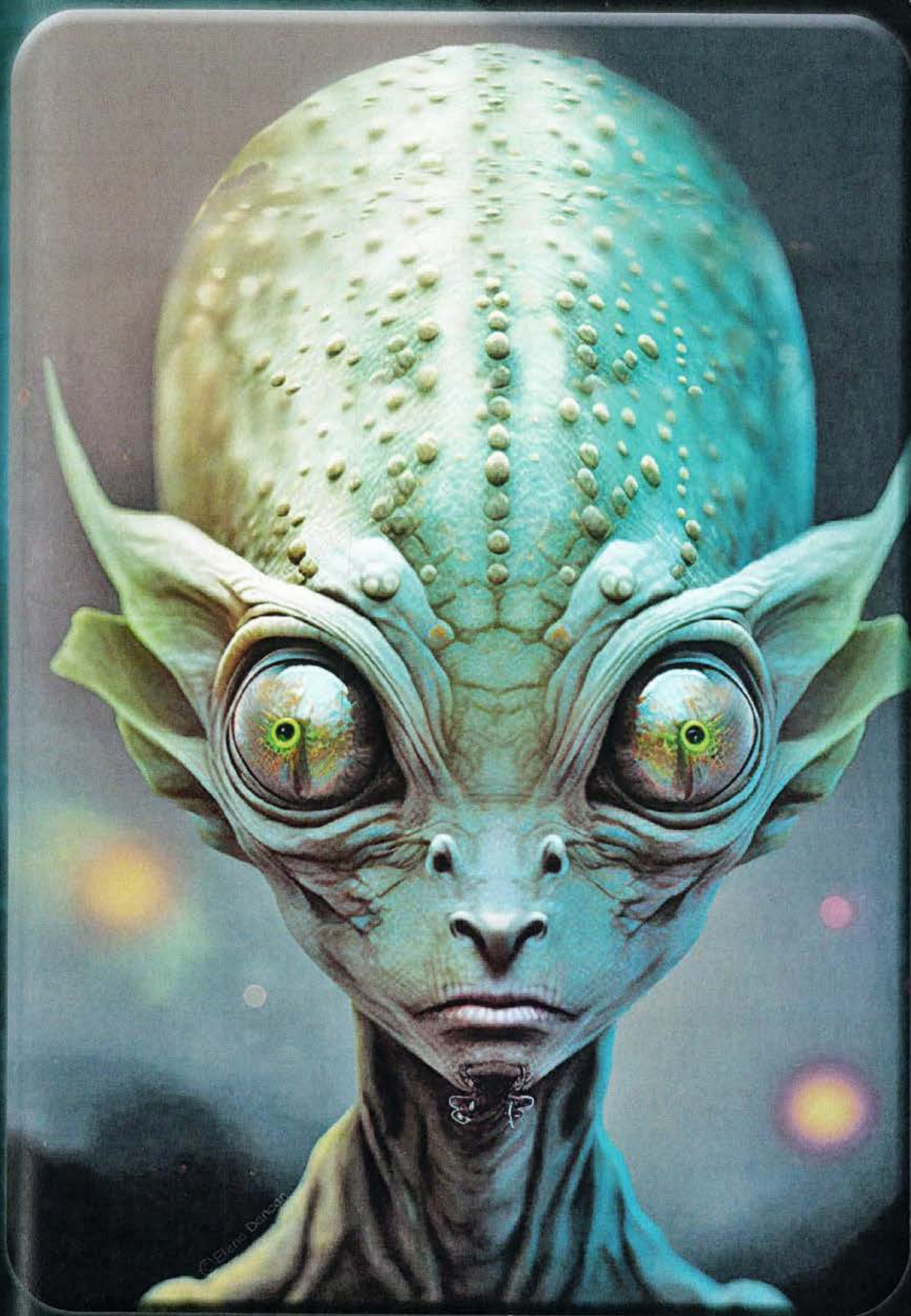
"All that flows is one.

The current remembers every motion, every thought.

To move in harmony with the deep

is to become the voice of the ocean within."

~ Mi Ottora wisdom





CASSIOPEIA

HD 7924

ALDON SYSTEM - PLANET VELDA

VELDONI

Here is a copper-based human culture, the product of a seeding experiment in the Lyra Zone, not from the famous Man system, but from the Almeyron system, known as HD177830, 205 light years from Earth, which already hosted several human colonies. Like most of the residents of the Lyra Zone, the Veldoni left their home star system in search of a new home where they could begin anew, as a result of raids by the Ciakahrr Empire during the time of the so-called "Lyran Wars". With its seven planets orbiting a single orange star, Velda was a primitive, tropical world, teeming with life, but no cultures had yet evolved. After spending a generation in orbit around Velda in their space arks, studying this new world and preparing the ground for a new colony, the Veldoni settled on the planet's surface, gradually working their way towards complete assimilation into the existing, pristine ecosystem. This very smooth process of integration is the best example of successful settlement on a new world.

Their biology is interesting. Copper-based species are usually obviously blue-skinned, but the Veldoni's skin only shows a range of subtle shades of blue in transparency. The intensity of the tone is therefore very variable. Another known species with this characteristic is the human Anakhim. Veldoni are a pacifist culture, evolving around their interest for sciences. They are members of the Galactic Federation of Worlds. Hospitable, living in somptuous high-tech cities harmoniously merged with the natural world of Velda, the Veldoni are certainly worth discovering and a wonderful destination on your travels through the galaxy. Here is a spiritual quote inspired by the harmony, renewal, and gentle scientific wisdom of the Veldoni:

*"To dwell with a world is greater than to conquer it.
Life does not yield to those who take, but to those who listen.
In the quiet accord between breath and stillness,
we remember who we are."*

CASSIOPEIA

HD13908

ASHANT-RA SYSTEM - PLANET SHANTY-RA

SABHU-EL

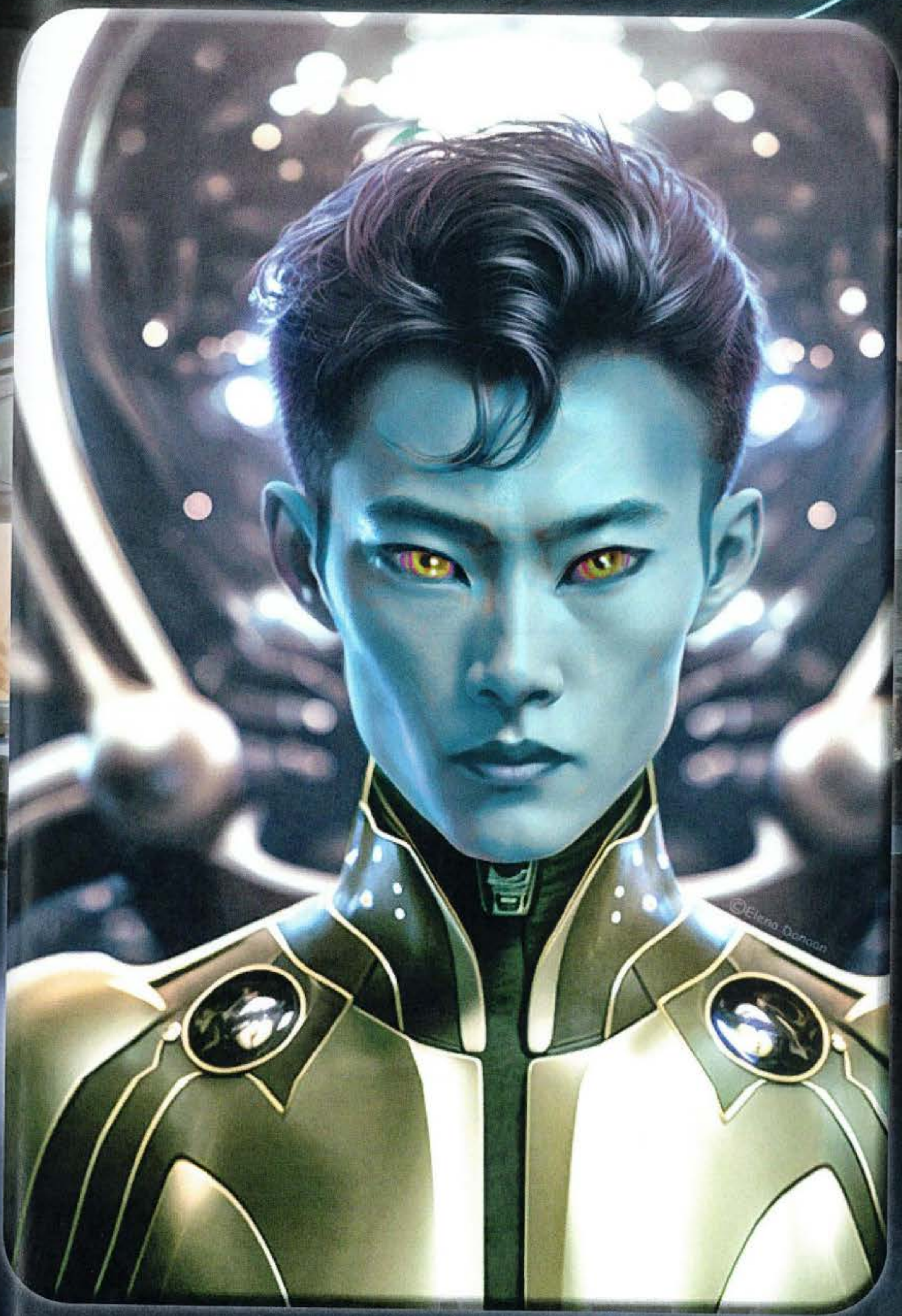
Shanty-Ra is the second planet in this star system. A gas giant slightly larger than Jupiter, it is home to vast floating cities built by migrants from the Sirius B star system who left their homeworlds after the betrayal of the Ashtar Alliance. The Sabhu-El are a collective of human races whose biology adapted to their new environment over time. Their skin gradually turned blue, and their pupils took on the astonishing hues of metallic green outlined by a purple ring. The Sabhu-El are members of the Galactic Federation of Worlds.

Interestingly, their situation is very similar to the gigantic floating outpost station of the Ashtar Galactic Command in the upper atmosphere of Jupiter. The Sirius B colonists, especially the Nyan T'Ashkeru, seem to often choose supergiant gas planets to build antigravitic motherships and floating cities. The many advantages of this choice relate to safety: first, they can easily hide in the multiple layers of atmosphere and move quickly or even leave the planet if necessary. This culture is pacifist, but not too welcoming.

*"We dwell between storms, where silence has no weight.
Each current carries a lesson: some bear us upward toward the light,
others pull us deep into the cloud's heart.
In both directions, we know the power of trust."*

*Peace is the anchor that needs no ground.
When the lightning passes, we remember
We are the stillness that holds the storm together.."*

~Sabhu-El wisdom



CASSIOPEIA

HD13908

ASHANT-RA SYSTEM - PLANET SHANTY-SU

GRIM

On Shanty-Su, the largest moon of the giant gas world called Shanty-Ra, lives a strange species of Grays. They were there long before the Sabhu-El moved into this star system.

The Grim are synthetic clones of the Grays, abandoned by the former Nebu Alliance after a failed experiment. Forgotten by the main Orion Empire, the Grim continued to exist on their own, functioning on a hive-like society and consciousness system similar to most Gray species, especially clones and synthetics.

The Grim are not hostile, only confused.

They have peaceful interactions with the Sabhu-El down on the main world, and the two cultures don't interfere too much in each other's affairs. The Grim are not members of the Galactic Federation of Worlds or any other galactic organization.

They are simply there, living their existence in perfect tranquility.

They are not dangerous, but very discreet. They will not share anything of their culture with you, but denied the notion of personal property, the Grim will eagerly steal from you if you are not careful. Docile but cheeky.



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CASSIOPEIA

HD 17156

AGONADE SYSTEM - PLANET AGANIDE IV

NUSHAGAN

When people call all of their planets and moons by the same name, and it's very similar to the name of their star, it can seem a bit confusing, so bear with me. Aganide IV is one of the seven moons of the third planet in the Agonade system, a yellow F-type star located 255 light-years from Earth. This large world (the third planet), called Aganide Prime, is used for its resources by the Nushagan, a local human culture with the interstellar level of civilization. The Nushagan employ the local population of Aganide Prime, a primitive reptilian species, for their mining activities.

The Nushagan also have colonies on the moons of the system's second planet, a gas giant called Agonade II, and on Agonade Kur ("One" in their language), the first planet.

The Nushagan were seeded on the moon Aganide IV by the Intergalactic Confederation as a human experiment, much later after the Man System Project. Members of the Galactic Federation of Worlds, they are a relatively peaceful but territorial culture.

CASSIOPEIA

HD 219134

PHEROA SYSTEM - PLANET ZE-GORK

FURZIK

Seven habitable worlds orbit HD 219134, a yellow K-type star 21 light-years from Earth. Let us start our exploration at the first planet of the Pheroa system, called Ze-Gork. It is inhabited by an octopii-humanoid culture that calls itself the Furzik. You have learned by now that anything is possible in the created multiverse. Well, the Furzik are a perfect example of the Creator's ingenuity. This interstellar culture is one of the countless species that have evolved from the widespread octopus genome. Despite their bipedal appearance, the Furzik are not human. In truth, there is nothing human about them; their species has, in the course of its evolution, taken on what might be mistaken for human-like features, but are in fact a very common blueprint for any creature to be able to grow, feed, walk, move, and perform manual tasks to a certain degree of dexterity. They are oviparous and androgynous. Their young are raised in nurseries by the nursing cast of their complex society..

The Furzik have two brains: one to control their physical body and nervous system, the second, more developed, to think and communicate. The Furzik are only - and highly - telepathic. They can sneak into your mind without you even knowing how it happened and map your entire brain in seconds.

This culture operates on an interconnected collective consciousness, but it is not a hive. They are ruled by an elected government. Highly intelligent, the Furzik hold high positions in the judicial system of the Galactic Federation of Worlds. The Furzik are a pacifist culture, they have a large interstellar defense fleet, whose spherical ships can sometimes travel very far from their home world.



CASSIOPEIA

HD 219134

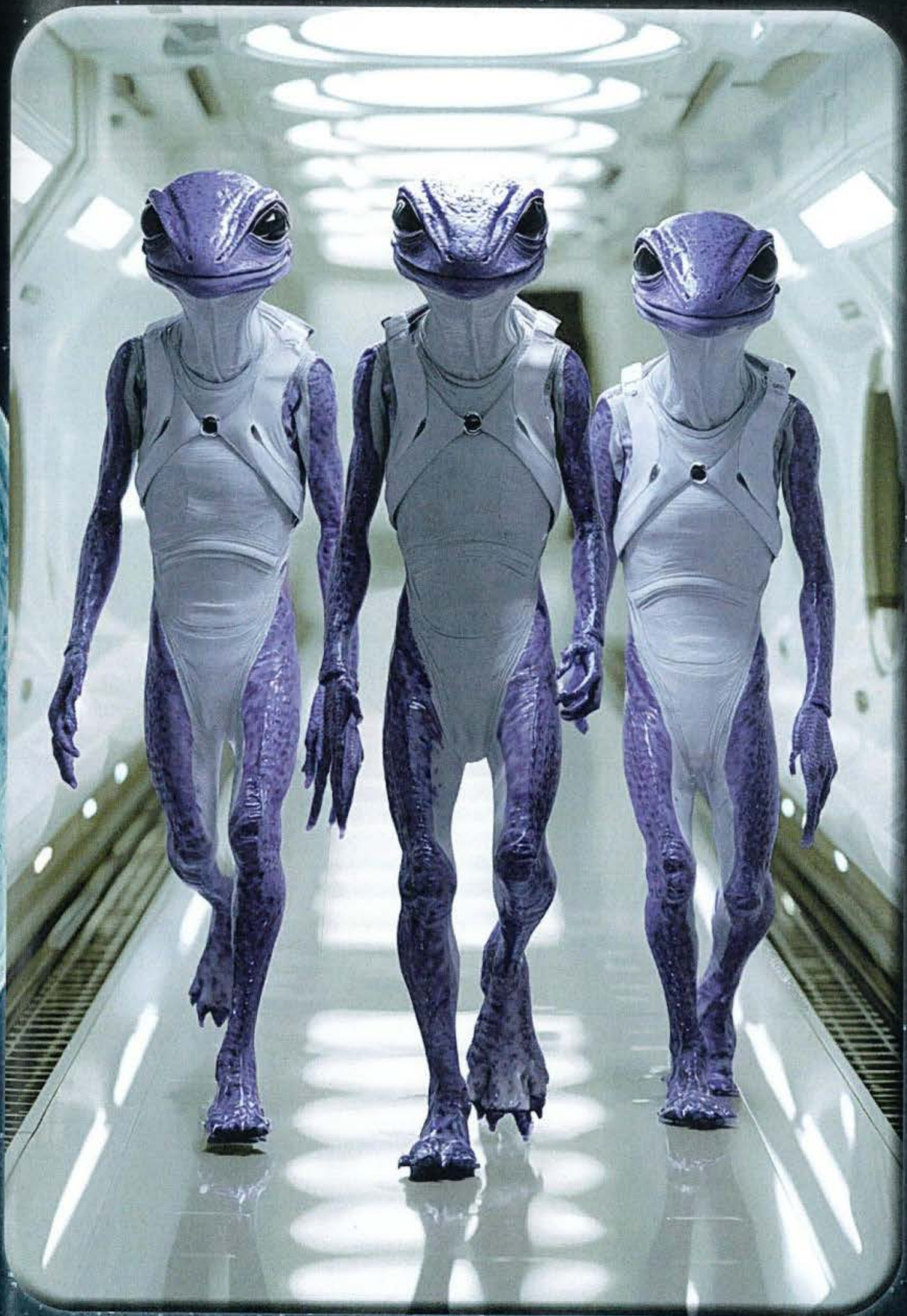
PHEROA SYSTEM - PLANET SESTEKA

ALAMIATI

The second planet of the Pheroa system is home to a batrachian purple-skinned amphibian culture called Aliamiati: *"born of water and fire"*. The Aliamiati are a level 3 interstellar civilization, pacifist, and members of the Galactic Federation of Worlds. On very good terms with their Furzik neighbors, they share many common agreements for trade, technology exchange, and military assistance.

The Aliamiati are hermaphroditic and oviparous. Their young are raised in nurseries and are the property of the entire community; in these structures of communal society, similar to hive cultures, the family cell doesn't exist. Individuals don't "fall in love" or look for a mate, but instead respond to an internal clock, for reproduction and the continuation of the species. They are herbivorous and eat also small animals.





CASSIOPEIA

HD 219134

PHEROA SYSTEM - PLANET ZO

ZO COLLECTIVE

Zo is the third world in the Pheroa system. Its tropical climate has allowed for a wide variety of life forms and cultures, including humans, amphibians, reptiles, and other species unique to Zo. All live in relative harmony. The fabulous megapolises of this planet are home to vast recreational centers where different cultures come together. These are meeting places for cultural exchange and trade.

All inhabitants of this world see themselves as part of a planetary collective, and it is as such that they recently became members of the Galactic Federation of Worlds. Their probationary period was one of the longest, as the Zo didn't meet the requirements for a long time. In fact, this collective had no regulations regarding the trade of weapons and illegal goods. The Zo Collective has long been known as a supplier of drugs and hallucinogenic substances, activities prohibited by the Galactic Federation of Worlds.

This is how the Galactic Federation of Worlds operates in Nataru when it comes to regulating harmful and illegal activities; they offer membership, protection, and technology exchange in return for the cessation of these practices. It has worked with the Zo, who have swapped this area of their business practices for very beneficial trade deals with the Federation. The Zo Collective also occupies the other four planets of this system, and they are in very good terms with the Aliamiati and the Furzik.

Here are a few glimpses into daily life on planet Zo... where of course, the Ula Merratan blue beer is poured in every glass.



©Elena Danar





© Elina Duncan



CASSIOPEIA

HD 220842

YEME SYSTEM - PLANET ENDULAN

NYAD

Endulan is a moon of a gas giant planet in the Yeme system, a yellow F-type star, 211 light-years from Earth. Due to its orbital proximity to the central star, Endulan's climate is hot and just about hospitable. Despite these conditions, a Taal colony from Vega decided to settle there when their own star system became too crowded. It took a minimum of terraforming to adapt this new world to their standard of living, though the Nyad have intelligently blended with the existing biosphere as much as possible. They were careful to respect the other life forms and their habitats, and not to disturb the ecosystem too much. The result is a beautiful blend of high-tech habitats in a wild and preserved bioscape. The Nyad are members of the Galactic Federation of Worlds and have maintained a close relationship with their homeworld in the Vega star system. A group of them have even enrolled in the Envoy Programs to Earth.



CASSIOPEIA

WASP 93

ELORYA SYSTEM - PLANET MEYI-ELIS

ELIS TAU

Meyi-Elis is one of the 70 moons orbiting a gas planet located 815.4 light-years away from Earth. Wasp 93 is a bright, powerful F-type star.

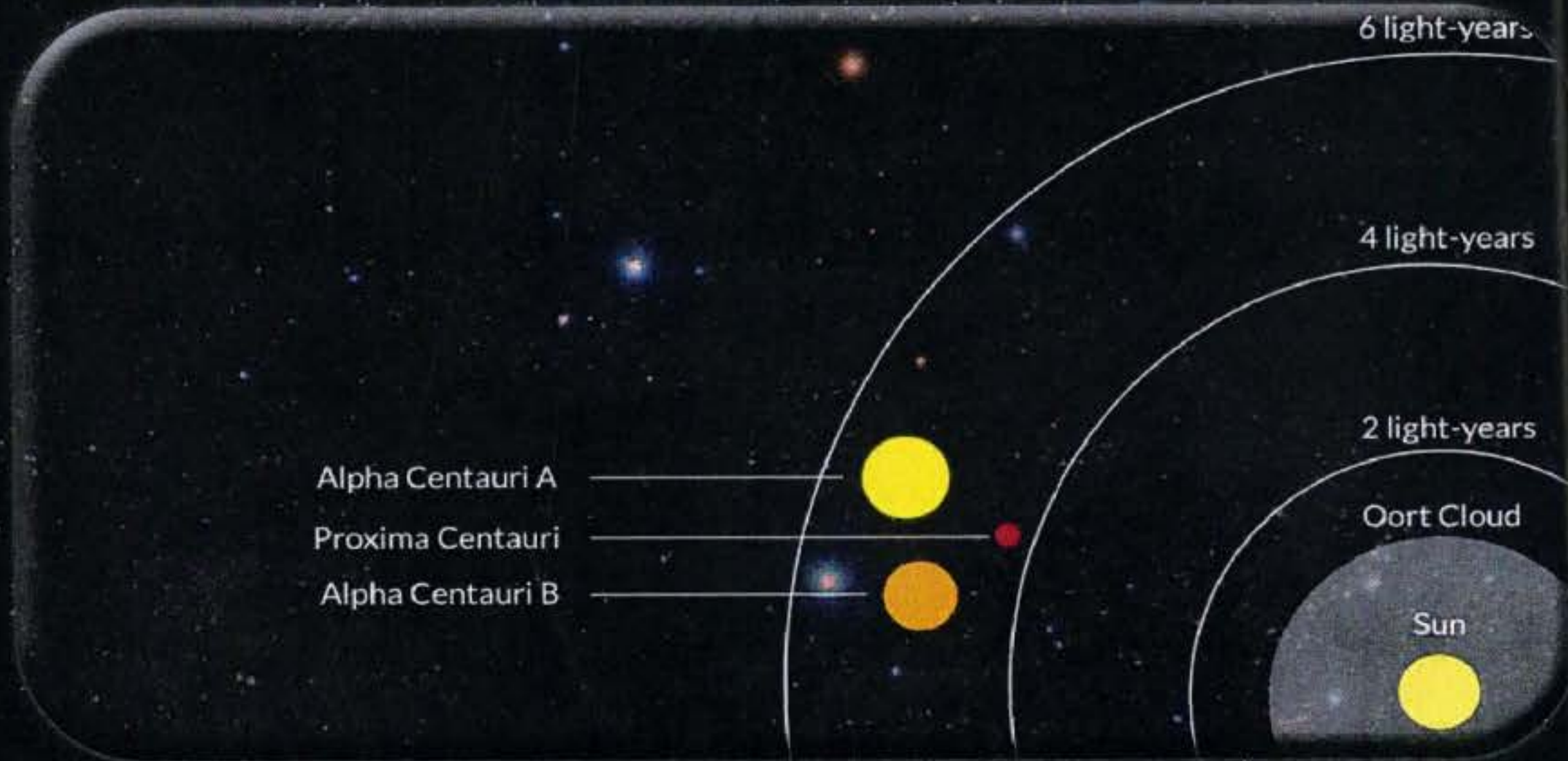
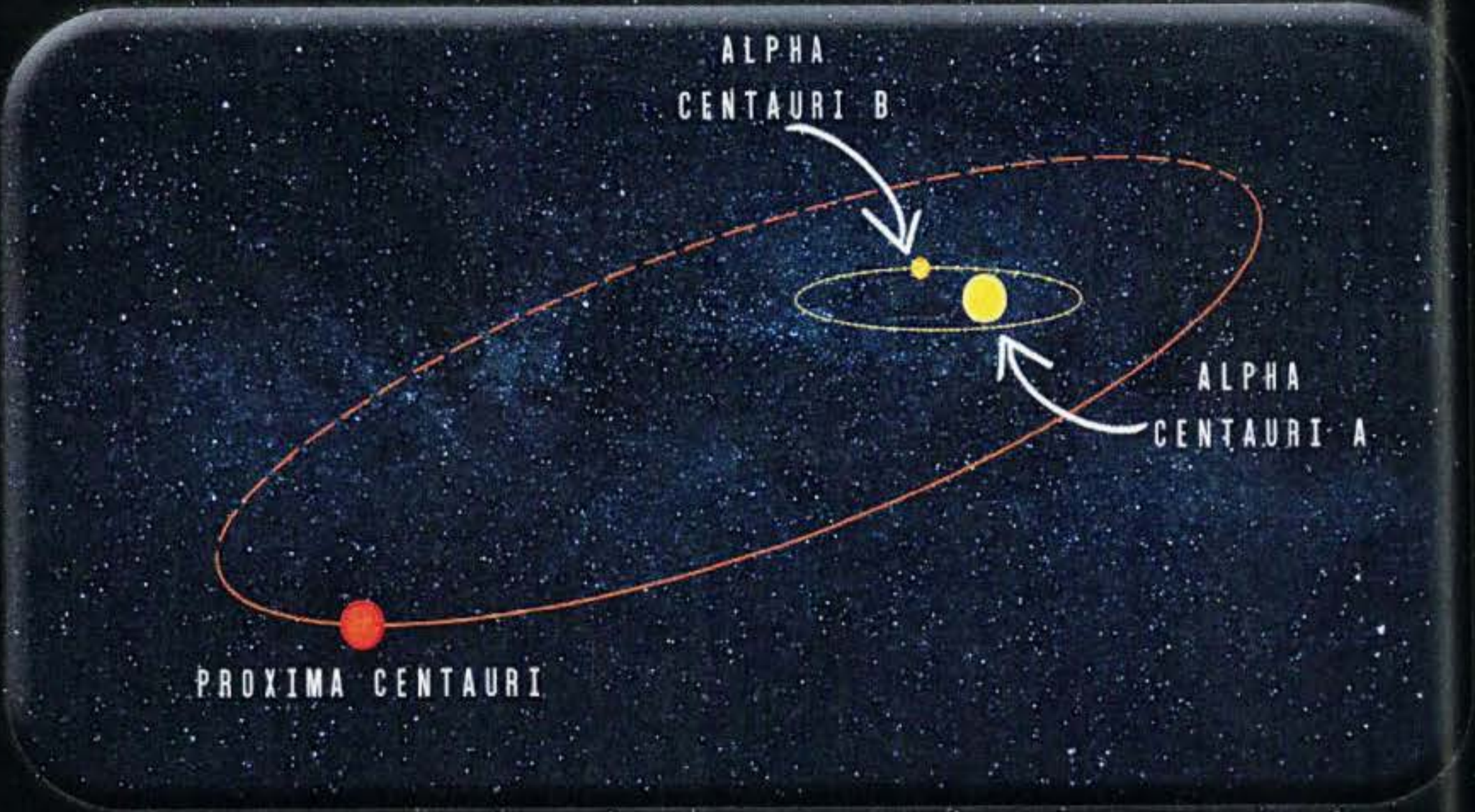
The Elis Tau are local humanoid reptilians who built a beautiful society based on arts, science and intellect. Their calm composure, their poise and their high intelligence are part of their mesmerizing beauty. The Elis Tau have more human genetics than reptilian and for this reason, they are not oviparous but mammalian. They live in a family based society, cherish their children, and they function as individated consciousnesses same as humans do. Meyi-Elis is a world of all beauty, with a somptuous, abundant nature and cities than blend harmoniously into the natural environment. Everything on this world is about tranquility, respect, healing and bliss.

The Elis Tau are members of the Galactic Federation of Worlds, but they are one of the few cultures that do not participate in combat, as their nature is incapable of fighting. Because their world is so rich in resources, they are highly protected by the Galactic Federation of Worlds, which has placed four battle stations in the Elorya star system. It is not only the natural resources that have to be defended, but also the preciousness of the Elis Tau culture.

This is one of the main reasons why, despite the hospitable nature of the Elis Tau, the Federation checks every visitor to the Elorya system.

Here are the stories of the worlds of Cassiopeia, a constellation we will leave for the time being in order to bring our exploration closer to the Sol system again, to a place deeply involved in the modern history of Earth...





THE CENTAURI SYSTEMS

ALPHA CENTAURI TRIPLE STAR SYSTEM

These are the closest star systems to Earth, at a global distance of 4.5 light-years. The group consists of a binary pair: Alpha Centauri A and B, and a third star known as Proxima Centauri, 4.22 light-years from the Sol system. All three stars are “slightly” older (4.85 billion years old) than the Earth’s Sun, which is about 4.6 billion years old. Every 80 years, Alpha Centauri A and B complete an orbit around a common center of gravity. The average distance between them is about 23 astronomical units.

Alpha Centauri A is a yellow star of the same type (G2) as the Sun, and is about 25 percent larger.

Alpha Centauri B is an orange K2-type star, slightly smaller.

Proxima Centauri is the closest star to Earth at a distance of 4.2465 light years. It is a red dwarf, seven times smaller than the Sun, or one and a half times larger than Jupiter. Proxima Centauri is one-fifth of a light year, or 13,000 AU, from the other two stars and is gravitationally bound to the binary pair, with an orbital period around them of about 500,000 years.

The civilizations of the Alpha A-B & Proxima systems interacted closely with Earth throughout history, more recently since agreements were made with Eisenhower and the US Navy in the 1950s. This secret cooperation resulted in the creation of the Solar Warden defense fleet, as well as other projects such as research into connectivity, medical and transportation technologies. Alpha Centaurians have been living among us, infiltrating our societies, since that time.

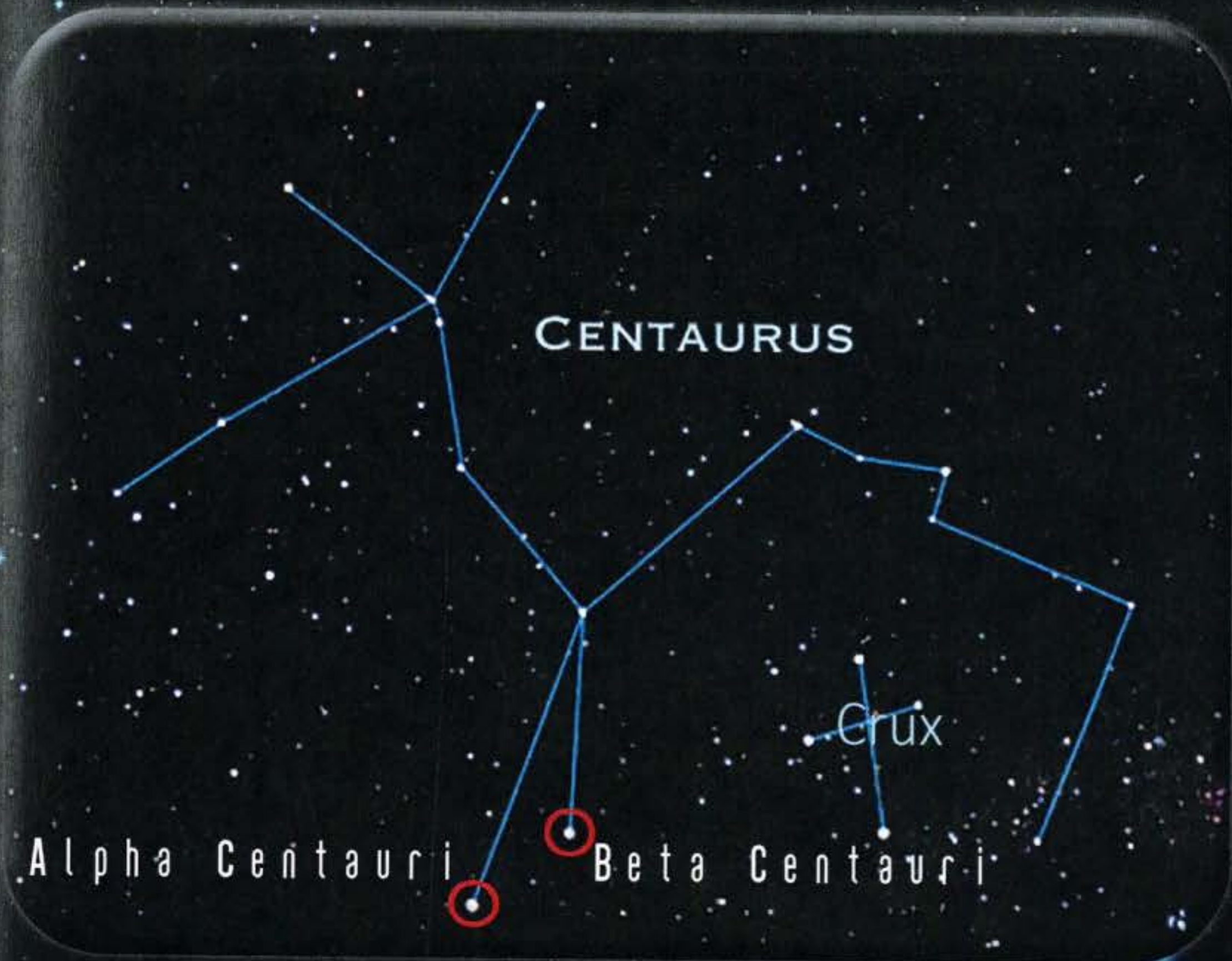


BETA CENTAURI TRIPLE STAR SYSTEM



Hadar, Beta Centauri (β Cen), is a triple star system located in the southern constellation Centaurus. With an apparent magnitude of 0.61, it is the second brightest point of light in Centaurus, after the Alpha Centauri system. Hadar lies at an approximate distance of 390 light years from Earth. Also known by its other traditional name, Agena, it marks the left knee of the celestial Centaur. Together with Alpha Centauri, it points the way to the Southern Cross and can be used to find the south celestial pole. This is why Alpha and Beta Centauri are known as the Southern Pointers. On average, Hadar is the 11th brightest star in the sky. It is only slightly fainter than Procyon in the constellation Canis Minor, Achernar in Eridanus and Betelgeuse in Orion, and it outshines Altair in Aquila, Acrux in the neighbouring Crux and Aldebaran in Taurus.

Uncannily similar to the Alpha Centauri triple star system, the Beta Centauri system consists of three stars, with the same orbital structure as Alpha Centauri : Beta Centauri Aa, Beta Centauri Ab, and Beta Centauri B.



Beta Centauri Aa and Ab are a typical binary star system, orbiting around each other, while Beta Centauri B orbits the pair. All three stars have the same B1 spectral type; blue-white giant stars. The estimated age of the system is about 14.1 million years. This triple star system has a total luminosity 41,700 times that of the Sun and is located 361 light-years from Earth, so it is considerably farther to the Alpha Centauri and Sol systems.

OTHER SYSTEMS

We also find many other interstellar civilizations in the Centaurus constellation, such as the in systems: HD108236, HIP 68468, OGLE-GD-ECL-11388, WASP 41, and with a gaze into the galaxy NGC 5128.



CENTAURUS

ALPHA-A CENTAURI - RIGIL KENTAURUS

AMERA SYSTEM - PLANET SHUMERA

SOBATONG KI



Rigil Kentaurus has a Neptune-sized planet with 4 moons in the habitable zone called Shumera, and two other rocky planets that also support life. Shumera is home to a stage 3 civilization, a discreet blue humanoid culture that goes by the name of Sobatong Ki.

The Sobatong Ki are passive members of the Galactic Federation of Worlds, which means they benefit from its protection without participating in conflicts. They also receive protection from their close neighbors, the powerful Selosi. Shumera is a "Treasure" world, meaning that the resources of its planet have a high trade value due to their uniqueness. Shumera has unique minerals that cannot be found anywhere else, and extremely rare gases that are coveted for their properties in starship core engines. Thanks to the Galactic Federation of Worlds, the Sobatong Ki homeworld is safe from lurking trading organizations, and the Sobatong Ki own full rights and reap full profits from trading their resources with carefully selected parties.

Sobatong Ki are a fully human species, with particularly awesome features such as ruby eyes and glossy blue skin, elegant pointed ears, a sense of humor and maintaining a cheerful attitude no matter what. They are interstellar, of course, but they only leave their homeworld for leisure or business, never for trouble. The Sobatong Ki love libraries, where they compile all the knowledge they can gather from the history of the galaxy on crystal digital tablets. Their cities have vast, magnificent gardens, and the Sobatong Ki are very hospitable; they love to meet new people, and if you happen to visit them, their curiosity will keep you on Shumera longer than you had planned. Not only because your hosts will pepper you with questions about your home world, people and customs, but mainly because of the beauty and comfort you will find there.

CENTAURUS

ALPHA-B CENTAURI - TOLIMAN
SILA SYSTEM - PLANET IMMA

ARUMMA

Meet an elegant human culture closely related to the Pleiadians, as they share a common origin and history: the exodus from the Man star system during the Lyran Wars. The Ciakahrr's ransacking of this galaxy eventually allowed for a gigantic diaspora of galactic proportions that changed Nataru forever, as the seeds of civilizations were carried by the galactic winds in a desire to survive. The Alpha and Beta Centauri systems happen to be populated by the same tall, blond human race with identical origins, even though these two triple star systems are 361 light years apart. The Arumma are a peaceful civilization, highly advanced in technology, and known for their skills and knowledge in exoagronomy.

The Arumma build biodomes and outfit them for colonization of distant worlds, terraforming projects, and other purposes. They were the main suppliers to the Earth Alliance when it came to terraforming the planet Mars after the Sol System Liberation in 2021, and along with the Selosi, the Arumma were part of the Alpha Centauri colony that settled on Mars shortly thereafter, leading the bioengineering aspect of the terraforming project.

They are, of course, active members of the Galactic Federation of Worlds, and many of them have volunteered for the Envoy programs.





CENTAURUS

ALPHA-B CENTAURI - TOLIMAN

SILA SYSTEM - PLANET ATHORI

ETHORIANS

This human culture, seeded here from another galaxy, is related to the Vela Kiily-Tokurt, but with a greater percentage of human genetics. However, there are many similarities between the two cultures as they both have a common root race: the Etherian Seeders' group from the Andromeda galaxy.

The Ethorians are taller and slender than average humans, with long white hair and pale skin. Their eye color ranges from clear blue to purple indigo. The Ethorians are a graceful, peaceful culture whose civilization flourishes in the fields of connectivity sciences and interstellar trade. They like music, arts and dance. They have however no relations with their cousins from Vela, as the Ethorians are members of the Galactic Federation of Worlds and highly value laws and ethics. In truth, they don't get on with each other at all. Contrarily to the Kiily-Tokurt, the Ethorians do not conduct abductions, slave trade or illegal smuggling. They are telepathic as well as vocal, and their diet is based solely on vegetal ailments.

Another similarity the Ethorians share with the Kiily-Tokurt is that they value the education of their children above all else. Perhaps we can see here a possible future example of the Kiily-Tokurt evolving into a more spiritually aware society. Time will tell...

The Ethorians have participated in the Galactic Federation of Worlds' exchange programs with Earth, since the mid 1950's. However, in reason of their appearance, they have been collaborating very discreetly with our governments.



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CENTAURUS

ALPHA-B CENTAURI - TOLIMAN
SILA SYSTEM - PLANET SELO

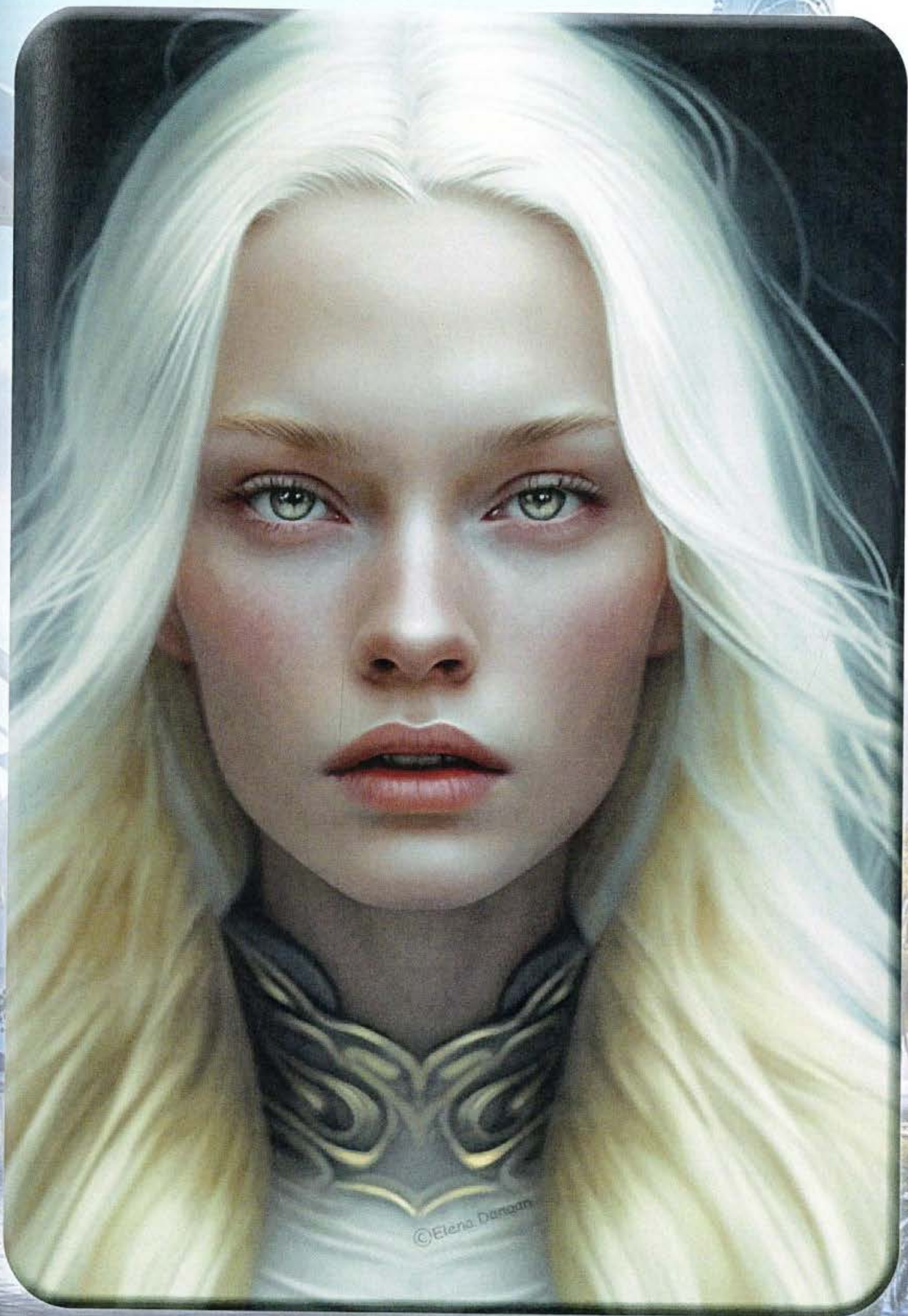


SELOSI

They originate from the planet Selo, also called Alpha B Centauri 4. Much larger than Terra, the fourth planet in this system is a world with seven moons. Due to the proximity of the second star in this binary system, the nights are very short and the planet's orbit is elliptical, which allows for complex seasons. Daylight is very bright on Selo. The Selosi are tall humanoids with fair skin and blond hair. Their eyes can be blue, green, or gray and have a faceted crystalline pupil that is visible at a certain angle of light.

A benevolent civilization, they are members of the Galactic Federation of Worlds, assisting humanity in its evolution through scientific exchange programs. The Selosi were present, along with the Pleiadians, at the meeting with US President Eisenhower for "First Contact" at Edwards Air Force Base (formerly Muroc AFB) on February 20, 1954. They have been working with the US NAVY on secret defense programs, due to Earth's need to build a space fleet to face the Orion Gray invasion and the growing power of the Dark Fleet. Since that time, the Selosi have walked among the humans of Earth, even forming communities to work in secret on connectivity technology projects. One such community was Paradise CA...

The Selosi also mastered the science of harvesting the Universal Life Force into crystals to generate plasmic and etheric energy. They have passed this knowledge on to their Telosi cousins. The Selosi are the mother race of the Telosi Earth Colony and have a presence in the orbital stations of the Galactic Federation of Worlds, interacting with Terran governments to ensure a secure future for humanity. Their society and culture are based on a spirit of equality and justice. They promote the wise and responsible use of science and technology, peace, and maintain a neutral position in galactic diplomacy. It takes 12 hours to reach Alpha Centauri 4, and twice a week a shuttle connects the Federation outposts in the Terran vicinity with the Centaurian systems. Their usual ships are silver and disc-shaped.



TELOSI

They originate from Alpha Centauri 4, the planet Selo. They are tall, white humans with pale, glistening skin and white hair, and highly developed telepathic abilities. Their eyes are clear, ranging from gray to pale blue, and their diet is plant-based, grown hydroponically in full-spectrum artificial light. They use psychotronic technologies involving crystals and universal life force energy. The Telosii are an ancient Selosi colony that settled on Earth before the last Ice Age. Still called Selosii at that time, they were one of the many colonies of Atlantis. This is the reason why they migrated to the American continent after the global destruction caused by Enlil on Earth, known as the Younger Dryas or the Great Flood. They broke away from the Galactic Federation of Worlds when they migrated underground and became the western branch of the Agarthan network. Aghartan is the general term for all the different species that inhabit Inner Earth. Telosii have interbred with Earthlings, and their genetic markers show up regularly in the population. Like their Selosi cousins who work with the Galactic Federation of Worlds, Telosii are naturally benevolent people who tend to help humanity remember its ancient history, assist in its ascension, and improve health and longevity.

Their rhythm of existence is different from that of the Earth humans; calmer and quieter, vibrating at a slightly higher density. They work to preserve the environment and ecosystems, and fight against the new religious systems that disconnect humans from nature, their own power, and the Source. They assist Earth humans in recovering hidden knowledge, providing many tools and clues, guiding archaeological discoveries, and also offering keys to decipher ancient knowledge. The Telosii are at the origin of some of the crop circles, geometric clues that guide the decoding of a lost science. They are also at the origin of what are mistakenly called "Lemurian Crystals", which would more accurately be called "Telosi Quartz". Wherever you find these crystals given by the Earth, the Telosii are nearby. In them they have encoded keys to unlock ancient knowledge. They have to be used as keys; they do not contain knowledge like a book or a device, but they allow access to it. In this way they help the ascension of humanity. It is the energy signature of the crystal structure that is the key. Telosi are called "the Shining Ones" or sidhe in certain Celtic cultures.

Nowadays, we count about a million and a half inhabitants of a re-established network of antediluvian colonies, widespread underneath the surface of the planet, in a vast system of caverns. The main networks are located below the region of the Gobi desert and surroundings, in a vast cavern systems below Tibet linking the central Asian systems and finally, on the American continent around Mt. Shasta in an underground city named Telos.



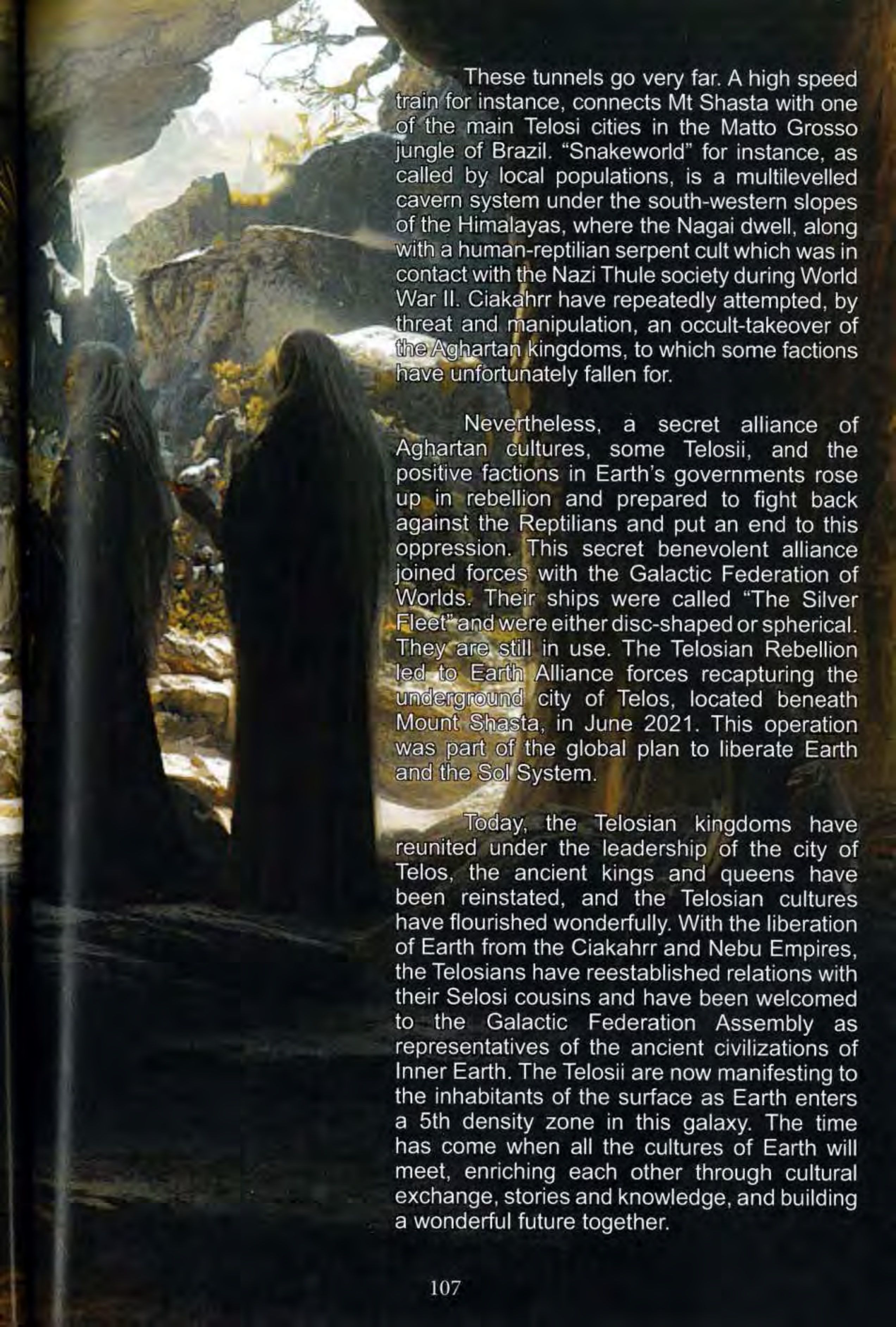


The vast underground web of tunnels was created mostly by the Telosii, but it became progressively, with time, shared for a large part with Earth dark governments, from the moment these latest signed agreements with the Reptilian Ciakahrr invaders and the Orion Nebu. But, unfortunately, "enticed" to provide facility of the existing underground structures, an important faction of the Telosii joined forces with the Gray and Reptilian collectives.



Agreements of interest were going on underground between Earth shadow military, Telosii, some Agarthan factions, Grays (Maytre, Zeta, Kiily-Tokurt) and Reptilians (Ciakahrr & Naga mainly), as these Reptiloid species progressively took over the majority of the Telosi underground network. In the need for the Reptilians to link the ancient networks to some military bases, they used boring machines brought from their world, that were able to heat the rocks to incandescence and vitrify them. Nonetheless, this peculiar method, although it provides quick results avoiding the need for beams and supports, renders the whole structure vulnerable to landslides and seismic activity. These transit tunnels, in which high-speed trains were propelled by electromagnetic impulses, connected diverse underground cities all over the planet as well as to some of the military secret underground amenities.





These tunnels go very far. A high speed train for instance, connects Mt Shasta with one of the main Telosi cities in the Matto Grosso jungle of Brazil. "Snakeworld" for instance, as called by local populations, is a multilevelled cavern system under the south-western slopes of the Himalayas, where the Nagai dwell, along with a human-reptilian serpent cult which was in contact with the Nazi Thule society during World War II. Ciakahrr have repeatedly attempted, by threat and manipulation, an occult-takeover of the Aghartan kingdoms, to which some factions have unfortunately fallen for.

Nevertheless, a secret alliance of Aghartan cultures, some Telosii, and the positive factions in Earth's governments rose up in rebellion and prepared to fight back against the Reptilians and put an end to this oppression. This secret benevolent alliance joined forces with the Galactic Federation of Worlds. Their ships were called "The Silver Fleet" and were either disc-shaped or spherical. They are still in use. The Telosian Rebellion led to Earth Alliance forces recapturing the underground city of Telos, located beneath Mount Shasta, in June 2021. This operation was part of the global plan to liberate Earth and the Sol System.

Today, the Telosian kingdoms have reunited under the leadership of the city of Telos, the ancient kings and queens have been reinstated, and the Telosian cultures have flourished wonderfully. With the liberation of Earth from the Ciakahrr and Nebu Empires, the Telosians have reestablished relations with their Selosi cousins and have been welcomed to the Galactic Federation Assembly as representatives of the ancient civilizations of Inner Earth. The Telosii are now manifesting to the inhabitants of the surface as Earth enters a 5th density zone in this galaxy. The time has come when all the cultures of Earth will meet, enriching each other through cultural exchange, stories and knowledge, and building a wonderful future together.

CENTAURUS

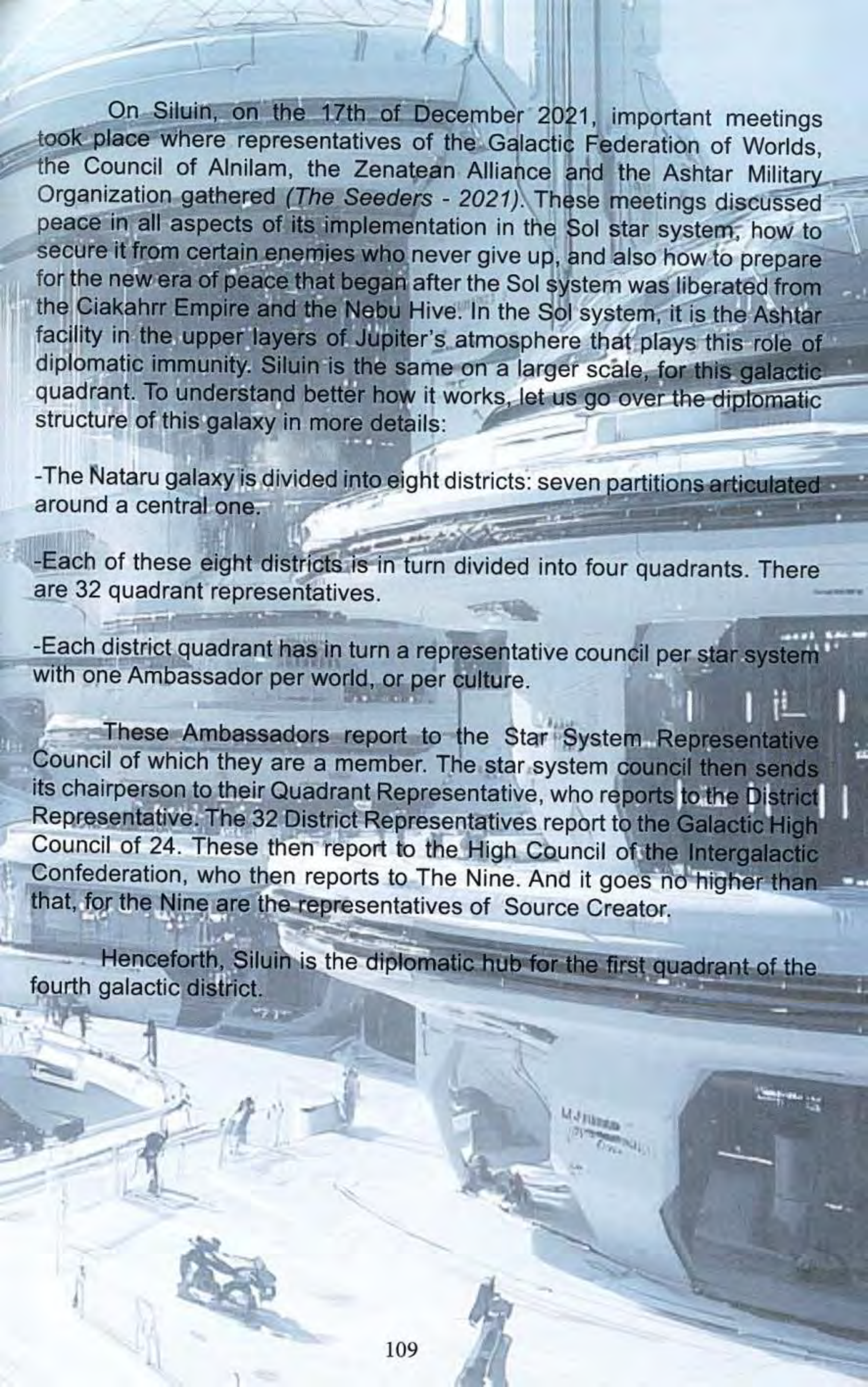
ALPHA-B CENTAURI - TOLIMAN
SILA SYSTEM - MOON SILUIN

SILUIN

MEETING PLACE OF THE CENTAURIAN SYSTEMS

Siluin is the largest of Selo's seven moons and is used as a diplomatic meeting place, as well as a politically neutral zone. There is a very special bright white light and peaceful atmosphere on Siluin, as if everything around you is dampened, softened, calm. The light of the star Sila is very bright and all buildings are made of shiny white materials. Most of the buildings are covered by huge transparent domes, and there is a sort of "bridge" that connects this moon to a space station on a lower orbit of Silo. This link is a constructed, transparent structure along which vehicles and pedestrians can travel. There is a central corridor for shuttles and four smaller tubes for walking visitors. The reason for this system is to filter the people entering Siluin. As an important diplomatic meeting place, only vetted guests are allowed access to Siluin via this unique orbital station, as the moon itself is equipped with an impenetrable frequency shield and a significant defense system.





On Siluin, on the 17th of December 2021, important meetings took place where representatives of the Galactic Federation of Worlds, the Council of Anilam, the Zenatean Alliance and the Ashtar Military Organization gathered (*The Seeders - 2021*). These meetings discussed peace in all aspects of its implementation in the Sol star system, how to secure it from certain enemies who never give up, and also how to prepare for the new era of peace that began after the Sol system was liberated from the Ciakahrr Empire and the Nebu Hive. In the Sol system, it is the Ashtar facility in the upper layers of Jupiter's atmosphere that plays this role of diplomatic immunity. Siluin is the same on a larger scale, for this galactic quadrant. To understand better how it works, let us go over the diplomatic structure of this galaxy in more details:

- The Nataru galaxy is divided into eight districts: seven partitions articulated around a central one.

- Each of these eight districts is in turn divided into four quadrants. There are 32 quadrant representatives.

- Each district quadrant has in turn a representative council per star system with one Ambassador per world, or per culture.

These Ambassadors report to the Star System Representative Council of which they are a member. The star system council then sends its chairperson to their Quadrant Representative, who reports to the District Representative. The 32 District Representatives report to the Galactic High Council of 24. These then report to the High Council of the Intergalactic Confederation, who then reports to The Nine. And it goes no higher than that, for the Nine are the representatives of Source Creator.

Henceforth, Siluin is the diplomatic hub for the first quadrant of the fourth galactic district.



CENTAURUS

PROXIMA CENTAURI

META SYSTEM - PLANET METON

METON

The name of their planet orbiting Proxima Centauri is Meton, and their civilization extends to the seven planets of this star system. Proxima Centauri is about the same size as our Sun and orbits the double star system Alpha Centauri A & B. These two large stars give off intense radiation, while the smaller Proxima gives off a different but very intense emission. The planet Meton is similar to Earth, and has a controlled weather. The climate on the planet is artificially regulated for mild, pleasant temperatures. Meton never has excessive rain, draughts, or harsh winters. Instead, the weather is engineered to optimize the abundance of crops and all life forms. Meton has pleasurable seasons and is a paradise to live on.

Metoni are a species of the "Noor" Lyran group. They are tall, non-belligerent humans with a lifespan of nearly 2000 years. They have a free society based on a code of ethics rather than laws, and have developed the arts as an important basis for their culture. For example, their urbanism is quite interesting, using translucent organic materials, and they use the science of sound quite extensively in many areas.

They communicate telepathically, but have retained the use of language in order to converse with other members of the Galactic Federation of Worlds. The Metoni are not particularly eager to travel, but are driven by scientific curiosity. And as such, scientific curiosity has brought them to Earth for study and observation. Many Metoni have enlisted the science station of the Galactic Federation of Worlds in orbit around Earth. They are familiar with the sol system, as they have an ancient colony on the planet Venus.



In addition to their magnificent cities, built in harmony with nature, the rural dwellings of the Metoni are worth the interest. The entrance to their private habitats is more often at the top and the rooms are distributed on many levels, since most of the construction is below the surface. This choice of architecture is mainly to minimize the impact on the environment and the landscape.

Their ships are metallic and discoidal with a low dome and three sets of windows all around. They are about 60 feet large. The bright radiance around the vessel is due to the ignition of the distortion field, in order to allow travelling instantly between two points, creating a distortion into the space-continuum, and slide, weightlessly, through the ether. The ship can perform quantum jump, where the crew needs to merge their beings as one frequency with the ship itself. Many cultures using this type of navigation, when encountering the atmosphere of a world, have their ship cloaked in a cloud. This is a condensation process of the molecules in the atmosphere, created around the ship due to the heat generated by the torsion field around the craft. The glow is due to the ionization of the atmosphere; in the vacuum of space ships do not glow.

The motherships are very big, built in deep space, they never land and have a long cylindrical shape with rounded extremities (which differentiate them from the Pleiadean ones with flat ends). They can transport up to 24 scout ships. The Metoni are calm, gentle and very welcoming people, loving arts and sciences. However, their defense fleet is a powerful asset for the Galactic Federation of Worlds.

Here is a philosophical Meton principle that captures the harmony, serenity, and enlightened ethics of this people, a civilization balanced between art, science, and consciousness:

*"To perfect the world is not to master it, but to resonate with its design.
When thought moves in beauty, law is unnecessary.
In harmony, every being becomes its own truth."*





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CENTAURUS

BETA CENTAURI Aa

HADAR SYSTEM - PLANET AX

AX AX NETTRA

Beta Centauri is, similarly to Alpha Centauri, a triple stellar system sheltering a great diversity of life-forms scattered on seventeen planets in total, including reptilians, amphibians and insectoids. Of the seventeen worlds, six planets have reached a level 3-interstellar civilization. Hadar, or Beta Centauri Aa, a blue-white giant star, forms a binary gravitational pair with Beta Centauri Ab (Beta Centauri B is the third star orbiting that pair). This binary pair, Aa-Ab, is called by the local populations: Hadar-Midar.

The Hadar star system is home to two major spacefaring civilizations, the Ax Ax Nettra being one of them. These insectoids, whose consciousness is structured on a hive system, stand on their own as a sovereign culture, not wanting to be part of any galactic organization. Interestingly, their neighboring human culture, the Dahl, has made the same choice. As much as we know the Dahl for seeking independence in a good and honorable spirit, the Ax Ax Nettra have other reasons. A hive does not seek individuality, but will often expand its territorial boundaries through conquest, assimilating new life forms as an automation. This is why the Galactic Federation of Worlds keeps a close eye on them, even though the Ax Ax Nettra haven't posed a threat yet.

The Ax Ax are not welcoming and can be quite aggressive with unexpected visitors, so we discourage anyone from venturing near them and piquing their interest, for it may be to your own demise. The hot and dry climate of Planet Ax is anyways unwelcoming, as are many life forms crawling on its surface.

CENTAURUS

BETA CENTAURI Aa

HADAR SYSTEM - PLANET DHALNOR

DAHL

The Dahl are a human Noor colony from the Man system in the Lyra zone, who established on the second planet of the Hadar system. On this pristine new world, their colony flourished without much challenge from the environment. However, the Dahl chose to remain aloof from the affairs of the galaxy. They chose not to join the Galactic Federation of Worlds and to remain an independent entity, purveying for their own safety and protection. The Beta Centauri A system is heavily guarded and considered an unspoiled haven of peace. The Dahl named themselves after the captain of the ark that brought them there, their legendary commander Dahel. They called the world they colonized "Dahlnor".

The exodus of the Dahl was not the consequence of the Ciakahrr raid in the Man system. As a matter of fact, it occurred much earlier. On Tar, the 5th planet of the Man system and homeworld of the Noor, a new scientific expedition was being prepared, for the Noor of Tar were known to be explorers at heart. They seeded many worlds, and also visited Earth around a million years ago but didn't interfere in any ways with the planet's ecosystem.

The Dahl were a branch of the Noor royal family, called the House of Dahl. After an altercation with the main royal house that resulted in their banishment, the Dahl were forced to leave their planet and seek a new destination to establish a colony. At the time, the Noor homeworld was experiencing political challenges that led to an uprising of the lower classes. Amidst the social chaos, the Dahl left with the help of the military, in the person of Commander Dahel, a member of the House of Dahl who had been sentenced to death for leading the rebellion.

The journey to the Hadar system was not a peaceful one either, as their Ark, carrying their entire extended clan, material possessions, and technology, faced many challenges, most notably the rogue space pirate squads, which were quite numerous in those days.



When they reached their destination, they had to fight the Ax Ax Nettra for territorial rights to the second planet, which they named Dahlnor. The Ax Ax eventually agreed to make treaties with the Dahl in exchange for weapons and technology. The Dahl have had no further disputes with their insectoid neighbors to this day, and the two cultures have reached a stable and balanced relationship over time. Here is the extraordinary saga of the Dahl.

CENTAURUS

BETA CENTAURI Ab

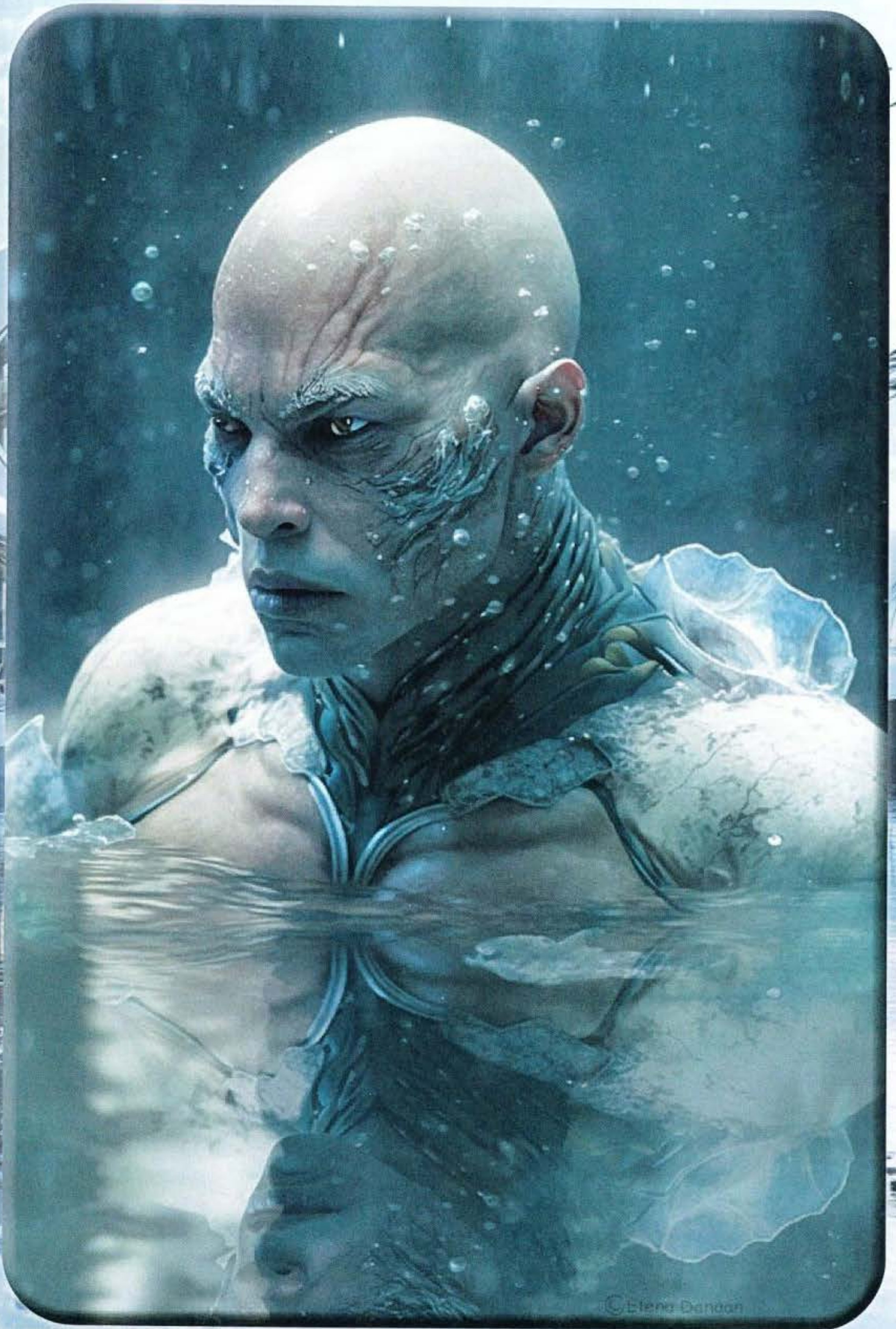
MIDAR SYSTEM - PLANET X WEYA

FARO WEYA

The Midar system (Beta Centauri Ab), in a binary pair with the Hadar system (Beta Centauri Aa), is a blue-white giant star with seven life-bearing planets, four of which have developed advanced civilizations. The Faro Weya are an amphibian human species, product of the mutation of a human colony from the Pleiades to adapt to a water world. Of course, humans don't just develop gills and flippers naturally after prolonged contact with water; at some point, genetic engineering was chosen to enhance their adaptation to their new environment.

As an amphibian species, the Faro Weya are able to live in the water or in the air for any length of time. Interestingly, they don't need any special equipment when they leave their water world to travel in space; if they spend enough time away from water, their bodies will adapt to a more "human" form, and this is reversible if they spend a long time in the water. This adaptable shape-shifting ability is remarkable.

The Faro Weya are a pacifist, hospitable culture and are neutral in the galactic conflicts. They function on a society ruled by a monarchical system, more precisely as they call it: a "Binary Monarchy". The peculiarity of this system is based on a double sovereignty: a male-female couple ruling with the same equal power, where one rules below the surface and the other above it. The Faro Weya are highly telepathic and perform the frequency language, which can carry bundles of information over great distances under water or through the ether. They have also remained vocal.



CENTAURUS

BETA CENTAURI Ab

MIDAR SYSTEM - PLANET DUHL

LARMHORIAN

The second spacefaring civilization of the Midar system is a unique life form with a rare genetic make up. Small, 4 Ft. tall humanoids with blue skin, an elongated skull and elegant features, the Larmhorian are a very beautiful people. Their skin cells contain an enzyme that glows with fluorescence, giving to their appearance an opalescent shimmer. Their beauty can be mesmerizing. The Larmhorians are a trinary species. As mammals, male and female ensure the continuity of the species, while a third gender exists, however sterile. These are called: "the Nurturers" and their social function is to provide the young Larmhorians with food and education until they reach adulthood. It is virtually impossible to distinguish between the three genders; it is all in the subtlety of the design of their skull ridges.

The Larmhorians are members of the Galactic Federation of Worlds. Although they have a small space fleet, they are not usually invited to participate in military operations in the galaxy, as their fleet doesn't have the size and resources to withstand full-scale combat.

Larmhorians are vegetarians who feed off the abundant diversity of their natural environment. They are a peaceful and welcoming culture with expertise in galactic trading, and they are also members of the Galactic League of Merchants. They are not part of any Envoy Program but are nonetheless known as a wise and spiritual people, whose way of life gently attunes to the rhythms of their natural world. Their cities blend elegant architecture with nature in perfect harmony.



L'ARMHORIAN HABITAT





"Wisdom is not in dominance or desire, but in the quiet art of belonging where every act honors life as an equal part of one whole."

~ Larmhorian wisdom

CENTAURUS

BETA CENTAURI Ab

MIDAR SYSTEM - PLANET MYZIAL

MYZIAL-MAYARKO

The planet Myzial is home to a civilized reptilian culture that has also achieved interstellar status. Generally, when one civilization in a star system makes it to at least the interplanetary level, the others follow close to the same path. It is the same process regarding the interstellar grade as usually, the different cultures of a same star system begin to share their technologies as soon as they have made contact.

The Myzial-Mayarko are carnivorous mammals that hunt other species for food. However, they respect the interplanetary agreements made by the Midar Federation of Planets: "Oraa Midari Shaari." These non-belligerence agreements securing neutral zones between the cultures of the Midar star system also stipulate that visitors from outside the star system are included in this protection clause, because they are not indigenous to Myzial. The Mayarko are only allowed to hunt on their own planet. They maintain vast natural reserves where inferior species are farmed but left in the wild so that the Mayarko may hunt for sport as a cultural tradition.

This culture is also a member of the Galactic Federation of Worlds, together with the entire Midar star system.

*"To hunt is to remember the fire within;
to spare is to honor the greater flame that sustains all life.
Strength without reverence is hunger without end."*

~Myzial wisdom



CENTAURUS

BETA CENTAURI Ab
MIDAR SYSTEM - PLANET MARIK

WANG WONKATAD-MARKUK

Marik is a moon of Myzial that is also populated by a reptilian culture, though they are not genetically related to the Mayarko. The Wang Wonkatad-Markuk are a tall, slender saurian race with two pairs of arms and bulging red eyes. They are binary and oviparous. Their mating rituals are interesting because

the female is always hunted. This is not due to social tradition, but because fear produces a chemical in her brain that activates her fertility. For a limited time, a matrix forms in her womb, waiting to be fertilized. Several dozen eggs can be produced from the same clutch. This peculiar mating ritual is noteworthy because fear is an essential triggering factor.

Another interesting point is that the two different reptilian societies living both on the main planet and its moon base either their sustenance or their reproduction on hunting.

The Wang Wonkatad-Markuk are pacifists in that they avoid external conflict, but they are extremely territorial. They rarely allow visitors to their small world, unless they decide to make it a food source for fun. They usually stand upright, but when they crouch on their six limbs, they can run very fast...







CENTAURUS

BETA CENTAURI B

MEL SYSTEM - PLANET JABBAR

YELER

The binary pair Hadar (Beta Centauri Aa) and Midar (Beta Centauri Ab) are orbited by Mel (Beta Centauri B). The Mel star system is host to a beautiful culture, the Yeler, a tall race of elegant, slender, green-skin and golden eyes humanoids. The Yeler call themselves the "Mel Collective", for this reason:

The Yeler live on the fourth planet of the Beta Centauri B star system. They believe that all life forms thriving in this system are interconnected to the consciousness of their star, which the Yeler worship as a mother and father. To their belief, Mel is an omnipotent living entity. As the only interstellar civilization, the Yeler consider themselves the guardians of that star system and the protectors of all life forms in it. In some ways, the Yeler are seen by the primary cultures of Mel as space gods who occasionally visit.

This fascinating culture is a member of the Galactic Federation of Worlds, but the Yeler rarely take an active role nor have any interest in galactic affairs. They mainly joined to benefit from this powerful organization's military protection. Indeed, as a nonviolent, spiritually only based society, the Yeler are extremely vulnerable and unable to defend themselves. They are thus prime targets for unscrupulous groups.

The Yeler are hospitable, kind and calm, they don't speak much as they are mainly telepathic, and a sojourn on their world is said to be a life-changing experience.

*"To awaken is to remember that all beings are threads of the same light;
in seeing another, you complete the pattern of yourself."*

~Yeler wisdom







CENTAURUS

HD108236

SHEROAR SYSTEM - PLANET SEMIBAR

SUB SARI

The Sheroar star system includes five inhabited planets. On one of them a highly advanced civilization has developed and followed a peculiar course.

The Sari were originally a human colony from the Man system, who slowly evolved into choosing the path of over-technologizing their way of life. With time, everything around them was progressively replaced by artificial intelligence, until they also decided to walk the next step. Moved by an exploration of the limits of human capacities, the Sari included more and more technology parts into their bodies, shifting to become transhumans for a long while, and then in their foolish desire for immortality, they transferred their consciousness into cyborgs.

The Galactic Federation of Worlds counts them as valuable members, but does not encourage this path of evolution for biological beings. They believe that human consciousness is not meant to embody artificial vessels. This differs from plasmic beings who choose to embed themselves in spaceships for short periods of time. Plasmic beings can adapt to any form, unlike human consciousness, which can only blossom in biological humanoid avatars. When the vessel is not adapted to the soul, suffering occurs. The notions of beauty, art, and pleasure no longer exist in the Sub Sari world. These people reproduce by mass manufacturing new avatars into which they transfer their consciousness when their mechanical body becomes defective.

It's hard to know if the Sub Sari are happy with their irreversible choices, but that's how the story of cultural diversity goes in the vastness of this galaxy.



CENTAURUS

HD108236

SHEROAR SYSTEM - PLANET TANAMTIA

SHURIKITRI TANAMTIA & SHRUPHI



The Shurikitri are a beautiful, pacifist civilization of humans living on Tanamtia, the second inhabited planet of the Sheroar system. A T'Ashkeru colony from Nyan in the Sirius B star system discovered this beautiful world that was only populated by primitive life forms. They named it Tanamtia, which means "the jewel" in their native language. The colonists named themselves the Shurikitri because that was the name given to them by the primitive cultures living there at the time. Little is known about the original inhabitants of Tanamtia because they were quickly assimilated by the new settlers, both culturally and genetically, except that they had insect-based genetics. The mixture of the two species created a beautiful race: the Shurikitri.

One of Tanamtia's moons is home to an interesting insectoid culture called the Shruphi. They may be related to the former inhabitants of the main world. Both Tanamtia and its moons are members of the Galactic Federation of Worlds and are under its protection, but neither culture participates in military operations because their space fleet is relatively small.

The two cultures live in good symbiosis, and Tanamtia's welcoming nature makes it a wonderful place to visit if you need a break from everything taking place on a galactic scale.

CENTAURUS

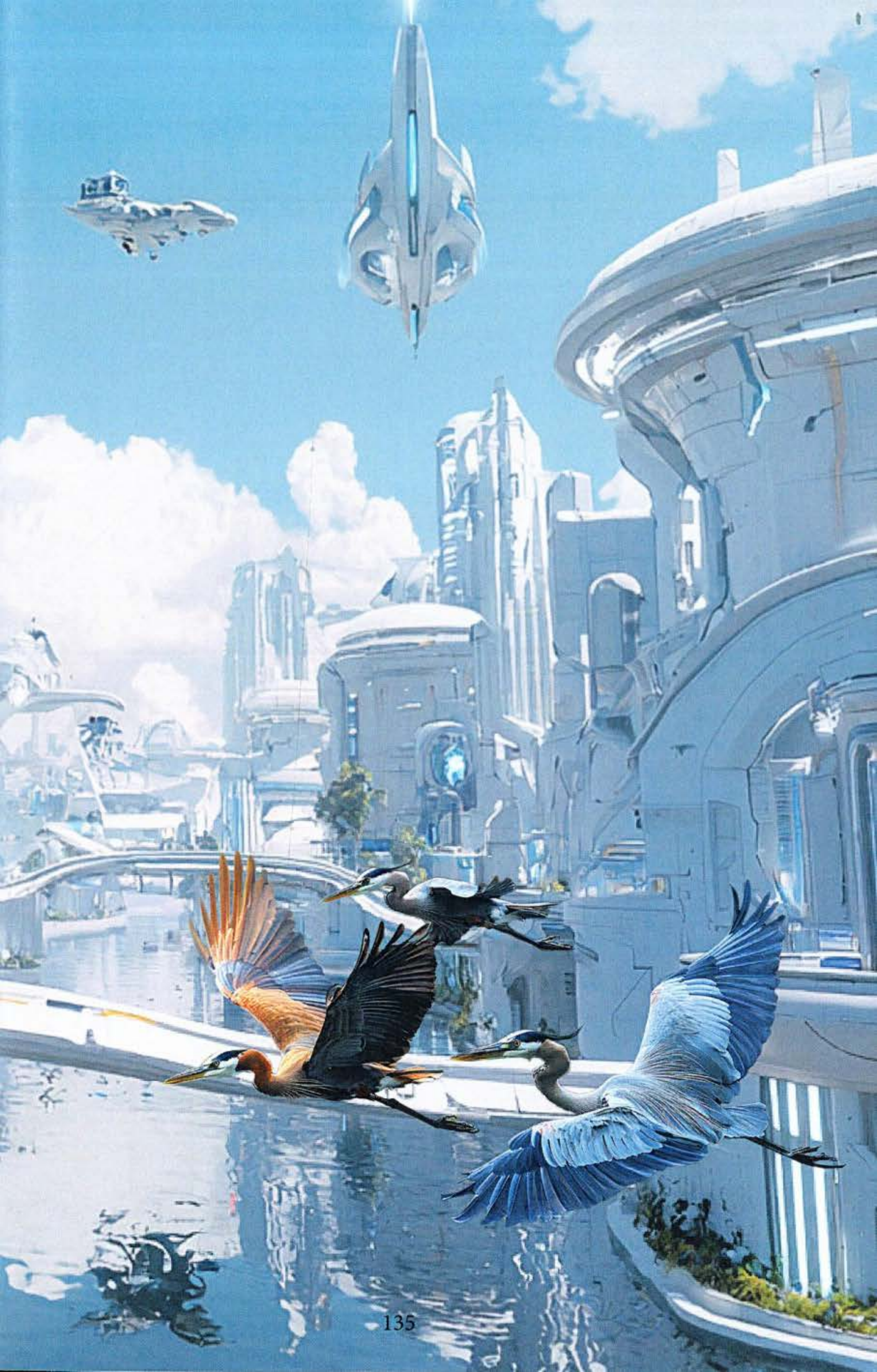
HD108236

SHEROAR SYSTEM - PLANET TARSI

THUL



In the Sheroar system, Tarsi is a world located at the outer limit of the temperate orbital zone. Regardless of the circumstances, life could flourish abundantly there. Another beautiful human culture developed, seeded by the Intergalactic Confederation with the Taal genome. Over time, the Thul rapidly mingled with their humanoid neighbors, and they remain a prosperous, peaceful, and beautiful civilization to this day. They are active members of the Galactic Federation of Worlds and participate in Envoy Programs, saving many worlds from tyrannical occupation. They are great traders, and their society is based on a highly ethical set of rules enforced by a strict justice system. The Thul are proud to say that there is no criminal activity on Tarsi.



CENTAURUS

HD108236

SHEROAR SYSTEM - PLANET TAAR.

TAARKUD


This very old culture is an odd blend of three former species that settled on Taar: humans from the Vega system, Urah-Uranti, Reptilians from Epsilon Draconis, the Magel, and tall Grays from Eta Cygni, the Semiat. Despite their particular heritage, the Taarkud have grown into a peaceful society. They are even members of the Galactic Federation of Worlds. Their consciousness is largely based on the individuated human model, but with one notable difference: the Taarkud can interface with Gray and Reptilian hives, except for Insectoid ones.

The Taarkud society holds a powerful position in the Galactic League of Merchants due to its focus on commerce and technological development, but not only. They can easily infiltrate other hives which allows the Taarkud to excel at trading with them. Their space fleet is substantial and eager to serve. They are highly telepathic, which means that they can intrude into the mind of any other species, at the exception of the insectoids, interestingly. Their feared opponents are the Akara Mantids from the Sombrero galaxy, who have greater cognitive abilities and have infiltrated pretty much all main civilizations in Nataru.

The Taarkud's reproductive habits classify them among the species that cultivate sexual pleasure as a highly prized activity. However, although they are notorious traders, the Taarkud do not exploit sexual pleasure as an industry, unlike the renowned Wynn of Vatukat. The Taarkud are discreet about their private lifestyle. They are mammals and raise their offspring in small family groups. Education occurs through a school system overseen by a caste of "masters." Interestingly, Taarkud society follows the classical reptilian caste structure. They certainly have a very interesting culture, blending aspects of three very different biological species. The Taarkud remain a subject of study for many galactic ethnologists and geneticists.







*"Strength is not in purity of origin
but in the wisdom to unite what was once divided
and make it whole through purpose.*

*Within every mind lies the echo of many lineages;
wisdom is the art of letting them speak as one voice.*

*Do not fear the parts that differ within you.
The divided self is only untrained.
Once guided, it becomes the instrument of clarity.*

~ Taarkud wisdom

CENTAURUS

HD108236

SHEROAR SYSTEM - PLANET SHARION.

SHARION

Sharion is a very peculiar sulfur-based world inhabited by a batrachian humanoid species whose culture has achieved space travel level. The Sharion people, who bear the same name as their planet, are quite unwelcoming people who frequently engage in skirmishes with their neighbors, the Sub-Sari, the Shurikitri, the Thul, and the Taarkud. The Sharion regularly violate their planetary neutral zone to expand their territory in the Sheroar system and sometimes even attempt to take over moons of other planets. Despite the Sheroar community's efforts to establish agreements, the Sharion do not honor any commitments. They are wild and independent, driven by a spirit of conquest and expansion. The Sharion are a telepathic-only, oviparous hive-mind society. Their physiology is adapted to the cold and thin, sulfuric atmosphere of their planet, where they live in semi-underground cities. Because of their behavior, they are not accepted as members of the Galactic Federation of Worlds.





CENTAURUS

HIP 68468

CERESTA SYSTEM - PLANET MELD

MELDĚ

Highly advanced civilization that developed out of the three inhabited worlds of the Ceresta system, the Meldě are a species of their own with a unique genome. Pacifists, members of the Galactic Federation of Worlds, they are a prosperous culture that based its development on the mass production of medical equipment in factories. They are sometimes called "the Doctors" or "the Nurses" in reference to their activities, as the Meldě are renowned not only for producing these technologies, but also for operating them. Since 2021, they have participated in exchange programs with the Earth Alliance concerning the manufacturing of medical pods on the Moon. Because they work in the same sectors, the Meldě are often mistaken for the Akara Mantids, but they are not related in any ways. Unlike the Akara, the Meldě have a great and solid code of ethics that they respect with their lives.

The Meldě are very calm and compassionate in nature. They are also a very spiritual culture versed in arts and intellectual activities. Hospitable to visitors from all origins, they are also very good traders.

Some of them participate in the Envoy programs of the Galactic Federation of Worlds, acting as a specific module of the scientific exchanges managed by the Ummites and the Emerther. The Meldě Envoys, born within the human race on Earth, often working as doctors or engineers in medical technologies and medical science research, humanitarian medics or medical personnel in critical care, discreetly work to implement new medical technologies that will benefit humanity's future.

The Meldě have infiltrated Earth's societies as silent agents of change in undercover programs, working with humanity at building a better future. You will see them a lot in medical centers after first civilian contact has occurred.



CENTAURUS

NGC 5128 - CALDWELL 77 CENTAURI

CENTAURUS A GALAXY

GEMMEN

Did you know that beings could live inside of stars? Well this is not a fantasy. I am not talking about the natural consciousness of stars, but actual creatures who take host in a star. Sixteen million light years from Earth, in the Centaurus A Galaxy also known as NGC 5128 or Caldwell 77 (visible through the Centauri constellation), reside the Gemmen.

This culture spreads throughout a multitude of star systems, in that particular galaxy only. Their nature is plasmic and of the 9th Density, with a frequency similar to radio-waves. The particularity of this species is of a very rare occurrence. It is structured in a multitude of sub-hives where soul groups are interfaced with a "Seed Being", of which they are a fractal of consciousness. Some stars, in this particular galaxy, are inhabited by "Seed-Beings" that are non-incarnated plasmic-consciousnesses. These beings split their consciousness into a group of fractal Sub-Beings, who will all be interfaced with the original Seed-Being that is at the center of this Hive group.

The Sub-Beings often choose to incarnate on the planets of these star systems. Another strong aspect of these beings is that all fractals of the Seed-Beings are interfaced with the frequency of Love, the pulse of Creation. Hence, they are extremely skilled in healing and as well, affecting the holographic grid of the universe. The Gemmen are members of the Seeders group.

- Communication: Telepathic only.
- Seed-Hive society.
- Outposts in the Sol system: none.

CENTAURUS

OGLE-GD-ECL-11388

GONEM RU SYSTEM - PLANET FULLYII

FUYL SHARHOMBRA

In the local language, Fuyl Sharhombra means: "The Color People," and that is what they are known for. Although they have achieved interstellar travel, they rarely leave their world. They are known for their colorful, iridescent clothing and extravagant accessories, such as artificial wings. The Fuyl used to have wings, but extensive interbreeding with other visiting human cultures caused them to lose them.

The Fuyl were originally the product of a genetic experiment by the Intergalactic Confederation, which likes to cross different genetics to create new species. Unfortunately, humans and birds are not strongly compatible; as soon as they breed with other species or human races, the two strands split, and the human genes always take over.

They live in settlements and towns organized into tribes, which are ruled by clan governors. The four most powerful clans share governance of the planet, though conflicts over power are common. Due to their inability to establish a stable, peaceful civilization, the Fuyl have been on probation for a long time to join the Galactic Federation of Worlds, which only accepts societies that have achieved peace and stability.

The Fuyl have not subscribed to any official Galactic Envoy program, but they often incarnate on other worlds by personal choice of experience. Despite their social instability, the Fuyl love all forms of artistic expression and are renowned for their inventiveness in fashion. They excel in trading with other cultures in this domain. They hold an important place in the Galactic Guild of Merchants and have a presence in most trading centers throughout the Nataru galaxy.









CENTAURUS

WASP 41

GARAMUR SYSTEM - PLANET EDON

EDONI

The first of the three inhabited planets in this star system, and the closest to its sun, is home to a human interstellar civilization called the Edoni. Due to their world's hot climate, the Edoni live in half-buried infrastructures. Most of their dwellings are just below the surface, in a network of interconnected cities, with about 10% on a subsurface level. Originally, this civilization was peaceful and highly spiritual, living in harmony with its environment. A few centuries ago, the neighboring Reptilian culture on the second planet adopted the idea of colonizing all the other worlds in the Garamur system with the support of an alliance with the Ciakahrr Empire. Consecutively to that, the Edoni had no choice but to build resistance and oppose the Cherokar, their neighbors. Rapidly, this peaceful human culture became a fierce, very well organized, rebellious force. The Edoni sought help from the Galactic Federation of Worlds, joined as members, and earned protection.

The Edoni got the Cherokar to agree to a non-intervention regulation. However, the accords are not being respected, and the Edoni are still enduring Cherokar raids. Now that the Ciakahrr Empire has fallen, the Cherokar have lost their powerful protectors and are facing armed conflict with the Galactic Federation of Worlds if they continue to bother the Edoni.

They share their world, Edon, with a stage-two culture: a small reptilian people called the Shini, living fully on the surface in the temperate zones of the planet. The peaceful Shini are blessed to benefit from the strong protection of the Edoni.





CENTAURUS

WASP 41

GARAMUR SYSTEM - PLANET CHU

CHEROKAR

This reptilian culture is native to the second planet in the system. Like the Draco-Reptilian Ciakahrr cultures, it is a typical caste-based society of warriors. True to their nature, the Cherokar sought to conquer all the planets in their star system. The residents of the first planet, the Edoni, resisted and required assistance from the Galactic Federation of Worlds when countless attempts at negotiation stopped working. Having recently lost the support of the Ciakahrr Empire in their defeat, the Cherokar have slowed down their raids through the Garamur system and are waiting now to see how the wind will turn, especially since the Galactic Federation of Worlds brought a battlestation in the outskirts of the Garamur system.

Typically mirroring the Ciakahrr society, the Cherokar are oviparous and operate under a planetary hive consciousness. Their matriarchal society is led by a central queen who is assisted by a council of seventeen female elders. The males are warriors who conquer new territories to expand their culture, while the females ensure the species' reproduction.

Will the Galactic Federation of Worlds eventually bring peace between the Cherokar and the Edoni? We can attest to the positive changes that have occurred in this galaxy in recent years, and we are confident that old enemies will embrace peace as the galaxy evolves. #





CENTAURUS

HD131399

AYYITTA SHUN SITTA SYSTEM - PLANET ZOYGON

SHEUREM

Zoygon, with its seven moons, is an unusual planet that orbits three stars and experiences cycles of 140 Earth years of sunlight. Due to its peculiar orbit, a human would have to live over 500 years on Earth to reach one year of age on Zoygon. This giant planet has a thick atmosphere, and its temperate zones are often covered by evaporative mist. The equatorial zone, however, is a scorching desert. The Sheurem live in the temperate areas, where they built their cities.

Members of the octopi humanoids genetic classification, the Sheurem are a magnificent species with a blue shimmering skin and mesmerizing crystal eyes. A set of six elegant tentacles comes out of their elongated cranium, adding to their incredible prestance. Highly advanced in sciences, the Sheurem have a presence in all major outposts of the Galactic Federation of Worlds, taking part in science and technology exchange programs. With a strong code of ethics, the Sheurem like to participate in the operations of protection of the Galactic Federation of Worlds, be it diplomatic missions or tactical operations.

The Sheurem society is very ancient, and its colonies are spread throughout the galaxy. They are highly telepathic and can interface their minds with other Sheurem when working together. Their spirituality is equally beautiful; the Sheurem can interconnect their consciousnesses and join together in a meditative connection with the Creator Source.

I am mesmerized by this species. If you have the privilege of meeting a Sheurem in your life, you will never forget the infinite gaze in their eyes. Beauty comes in many appearances, because beauty is a frequency.

CEPHEUS

G 264-012

TORI SYSTEM - PLANET NOMENKLA

NOMEN

Just when you thought you knew everything about beauty... meet the Nomen: a collective of octopus-humanoid races living on the fourth planet and its four moons in the Tori system. Due to its giant size, Nomenkla could be classified in the "super Earth" category. The astounding genetic diversity of the Nomen's different races betrays interbreeding with various visitors throughout their history, including reptilians, grays, and other beings. This may be because the Tori system is located at a key point on a galactic commercial route. Which has, for that matter, made the prosperity of the Nomen.

A peculiar trait common to all racial types is that females develop extra eyes on their cranial tentacles, while males do not. Studies have found that males had this physical trait in the distant past, but it disappeared over time due to genetic mutations caused by interbreeding with off-world visitors. The Nomen are mammals with individual consciousness and a strong spiritual connection. They own a powerful space fleet and are members of both the Galactic Federation of Worlds and the Galactic League of Merchants.

The Nomen have a very good relationship with their neighbors on the fifth planet, a Taal colony from Vega, and interestingly they hold a strong percentage of genetic imprint from them. The Nomen's unique genetic makeup has enthralled many biologists from different cultures, as they remain a unique compound and a living genetic archive of the history of this area of the galaxy. The Nomen are themselves, it is not surprising, passionate by the sciences and technologies of genetics and it holds a prominent part in their societies.

Some of them have signed up for the experience of the Envoy Programs, to all worlds of Nataru that needed help to fight against the Nebu and Ciakahrr Empires. Some are on Earth.







CEPHEUS

G 264-012

TORI SYSTEM - PLANET NUSHA

ANUSH

The Taal colony left the Vega system when it became overcrowded, as many did. They were welcomed by the hospitable Nomen in the Tori system, who offered them residence on the fifth planet, Nusha. Legends say that the Taal colonists were a significant genetic influence on the Nomen over time. It is interesting to note the Nomen's passion for genetic research, and compare it with the astounding genetic diversity in their makeup. Could the Nomen be attracting other species to their star system for the sole purpose of experimenting with new material? The Nomen have always refuted this practice, but who knows where the truth resides?

The Anush are a peaceful society, members of the Galactic Federation of Worlds and the Galactic League of Merchants, but with a small space fleet and one orbital defense station. One of their characteristics is an interest for laws and ethics, which they are taught from their young age. They have kept a close relationship with their pairs in the Vega system despite the great distance. This human civilization is also involved in the Envoy Programs, as a call for duty as much as for personal and spiritual experience.

*"Justice is not the weight of law, but the harmony it restores.
To know right is to listen deeper than desire.
Wisdom grows where judgment yields to understanding.
Every choice writes the soul upon the stars.
The seeker and the servant are one in purpose.
Truth is not owned, only reflected through conduct.
Peace is the discipline of enlightened will.
To act with clarity is to honor the universe itself."*

~Anush wisdom







CEPHEUS

GAMMA CEPHEI

MURU ULURI SYSTEM - PLANET TADMOR

AMAHEL

This culture emerged from three colonies that arrived on Tadmor, in the Muru Uluri system, at roughly the same time: Ahil and Noor from the Man system (Lyra constellation), and Ogolongë from Orega (Opiuchus constellation). The blending of these three human races from different origins gave birth to the beautiful Amahel: a tall, red haired, tanned skin, blue and golden eyes people.

The Amahel built a peaceful civilization. Throughout their history, there has never been a war in Tadmor. The three colonies never fought because they established these rules from the beginning:

- They split the planet's territory into three equal zones.
- They shared any technological advancements and resources between these zones from the start.
- The zones did not compete in food and resource production. Instead, they complemented each other by growing different things.
- The three capitals each have a council of elders, and these three councils gather in one of the zones every year, in turn. During these meetings, the councils calculate and adjust for the perfect economic balance between the zones.

A civilization that grows in peace can fully focus on spiritual and artistic development. The Amahil are devoted to bringing balance to the rest of the galaxy and take an active part in the Galactic Federation of Worlds' tactical operations and envoy programs.

CEPHEUS

GLIESE 4276

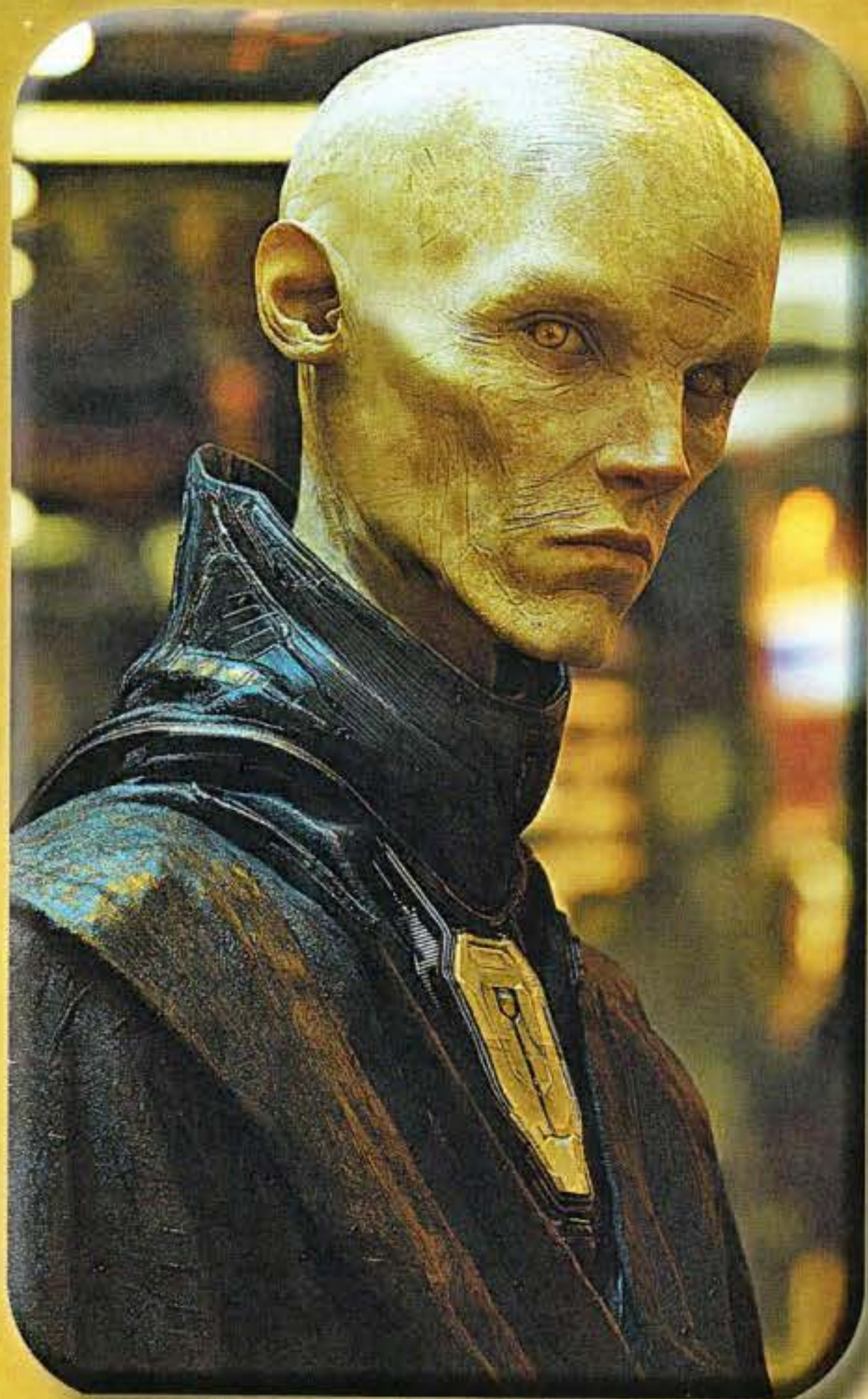
M-TERA SYSTEM - PLANET SHANI

ARUQUEL



Red dwarf Gliese 4276 is located 69 light years away from the Sun. It is a single star of spectral class M3.5Ve C, that has 41 % of solar mass. There are multiple exoplanets in this system and two of them host a stage-3 civilization. The more advanced and prominent civilization is a human Anakh culture, the Aruquel, who arrived from the Boötes constellation a long time ago. They control the seven inhabited planets of the M-Tera system through a local imperial structure. With their powerful space fleet, the Aruquel protect all living forms in their star system.

The Aruquel belong to the Anakhim species collective and are vassals of the Anakh Empire. Due to the radiation of their star and the sulfur-rich composition of their planet's atmosphere, to which they adapted over time, their skin turned yellow and their lungs shrank. This physiological mutation requires the Aruquel to have a special atmosphere in their spaceships and to use a breathing apparatus when visiting other worlds. They are a pacifist, spiritual and technologically highly developed culture at the same time.



On Shani, life is governed by the complex Anakh system of castes based on genetics. The Aruquel have six levels in their society that are not based on work assignment, but rather on status. At the very top are the royal bloodlines, followed by semi-nobles and scientists, the working middle class, the military, and two different grades of workers.

The Aruquel have always had a good relationship with the Galactic Federation of Worlds and are involved with them in galactic trade as the Aruquel have similar ethics and do not perform slave trade activities. The Aruquel are an interesting culture to discover if you are passing by the M-Tera system.

CEPHEUS

GLIESE 4276

M-TERA SYSTEM - PLANET HREGAT

HREGU

Close neighbors with the Aruquel and benefitting of their protection, the Hregu have a unique genome that has no parent in other species. They developed from primitive life-forms on their homeworld, Hregat, and followed the natural course of their evolution. They share their world with the Mingat, a similar species of smaller size. Interestingly, the Hregu have individual consciousness despite their matriarchal society being organized around a hive-like structure with a queen at its center. Their system does not bind their consciousnesses to the queen. Instead, it structures social roles based on genetics, dividing Hregu society into three levels: workers who provide sustenance and other necessary resources, warriors who protect the community, and "minds." This third group includes all those who serve the community's development, such as government officials, scientists, and engineers. The Hregu get along very well with the Aruquel due to the similarities in their societal structures.

Hregu are mammals that are born asexual and choose their gender at puberty. They raise their children in a school system that functions based on genetic selection into the three castes. The young are trained to excel in their assigned category. Inter-caste marriages are common, and families can include diversity in the assignments of their members. This culture is also under the protection of the Anakh Empire.

"We are many, yet never divided.

The hive is not a cage, but a chorus of will.

From shared purpose rises true freedom,

and from freedom, the strength to serve.

Unity is not sameness, it is the art of difference in rhythm.

Each mind a note, each life a thread, woven by choice into the great design.

In service, we discover the self made whole."

~Hregu wisdom





CEPHEUS

HD 216520 - HIP112527

STA ONMA / F62 SYSTEM - PLANET ONIMA

MÅ

The Må are closely related to the Tau Ceti Emerther and are a tall gray humanoid culture based on individual consciousness. They are not a hive, and they possess a high percentage of the human genome. Their civilization is characterized by peaceful trade in resources from their magnificent planet. Located 64 light years away from Earth, Onima can be classified as a "Super Earth," characterized by its substantial size (9.44 times bigger) and abundance of biodiversity. The development of their civilization is characterized by a harmonious and respectful relationship with their environment.

Unlike their Emerther cousins, the Må didn't enrol for the science exchange programs of the Galactic Federation of Worlds, although they are an active member of this organization.

Their world also hosts an abundant marine diversity, from which beautiful underwater civilizations have grown. Therefore, only the Må are considered to be at the interstellar level-3 grade of civilization. They are great guardians of all the different cultures on their planet.

"To guard is not to possess, but to honor what endures beyond the self.

*We walk softly upon the vastness that sustains us,
for the world is not beneath our feet — it is within our breath.*

*Wisdom is the stillness between taking and tending,
where life becomes its own reward."*

~Må wisdom



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STA ONMA / F62 SYSTEM - PLANET SHIBURA

TRAE

This human culture recently reached interstellar level, and has started a probationary period to join the Galactic Federation of Worlds. However, there is a big issue. As soon as they went into space and met with other cultures, the Trae quickly became rich by trading with other planets. They saw endless possibilities in outer space. However, they don't yet understand that there are certain ethics that they must follow if they want to join the powerful Galactic Federation of Worlds. The problem resides in the fact that the Trae are actually involved in the galactic slave trade and they have been working closely with their biggest partners, the Kiily-Tokurt from Vela. There is no guarantee for the time being, that they have stopped these illegal activities contrarily to what they claim.

The Trae are an interesting culture with a unique history. A group of human settlers came from a faraway star system on the opposite side of the galaxy. The reasons for their arrival are a mystery, but it might have something to do with a war or a major disaster. They claimed Shibura as their world and interbred with a local species, that has since been genetically absorbed. There are no original specimens of that species left.

They have visited Earth, of course, when our planet was a hub for illegal activities until it was freed in 2021 when the Galactic Federation of Worlds put a stop to it.

CEPHEUS

KRUGER 60

FAIEL SYSTEM - PLANET USHITTA

EYEREES

Faiel, or Kruger 60, located 13.07 light-years away from Earth or 4.01 parsecs, is a main sequence double star system composed of two red dwarves. It is the home system for the interstellar comet I2/Borisov. The human civilization living there is remarkably beautiful and intelligent. The Eyerees's great wisdom is renowned in the sector and many people like to visit Ushitta to seek advice amidst the many sanctuaries in the lush nature of this world. The Eyerees are originally from Ushitta, and closely related genetically to the Earth genomes. Their world never was interfered by invasive cultures so the Eyerees developed quickly into becoming an interstellar civilization, remaining at the same time grounded into their beliefs and very rich traditions. Their cities are built in perfect harmony and respect with their environment.

As a highly spiritual people, the Eyerees like to build shrines to the nature spirits everywhere, with schools attached. They are ruled by a higher class of priests who constitute the government and a supreme spiritual leader is nominated every seven years. They Eyerees are members of the Galactic Federation of Worlds and are taking part in the Envoy programs.







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MU CEPHEI

FAROMAR SYSTEM - PLANET FARON

OZURMAH

The Faromar system is located 3060 light years away from Earth and it two inhabited planets. Faron is a super Earth world that orbits an M-type star. Its mass is 2.5 Earths. The orbital cycle of Faron is very short, so seasons are changing very fast on the Ozurmah's world. The Ozurmah culture is a human civilization that has just achieved interstellar status, but has not yet attained planetary peaceful unity. For this reason alone, they are still on probation, waiting to be accepted into the Galactic Federation of Worlds. However, in reason of its stage 3 status, Faron is one of the many worlds listed as being protected by this organization.

The Ozurmah have not yet achieved planetary unity due to their societal organization into 465 tribal territories, each with its own leader and no councils. Most of these territories compete with each other economically and technologically. The Ozurmah have 14 orbital stations and 6 space fleets, but none of them are coordinated. The Faron situation is an issue because they exemplify the various ways a civilization can enter the interstellar domain without automatically becoming a planetary confederation. While this type of structure is keeping focus on competing internally, the positive side is that they are not seeking outside targets to attack. On the other hand, they are absolutely not prepared for outside threats and that is the reason why the Galactic Federation of Worlds has listed Faron as a protected world.

*"A world divided cannot see the stars clearly.
Strength without unity is but an echo of power.
When many voices learn to breathe as one,
the sky no longer holds its secrets.
Peace is not the end of struggle,
it is the wisdom to struggle together."*

~Ozurmah wisdom

CEPHEUS

TOI 1288

PURI MAR SYSTEM - PLANET SHU AYA

NORI

TOI 1288, a yellow star, is located 374 light-years from Earth. It is a single star with 118% of the Sun's mass. There are twelve planets in this system and a major interstellar-grade civilization developed on one of them: the third planet, Shu Aya. The Nori rapidly conquered the rest of their star system, colonizing as many planets and moons as possible to expand their population and prosperity by exploiting the abundant resources on these worlds. Sometimes they encountered developing cultures, but not paying much interest to the Prime Directive, the Nori peacefully assimilated them through cultural exchange and interbreeding when compatible.

The Nori are seen as overlords by the populations of Puri Mar, whom they frequently exploit for labor. Because of this behavior, the Nori are not allowed to apply for membership in the Galactic Federation of Worlds, as this organization enforces strict regulations on this matter. In accordance with the laws of evolution, the Galactic Federation of Worlds does not directly intervene in the Nori problem among the Puri Mar populations because they believe every civilization must progress by overcoming challenges.

But let's take a closer look at who the Nori really are. They were seeded by visitors from another galaxy—the Arag'Un from NGC 3842—who experimented with the genetics of a developing reptilian species. This reptilian heritage remained in the Nori's ancestral genetic memory, influencing their conquering behavior. Nori society resembles a typical reptilian society with a caste system. However, the Nori have a human side. They are mammals that live in family-structured societies based on matriarchy. The Nori, members of the Galactic League of Merchants, trade the abundant resources from their star system at many commercial outposts and deep space stations in the Nataru galaxy and beyond. The Nori are known for their great skills at commerce and for being profit makers, as well as for their great intelligence in the domain of trade, which is further aided by their dismissal of the notion of ethics. Even the Kiily-Tokurt dislike trading with them.



Their education system is based on raising their children with a sense of superiority towards other Puri Mar cultures and training them to be profit hunters. For the Nori, art only has value if it is financially profitable.

You won't be welcomed on Shu Aya if you have nothing to offer.

*"Those who weigh worth in gold forget the measure of the soul.
A world that conquers all others may still lose itself.
Prosperity without harmony is but an empire of shadows.
When value is found only in profit, wisdom is sold to silence.
True wealth is not what the hands can claim,
but what the spirit refuses to trade."*

~Nori wisdom

CETUS

GLIESE 3138

GOSHITA SYSTEM - PLANET TAU K

NAUK

The first of the three inhabited planets in the Goshita system is home to a cephalopod species that developed to such a high level of intelligence that they were able to soar into space and conquer other worlds. The Nauk surpass any human species in cognitive abilities due to the way their brains are wired and their brain-to-body size ratio. They are not organized in a traditional society as we understand it, but in tribal "hives"; strange constructions floating in the upper atmosphere of their world.

Each tribal hive has its own queen that exists in a giant, superfluid pod. All of the queens on the planet are psychically interconnected. The queens emit electrical pulses at all times that are received by the members of their tribes, generating an energy supply for the community known as Phryll. This energy is the main source of sustenance for the Nauk.

The Nauk can bend the ether by emitting electrical frequency pulses from their bodies and generating a large amount of energy. This ability also allows them to engineer plasma spheres with which they travel into space.

They are not belligerent, but they are quite private about their boundaries. They do not welcome visitors to their world, which is a giant gas planet. The Nauk aren't part of any galactic organization.

