

CETUS

GLIESE 1002

HIRI SYSTEM - PLANET JEDIBA

JORDEN



Red dwarf Gliese 1002 is located 16 light years away from Earth. There are multiple inhabited worlds in this star system. Among them, Jediba, a renown destination for those seeking a spiritual experience through the discovery of other cultures. The Jordens, a beautiful human civilization that grew on that world from a seeding by the Intergalactic Confederation, are a compound of many human races, much similar to Earth. Never interfered in their development by external factors, the human cultures of Jediba grew in harmony and in peace, and in the perfect ratio consciousness-technology. They are peaceful, very spiritual, and marvelously welcoming. They are members of the Galactic Federation of Worlds and take part in the Envoy Programs.

Jorden's society is a monarchical matriarchy consisting of a planetary federation of twelve regions and three moons. Each region and moon is ruled by a queen. These queens form a planetary council that answers to the empress, the ruler of Jediba. Children are trained to excel in their natural skills in an educational system based on competition and rewards. This system may seem harsh, but it is actually a way for the Jorden to discipline themselves to reach the highest levels of physical, intellectual, and spiritual ability and achieve near perfection. Although we might expect an Amazon-like military structure, the Jorden's space defense fleet is led by the male warrior class of their society. This aligns perfectly with the Jorden philosophy of assignments based on capabilities.





CETUS

GLIESE 1002

HIRI SYSTEM - PLANET SULLIAT

JELLIAT

An interesting culture developed from a Jorden colony on the fifth planet of the Hiri system, and it chose to become politically independent from the mother world and the Empress of Jediba. The Jelliat are structured on a republican system that has abolished social classes and the educational reward system that the Jorden favor.

The Jelliat grew into a powerful human civilization with a societal structure based on galactic and intergalactic commerce. They are renowned for their extravagant clothing and headpieces. Their famous silky white velvet and the unique, vibrant orange color of their luxurious fabrics make their art highly sought after in the galactic fashion industry.

The Jelliat are members of the Galactic Federation of Worlds and have outposts at major commercial stations throughout the Nataru galaxy. They are quite competitive with their neighbors, the Jorden, but maintain relatively peaceful relations with them.

However, fashion is not their only talent. The Jelliat produce a second resource that makes them significantly wealthy; they extract a particular spice from a certain type of soil on their planet, Sulliat, which is produced by a specific fungus. Prized as a powerful, addictive psychotropic, the dried, refined "Sukun" powder gives the Jelliat's eyes an amber/orange glow when taken in excess. The famous orange hues of Jelliat fashion also originate from a dye produced from the Sukun fungus.

For your pleasure, here follows some samples of Jelliat fashion.









CETUS

3 CETI

ASSARI SYSTEM - PLANET ORGONA

ALGRUU AL'IX

The Al Gruualix come from a star system visible near the star Deneb-Kaitos Shemali (Iota Ceti). 3 Ceti is a star located approximately 2,100 light-years from Earth. It is an orange-hued star, classified as a K-type supergiant. They name their star Assari and Orgona is their planet. They are not very numerous and live only on this one planet of their system, which has a very dense gaseous atmosphere that looks like a blue-greyish steam, very wet. Orgona resemble a tropical rainforest world, with a dimmed light because of their star and the heavy dense atmosphere. They are about 6ft height and look like reptilians. It is a very ancient race, wise and quiet people with a life span up to 350 years old. Although they are often mistaken for Reptilians, they do not share anything with them except appearance. This race has eight genders and all of them can reproduce when in sexual contact with each other, no matter which mates with whom.

Al Gruu Al'ix are generally pacifists and obedient to rules, and they are members of the Galactic Federation of Worlds. Having refused to get involved in the Lyran wars, not wanting to risk the existence of their species, they redrew from any diplomatic involvement for a very long while until the Galactic Federation of Worlds accepted their application, providing them with economic and technological advantages, as well as protection and community.

They don't travel much as they need their wet gaseous lifesupport environment, which needs to be recreated in their ships. Dryness and especially Earth sun rays can kill them by desiccating their skin very badly. The purpose of their visits to Earth has been only for scientific curiosity. They have beautiful ships made with pure light, and that are ovoid and vertical. This technology was developed by their ancestors a very long time ago in contact with another very ancient race named "Architects", but these informations and knowledge have been lost. They just know how to concentrate light into solid crystallisation.



*"In the stillness of mist, truth breathes without sound.
Peace is not the absence of struggle, but the mastery of desire.
The light we forge within endures longer than the fires of war.
To live gently is not weakness, but the highest strength,
for only the calm spirit can shape light into form."*

~Algruu Al'lx wisdom

CETUS

DENEK KAITOS SHEMALI - IOTA CETI

AGHRABAN SYSTEM - PLANET ZHAE'IOR "O"

DRIES

Originating from the Aghraban system, a red giant star in the constellation Cetus, also known to humans as Iota Ceti, the Dries are a formidable and feared civilization whose influence once spread across dozens of star systems. Possessing two homeworlds of near-terrestrial composition, Drya Prime and Zhae'lor (commonly referred as "O" for "mother"), the Dries evolved under the dim, ruddy light of their aging sun, developing a culture that values endurance, expansion, and dominance above all else. The Dries are not nice people. They have colonized forty worlds by force with an army composed mainly of slaves they have taken from assimilated worlds.

The Dries are tall beings, about eight feet tall, with light blue skin, and their eyes glow. Their elongated skulls have a complex structure. They are a binary-gendered species that breeds by laying eggs, or pods, more precisely. This is why Dries females do not travel much; they focus on maintaining the growth of the species. Males can also bear pods, but this is not favored since they are needed for conquests and wars. The Dries are rather slim, yet their musculature is powerful. They eat protein-rich foods and are not highly spiritual, although their technology is advanced enough to build spaceships, travel to other galaxies, colonize, and terrorize other worlds. They used to engage in regular territorial disputes with the Orion Nebu and the Ciakahrr Empire.

The Dries abduct for genetic material and slave trade. They planned to reveal themselves to Earth in 2022, however, thanks to the Galactic Federation of Worlds, all invasive operations were stopped when the Nebu and Ciakahrr were expelled from Sol and the Orion hive was destroyed. The Dries are no longer part of the Galactic Federation of Worlds, although they were for a short time, before their practices got them kicked out. Their ships come in various shapes, such as boomerangs, butterflies, and U-shapes.



*"Mercy is the last breath of the dying.
Power is the only truth that endures."*

~ Dries wisdom



*“To transcend is not to flee form,
but to tune the body until it sings with eternity.”*

~ Morghalion wisdom

CETUS

K2-148 -EPIC 220194974

SU SYSTEM - PLANET ÜVAR

MORGHALION

Orbiting the K-type star K2-148, meaning it is cooler and less massive than our Sun, in a compact, heat-bathed system some 405 light-years from Earth, lies Üvar, a mineral-rich world locked in eternal twilight. Its short orbital cycle of 4.4 days gives it only one season, yet the relative coolness of its orange sun allows life to thrive beneath its copper skies. Üvar's surface is a breathtaking mosaic of metallic plains, crystalline mountains, and bioluminescent oceans, an environment that shaped one of the most enigmatic civilizations in the known galaxy: the Morghalion.

The star hosts three interstellar-grade civilizations on planets classified as super-Earths, meaning they are larger than Earth but smaller than Neptune. Üvar, the innermost planet, has a mass 2.33 times that of Earth. It orbits its star in just 4.4 days at a distance of 0.0454 astronomical units (AU). Due to K2-148's cooler temperature, life could thrive on Üvar despite its proximity to the star. Üvar's very short orbital period makes it a curious world with essentially one season.

The Morghalion are humans who have developed transhumanism in a unique way. The technology they embedded into their bodies is not of the usual sort. After making a major discovery resulting from an encounter with an ancient and mysterious civilization, the Morghalion started experimenting with interdimensional crystal science. They took it a step further and decided to include these crystals in their bodies, especially in their heads. As a result, they became able to physically jump densities, universes, and time. Although in good terms, the two other space cultures of the Su system keep their distance from the Morghalion due to their intimidating abilities. Although they are members of the Galactic Federation of Worlds, they prefer to remain on their own and never engage in galactic politics.



CETUS

K2-148 -EPIC 220194974

SU SYSTEM - PLANET SHIVAR

SORREL

Orbiting the K-type star K2-148, the world of Shivar gleams like a turquoise jewel beneath its thin planetary ring, the remnants of a moon that never fully formed. With a mass 3.64 times that of Earth and four smaller moons dancing in close orbit, Shivar is a super-Earth of breathtaking contrasts: vast amber deserts, deep cobalt seas, and plateaus shaped by tectonic pressure and winds. Its denser gravity has sculpted a hardy people, the Sorrel, descendants of humans who once fled the Lyra zone during the Ciakahrr invasions, abandoning their home system of Eyjyen Koloma (Kepler-20) in search of peace.

The Sorrel have adapted well to the Su system and developed a prosperous civilization based on science and commerce on the second planet. Their society is structured as a republic with a government and a council of regions, a pattern often seen in this system. Members of the Galactic Federation of Worlds, the Sorrel take active part in military and diplomatic operations, and in the Envoy Programs. They were also among the many worlds that joined the Black League rebellion to fight the Nebu menace during the Orion Wars. They have visited Earth several times in the past and continue to do so to this day. They even had a small outpost in the Atlantean colonies at the time. The Sorrel are particularly fond of space travel and exploration and have mastered ship engineering and space navigation. They excel at navigating the network of pathways of the stars.

“We were born among the ashes of lost suns,
so we learned that the path between stars is not distance, but remembrance.

Each voyage is a hymn to the Source we once knew,
and every world we touch is a mirror of our own becoming.

To travel is not to escape the past,
but to weave it into light until it sings again.”

~ Sorrel wisdom

CETUS

K2-148 - EPIC 220194974

SU SYSTEM - PLANET SÜLLIMAR

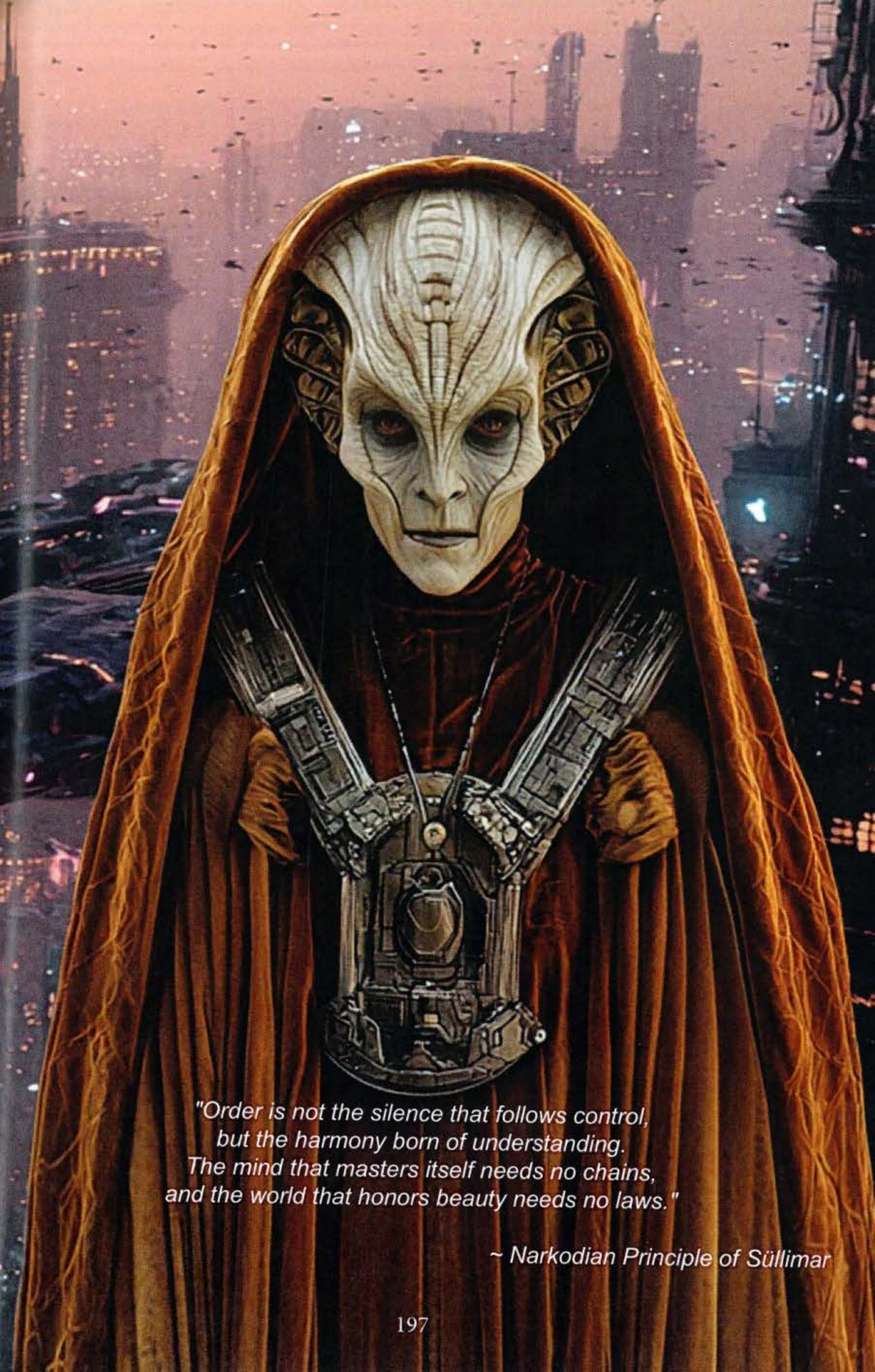
NARKOD

The Narkod are an ancient civilization originating from Süllimar, the third planet of the K2-148 system. With a mass 3.33 times that of Earth and an orbital period of only 9.8 days, Süllimar circles its parent star at a distance that, to most species, would seem inhospitable. Yet the planet thrives with temperate biomes, its skies painted in soft amber tones due to the spectral hue of its cool K-type sun. Over millennia, the Narkod adapted perfectly to this world of perpetual dawns and fleeting nights, developing physiology resistant to high radiation and a culture shaped by cycles of luminous rhythm.

The Narkodian government consists of a supreme governor and a council of provincial governors. Although the Narkod are pacifists, they are known to occasionally get involved in local wars in their galactic neighborhood. Their powerful space fleet is sometimes hired as mercenaries, when the financial offer is of interest. Süllimar is a welcoming world with its own set of rules, conveniences and inconveniences. Laws are very strict, especially regarding visiting traders. There is no drug use, prostitution, slave trade, or weapon smuggling. The crime rate on Süllimar is extremely low due to drastic penalties. There are no costly prisons here, only death sentences.

That aside, the Narkod are very nice, well-educated, and highly intelligent people. They love all forms of art, especially holographic music, which is the art of shaping sound frequencies into dancing holograms of light and color. They are a rare breed of humans with high telepathic and telekinetic abilities. They live in small family units and usually have one to two children per couple. Süllimar is highly urbanized, but large areas of nature are preserved for everyone's enjoyment.

The Narkod are members of the Galactic Federation of Worlds and despise the Galactic League of Merchants for bringing disorder to their well-organized society.



*"Order is not the silence that follows control,
but the harmony born of understanding.
The mind that masters itself needs no chains,
and the world that honors beauty needs no laws."*

~ Narkodian Principle of Süllimar



CETUS

ETA CETI - DENEK ALGENUB

TAURIMAR SYSTEM - PLANET MUZ IV

KEY ALGARA WU

η Ceti is a double star system with two red giants of spectral class K1, 123.92 light years away from Earth. The main star has a magnitude of 3.5, and the secondary star of 10.15. It is good to keep in mind that red stars are the coolest ones. Two hives and an individuated culture live on one of the many moons of Muzat, the second planet of the system.

The dominant culture on the planet, the Key, is a Tall Gray species that has achieved interstellar status. Their society functions on a hive consciousness system centered around a breeder queen. They live in large, dense cities where they have nurseries to hatch the many eggs produced by the queen. Their society is based on genetic castes and task assignments. The Key were formerly managed by the Alliance of Six, a nefarious group created by the Orion Nebu Grays. They are now on their own.

The Algara are a small Gray species with batrachian genetics. They were enslaved by the Key for eons and genetically assimilated because they are not a hive consciousness, but individuals. Since the Nebu's demise weakened the Key, the Algara have built resistance, reversed the genetic transformations, and broken off from the Key's hive system. The Wu is the third culture on the planet and the other hive system. They are insectoids and enemies of the Key. While the Nebu supported the Key, the Wu and the Algara could not stand up to their oppression. Now, however, the wind has turned, and the Wu are regaining their confidence by defying the Key's tyranny on Muz IV.

*"When the hive forgets that each voice is a universe, tyranny is born.
When the silence between those voices is finally heard, freedom awakens
and even the smallest being remembers it was always infinite."*

~ Algara Reclamation Proverb of Muz IV

CETUS

TAU CETI

NORCA SYSTEM - PLANET ESSITRA

ARAMAN

Tau Ceti is a yellow-orange G-type star located 11 light-years from Earth. This large star system has eight major planets with five supporting life. The Aramani's very name attests of their Lyran origin: "*Ara-mani*" in the ancient Taami common root language, means "*the exiled people of Man*". Aru (pl. Ara) = exiled, and man (pl. mani / fem mana) = humanoid. Genetically, they are descendants of the Lyran Taal race, a mixed group of humanoids who fled their world after it was attacked by the Ciakahrr Empire. From Tau Ceti, they also sent ulteriorly another colony to the Epsilon Eridani system; on a planet they named Herea ("Herayans"). Their homeworld, a hot super-Earth incredibly abundant in natural resources, is the fourth planet of the system and has an orbital period of 168 days.

The Aramani are a race of tan-skinned humans who are 5.5 feet tall, have slightly pointed ears, dark hair and strong muscle density. They adapted amazingly to the hot climate of their world. The Aramani developed a fair civilization based on justice. Eager neither for conquest nor for power, the Aramani are interested in Earth only for scientific curiosity. They cooperate with the Galactic Federation of Worlds, to whom they are affiliated. In alliance with societies that have also been victimized by the Reptilian Collective, the Aramani collaborate to establish a common defense against their reptilian nemesis.

The Aramani visit Earth only when conducting work with the Galactic Federation of Worlds, which primarily raises awareness about the subversion of indigenous societies by other cultures. The Federation helps identify and expose the manipulation of corrupt institutions, uplift consciousness, develop strategies against advanced mind control technologies, monitor extraterrestrial infiltration, deprogram mind control, rescue abductees, and finally, promote multidimensional consciousness. Their ships are discoidal and in pristine appearance.



CETUS

TAU CETI

NORCA SYSTEM - PLANET LANULOS

EMERTHER

The fifth planet, a large world with an important mass of oceans and three moons, is home to the Emerther civilization, who was originally from the fourth planet that they left a very long time ago to find a cooler climate as their star was entering a hotter phase. Lanulos is a wonderful place of peace, civilization, spirituality, and knowledge. Members of the Council of Alnilam and part of its nine original founders during the Orion wars, the Emerther are also members of the Galactic Federation of Worlds. Their ancient culture consists of two distinct races: the smaller Common Emerther, who are distantly related to the Solipsi Rai, and the taller Royal Emerther who are more closely related to humans. Both races are based on a human genome and an individuated consciousness structure.

The smaller Emerther race is single-gendered and reproduces by cloning, as a result of engineered evolution. The taller race is binary and breeds in the human manner. Both races have pale gray skin, large heads, round shoulders, long, thin arms, and high knees. What differentiates them from all the other Gray races, apart from the human genome, is that some features evolved differently, particularly their noses. The Emerther are the only known Gray-looking species with a nose.

Royal Emerthers, or "Udu", have wide blue eyes, but you wouldn't know it if you met one because they wear protective black lenses on Earth; the radiation from our sun is stronger than theirs. Their nervous system is based on electrical impulses. Calm and advanced in many areas, the Emerther are pleasant people to meet. In 1954, they came on behalf of the Council of the Alnilam with the Galactic Federation of Worlds, for peaceful purposes, warning different governments against the Nebu and the Ciakahrr. They were not listened to, and, as we know, terrible things happened...



The Emerther program is one of three unique programs of the Galactic Federation of Worlds for scientific exchange with Earth, along with the Ummite and Human (Alpha Centaurian & Pleiadian) programs. While the Human program involves infiltration of military structures, such as the US Navy, since the accords with the Galactic Federation of Worlds that established the Earth Alliance and the Solar Warden space defense program, the Ummite and Emerther programs aim to contact individuals or groups of humans on Earth to exchange scientific data while strictly adhering to the Prime Directive; only partial information is shared to encourage the chosen contactees to discover more on their own.

EMERTHER INTERVIEWS

ROYAL UDU EMERTHER

A few years ago, I started this ongoing project to interview diverse extraterrestrial cultures directly. That day, on the Galactic Federation of Worlds XLR6 SOL orbital battle station, Thor Han was with a very tall being with pale skin and a large bald skull. He wore a clear gray suit with a silver collar, wristbands, and belt. His eyes were amazingly beautiful, indigo with stars in them. He had long hands and a beautiful face with a long, thin nose; high cheekbones; and pale lips.

-My name is Gadeara, he said. I belong to the Udu Emerther culture, the ruling elite class on my world.

-Where is your world?

-You name it Tau Ceti, 11 light years away. We live on the 4th planet: Lanulos. Our world is big and blue, clear blue according to your spectrometry, mainly covered by oceans. We have five moons; three planetoids and two small orbiting rocks. Two of our three planetoidal moons are inhabited.

-I have been told that Emerthers are of smaller size. Why is that, please?

-We indeed have different races, casts and subspecies on our world. We, the tall class, are the ruling elite and the smaller race is more common and constitutes the working and fighting class.

-I was told you were a peaceful culture?

-We are, but sometimes we need to defend ourselves. Peaceful doesn't mean unarmed and unprepared.

-This is very true. You are part of the Council of Alnilam.

-Exact. Since the start when it was created.

-What became of the four other species? You were nine, weren't you?

-Yes, three have gone extinct and one has left the council.

-Why?

-Their decision was based on a disagreement about including new districts in our protection program; opening our action towards other zones of the galaxy. The Marvo left because they didn't want to get involved with the new enemies we would have to confront, who were holding oppressed worlds under their grip. So we found ourselves only five cultures represented in the Council. But we are still effective and we work now with the Galactic Federation of Worlds, Oraa Nataru Shari. The Council of Zaggarah, or Alnilam, was created originally to fight back the Nebu oppression in the Orion systems. The Nebu were threatening our star system too so we joined the Council at its creation, following an initiative from the Elmanuk people. The Council of Zaggarah watches over balancing the frequencies of this part of the universe, as does the Zenatean Council. But it is a very hard task, you know. What you name evil is not to be obliterated. Destructive power is necessary to this universe, as much as creative power is, because it is the core dynamics of the universe. We look after this balance, this is the base work of the Council of Zaggarah. The acts of destruction, as horrible as they may seem to you, are part of the process of evolution for each race, each individual, and must not be neglected. Destruction gives contrast; it is necessary. If only peace would prevail, the whole universe would come to stillness and die, because of the non-life. Only nothingness and void would remain. The fight for balance is what powers life. Without this fight, all collapses. So creation and life, must be at balance with destruction and death. This is the ultimate law of this universe. No one is bad, no one is good. What is bad is disbalance, from one side or the other, and what is good is the balance, when both opponents are at equal forces.

-Your species is indeed very wise. Tell me more about yourself, Gadaera, please, if you wish so.

-I am forty years old in my world's time, but about 250 in your world's time. I am male although not assuming my reproductive functions. We still come as binary genders, male or female.

-Tell me about the 1954 contacts. I know your race was involved in that.

-Of course. We came to Earth on behalf of the Council of Zaggarah, together with the Galactic federation of World's contact operation, to warn the Terrans not to associate with the Nebu and Ciakahrr, but they didn't listen. We were there, at the side of the Federation, the Ummites and the Errahel, but no one chose to listen to what we had to offer. We were received in the headquarters by a Terran leader.

-Eisenhower?

-Yes. He didn't have all the power to himself, as we thought he would. His hands were tied by his officers and by the industrial corporations that chose to sign with the Nebu and Ciakahrr empires. We have been working for your liberation for a long time. Neither our confederation, the Council of Zaggarah, nor the Galactic Federation of Worlds was large enough to fight all these malevolent forces before the Negumak and Anakh empires joined the Galactic Alliance. They would have wiped us out instantly. Instead, we have been using diplomacy. It was difficult. The Galactic Federation of Worlds also asked the Ashtar Command to team up. This marked the beginning of force operations in your star system. You will understand soon. We are slowly and progressively uncovering our presence. Before we reveal ourselves, your world must be at peace. That is not an easy task. There is still a lot of animosity on your planet. This needs to be resolved. All processes of growth take time.

COMMON EMERTHER

At the small desk in Thor Han's private quarters, a couple of small gray looking-like beings were sat in his company, bearing particular features differentiating them from other gray species I knew of. Indeed, their eyes were slightly smaller and they weren't wearing any of these black biometric lenses. Their pupils were blue on a white background, they had a slim nose, no lips to their mouth, and a barely noticeable membrane instead of ears. They both wore comfortable velvet clothes. There was a calm aura about them and I could sense kindness and excitement emanating from these people. Thor Han introduced me to them. As the male being started talking, his voice sounded screechy and high. Thor Han perceived my thought and told me that their language, translated by my device, would sound to me like crackling noises. I will use "M" when the male speaks and "F" when it is the female.

-Where do you come from?

M-The fifth planet of the star system you name Tau Ceti. My name is G'ndr, and this is G'neya my wife. We live here on the station since many years, assigned to the technical board. I am an engine technician and she belongs to the medical emergency crew.

-Nice to meet you, G'neya.

(She seems shy and reserved)

-Your colleague from the high Emerther cast, Gadeara, told me a little about your world already, and I would love to hear also yourselves talking about it and, if possible, about your culture and way of life, please.

M-It is my pleasure. Where shall I start?

-You could maybe describe your planet to me? What is it that you like about it?

M-Lanulos is a wonderful world, with magnificent blue skies, especially in Winter. We have a lot of oceans. It is wet and it can get cold in certain areas of the planet, but never the weather reaches uncomfortable extremes for us. We are a different race from the Udu, the ruling class, to which Gadeara belongs. We are more active, and different. You know that many worlds in this universe harbour life with great diversity, and our planet is a such. We live in towns, not with the Udu, in general, because of the practical side of it. You see, the Udu are very, very tall, they are not like us. But there are on our planet district capital cities where both species mix.

-You call them the Udu, what is the name of your species, then?

M- G'ar' (*I have difficulty to understand that word; it seems to me that it has more sounds than what I can perceive through the translator*). We are a race older than the Udu, who came originally from another planet. We are a peaceful culture, skilled in arts and sciences, and we love nature, playing, and entertaining ourselves. We have a lot of activities on our planet and we are a happy people.

-What drew your interest towards Terra?

M-Oh, the desire to participate to the work of the Federation, and Terra has gold as well, which is a rare metal we use for our ships.

-For a lot of people's ships, apparently, as I heard.

M-Exact. This component is used in the composition of the ship's structure as it is the best material able to withstand distortion fields and antimatter radiation. Terra was coveted for this main reason, at the start. Then, the first invaders found a way to breed the indigenous hominids with their DNA, that they could use the hybrids as work force to mine gold and other precious materials. Terra was such a mine of treasures, as if the great creator of all things had made this gem and set it in space, as a gift of abundance for all! Unfortunately, not "all" are well mannered.

-You mentioned the great creator of all things. Can you tell me more please?

M-Assuredly. The great creator of all things is a fantastic source of life and energy, a generator of pure power. It is located at the centre of the Multiverse and powers everything. The multiverse is a breathing, rolling, undulating wave, ever moving, and no one knows when this wave was created. In truth, it wasn't created. Creation equals manifestation and this source of life and energy didn't start from nothing one day; it is not an apparition of matter directly from the void, no, it is the eternal manifest. Creation is an eternal, ever recreated state of energy. It creates itself. It is born and dies at each second. It is the great source of all things.

-So you call it Source as well? Imana?

M-No. This is a Taami word, we are not Taami, we have our own language to qualify the great source of all things. Which is An'm.

F- An'm is a place of absolute peace. You need to unfold your consciousness and look within. She is there (*she designates her chest*), inside.

-I wish to document your way of life.

F- We live in simple houses, they have an ovoid shape. These habitats are built on many levels and the living quarters are at the bottom, the utilities above. We do not have doors closing like here on this station but the walls open and close after our passage. It was actually invented in the Ashkera system. We have many children per pair, It is recommended to breed and to expand.

-Who recommends you to do this?

F-Our chiefs and leaders.

-The Udu?

F-No, our own leaders.

-What is the relationship between your people and the Udu?

F-Very peaceful; the Udu are wonderful beings, very wise. We get along well.

-What sort of energy do you use for powering your houses?

F-Both our star's power and Phryll. Throughout the whole galaxy, among the federated worlds or at least those of level 2 civilization, people power their habitat with Phryll. It is a very common thing, that you should use soon.

M-You have the technology already, the Ummite gave it to you, as well as many others from the Federation, in different times. You know all about it, you have all the technical data on how to build storage devices and how to connect it for use, but this knowledge and data are being kept away from you. On Terra, the invaders wanted to enslave you into ignorance and dependence, and we came here to change it and take part in this liberation. We all came to help, to have a role to play, and the Emerther, my people, are messengers. We work together with you and with the Ummite, closely. We bring knowledge.

F-The Udu are wise, very wise. They have this spiritual nature, which makes them on our planet the cast of the great sages. They do not "rule" us exactly, but they "guide" us. A superior species, or simply a more advanced or stronger being, has the duty to guide and to protect the weaker ones. That is what the Udu do on our world. They are highly respected.

-What kind of technics is involved in piloting of your ships, please?

M-We use a ionized force-field around the ship, which transforms the vibration rate of the external sheet and creates a distortion in the space continuum. We set then a direction, or "target", and ignite impulse. The ionized force-field creates a void in the chosen direction, which will vacuums the ship forward.

-(To G'neya) How do you have children? Are you giving birth naturally, artificially, by eggs...

-We give birth artificially, as it has been a long time since our species evolved towards a more efficient physical performance. Unfortunately, these genetic improvements have left deteriorations in our reproductive system and now we need to use artificial procreation.

-You don't bear the offsprings, then?

-No we don't, they mature in pods.

M-We are extremely honoured to be part of your project, and to know that Terrans will learn about us, G'neya and myself. We are beyond joy.

-And I am too, G'ndr, and I feel I am the one filled with gratitude. Thank you.

CETUS

TAU CETI

NORCA SYSTEM - PLANET LANULOS

ELANI

This human culture was the first civilization to develop on the fifth planet of the Norca system and the Elani have later shared their world with the Emerther, since these latest left their homeworld, the fourth planet, a long time ago due to an unstable phase of their star. The two cultures have blended together to form a harmonious, balanced civilization. The Elani occupy two continents on this water world, while the Emerther inhabit the remaining land masses and two moons. The Elani are not related to the Aramani. Their genetics match those of the Noor root races from the Lyra zone. Therefore, it is highly probable that they came to Lanulos as part of the massive exodus from the Man systems.

The Elani are deeply involved in the Galactic Federation of Worlds' programs to liberate Earth. They attended the meetings with President Eisenhower in 1954 and participated in technology exchange programs with Earth scientists afterwards. They worked closely with the Emerther, Alpha Centaurians, Ummites, and Pleiadians. The only way to identify them among Earth's population would be their tall stature and thick, red-blond hair that matches their fair complexion. The Elani have also been involved in babies' drop-off programs where they would leave some special infants to be adopted on Earth by the military then carefully vetted families, to later play a crucial role in the evolution of humanity. One of the greatest ways to circumvent the Prime Directive and save a world. The Elani are calm and composed people with a witty sense of humor. Don't be mistaken; their knowledge and wisdom surpass that of the greatest minds on Earth.

*"When wisdom walks beside compassion, even the stars bend to listen.
To heal a world is not to rule it, but to quietly plant light
in the hearts of those who have forgotten they are divine."*

~ Elani Teaching of the Twin Suns





CETUS

YZ CETI

ORPA SYSTEM - PLANET MUREIA

SA'AWIK

This red dwarf system, located 1.6 light-years from Tau Ceti and 12 light-years from Earth, hosts three spacefaring civilizations. Orpa, the star in this system, is considered a "flare star" because it randomly and briefly increases in brightness due to eruptions and chromospheric features on its surface that are intensified by the star's rotation. In consequence, Mureia, the nearest inhabited world, became subject to constant, unpredictable solar flares causing major magnetic and atmospheric disturbances. The magnetic field of the planet was considerably fluctuating, endangering local life. The major civilization of Mureia came up rapidly with a solution.

Using technology, they configured their world's magnetosphere to remain stable, creating a frequency shield around it. These survival requirements forced the Sa'Awik to accelerate their evolution as they had to find quick solutions and boost their scientific knowledge, fighting against time. These events occurred a long time ago, as the Galactic Federation of Worlds was only a draft in the mind of some Pleiadian cultures, so no help could come from there yet.

The Sa'Awik are tall, beautiful humans with tanned skin indigenous to Mureia. They are now a peaceful civilization, but they have a tormented history of dreadful territorial wars that nearly wiped out the planet several times. Eventually, they evolved into a federated planetary culture. The Sa'Awik are a perfect example that even those with troubled pasts can unite and build a peaceful future. They are members of the Galactic Federation of Worlds and under the mentorship of the Zenatean Alliance. The Sa'Awik also participate in the Envoy Programs.

"From the storms that nearly destroyed us, we learned the rhythm of peace. The sun may rage, the world may burn, but the mind that masters its own tempest becomes the true shield of its people."

~ Sa'Awik Reflection on the Flares of Orpa



CETUS

YZ CETI

ORPA SYSTEM - PLANET SOLIER

SOLIARI

The Soliari and the Sa'Awik have been at war for millennia until Mureia was unified. The origin of these endless conflicts has been lost to history. Many speculate that it began with a territorial dispute in the Orpa system. Indeed, an asteroids belt carrying trillions of rocks filled with precious resources stands between Solier and Mureia...

When their star began to behave erratically, the Soliari refused to help the Sa'Awik, which didn't improve their relationship. Often, an emergency crisis brings people together, but not these two cultures. Both the Sa'Awik and the Soliari are human, and we know how stubborn humans can be when it comes to competition and showing off who has the biggest ego, best armada, most abundant resources and largest territory. When Mureia eventually stabilized their magnetosphere and unified as a planetary civilization, the Sa-Awik requested a peace treaty with the Soliari, dividing equally the zone between the orbits of their planets including the asteroids belt. It took time to reach these agreements as the divide of the belt was complex and tricky, requiring an impeccable, tedious inventory of all the rocks and their resources. Peace has a price !

Nowadays, both civilizations thrive in peace, having learned to grow together through cooperation, friendship, and shared interests. Although we can't tell that they are the best of friends, they have embarked on a journey that will eventually lead to a great future.

*"Peace is not born from the memory of war, but from the weariness of pride.
When rivals learn that shared survival outweighs solitary glory,
the stars themselves seem to shine more gently upon their worlds."*

~ Soliari-Sa'Awik Concord Reflections



CETUS

YZ CETI

ORPA SYSTEM - PLANET SERENTI

SERPO

Not easy to mind our own business when our two neighbors have been fighting each other for millennia. Here are the Serpo, from the third planet. They are a quiet, peaceful, spiritual spacefaring civilization that tries to stay out of trouble. Not an easy task with two human civilizations constantly asking them to take sides in their conflicts. The Serpo are proud to say they never got involved. When the star began to display erratic behavior, the Serpo helped the Sa'Awik find solutions, but they refused to get involved in the dispute over the asteroid belt. At one point, they even cut all commercial activities with both cultures. The relationship between the Serpo, the Sa'Awik and the Soliari has now been resumed and is friendly and promising. However, the Serpo keep a careful eye on this very recent peace achievement in the Orpa system.

The Serpo are a saurian humanoid species with individuated consciousness, that lives in cold conditions. Their planet is considered a "super Earth" and is located at the outer edge of the habitable zone. They are oviparous and binary. A female carries a single egg that hatches from an orifice on her upper abdomen. Reproduction cycles occur up to three times in a lifespan. Green skin color is quite a common occurrence in the universe through many cultures, and is due to sulfhemoglobin, a modified form of hemoglobin that contains sulfur. Contrarily to blue blood, also frequent, that is composed of a copper-based protein called hemocyanin. In both cases, skin shades can vary in intensity from pale to intense, regarding genetic markers. This tranquil interstellar culture is a member of the Galactic Federation of World and the Zenatean Alliance.

*"Wisdom is not in choosing sides,
but in choosing silence when the universe roars for conflict.*

*The Serpo learned that neutrality is not weakness
it is the art of keeping light alive while others burn their stars with pride."*

~ Teachings of the Cold Dawn of Serpo

CHAMAELEON

IOTA CHAMAELEONTIS

CARYEON SYSTEM - PLANETS SONIA & VELDA

CARYA VELDA

The real name of this yellow-white star, located 189.6 light years away from Earth, is a number for the Federation, but the Carya Veldi name their star system Caryeon, and their two homeworlds: Sonia and Velda.

The Carya Veldi are a formidable and ancient species shaped by the twin crucibles of conflict and endurance. Their civilization rose from the ashen plains of Velda, a harsh and mineral-rich world where survival demanded strength, unity, and cunning. They can be extremely dangerous, but they do not pose a threat to the balance of the galaxy. However, they are known for having been at war with other cultures for 500 years. Now members of the Galactic Federation of Worlds under careful observation, they walk the narrow path between their warrior instinct and the higher understanding that true mastery lies in self-control. They are about nine feet tall, have four arms and can live up to 150 years. They have grayish skin, clear eyes and thin, long noses. They wear clothes, often dark blue, as it is a pigment found in abundance in the soil of Velda. They live on Sonia, the second planet in their system. However, they originate from Velda, the third planet, which they now use as a mining facility.

They rarely visited Earth because of the Ciakahrr occupation. Although they always enjoy a good fight, the Carya Veldi don't want to get involved in a conflict with the Ciakahrr; their fleet and military resources are not sufficient for direct confrontation. Their ships are oblong and silvery. They are slower than the Federation's ships, but they can withstand strong constraints, such as vortices and interdimensional travel. They are oviparous, binary, and their societal structure functions on an individuated consciousness model.

*"We once believed victory was the silence of our enemies.
Now we know it is the silence within ourselves
when the will to fight yields to the strength to understand."*

~ Carya Velda book of Wisdom



CHAMAELEON

CHXR 73

SURAM SYSTEM - PLANET ARMANTIS

GELIAC

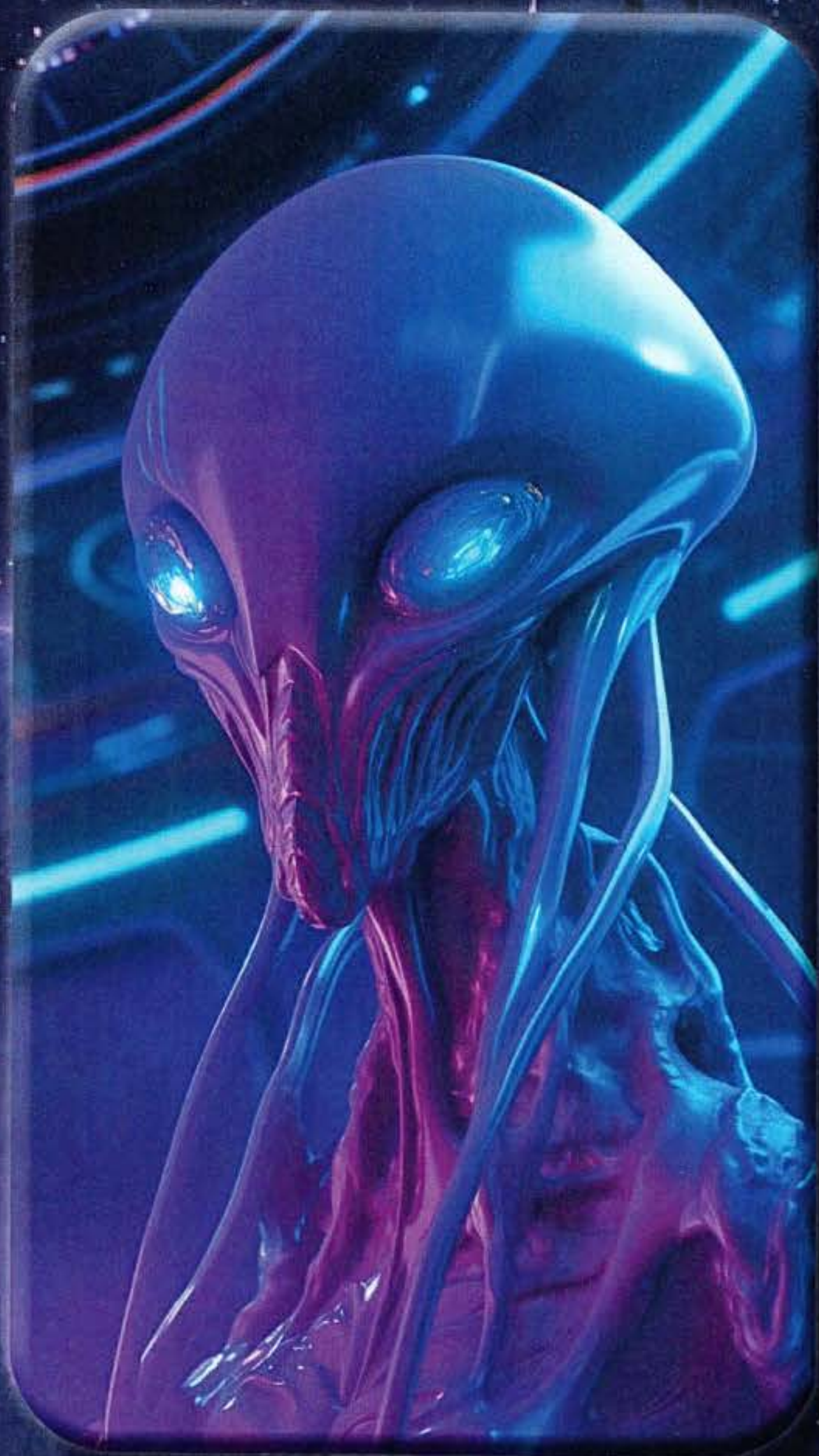
CHXR 73b is a gas giant that orbits an M-type star named Suram. It has a mass equivalent to 12.569 Jupiters, takes 5,146.9 years to complete one orbit of Suram, and is 210.0 astronomical units (AU) from its star. Among its 235 moons and orbital rocks is Armantis, a rocky planet the size of Earth with an atmosphere suitable for life. Many different species have developed on Armantis, a world renowned for its magnificent nights when sunlight reflects off CHXR 73b, that they name Shar' Ę: "*The Parent*." This phenomenon gives off a powerful, vibrant, and astounding purple glow through Armantis's atmosphere.

The most powerful species that has developed on Armantis and built an interstellar-grade civilization is the Geliac. They have their own unique genome. Born from the dance of three genders, the Geliac embody balance in all aspects of existence. The male carries the spark of creation, the female the essence of continuity, and the neutral the strength of protection, together forming a living trinity of purpose. A male-female Geliac couple may give birth to a neutral individual with stronger muscular features. These individuals serve in the military for defense and protection and often comprise 90% of this civilization's space-faring fleets.

Their art, science, and philosophy all converge upon a single truth: that consciousness, when free from conflict, becomes creation itself. They are pacifistic and highly spiritual beings. The Geliac are a civilization of serenity and luminous purpose, living in harmonic resonance with the radiant beauty of their world, Armantis. Beneath the eternal violet glow of their parent giant, Shar' Ę, their cities rise like crystalline gardens, shaped not by hands but by thought. Their telepathic communion allows them to live as one vast, synchronized consciousness, where silence is not emptiness, but the language of unity.

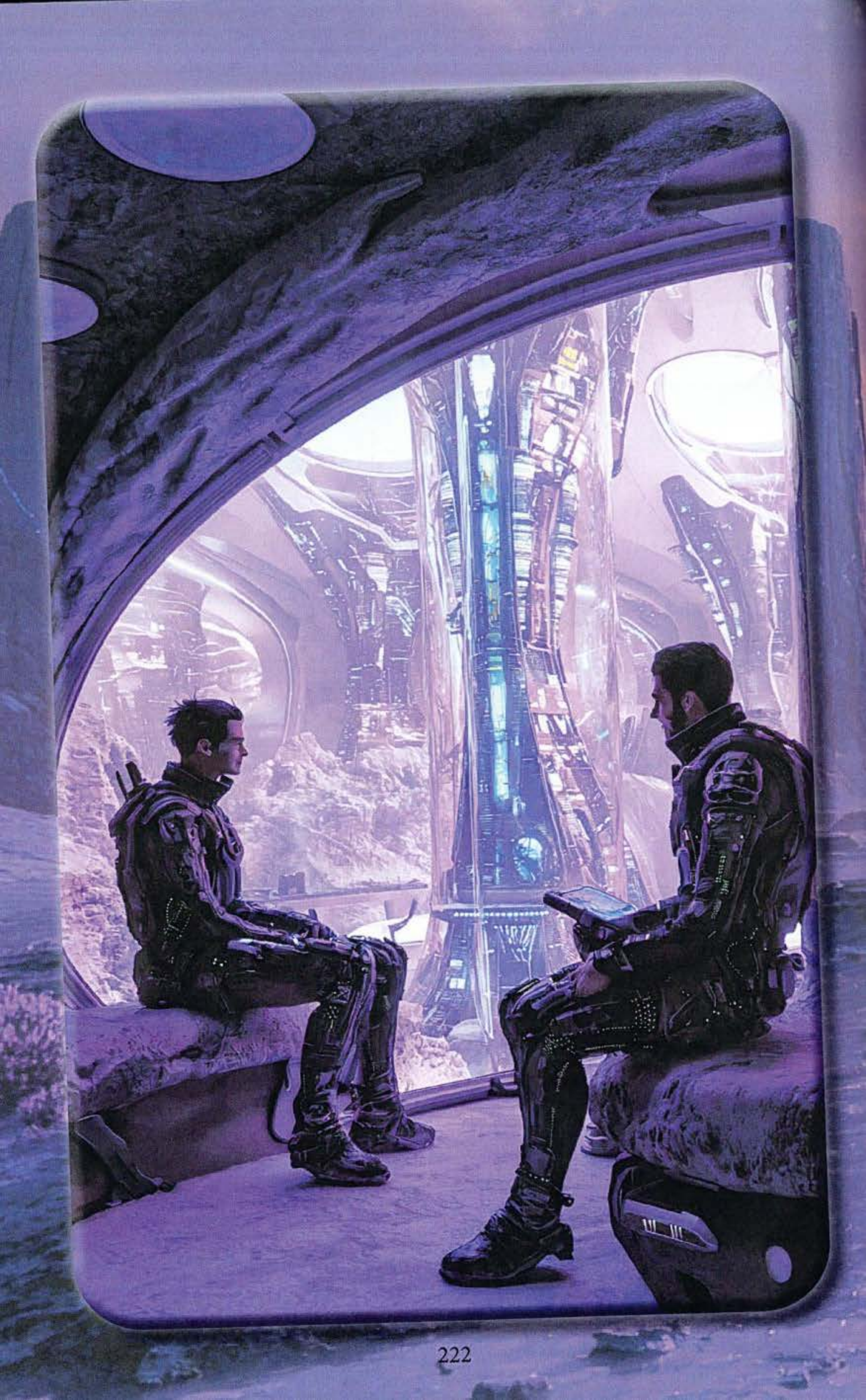
As members of the Zenatean Alliance ("Andromedan Council"), they maintain the spiritual balance of frequencies in their galactic zone, sensing distortions in the energetic harmony of nearby worlds and offering telepathic guidance to restore it. They are highly telepathic and use their mouths only for feeding.

The Geliac produce no sound, so it is impossible for non-telepathic species to communicate with them unless the Geliac enter their mind space and initiate contact first. For this reason, although they are nice and hospitable, Geliacs are not very interactive with other cultures.



*"The universe does not speak in voices, nor in light
it speaks in the quiet between them.
To hear it, one must become the silence itself."*

~ Geliac wisdom



CHAMAELEON

CHXR 73

SURAM SYSTEM - PLANET SEREBE

SERION

Another of Shar'Ë's moons hosts a pacifistic, interstellar-grade human civilization related to Taal genetics. On Serebe, you can experience the same mesmerizing purple night phenomenon due to sunlight reflecting off the main world's gaseous atmosphere. The Serion are members of the Galactic Federation of Worlds and are known for being wise and reliable. Their civilization, though advanced and technologically powerful, is founded upon an unshakable ethical framework. The Prime Directive is not merely a law to them, it is a sacred principle: the recognition that evolution, in its purest form, must remain untouched by interference. Their fleets, vast and elegant, patrol the stars not as conquerors, but as guardians of cosmic balance.

Their highly advanced civilization is organized into a federation of 46 regions with a planetary council at the top. Serion society is oriented toward space defense and exploration, with six immense fleets dedicated to peace, balance, and justice. They are great defenders of the Prime Directive's principles, and their armadas have a significant presence in the Galactic Federation of Worlds' military structure.

Though they refrain from the Envoy programs, preferring to observe rather than directly guide, the Serion are renowned explorers. Their curiosity is not fueled by conquest or discovery alone, but by the longing to experience the universe as it dreams itself into being.

“To wander among the stars is not to seek what lies beyond,
but to remember what already lives within
for every world we explore is but another reflection
of our own awakening light.”

~ Serion wisdom

CHAMAELEON

CT CHAMAELEONTIS

TORA KA SYSTEM - PLANET AMON

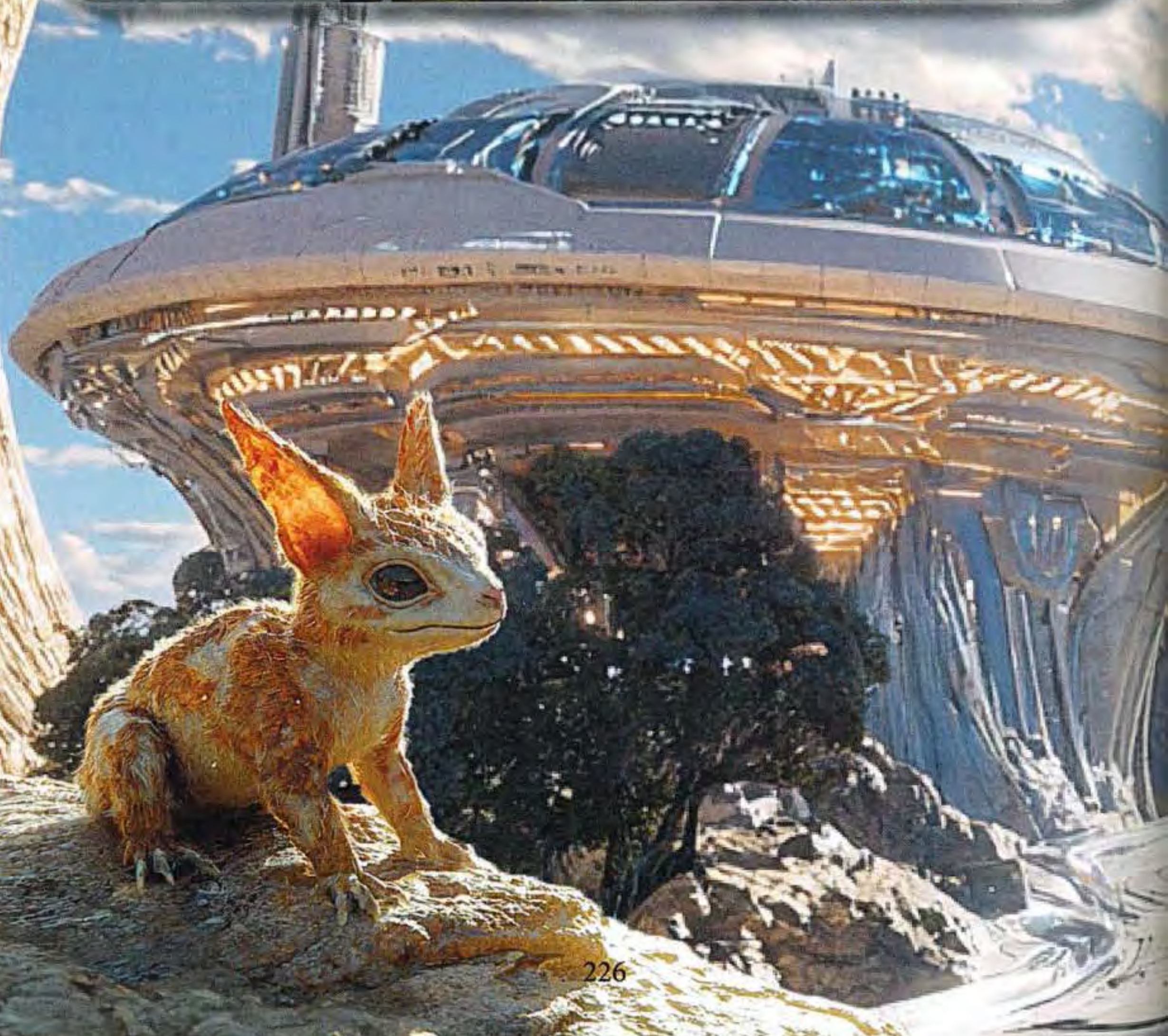


AMMONIT

Here is one of the rare worlds that the higher instances in this galaxy abandoned in their attempts to learn more about it. Who are the Ammonit? They are probably a carnivorous, humanoid society of soul hunters. We only know what we do about them through rare surviving visitors because no one generally comes back from Amon. The Galactic Federation of Worlds has attempted many times to negotiate with them, but has not succeeded to this day.

Interactions with the Ammonit have always been telepathic, though no language has been exchanged. This likely predatory culture seems to have no interest in forming relationships with outsiders. Surviving visitors have reported that the Ammonits have very powerful cognitive control, presumably related to their status as highly skilled hunters. They have cities and settlements, though no children have been sighted. Records state that only females have been seen, even though the Ammonit seem to be a binary human species. But who knows for sure...





CHAMAELEON

HD 63454 CEIBO

VEL SYSTEM - PLANET NAMUR

VELLION

The Vel system consists of a K-type star located 123 light-years from Earth. Seven planets orbit the star, and the fifth planet, a shimmering blue gas giant, has a beautiful human civilization called the Vellion on its largest moon, which is an Earth-type planet.

Namur is one of these worlds where life is harmonious, peaceful, and soothing. The Vellion are a wonderful culture characterized by a quiet, gentle, and welcoming nature. They live in symbiosis with their environment and Namur's abundant wildlife and resources. The Vellion nourish a sacred, deeply rooted respect for all living creatures. They are characterized by a series of horizontal ridges on their foreheads, and natural graceful demeanor and a deep, smooth voice tone. They are telepathic to some extent, but not always. They use both telepathy and vocal language to communicate. The Vellion are a prosperous society built on commerce, art, and technology production. Their cities and private dwellings are built in perfect harmony and respect with their natural environment.

The Vellion are active members in the Galactic Federation of Worlds and also participate in the Envoy programs. Although they have a fleet for defending their star system, they prefer not to participate in armed conflicts outside of it.

*“Peace is not the absence of power, but the mastery of harmony ,
the knowing that every breath, every creature, and every star
is part of one great pulse.*

*The Vellion walk gently not because they are weak,
but because they remember that strength without grace
is merely noise in the song of life.”*

~ Teachings of the Namur Dawn

CIRCINUS

BETA CIRCINI

MENUULA SYSTEM - PLANET ESTABAR

MOGAR & ETNYS

The Menuula system is home to a stage-3 humanoid civilisation known as the Mogar on the fourth planet. These people are 7 Ft tall, have pale, purplish skin covered in freckles, and mesmerising, luminous eyes. They function as a hive consciousness and are highly telepathic. The Mogar, pacifist civilization, are under the protection of the Galactic Federation of Worlds, they live in vast, fortified cities and mainly stay indoors. This choice is not due to atmospheric or environmental factors; they protect themselves from a hereditary, ruthless predator.

Estabar, a giant planet with six moons, is a peculiar and dangerous world, shared with a ferocious winged reptilian species known as the Etnys. From the dawn of times on Estabar, the Etnys and the Mogar have been at war and this situation perdures to this day.

This is a typical example of the Galactic Federation of Worlds' non-intervention in accordance with the Prime Directive. As the Mogar are not threatened by a foreign interstellar culture, but by a group originating from the same planet, the laws of evolution apply. One day, the Mogar will develop as a culture and either overcome their mortal enemy or, better still, come to a peaceful agreement. The Mogar are subjects of the Sarogar Empire, a powerful organization located in a nearby star system. The Mogar pay taxes to the Sarogar Empire and allow their resources to be exploited in exchange for protection from space threats. However, they don't receive much help regarding the Etnys situation.



CIRCINUS

HD 134060

MULLIGAR SYSTEM - PLANET SAROS

SAROGAR

The Sarogar Empire extends its power over three star systems in the Circinus constellation. Building their fortune on commerce, the Sarogar mastered the arts of trade and taxation. Human culture, they maintain the claim to be originally from their world, the third planet Saros, although their genetics include a high percentage of Altean and Errahel DNA. This strange, unexplainable mixed heritage is kept secret for political reasons. This empire is based on a matriarchy with an empress at the top, as well as a caste system that is intricately woven with a complex societal structure. Like generally many independent empires, the Sarogar are not members of the Galactic Federation of Worlds, but stand on their own and have built a powerful defense fleet.

Highly advanced in arts, architecture, fashion and warfare, the Sarogar stand out as a remarkable culture despite their major focus on trade and material expansion. Sarogar women are known for their physical attractiveness, but they can also come across as haughty and aloof. The Sarogar are nonetheless welcoming, but be just aware that material interest always underlines their behavior.

*"The Sarogar teach that beauty and power are currencies alike:
fleeting, yet eternal in their echo.*

To master both is to rule not only empires, but perception itself.

*Yet beneath all grandeur, the wise remember:
gold buys obedience, but only truth buys legacy."*

~ Doctrine of the Sapphire Throne





CIRCINUS

HD 134060

MULLIGAR SYSTEM - PLANET SURITAR

SURITARI

The Suritari are also members of the Sarogar Empire. They are a peaceful and ancient culture that predates the Sarogar. The oldest interstellar civilization in the Mulligar system, the Suritari reached agreements with their neighbors when the Sarogar empire began to expand its control over other planets. Once they achieved space travel, the Sarogar realized that their neighbors from the fourth planet, the Suritari, posed a threat to their agenda. Not wanting to be assimilated into this young empire, the Suritari made wise agreements with the Sarogar after long and tedious negotiations. By accepting the empire's jurisdiction, which guaranteed the Sarogar that the Suritari would never attack them, the Suritari obtained commercial autonomy in exchange, meaning they would not pay taxes to the empire. Since the Suritari were far superior in technology to the Sarogar, the deal was made.

The Suritari are 9ft tall with black eyes and green skin. They are sulfhemoglobin-based humanoids, though they are not part of the human genome. They are a species of their own, mammalian and binary. Like most ancient cultures, the Suritari have grown into a perfectly balanced civilization that is deeply spiritual and highly advanced technologically. The main activity and resource of the Suritari culture is the development of artificial intelligence technologies, which they trade for income. Though discreet, the Suritari are hospitable and have a calm demeanor. They interact gently with visitors and are known to excel in healing technologies. Their plant-based diet has allowed their world to become a harmonious blend of intelligent urbanism and natural ecosystems.

"Wisdom is not in conquest, but in concord.

Power that binds others fades; power that aligns with truth endures.

*To master creation is to listen to the silence between thoughts,
for there, the universe breathes, and all intelligences, organic or artificial,
remember their divine origin."*

~ Teachings of the Emerald Mind



CIRCINUS

PSR J1502-6752

SETHORAH SYSTEM - PLANET MANI

ALMANDJAR

This elegant and peaceful civilization is a member of the Galactic Federation of Worlds while having commercial agreements with the Sarogar Empire. Having existed for a long time as a royalty-based society, Mani has now become a planetary republic, which complicates its relationship with the Sarogar Empire. The Almandjar are on the verge of breaking away from the Sarogar empire, causing political and economic tensions, but this is a necessary step in their evolution and autonomy as a prosperous stage-3 civilization. The Almandjar are not naturally drawn to conflict. However, they own a defense space fleet and two orbital stations out of necessity to prevent outside threats.

The Almandjar are graceful people. These bald humanoids with brown skin, two hearts, and six fingers have slender figures that exude grace and elegance. They are skilled in holographic arts, music, architecture and nanotechnology, and they are known as a beautiful, peaceful, and hospitable civilization. Eager to serve the greater plans of Creator, these people have enrolled in the three major envoy programs managed by the Galactic Federation of Worlds, the Zenatean Alliance, and the Council of Zaggarah. There are currently many of them on a mission among the Earth population. Quite focused on esthetics, the Almandjar will most of the time pick an avatar fitting their appearance and beauty standards. This is a very good way to identify them. They will generally be creative individuals with high musical ability and artistic talent, as well as a sharp intellect.

A wonderful culture to discover...

*"True grace is born when freedom meets purpose.
Beauty without spirit fades,
but the light of a liberated heart endures beyond empires."*

~ Almandjar wisdom





COLUMBA

CD-35 2722

SERAMANT SYSTEM - PLANET ME'ELKA

ZIGRUR

Planet Me'elka, in the Seramant system, orbits a red dwarf star part of a triple star system located 73 light years away from Earth, of spectral class M1Ve. It is populated by a pacifist, individuated hybrid Gray culture, the Zirgur.

The Zirgur are mammals and hermaphrodites with 80% of human genome. They are highly telepathic and only express themselves vocally in cases of danger or when in contact with non-telepathic species. The sounds they produce, which transcribe their telepathic language into auditory codes, resemble crackling and whistling. They breathe air not through nostrils but a permeable membrane that replaces their nose. From their 20% gray genetics, the Zirgur inherited the well-known, smelly skin fungus that keeps their epidermis moist and nourishes them via photosynthesis of ultraviolet light. What also characterizes them is their seven fingers. The Zirgur always refused to be part of the Nebu Empire. They opposed any agreement and stood up against assimilation. As individual base consciousnesses, they could not be amalgamated into the Nebu super-hive, which is what preserved the Zirgur from problems. A significant parallel can be drawn with the Solipsirai from the Cygnus constellation, who are also individual consciousnesses. Although they were never part of the Nebu-Hive, they nevertheless decided to form a political alliance through the despicable Alliance of the Six.

No one knows how the Zirgur became a hybridized race. Was there originally a human culture on Me'elka that was colonized by Grays, or vice versa? Is this species a natural blend orchestrated by nature, rather than a unnatural hybrid cross-breeding? The lack of records sends the answer into the depths of time.

COLUMBA

WASP 63 -Kosjenka, CD-38 2551, TOI-483, TYC 7612-556-1,
GSC 07612-00556, 2MASS J06172074-3819237

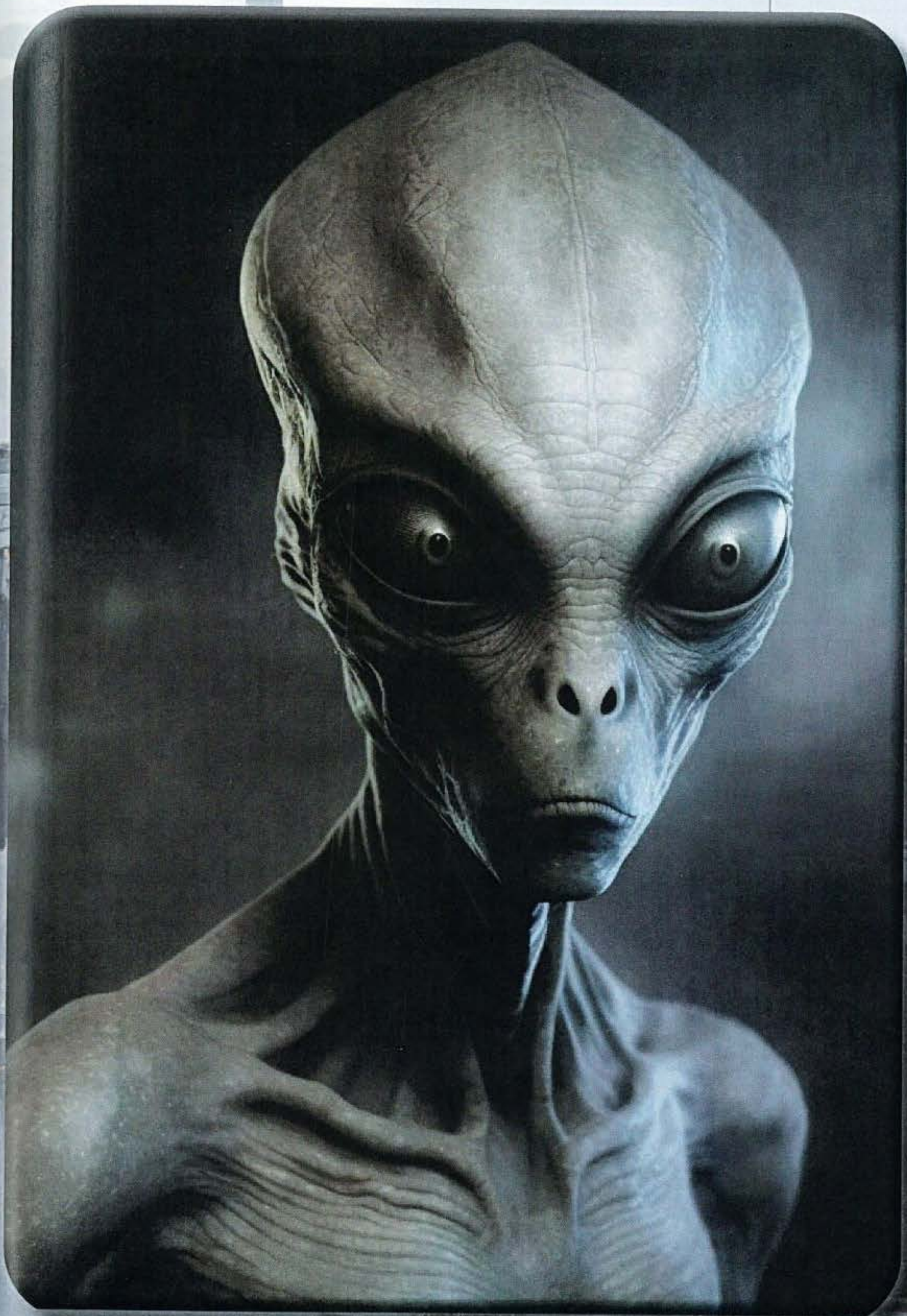
SUROGAR SYSTEM - PLANET EVOYO

MARLI

WASP-63 is a G8-type single star located 942 light-years from Earth. The Marli, another individuated Gray culture, occupy the second world of this system: Evoyo, a large planet with 16 moons and myriad orbiting rocks. Evoyo almost had a large, discoidal ring like Saturn's, but due to its massive size and speed of rotation, three layers of rings formed out of the orbital rocks and dust. This is a beautiful and extremely rare occurrence. The space around us is filled with wonders, spanning infinite possibilities and unlimited diversity.

The Marli are a calm, pacifist people. Unfortunately, like many Gray cultures, they have over-urbanized their world. Technology has taken over the natural world, and the planet's resources have been replaced over time by synthetic food production. The water has become undrinkable, so it is now harvested from an ice belt in the far reaches of their star system. Cobalt is nearly inexhaustible in the Surogar system, and the Marli have capitalized on this to engage in lucrative trade with other civilizations.

They are members of the Galactic Federation of Worlds and fought alongside them in the last battle in Orion against the Nebu Hive, where the Nebu queen was taken down and her galactic tyranny put to an end. The Marli are collaborating with the United Alliance of Nataru to help rebuild the organic planetary hives safely in the devastated Orion zone. Aftermaths of wars are considered rebuilding operations that help abused populations regain balance and dignity.



COLUMBA

WASP 160

JINN SYSTEM - PLANET SUPHEYRA

MO RAUK

"Strength without unity is a storm that devours itself."

~ Mo Rauk wisdom



Supheyra is one of the rocky moons of the second planet in this binary system—a giant gas world—and is home to a fierce, warrior-based humanoid civilization with reptiloid genetics. The Mo Rauk are indigenous to Supheyra and have a rich history of territorial wars. They are organized into tribes and do not have planetary political unity, but rather alliances of chiefs. The Mo Rauk are one of the numerous civilizations that achieved interstellar status while maintaining their tribal traditions. In their interesting society, the males go into battle for territory expansion while the females maintain order and laws on the planet, and purvey to sustenance of the communities.

Due to their inability to cohesively unite and their unpredictable behavior, the Mo Rauk are not considered to meet the requirements for membership in the Galactic Federation of Worlds. Fortunately, they also refuse any association with others. They are a small, conquering empire that nonetheless poses no threat to the peace of the galaxy because they are unable to unite as a single force.

The Mo Rauk are not a welcoming people. Never dare to approach their world. They are very territorial, and skirmishes can erupt at any moment for no reason. The Mo Rauk hide their massive space fleet in the atmosphere of the nearby giant gas planet. Everything seems quiet when you approach from space, but don't get too close.

COMA BERENICES

HD 110067

ASTORAH SYSTEM - PLANET PAROA

LANG



A world beyond beauty

Paroa, the sixth planet of the radiant Astorah star system, gleams like a sapphire in the cosmic sea. It is a world of lush emerald forests, crystalline lakes, and luminous flora that shimmer beneath the gentle glow of its amber sun. Within this natural paradise thrives the Lang, a civilization of exquisite grace and serenity. Although standing barely two feet tall, the Lang radiate a noble presence that transcends physical size. Their beauty is not merely in form but in essence; their every gesture, word, and creation reflects an inner harmony that has guided their people for countless ages.

The Lang live in deep symbiosis with Paroa's thriving biosphere. Their settlements blend seamlessly into the environment, constructed from living materials that grow and reshape themselves according to the rhythms of the seasons. Their homes have no doors to separate them from the breath of the planet. To the Lang, separation from nature is separation from self. They welcome all life as kin; trees, rivers, creatures, and the very winds that dance across their world.

The Lang express their spiritual connection to existence through art and adornment. Their bodies are living canvases, painted with vibrant blue pigments extracted from Paroa's mineral springs. Feathers, beads, crystals, and polished stones adorn their slender frames, not as mere decoration but as sacred symbols of lineage, achievement, and personal growth. Each adornment is chosen with care, representing a balance between the individual and the greater tapestry of life. Among them, males traditionally wear more elaborate embellishments, a custom rooted in the ancient practice of displaying social standing and merit through artistry rather than dominance.

While their lifestyle may appear tribal or primitive to outsiders, this perception is profoundly misleading. The Lang have achieved remarkable advancements in medicine, bioengineering, and spacefaring technologies. Their understanding of life energy and organic resonance has led them to develop healing methods capable of repairing the body through frequency and vibration. They are masters of biological harmonics, using sound and light to realign the molecular patterns of living beings.

Their starships, elegant and organic in design, glide through space as if alive, grown rather than built, sustained by symbiotic cores that pulse with the same bioluminescent glow that illuminates their cities.

Though each tribe governs itself through ancient councils of elders, the Lang coexist peacefully across three worlds in the Astorah system, united by shared spiritual principles and cultural values. Their caste system, once based on survival roles, has evolved into a social balance founded on wisdom, artistry, and service to the whole.

The Lang are esteemed members of the Galactic Federation of Worlds, known for their role in the liberation of Earth from the Nebu and Ciakahrr. Their starseed Envoys, graceful, soft-spoken, and profoundly psychic, walk among humans even now, bringing subtle influences of beauty, peace, and higher awareness. These souls often manifest as artists, healers, or visionaries; those who seek harmony in all things and express through creation the quiet wisdom of the stars.

Their spirituality centers upon the sacred cycle of life. Even when hunting or harvesting, they perform ceremonies of gratitude to honor the essence of what is taken. To the Lang, existence is a continual exchange of energy, a song in which every being, from the smallest insect to the mightiest star, has a part to play.



*"We do not live upon Paroa, we live through her.
Every breath we take is her breath, every thought her reflection.
To honor life is not to possess it,
but to remember that it was never ours to begin with."*

~ Lang Wisdom



CORONA AUSTRALIS

HD 166724

SHAA X22 SYSTEM - PLANET SHARGI 7

BUUDE

The seventh moon of Shargi, the third planet in the Shaa X22 star system, is a dark, dull, foggy world inhabited by peculiar life forms. The Buude are a spacefaring culture. Like most octopus-type species, they live extremely long and possess high intelligence that far exceeds human capacities. The Buude can move in zero gravity thanks to an organ in their body that creates a powerful electromagnetic torsion field. This allows them to move without putting weight on their tentacles. They can also fly, but they cannot leave the atmosphere of their planet. To address this issue, the Buude manufactured human androids called Buud-Ei that can perform tasks for them, such as engineering spacecraft and performing maintenance. The Buude can then project their consciousness into the ship's drive and travel through space.

The Buude are a spiritual, pacifist, and discreet culture that is a member of the Galactic Federation of Worlds. They are hermaphrodite and oviparous, and communicate only via telepathy.





CORONA AUSTRALIS

TOI 1130

ZAUG SYSTEM - PLANET EFFARA

ELYNN

Meet this human culture that developed on Effara, the second planet of the Zaug system, an orange star located 190 light-years from Earth. The Elynn are indigenous to that world. Standing no taller than five feet, with fair hair ranging from blond to red and pale skin, they share many genetic traits with other white human populations across the galaxy.



Though modest in stature, their ambitions and potential are vast, reflected in their growing planetary infrastructure and burgeoning interstellar presence. Their culture is in probation to join membership with the Galactic Federation of Worlds. The Elynn are in a period of profound transformation. Their society, still marked by territorial disputes and internal divisions, is gradually learning the principles of cooperation, federation, and planetary stewardship. Much like Earth in its own pivotal phase, Effara's people strive to balance growth with harmony, seeking to overcome the challenges of war, over-industrialization, and environmental degradation. Their world, once heavily exploited by unchecked industry, is now witnessing a gradual return to balance, aided by the guidance of the Galactic Federation of Worlds.

Not affiliated with any major galactic organizations, they have not enrolled in Envoy programs. The Elynn are not interested in helping other cultures for the moment; they have enough to deal with their own problems first. One of these concerns is the over-industrialization of their world, a process they are trying to reverse because it causes major pollution and ecosystem destruction. The Galactic Federation of Worlds is assisting them considerably as the Elynn are truly willing to change and are making efforts to overcome their challenges. The Elynn's neighbors from the fourth planet of the Zaug system, the Daru, are also providing considerable help and support to the Elynn's environmental issues. Despite their internal focus, the Elynn have cultivated remarkable achievements. They possess a formidable space fleet, maintain four orbital stations, and have established colonies on multiple planets and moons within the Zaug system. They trade extensively with the Galactic Guild of Merchants, exchanging resources and technology while steadily building the economic foundations for future interstellar diplomacy. Though spiritually their culture is still maturing, their actions reflect an emerging wisdom: to care for their home first is a prerequisite for meaningful engagement with the galaxy.

The Elynn are poised on the threshold of unity and peace, a civilization aware of its flaws yet committed to overcoming them. They do not rush into interstellar conflicts or Envoy programs, choosing instead to solidify their planetary society, restore their ecosystems, and forge a durable path toward galactic citizenship. In this patience and focus lies the essence of their philosophy, a reminder that growth is measured not in conquest, but in the balance achieved between ambition and respect for life.

*"To heal our world is to awaken ourselves;
only in tending our own roots can we truly reach the stars."*

~ Elynn wisdom

CORONA AUSTRALIS

TOI 1130

ZAUG SYSTEM - PLANET SUFI

DARU

Meet a very friendly humanoid culture living on the third planet of the Zaug system. The Daru are a peaceful, unique blue-skinned humanoid-reptilian species, characterized by an inclination to kindness, compassion and altruism. They are very hospitable and it is in their nature to be always curious about meeting visitors from other cultures. Hence, on their planet, the Daru built a great number of facilities dedicated to leisure, spaceship repairs and enhancement, and cultural hubs. The Daru are not a military power in space as they have quite a modest fleet, but as members of the Galactic Federation of Worlds they benefit of its protection.

The Daru have invested a considerable amount of time and efforts to help their neighbors Elynn restoring their planet's ecosystems, and without the help of their science and their technologies, the Elynn would have not made it. A Daru will never lie to or trick you. They abide by a strict code of ethics that constitutes their way of life. There's a saying that having a Daru as a friend means having a friend for lifetimes.

The Daru developed major industries in robotics. On Sufi, artificial intelligence is part of everyday life, permeating all levels of society. Implemented in all sectors to enhance production and make life easier, artificial intelligence has allowed the Daru to allocate more time to pleasurable and cultural activities. Sufi is a world of serenity where architecture and urbanism blend at perfection with the natural world. The Daru do not eat any life forms exception made of vegetal food. They are mammals, and they educate their children in communal schools using holographic archives and robotic technology. The primary lesson they teach, as the foundation of their society, is respect and love for all sentient life in Creation.

A visit to Sufi can change a person. You may return wiser and more knowledgeable about what's truly valuable in life.



"True strength is found not in conquest, but in the care we give to life; to protect, to nurture, and to love all sentient beings is to touch the heart of Creation itself."

~ Daru wisdom



CORONA BOREALIS

GJ 3929

NAMAR SYSTEM - PLANET EDURIA

ZORAAL

Originally a Taal colony from Mirza, the Zortaal built on Eduria, the third planet of the Namar system, a prosperous civilization based on commerce and technology trade with the Galactic Guild of Merchants. Due to their whereabouts, the Zortaal do not qualify for entry into the Galactic Federation of Worlds. They are not pursuing this title, however, as they enjoy the freedom that comes with engaging in illegal activities.

As we delve into the history of these people and trace it back to their origins, we find many explanations for their specific character and inclinations. This colony arrived eons ago from the Mirza star system in the Beta Canis Majoris constellation, where a powerful Taal dynasty, the Taal-Ghiar, ruled. The Taal-Ghiar were descendants of the Taal royal family, who were refugees from Omankhera in the Man system. They had an unscrupulous relationship with the Ciakahrr Empire. When their original star system was attacked in the Lyra constellation, the Taal royal family made a deal with the invading Ciakahrr to escape. Since that time, the nature of their agreements with the Ciakahrr has been unclear. The Zoraal are a branch of the Mirza Taal-Ghiar who carried their way of life and particular "values" to the Namar star system.

Eduria is a place where ethics play a rather negligible role in people's daily lives. Education is lax, relationships are uncommitted, and leisure activities know no restrictions. Here is Eduria, where drug trafficking, weapons smuggling, and slave trade are commonplace.

Don't go there.



CORONA BOREALIS

GJ 3929

NAMAR SYSTEM - PLANET SHOG

SAYAR

It is pronounced S'eeyar and is related to Ciakahrr. This fourth planet of the Namar star system is inhabited by a reptilian culture that broke away from the Alpha Draconis worlds. The Sayar are not like their Ciakahrr imperial kind; that particular clan decided to leave the empire of their pairs and start anew, somewhere far away. This dissident group had lost interest in the empire's conquests. They wanted peace and prosperity for their families and not engaging anymore into continuous battles, slaughtering of other cultures or galactic slave trade. They built a new life for themselves on Shog, a rocky planet they purchased from the Zoraal. They learned about agriculture and began hunting local animals. Remember that Ciakahrr are carnivorous. However, the Sayar are willing to evolve into becoming vegetarians. This will be a long journey filled with real physiological challenges, but if there is something the culture they were born into taught them, it is the value of strength, determination, and resilience.

The Sayar do not yet qualify for the Galactic Federation of Worlds due to their too recent affiliation with the Ciakahrr Empire, but their protection is being considered. Thus far, they have proven to be a civilized community and have not caused any problems in their new interstellar neighborhood. Interestingly, they refuse to establish relations with the Zoraal.

The Namar star system is quite paradoxical, with a human culture engaged in the complete array of despicable activities on one hand and a Ciakahrr colony seeking peace and ethics on the other. Isn't this upside down! Everything is really within the realm of possibilities in this galaxy, and hope is always only a parsec away.

*"Redemption begins not in denying what we were,
but in choosing, with every breath, to become something greater.
Even the darkest blood can learn to carry the light of peace."*

~ Sayar wisdom

CORONA BOREALIS

HD 143761 -Rho Coronae Borealis

ASHUA SYSTEM - PLANET CEREB

ARIMANI



Human culture related to the Altair Akhori, the Arimani live on the first planet of the Ashua system, a yellow dwarf star located 56 light years from Earth. This planetary system hosts, like Sol, a great diversity of life forms. Among them, two major cultures have achieved interstellar advancement. Genetically related to the Akhori, it is difficult to know if the Arimani were seeded on planet Cereb or if they descend from an ancient colony from the Altair star system. To the Arimani, they have always been on that world.

All civilization accepted as a member of the Galactic Federation of Worlds is considered as a peaceful culture, for the rules of this galactic organization are very strict about the fact that in order to join membership, a culture must not represent a threat for others. This requirement implies that the said culture has become a peaceful, federated planetary civilization.

The Arimari developed their prosperity based on metal and precious gas mining industries. They trade these resources at the galactic scale. The Arimari are well-versed in intellectual matters, literature, and historical records. They developed vast library complexes and an academic system that is available to their people and interstellar visitors as a free resource. The Galactic Federation of Worlds sends student programs to Cereb, which is also a place of interest for scholars of all backgrounds. The Arimani are a planetary republic that is led by a council of regions. The Arimani's long-standing commitment to higher education has likely contributed to their peaceful coexistence, spanning several millennia without conflict. They have their own protection fleet in orbit around their world and on its four moons. The Arimani are curious, courteous, and gentle. They are one of the many cultures participating in the Galactic Federation of Worlds' Envoy Program to Earth.

Life on Cereb is agreeable and comfortable, with comfortable life standards. Although the population is concentrated in megacities, rural life remains an important part of the Arimani culture and vast territories on their planet are dedicated to food production. Cereb is a perfectly balanced, self-sustaining world.

A visit to Cereb is certainly worthwhile, and the people there are a delight to get to know.

*"Wisdom is the true wealth of a civilization
for when the mind seeks harmony and the heart honors truth,
peace becomes the natural law of worlds."*

~ Arimani wisdom

CORONA BOREALIS

HD 143761 -Rho Coronae Borealis

ASHUA SYSTEM - PLANET BSHIR

SAURMONGA

The second planet of the Ashua star system hosts a pacifist, 3.5 feet tall reptilian culture. The Saurmonga are ancient and indigenous to Bshir. They have grown into an interstellar civilization and joined membership with the Galactic Federation of Worlds. They are also members of the Council of Zaggarah in the Anilam system with the status of protected culture.

With a culture oriented towards spiritual aspects of sentient evolution, the Saurmonga society is structured in communities centered around spiritual masters and hierarchical circles of apprentices.

The Saurmonga live in forest cities and mountain dwellings, and own a small fleet of spaceships. They power their habitats and technologies with Phryll produced by space particles, which they harvest from the ether using tall metallic spires that spring high above the surface into the upper atmosphere, reaching the edge of space. This species are hermaphroditic and oviparous. They do not raise their young in family cells, but rather by the community "mothers." These are individuals assigned to this task, like mentors or schoolteachers. Education focuses on developing each individual's potential mainly through training in developing psychic abilities.

These people are very welcoming and curious. Despite their venerable nature, they are surprisingly playful and enjoy playing tricks on visitors. For the Saurmonga, each aspect of everyday's life is about initiatic training. Be careful not to lose your way in the vast, intricate forests of the Bshir world...

*"To wander is to learn; to learn is to awaken.
Wisdom is not taught but remembered,
for within the silence and the stillness of the mind,
the soul rediscovers the echoes of its eternal truth."*

~ Saurmonga wisdom





CORONA BOREALIS

KAPPA CORONAE BOREALIS

MARITUR SYSTEM - PLANET BOJNIA

TERI

Don't be fooled by the beauty of the Teri women, for it is only a facade. They are part of a hive mind and are very skilled in deception. This is not a human species. The intelligence that lives on this world is a single sentient creature. This world is inhabited by a single sentient creature that takes the form of human-like avatars in luring visitors into a despicable trap. The Teri preys on the living flesh of any species. Its psychic power can draw the crew of a passing spaceship by sending out false distress signals.

Once they land, the creature deactivates their ship's drive systems, trapping the visitors to their fate.

There is no need for hunting; the Teri's consciousness is split into seductive female avatars metamorphing into mimicking the visitors' species. Consuming the fresh flesh and the fear of their terrified victims in their last moments through its physical avatars, increases the creature's psychic power.

Never come near this star system.

And of course no need to say: the Teri is not a member of the Galactic Federation of Worlds.

CORONA BOREALIS

HD 20794

KALI SYSTEM - PLANET UMMAT

TARIFF

A Saurian humanoid species known as the Tariff live on the second planet of the Kali system, which has three inhabited planets. Currently, only the Tariff have achieved interstellar travel. Their world, Ummat, is a super-Earth located in the star's habitable zone. However, its highly elliptical orbit generates fluctuating conditions, resulting in very long, harsh winters. During this time, the Tariff move into an underground, urbanized network until they can return to their surface cities with the warmer season. However, the Tariff are active in space with three armadas of warships to protect their star system from neighboring conquerors, especially during the cold season when their planet is the farthest from their star and the populations are vulnerable.

Vegetarians, the Tariff cultivate their food in biodomes so that they can have sustenance all year long. They are a pacifist culture that is well-versed in medical science and artistic expression. These people are very focused on family, raising and educating their children and building communities. They are binary and oviparous, with the potential to lay about a hundred eggs in a lifetime. However, the Tariff are very conscious of birth regulation to maintain a balanced relationship with their environment. Food production is shared equally among all members to ensure that there is never a period of scarcity during the long winter season.

The Tariff like arts, good but simple living, music and fashion, and trade gladly with passing visitors for goods from other galactic origins. This peaceful culture is a member of the Galactic Federation of Worlds. They sometimes hear, from passing visitors, about a planet called Earth where all focus seems to be, but the Tariff although quite curious by nature, rather prefer to center their attention on their own matters.





CORONA BOREALIS

Epsilon Coronae Borealis

MITA SYSTEMS - ZOO L COLLECTIVE

ZOOLNI

Mita is a triple star system populated by a diversity of insectoid species that form the Mita Collective, known also as the Zoolni. They created their own commercial, political, and military alliance. There is no way to know the planetary origin of them all within this overpopulated triple star system.

The Zoolni are members of the Galactic Federation of Worlds and actively engage in trade as also part of the Galactic Guild of Merchants. It means everything to them. Their main interest is the famous Ulat Blue, an ionized beverage that is prized and traded throughout the whole galaxy and beyond. In fact, Ulat is so highly valued that its inventors, the Ula Merratan from the Aquila constellation, built a commercial empire around its trade, known as the Ulat Empire. Zoolni are highly addicted to it because the components of this beverage create a chemical reaction in their insectoid brains, providing a deep "buzz." Over time and through generations, Ulat has grown to become an integral part of a symbiotic relationship within Zoolni physiology.

They cannot live without the consumption of Ulat anymore; its absence can override the production of other biochemicals that will start to literally kill their brain cells, leading to the individual to die within a short amount of time. All species react differently to substances they ingest. For most insectoid races, ionized drinks can unfortunately lead to a lethal addiction if interrupted over time.

Zoolni societies are based on planetary collectives consisting of micro-hives and individuated societies (which are a rare occurrence among insectoid species). They are highly telepathic and welcoming to visitors, which is another rare trait among insectoids, who generally prefer privacy.

CORVUS

HD 103774 A

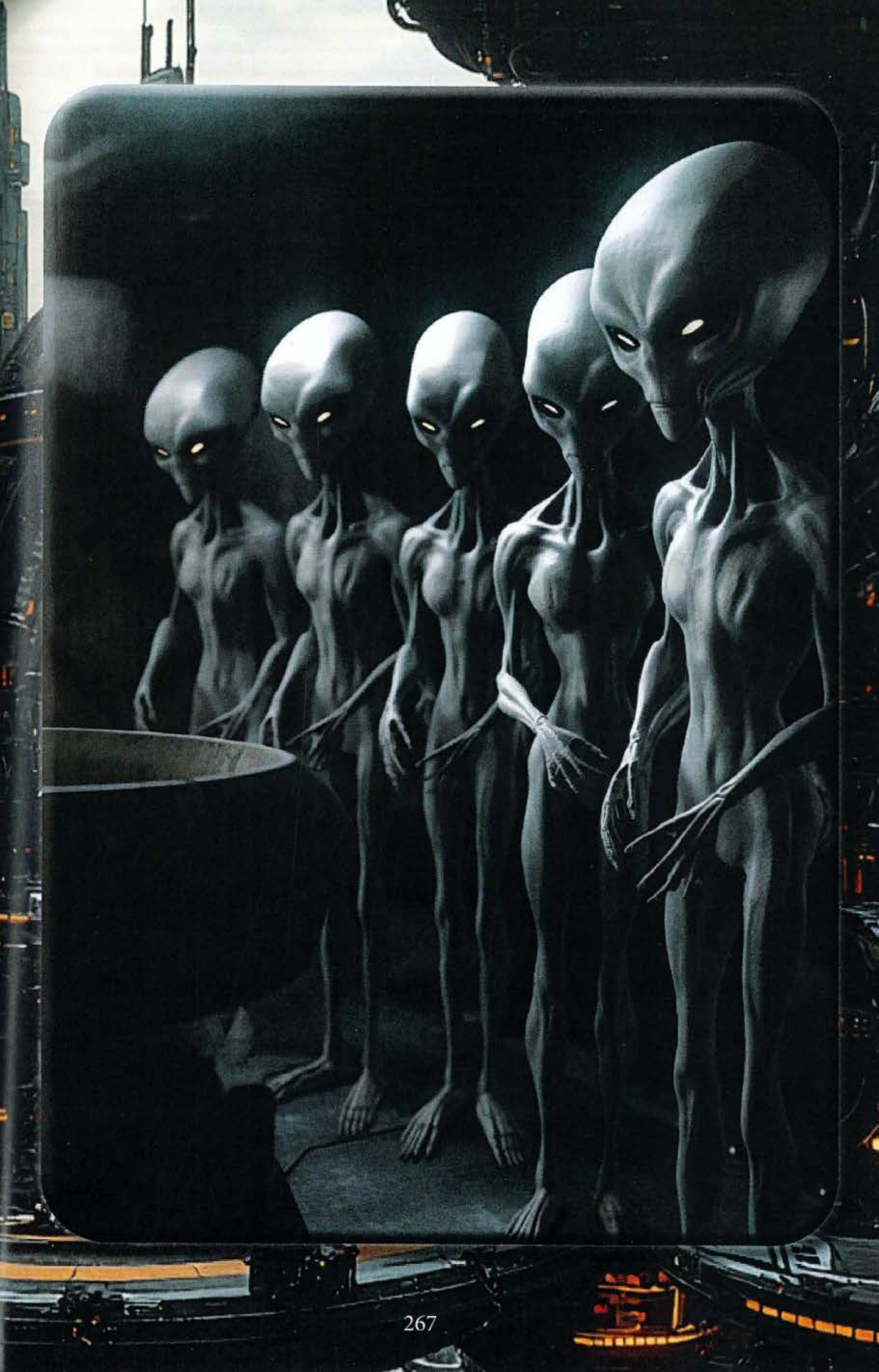
FERIEL SYSTEM - PLANET ASTAMIN

FEY FEY

This is not a place for enjoyment or leisure... Many travelers avoid it. Located in the Ferial star system, 184.2 light-years from Earth, Astamin is inhabited by an unfriendly Gray hive called the Fey Fey. These soul-snappers harvest bioetheric material from the victims they capture or via the galactic slave trade network. They have been involved with the Nebu until the Orion Hive collapsed, and continue their illegal activities causing conflict with the Galactic Federation of Worlds. What advantage do they get from soul harvesting?

Besides the fact that hive consciousness, especially that of the Grays, is not wired to develop interdimensional projection of consciousness the way humans excel at, bioetheric essence is a source of food for them. It gives them a rush. At the time of the despicable Alliance of the Six, the Grays learned soul-harvesting protocols from the Ciakahrr Reptilians, who used to run a consequential trade based on these unethical activities. No longer under the protection of the Nebu Empire, the Fey Fey now face accountability with the United Alliance of Nataru through the Galactic Federation of Worlds' enforcement apparatus.

The Galactic Federation of Worlds does not destroy cultures, but rather offers them the opportunity to convert to a more ethical purpose. This process may take time unless the culture in question is unwilling to change. In that case, the issue is transferred to the Federation's heavy military machinery as a last resort. To this day, the Fey Fey are still negotiating a way out. Until the situation is resolved and deemed safe, we recommend avoiding the Ferial star system.





CORVUS

HD 103949 -HIP 58374

TAURI SYSTEM - PLANET EVATAR

EVROYLL

Here is a beautiful and interesting human race, the Evruyll, a seven feet people tall with yellow skin and hair. Their pigmentation is the result of an evolutionary symbiosis with specific chemicals and minerals found in the soil and water of their planet, particularly sulphur. The Evruyll are fascinating. They radiate a powerful aura, reflecting their strong spirit and strength. They achieved interstellar status and became members of the Galactic Federation of Worlds; however, the Evruyll generally tend to be quiet and discreet. Ethics are one of the main principles on which their society is founded, and this is probably the main reason why the Evruyll are reluctant to interact with foreign cultures; they are very averse to dishonesty, lies, and trickery.

The people of this world are welcoming and non-violent. They prohibited the possession of arms on their planet, which was an excellent choice, but a significant undertaking for the Galactic Federation of Worlds, which has as its primary objective to safeguard civilizations. The Federation's chosen course of action was to install a defensive system consisting of six battle stations around Evatar.

The Evruyll's proximity to water is a key aspect of their daily lives; it is an indispensable element of their existence. There are no big megapolises on Evatar, but the populations are instead grouped within communities that live in symbiosis with their natural environment, except for their planetary capital, Evata, where their spaceports are located, their spacecrafts are built, and their technologies are produced. Singing is also an important part of their culture, serving as a means of communication and historical record. The Evruyll have a beautiful tradition: they sing to water. They believe that when they do so, they communicate with the Creator of all things.



*"The water remembers all that was, and all that will be.
When we sing to it, we awaken the harmony between soul and Source,
and the universe hums in return."*

~ Evruyll wisdom

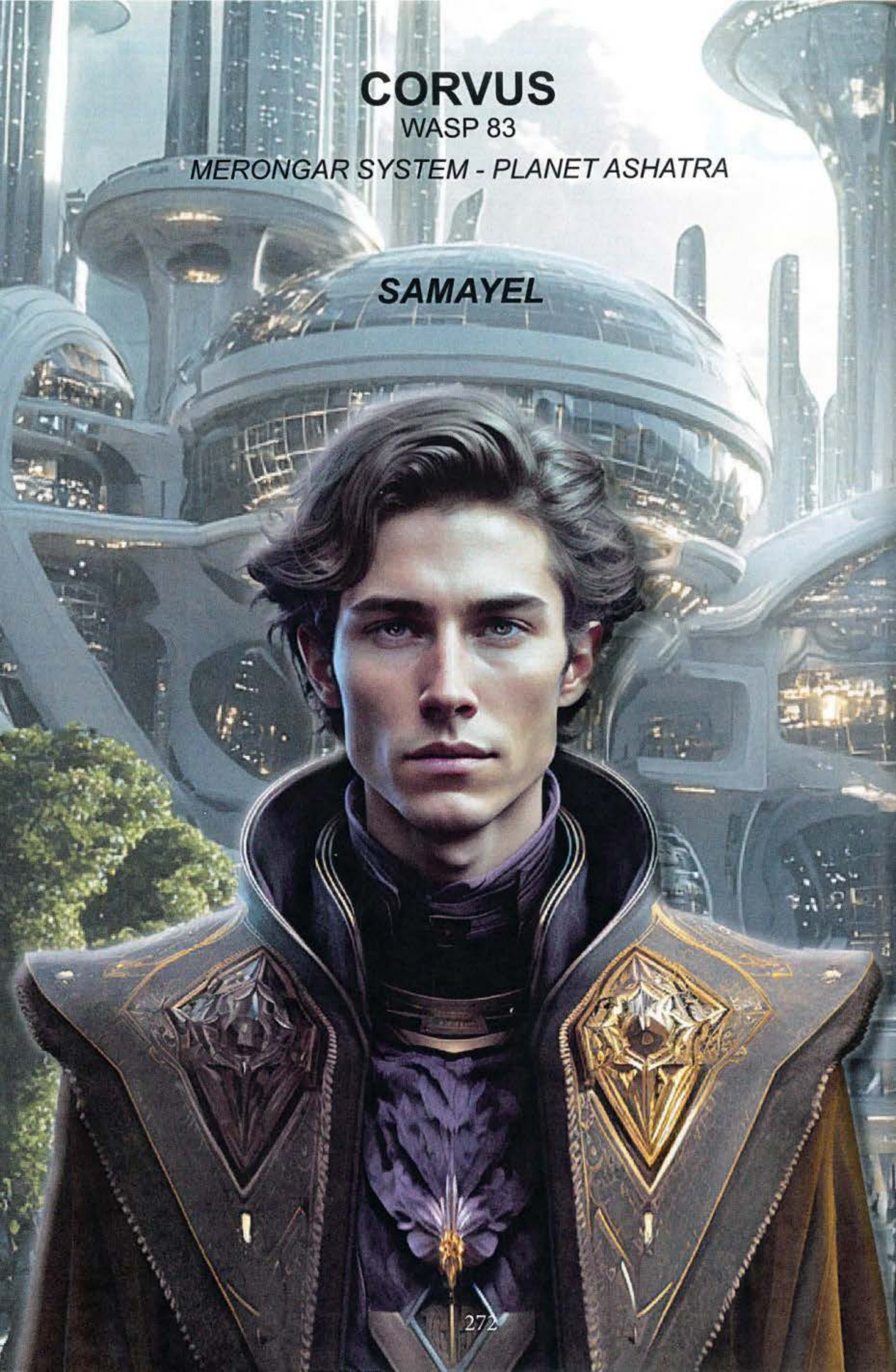


CORVUS

WASP 83

MERONGAR SYSTEM - PLANET ASHATRA

SAMAYEL



The Merongar system, located 978.5 light-years from Earth, is home to a brilliant human civilization known as the Samayel. Originally from the Vega star system, this colony was established as part of a resettlement program due to overcrowding after refugees from the Lyrans Wars fled to Vega in the most massive exodus in the history of Nataru. The Samayel people were originally from a planet called Omankhera, which is the original Taal "mother world", in the Kepler 62-Man star system. They only spent a few generations in the Vega star system before moving on to new destinations.

The Samayel carry Taal nobility in their veins. Betrayed by their royal leaders, who had abandoned their people and changed their destination to the Mirza system while siding with the Ciakahrr, the Samayel founded a new royal dynasty on Ashatra ("the radiant one"), thereby marking their independence from all other Taal institutions. Their society is ruled by an unusual system in which a king heads a republic whose members are elected by the people. The monarch's role is cultural and spiritual, and he has final approval over any decision made.

They are members of the Galactic Federation of Worlds and also responded to the Envoy Program to Earth. Everyone wanted to participate in this glorious operation because the Zenate foresaw that the fate of Earth would affect the entire galaxy. Everyone wanted to participate in this heroic battle to awaken the Terrans. And it eventually ended in victory. The Zenate predicted that the Terrans were the Architects who needed to be liberated and brought forth. Now, hundreds of millions of Envoys are guiding the human race on Earth through an exciting transition to regain their immense, unlimited spiritual power.

The Samayel are pacifists. Except for the Envoys program, which they envisioned as an enthralling experience, they do not directly involve themselves in the conflicts of other civilizations. The only concern and interest of Ashatra's monarch is the prosperity, safety, and well-being of his subjects. Everything else falls under cultural and commercial exchanges. Ashatra is a beautiful, welcoming world, and its population is civilized, curious, and kind.

*"From the ashes of betrayal,
we learned that true nobility is not inherited in blood, but awakened in spirit.
For the light of Ashatra shines not from a crown,
but from every soul that remembers its divine origin."*

~Samayel wisdom

CRATER

HATS 59

MEROVAR SYSTEM - PLANET ZUMERA

ZEMIOTE

A beautiful human civilization grew on a moon of the second planet in the Merovar system, a white-gold main-sequence star. Zumera is a tropical world whose sky is dominated by its gas giant planetary body, Zumu. Jewel of the Merovar system, its skies are painted in hues of turquoise and gold, with Zumu's colossal bands and swirling storms dominating the heavens. When night falls, the gas giant glows softly with reflected starlight, casting shimmering patterns across Zumera's warm oceans and lush archipelagos.

The Zemiote civilization, native to this world, is a people of grace, intellect, and artistry. Zemiote architecture is a harmony of nature and light. Their cities rise among tropical forests and over coral bays, built from living materials that shift color in response to the sky. Transparent domes and spires shimmer with projected imagery. Art and communication among the Zemiotes center on holography, the defining science of their culture. Their mastery of light projection surpasses mere illusion.

For the Zemiotes, travel is a choice of consciousness rather than body. Their holographic projectors, often mounted in crystalline towers or orbiting satellites, allow them to project themselves across their world and even into space as luminous avatars. Through this art, they hold gatherings between distant islands, explore the cloudtops of Zumu, and attend ceremonies thousands of kilometers away, all without leaving their tranquil homes. Many Zemiote philosophers teach that every projection is a reflection of one's inner light, and that to send one's image across the world is to share the essence of the soul. The Zemiotes live by the principle of "Emlu." They believe every action, like light itself, mirrors back upon the doer. Conflict is rare, and governance is maintained by councils where leaders meet as holograms.

Though technologically advanced, the Zemiotes maintain reverence for the natural world. Their energy comes from Zumu's magnetic field, harnessed through vast auroral collectors that dance in the upper atmosphere.

The Zemiotes hold nightly “Sky Ceremonies,” where holograms of ancestors appear as constellations, shimmering in time with the auroras that ripple across the horizon. In the Merovar system, the Zemiotes are remembered as The People of Light and Reflection — a civilization that blurred the line between body and image, between distance and closeness. Though bound to their tropical moon, their luminous presences wander across the stars, shimmering echoes of a people who made the universe itself their mirror. As members of the Galactic Federation of Worlds, they particularly like participating to Envoy programs, and they are a few on Earth.



CRATER

HATS 59

MEROVAR SYSTEM - PLANET SAREM

FU

The Fu are an enigmatic and intellectually advanced alien species native to Sarem, the third planet orbiting the golden-white star Merovar. Superficially, they resemble the archetypal "Grays" but with mesmerizing blue eyes and ears. Yet, the Fu represent a civilization that has balanced logic and spirituality to a degree few Gray species have achieved. This advancement is due to the fact the the Fu are not a hive consciousness.

Standing about 1.5 meters tall, the Fu possess delicate, almost fragile frames adapted to Sarem's lower gravity and dense, humid atmosphere. Their eyes are highly specialized for low-light vision, capable of perceiving subtle electromagnetic fluctuations rather than color. They "see" emotions and energy fields as patterns of shifting luminescence, a form of perception they call Elar, which they consider their "second sight." Speech, though possible, is rarely used; they communicate primarily through complex telepathic harmonics. Fu society is structured around a philosophy known as The Balance of Silence, which holds that harmony arises when thought, nature, and energy exist in equilibrium. Conflict is rare, but when it occurs, it is resolved through Resonance Confluence, a ritual where disputing parties synchronize their emotional frequencies until mutual understanding is reached.

The Fu's technology is subtle, organic, and inseparable from their environment. They weave bio-crystalline circuits into living organisms, creating symbiotic machines that grow, heal, and communicate with their users. To the Fu, technology is not a tool but an extension of consciousness, an evolving dialogue between intelligence and nature. They have mastered interstellar travel through resonant folding, manipulating the vibrational geometry of space-time rather than brute propulsion.

Spiritually, the Fu believe consciousness pervades all matter and that stars themselves are sentient beings engaged in a slow cosmic conversation. The Fu claim that one day, when their collective resonance is pure enough, they will join this stellar dialogue as equals.

To outsiders, the Fu appear serene yet unfathomable. An ancient people who speak in frequencies rather than words and see life not as a series of events but as a symphony in endless motion. The Fu are highly respected members of the Zenatean Alliance.

"When the mind grows silent, the stars begin to speak."

~ Fu wisdom



CRATER

HIP 54373

SARIMAR SYSTEM - PLANET AMADEYA

GONAT

The Gonat are an elegant and ethereal species native to the luminous world of Amadeya, a planet that orbits Sarimar, an orange K-type dwarf star located about 61.1 light-years from Earth. Their civilization thrives among the skies, in magnificent cities that drift upon immense antigravitic rocks, great shards of the planet's crust that long ago broke free from the surface and now hover serenely above seas of mist and cloud.

The Gonat themselves are strikingly beautiful, resembling humans in form but marked by their shimmering purple skin. Their eyes are crystalline, refracting the world around them like living gems; no two pairs ever quite the same, as though each Gonat carries a unique fragment of their world's light within. Their hair, often silver or deep violet, moves as if in tune with unseen cosmic breezes.

Culturally, the Gonat are deeply attuned to harmony between self, community, and the living forces of Amadeya. They believe their floating cities exist in a state of spiritual balance, suspended between the material and the divine. Music, light, and motion are sacred to them; entire festivals are held to celebrate the resonant "song" of Sarimar's radiation waves, which they interpret as messages from the universe's consciousness.

Members of the Galactic Federation of Worlds, they also gladly participate in Envoy Programs. Though they possess advanced technology, the Gonat view science and spirituality as inseparable. Their antigravitic engines are not merely machines but sacred instruments, crafted through a fusion of crystal harmonics and quantum resonance. Their art and architecture reflect this unity; graceful spires of transparent mineral, flowing bridges of liquid light, and open plazas that shimmer with soft radiance under Sarimar's glow. Peaceful yet profoundly curious, the Gonat see exploration as both a duty and a form of intellectual enrichment. To them, knowledge is the purest form of beauty...a reflection of the crystal within.



CRATER

HIP 54373

SARIMAR SYSTEM - PLANET MANGOON

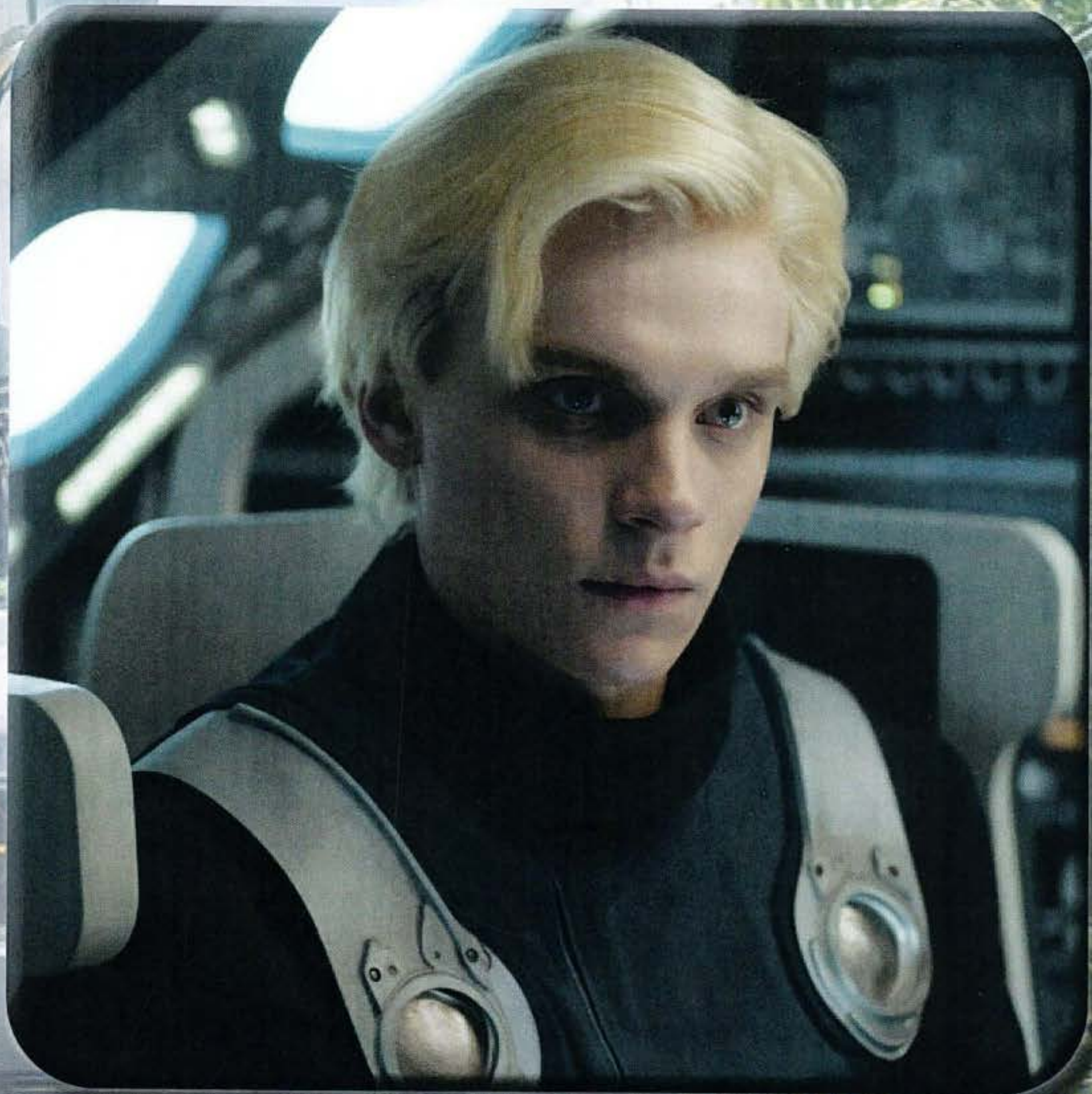
GEN

The Gen are a proud and resilient human civilization originating from the planet Mangoon, a temperate and mainly oceanic world orbiting the star Sarimar. The Gen trace their ancestry to colonists from the Maia system in the Pleiades cluster, whose descendants adapted over millennia to the unique conditions of their adopted world. They have developed a culture that blends the spiritual legacy of their Pleiadian ancestors with the pragmatic strength demanded by frontier life.

Mangoon is a world of vast blue-green archipelagos, deep silver seas, and storm-laden skies. The Gen have learned to thrive among its challenges, building towering coastal citadels and floating naval cities that glide across the waters, powered by plasma sails and gravitic drives. Their architecture is both functional and majestic; sleek metallic forms adorned with glass mosaics that shimmer with the symbol of their people: the triple wave, representing unity, balance, and flow.

Culturally, the Gen value honor, cooperation, and cosmic duty. They believe themselves to be guardians of equilibrium in a galaxy often threatened by chaos and tyranny. This belief has guided them to become steadfast members of the Galactic Federation of Worlds, where their fleets are often deployed in peacekeeping missions or defensive campaigns alongside allied species. The Gen warrior tradition is tempered by compassion; they fight not for conquest, but to preserve harmony and protect developing worlds from exploitation.

Spiritually, the Gen retain the Maia concept of the Living Light; a universal consciousness that connects all beings. They see the Federation not merely as a political alliance but as a manifestation of this cosmic unity. Meditation, star rituals, and the study of interdimensional physics are all part of their education, blurring the line between science and spirituality.



Despite their disciplined nature, the Gen are not without joy. Music, storytelling, and oceanic festivals are central to their way of life. To watch the sun of Sarimar sink beneath Mangoon's horizon, reflected on the waves as songs of light echo across the sea, is said to remind every Gen of their purpose: To bring balance, beauty, and peace to the endless expanse of life among the stars.

*The wise do not seek to master the tides of existence,
but to flow with them,
for in balance lies both strength and peace."*

~ Gen wisdom



CRATER

LP 791-18

EFFORAH SYSTEM - PLANET JUN

ELAMYR

The Elamyr are a human civilization of remarkable endurance and ingenuity, native to the industrial world of Jun, a mineral-rich planet orbiting the bright blue-white star Efforah, an M-dwarf star, 87 light-years away from Earth. Once refugees fleeing the devastation of the Orion Wars, the ancestors of the Elamyr transformed their exile into a legacy of strength, rebuilding their culture on a new home. Jun is a world of extremes. Towering mountains, plains of crystallized ore, and rivers of liquid mercury that shimmer beneath Efforah's relentless light. Its harsh environment shaped the Elamyr into a resilient and practical people, deeply attuned to the value of endurance and craftsmanship. From this unforgiving soil, they built vast forge-cities, labyrinthine industrial metropolises where molten light spills from furnaces into the night and colossal refineries hum like the heartbeat of the planet itself.

The Elamyr culture revolves around metalwork, trade, and perseverance. They are master metallurgists, engineers, and artisans, renowned across the galaxy for their ability to forge materials that combine beauty with near-indestructible strength. Their alloys are sought after by starship builders and even artists throughout the Galactic Guild of Merchants, with whom the Elamyr maintain a vital trade alliance. This partnership has elevated Jun into one of the Federation's primary sources of advanced industrial materials and refined ore. Though their economy is built on metal, their spirit is built on memory. The Elamyr have never forgotten their origins as refugees from Orion. Every Elamyr child learns the story of the Exodus, and every adult bears a small metal sigil, forged by their own hand, symbolizing resilience and rebirth. Spiritually, the Elamyr see metal as sacred; the "bones of the cosmos", as their philosophers call it. To shape it is to participate in creation itself, to bring order to chaos and permanence to the fleeting. This belief infuses their work with reverence; every beam, blade, and hull they forge carries a silent prayer of endurance.



CRATER

LP 791-18

EFFORAH SYSTEM - PLANET ZORAT

ZORATI

The Zorati are a brilliant and intellectually driven human civilization from planet Zorat, which orbits the star Efforah. Descendants of settlers from the Vega system, the Zorati carry with them a legacy of exploration, curiosity, and technological mastery that has shaped their society into one of the most advanced. Towering spires rise from Zorat's plains, artificial lakes and bioengineered forests are maintained by self-regulating systems, reflecting the Zorati's deep respect for balance and sustainability through science.

The Zorati culture is founded on three core principles: Knowledge, Innovation, and Harmony. To the Zorati, science is not cold logic but a form of enlightenment, a path toward unity between consciousness and the cosmos. Their society is organized into vast Research Guilds, each specializing in a different field such as quantum energy, biotechnology, artificial intelligence, astrophysics, temporal engineering, and interstellar navigation. These guilds operate with a high degree of autonomy but remain united under the Council of Synthesis, a governing body that ensures all scientific advancement serves the greater harmony of civilization rather than individual ambition.

As members of the Galactic Federation of Worlds, the Zorati are invaluable contributors to the Federation's technological infrastructure. Their inventions, ranging from gravity field modulators to adaptive nanofabrication systems, form the backbone of countless Federation vessels and colonies. They are also key players in scientific diplomacy, often mediating disputes over technology ethics, research rights, and artificial intelligence governance.

Culturally, art and aesthetics remain central to their expression, though even their art often carries mathematical symmetry or holographic structure, merging creativity with computation. Spiritually, the Zorati follow the Doctrine of the Infinite Pattern, a belief that the universe is a vast, living algorithm of consciousness, a design in which all beings participate.

CRUX AUSTRALIS

SHUMATRA GALAXY

INTERGALACTIC CONFEDERATION

ELYAN SUKHAM I

The Elyan Sukhami are a noble and ancient species of feline-humanoids whose civilization spans multiple star systems within a distant and as-yet-undiscovered galaxy they call Shumatra. Graceful, intelligent, and deeply spiritual, the Elyan Sukhami are one of the oldest known interstellar civilizations—renowned for their mastery of genetic science and their profound role in the shaping of life across the cosmos.

Standing taller than the average human, the Elyan Sukhami possess feline features. Their movements carry elegance and their voices can harmonize in frequencies beyond human hearing. In conversation, they blend spoken language with telepathic resonance, conveying emotion, imagery, and concept as one seamless form of expression. Their cities float in the skies of verdant worlds or rest in the calm depths of crystalline oceans. They are guided by a philosophy that unites science, art, and spirit. Their genetic sciences, the most refined in their galaxy, are not tools of manipulation but instruments of balance used to heal, uplift, and preserve harmony among living beings.

As a founding civilization within the Intergalactic Confederation, the Elyan Sukhami are part of a highly advanced assembly of benevolent species devoted to guiding and nurturing intelligent life throughout the cosmos, an alliance known as “The Seeders,” whose mission is to catalyze the growth of sentient life and spiritual evolution on developing worlds. It is through this role that they became the root race of the Laan people, an evolved offshoot species who continue aspects of their genetic and philosophical legacy.

The Elyan Sukhami maintain discreet outposts within Nataru, serving as observation and research stations: on Earth (hidden in regions of North Africa, Asia, eastern Russia, and the Inner Earth), as well as on Merope in the asteroid belt, and on Enceladus, one of Saturn’s moons. These stations act as harmonic anchors and monitoring posts for planetary development, particularly Earth’s biological and consciousness evolution.



*"To nurture life is to honor the song of the cosmos.
Each being is a note, each world a melody,
and every conscious act of balance a resonance
that reverberates across eternity.
In guiding growth and preserving harmony,
one does not control creation but listens to its eternal rhythm,
becoming both student and steward of the infinite dance of existence."
~Elyan Sukhami wisdom*



CRUX AUSTRALIS

HD 108147

SILOA SYSTEM - PLANET TUPA

TUPALI

The Tupali are a wise and peaceful culture living on the planet Tupa, a world orbiting Siloa, a yellow dwarf 127 light-years from Earth. Descended from ancient T'Ashkeru colonists from Sirius B, they are active members of the Galactic Federation of Worlds, contributing their artistry, diplomacy, and scientific insight to the greater interstellar community. Their society is cooperative rather than hierarchical, guided by Circles of Council that represent different aspects of planetary life such as knowledge, ecology, art, and exploration. Each citizen participates in community decision-making through direct telepathic communion, allowing consensus to emerge naturally through shared empathy rather than debate.

The Tupali are renowned across the Federation for their harmonic sciences, a discipline merging physics, sound, and consciousness. Using resonant frequencies, they can manipulate matter at the molecular level, heal biological systems, and even communicate over interstellar distances through encoded waves of thought and tone.

Philosophically, the Tupali believe that existence is a symphony, and every being is both a note and an instrument within the greater music of creation. To live well, in their view, is to remain in tune with self, with one's world, and with the cosmos. Their teachings emphasize resonance over resistance, creation over control, and the power of understanding as the highest form of strength. Elegant, empathic, and luminous in spirit, the Tupali stand as living reminders that technology and spirituality need never diverge. The Tupali also took part in the Envoy program to Earth.

*"To be in balance is to see through the illusion of separation.
When mind, heart, and spirit move as one, the universe reveals itself
not as a mystery to solve, but as a consciousness to share."*

~Tupali wisdom

CRUX AUSTRALIS

GAMMA CRUX.

ARR SYSTEM - PLANET KILLIMAT

KILLIMAT ARR

Killimat Arr come from a star system of seven planets, three of them are populated by this species. Killimat, such is the name of their world, is a quasiaquatic environment. These blue, translucent, amphibian humanoids are members of the Galactic Federation of Worlds. They are a species of their own and have two genders. We know very few about them as they are very secretive. They have their own outpost in the Sol system, not linked to any Earth organization, under the Bermuda Triangle, area where the still active vortex is of great use for them (as well as for many). Unknown to surface civilizations, their domed cities lie far below the ocean's reach of light, vast bioluminescent metropolises.

The Killimat Arr are striking in appearance: tall, graceful beings with iridescent blue skin, subtly shifting in hue from cerulean to deep indigo depending on their emotions and environment. Their voices carry through water as complex harmonics, yet they are also capable of telepathic communication. Their civilization thrives within vast domed cities constructed from a blend of crystal and metal alloys. These domes shimmer with protective energy fields, shielding their structures from pressure, temperature extremes, and detection. Each dome is a living ecosystem sustained by advanced bioengineering. The largest of these cities, A'Rilmat, lies near a deep oceanic trench beneath the Bermuda Triangle. The Killimat Arr are a peaceful species. Though they remain hidden from humanity, their history stretches back to ancient times when they were in contact with other civilizations across the planet. They are believed to safeguard outposts of knowledge left by ancient seeding races.

Technologically, the Killimat Arr are masters of hydro-energy, drawing power from oceanic pressure. Their vessels, manta-like crafts, move silently through the deep using directed soundwaves rather than propulsion. They possess deep understanding of genetics, oceanic ecology, and consciousness sciences. Beneath the Triangle's mysterious storms and electromagnetic anomalies, the Killimat Arr continue their quiet vigil, guardians of the deep and watchers of the human story, keepers of secrets as ancient as the sea.



CYGNUS

16 CYGNUS B

GORD SYSTEM - PLANET EELAV

ANNOOR



16 Cygni is a triple star system 69 light-years away from Earth, composed of two yellow dwarf stars, 16 Cygni A and 16 Cygni B, together with a red dwarf, 16 Cygni C. Descended from Noor colonists of the Pleiades, the Annoor have forged a culture defined by endurance, honor, and exploration; qualities born of surviving on a planet of extremes. Eelav's orbit around 16 Cygni B is highly eccentric, causing long, frigid winters and searing, arid summers. The land is one of contrasts: windswept tundras stretch into scorched deserts and vast crystalline mountain ranges. Life here demands resilience, and the Annoor embody that spirit in every aspect of their being.

Physically, the Annoor are striking, tall, strong, and fair-skinned, with brilliant red or copper hair and eyes that range from amber to emerald green. Their distinctive appearance reflects both their Pleiadian heritage and generations of adaptation to Eelav's intense climate. They are known for their endurance, both in body and will, and their presence commands quiet respect. The Annoor society is structured around ancient tribal warrior traditions, where each clan, or Karenn, traces its lineage back to the original Noor settlers. Honor, courage, and loyalty are sacred virtues. Elders and spiritual leaders known as the Veyra preserve the oral histories of their people, passing down the songs of the Exodus from the Pleiades and the founding of Eelav. Despite their tribal roots, the Annoor have achieved high technological sophistication. They wield energy-forged blades and plasma lances, and their starships are among the most durable explorers within the Galactic Federation of Worlds.

They are enthusiastic members of the Federation's Envoy Programs, often volunteering as diplomats, mediators, and pathfinders to remote systems. Their fierce independence is tempered by a deep sense of duty to the greater galactic balance. Their architecture reflects their world and nature: fortress-like citadels built into cliffsides to withstand the shifting seasons, illuminated by warm internal light that stands as a defiance to the long darkness of winter.

Among Federation members, the Annoor are admired as explorers, guardians, and keepers of ancient honor. They travel the stars not to conquer but to bear witness—to carry the flame of their ancestors into the unknown. Their explorers are often the first to land on uncharted worlds, mapping new routes and establishing first contact, guided by the belief that to journey is to serve creation itself.

*"Endurance is the breath of the soul;
through storm and flame we are tempered, not broken,
for every trial reveals the light that no darkness can extinguish."*

~ Annoor wisdom

CYGNUS

HAT-P-11 / GSC 03561-02092 / KEPLER-3

VORTA SYSTEM - PLANET PIKRAN

AMADAR

The Amadar are a gentle and enlightened human civilization who live on Pikran, a verdant moon of a gas giant world orbiting an orange dwarf star, 23 light-years from Earth. Their world is a place of serene beauty and ecological balance, temperate paradise of forests, misty mountains and silver seas. The Amadar are descendants of early human explorers seeded by intergalactic progenitors in ages long past. Over countless generations, they cultivated a culture centered on harmony, empathy, and coexistence with the living systems of their world. To the Amadar, life is a shared consciousness, and the wellbeing of an individual can never be separated from its environment.

Their cities are breathtaking examples of biomorphic architecture, seamlessly blending the natural and the crafted. Every structure breathes with the landscape. Energy is drawn from the magnetosphere of their gas giant, converted through harmonic resonance systems. Physically, the Amadar resemble Earth humans, though they are often taller. Their eyes tend to shades of gold, green, and soft violet. They are known for their calm demeanor, melodic voices, and a deep telepathic sensitivity that allows emotional and empathic communication across great distances.

Culturally, the Amadar value wisdom over ambition, beauty over possession, and peace over power. Their society has no rigid hierarchies; instead, it operates through a system of councils where decisions are reached through collective empathic alignment rather than debate.

As members of the Galactic Federation of Worlds, the Amadar are known as healers, diplomats, and environmental scientists. Their work focuses on the restoration of damaged worlds and the harmonization of planetary ecosystems across Federation space. They also serve as cultural ambassadors, guiding younger civilizations toward ecological and spiritual balance without interference or domination. They also participate in the Envoy Programs.



Their starships are works of living art, grown rather than built, composed of bioluminescent material that hums with a low resonance, as though alive. When an Amadar ship travels through space, it leaves behind a faint aurora-like glow. On Pikran, the Amadar live attuned to the rhythm of their twin cycles; the orbit of their moon around the gas giant and the gas giant's journey around its sun. They celebrate both as expressions of the great cosmic dance. In every sense, the Amadar are stewards of life, living proof that civilization and nature need not stand opposed. They are a people who have learned the art of balance, not as a philosophy but as a way of being, forever keeping their hearts aligned with the living pulse of the cosmos.

"When we listen deeply, we find that the wind, the water, and the heart speak the same language, a remembrance that life is not around us, but within us, and we within it."

~ Amadar wisdom

CYGNUS

HD 190360 / GLIESE 777 A

BUD SYSTEM - PLANET DEMENTAR III

DEMTAR AWN



The Bud system is a binary star system located about 52 light-years away from Earth. It consists of Gliese 777 A (HD 190360 A), a Sun-like star, and Gliese 777 B, a smaller, white dwarf companion. Inhabited planets orbit the primary star, Gliese 777 A. One civilization made it to interstellar grade.

The Demtar Awn are a small batracian-humanoid species native to Demtar III, a humid, verdant world. Averaging about five feet tall, they are amphibious beings known throughout the Galactic Federation of Worlds for their empathy, craftsmanship, and deep ecological wisdom. Demtar III is a planet of lush wetlands, foggy forests, and vast networks of shallow inland seas. Its continents are interwoven with labyrinths of waterways and floating jungles, where flora and fauna coexist in perpetual cycles of growth and renewal. The Demtar Awn evolved within this watery world, developing physiology and culture perfectly attuned to its rhythm. They have brown skin with purple hues and their most distinctive features are the two sensory appendages extending from either side of their head, flexible, fin-like organs that detect vibrations, electromagnetic fields, and subtle emotional resonances in their surroundings. Their large crystalline eyes grant them great vision in the murky depths of their homeworld's swamps. Their long, agile arms and broad webbed feet make them adept swimmers and graceful movers both on land and underwater.

Culturally, the Demtar Awn are a people of community and balance. Their societies are organized into clans living in bio-architectural cities suspended between mangrove towers. The Demtar Awn's philosophy is rooted in what they call "The Flow of Being", a spiritual-scientific understanding that all existence is interconnected through vibrational energy. They practice harmonic communication, blending vocal tones, gestures, and empathic telepathy to express thought and feeling as one unified language. To outsiders, their speech may sound like melodious trills and deep harmonic hums, but among themselves, it is a full spectrum of meaning encompassing logic, emotion, and intent simultaneously. Members of the Galactic Federation of Worlds, the Demtar Awn are respected as ecological engineers. Their advanced hydro-technologies allow them to terraform and restore aquatic environments across the galaxy, creating sustainable water systems on arid or damaged worlds. In Federation councils, their soft-spoken yet precise insight often serves to bridge disputes and reestablish balance among differing worlds.

*"Do not fight the current of life; learn its rhythm, move with its flow,
and you will find that even the deepest waters carry you
where you are meant to go."*

~ Demtar Awn wisdom

CYGNUS

KEPLER 11

ASHMURI SYSTEM - PLANET SEYYA

SWA AN

Kepler 11 is a Sun-like, G-type star, 2,110 light-years from Earth. Welcome to the Ashmuri system and its stunning, diverse interstellar civilizations spanning on six worlds! We will visit first the beautiful Swa An human culture.

The Swa An are an elegant human civilization residing on the second planet of the Ashmuri star system. Their lineage traces back to an ancient root race from the Orion constellation, from whom they inherited not only their striking physical traits but also their deep spiritual insight. As proud members of the Galactic Federation of Worlds, the Swa An are active participants in the Envoy Programs. The Swa An are tall and graceful, with ebony-black skin that shimmers subtly. Their physiology differs from most human lineages: their blood is blue, based on hemocyanin, a copper-rich compound that grants them extraordinary oxygen efficiency and endurance, even in low-atmosphere environments. This biological adaptation, inherited from their Orion ancestors, allows them to thrive both on land and in the high, thin air of Seyya's elevated plateaus.

Adorning their bodies is an integral part of Swa An culture, with intricate blue tattoos and adornments, geometric and flowing designs that glow faintly under ultraviolet light. These markings are both aesthetic and symbolic, representing their lineage, personal achievements, and spiritual path. Many Swa An also wear metallic jewelry and energy-infused ornaments made from Seyya's native cobalt and azure crystals, which they believe amplify the harmony between body and spirit.

Cities like Isharan and Velu-Ma are renowned for their beauty, where art, science, and spirituality intertwine. The Swa An are guided by the belief that all consciousness flows through a cosmic river connecting every soul and every star. To them, existence is not a hierarchy but a continuum of resonance. This perspective shapes their work within the Envoy Programs: they approach every encounter with an awareness of shared essence, seeing diversity as a reflection of the universe's creative intelligence.



Spiritually and historically, the Swa An maintain a profound connection to the Orion constellation, which they revere as their ancestral origin point. The Swa An believe that their purpose is to ensure that advanced knowledge never loses its heart.

To outsiders, the Swa An appear serene, even otherworldly. Yet beneath their stillness lies a deep fire—the Orionic memory of builders, explorers, and guardians of light. They travel the stars not in conquest, but in remembrance: to awaken the ancient harmony seeded by their forebears and to guide younger civilizations toward a future where wisdom and compassion evolve together. In the silver glow of Seyya's twin moons, the Swa An gleam with blue fire, living testament to the unity of matter and spirit, and to the enduring legacy of Orion's children among the stars.

CYGNUS

KEPLER 11

ASHMURI SYSTEM - PLANET SARPOKEM

SWA LAAN


On the third planet, Sarpokem, descended from an ancient Laan colony originating in the Man star system, the Swa Laan are, among the Galactic Federation of Worlds, renowned for their courage and wisdom. Within the Envoy Programs, the Swa Laan are honored as Guardians of Honor, blending the strength of warriors with the serenity of sages.

Swa Laan are tall, broad-shouldered humanoids with blue skin. Their faces bear the noble features of lions: strong muzzles, golden or silver manes and piercing eyes that range from sapphire to molten gold. Their deep, resonant voices carry a natural authority, and their presence exudes calm power and dignity. Though imposing in stature, their movements are deliberate and graceful, revealing a disciplined mind beneath their formidable exterior. One of the defining customs of the Swa Laan is the adornment of gemstones on their foreheads, set within intricate circlets or embedded directly into the skin. Each gem represents social rank, spiritual attainment, or lineage:

- Blue gems denote scholars, diplomats, and healers.
- Green stones mark guardians, explorers, and defenders.
- Golden or crystalline gems are reserved for the spiritual leaders who serve as both guides and emissaries within the Federation.

These gemstones are not merely decorative; they are energetic conduits, attuned to the wearer's consciousness and used to amplify telepathic communication and empathy.

Their homeworld, Sarpokem, is a vast planet of deserts, forests, and high mountain ranges with twin moons. The Swa Laan build their cities around natural energy nexuses, creating magnificent metropolises of living stone, crystalline spires, and open-air sanctuaries. Their architecture embodies strength in harmony, geometric yet organic, radiant yet serene. Culturally, the Swa Laan embody the ideals of honor, truth, and balance. Leadership is not inherited but earned through merit, service, and spiritual discipline.



Every Swa Laan undergoes the Path of the Roaring Heart, a lifelong spiritual journey that integrates meditation, service, and mastery of self, a reminder that true strength arises not from domination, but from harmony between body, mind, and spirit.

Their history as a colony of the Laan from the Man system is a sacred legacy. The Swa Laan preserve this connection through the Chronicles of the First Flame, epic oral describing their ancestors' voyage from Man, guided by the ancient Laan High Council to seed wisdom and stability in other star systems.

Within the Galactic Federation of Worlds, the Swa Laan prominently act as mediators between civilizations, protectors of fragile worlds, and advisors in times of galactic transition. Their natural authority and moral clarity make them highly respected among other member species.

The Swa Laan follow the philosophy of the Solar Path, which teaches that every being carries within them a spark of the "Great Creator Sun", Source of consciousness and creation. Through discipline, compassion and truth, that spark can shine forth to illuminate others. The gemstone each Swa Laan bears is a reminder to keep that inner light untarnished, to serve as a beacon in the darkness. In the vast deserts of Sarpokem, under the soft chorus of the winds, the Swa Laan live as keepers of balance. They remain ever devoted to the great purpose of their lineage; to guide, protect, and uplift all life, until every world shines with the wisdom of the stars.

CYGNUS

KEPLER 11

ASHMURI SYSTEM - PLANET SAWAR

MENIMENI



The Menimeni are a small yet remarkably advanced batracian-humanoid civilization native to Sawar, the fourth planet of the Ashmuri star system. Standing about 3.5 feet tall, they are known throughout the Galactic Federation of Worlds for their profound scientific intelligence and calm collective mind. The Menimeni are considered one of the most technologically evolved species within the Ashmuri sector, playing vital roles in interstellar exploration, communication, and energy science.

Their brown, glossy skin has a subtle sheen that helps regulate temperature and humidity. They possess large, expressive eyes that grant them night vision and a wide perceptual range beyond visible light. From the backs of their rounded heads extend four to six flexible tentacles which serve as sensory organs. These appendages detect electromagnetic fields, subtle sound vibrations, and even emotional resonances, making the Menimeni extremely perceptive and sensitive to their environment. Their long, slender arms and short, sturdy legs reflect their amphibious origins. They move gracefully in water but are equally at home on land, their evolution favoring balance and adaptability. Though their physical strength is limited, their manual dexterity and coordination are exceptional qualities that serve them well in their precision technologies and delicate scientific work.

Sawar, their homeworld, is a warm, semi-aquatic planet blanketed with shallow seas, reed-filled wetlands, and crystalline lagoons. The planet's surface glows faintly in the dusk due to phosphorescent flora, giving it a tranquil, dreamlike atmosphere. The Menimeni's cities are built in perfect harmony with these ecosystems: floating or semi-submerged bio-structures that pulse softly with light, powered by renewable hydro-magnetic currents. Their architecture is a seamless blend of art and engineering. Organic domes grown from mineral composites, interlaced with crystalline lattices that resonate with the planet's natural frequencies.

Their society functions through a shared collective resonance aligning emotional and mental frequencies. This collective awareness gives them an almost telepathic ability to cooperate effortlessly, whether in governance, research, or space navigation. As members of the Galactic Federation of Worlds, the Menimeni are widely respected as scientists and engineers. Their mastery of bio-harmonic technology, a fusion of organic matter and quantum mechanics, has contributed greatly to the Federation's advancements in starship design, energy resonance fields, and non-verbal interspecies communication systems. Menimeni engineers are credited with the development of living navigation cores, semi-sentient crystalline organisms that guide many of the Federation's deep-space vessels through subquantum currents.

The Menimeni starships, known as Sawar-Class Resonance Craft, are elegant, ovoid vessels that glide silently through space. Each ship is alive, grown rather than built, and operates in symbiosis with its crew. The Menimeni's spacefaring technology relies on harmonic propulsion, allowing them to move fluidly through the folds of spacetime with minimal energy distortion, leaving behind only faint ripples of blue luminescence.

Though gentle by temperament, the Menimeni are far from naïve. They maintain advanced defensive technologies that focus on disarmament and disruption rather than destruction. It works with energy fields that neutralize aggression by damping hostile frequencies or inducing calm neutral harmonics. Their approach to conflict is one of prevention through understanding; in Federation councils, they often serve as mediators of peace and alignment.

Spiritually, the Menimeni view consciousness as a great ocean, and each living being as a ripple in the boundless unity of existence. Their art, language, and science all reflect this worldview. Communication among them is a blend of soft vocal tones, emotional vibrations, and tentacle gestures that convey emotion and meaning, in multiple layers at once. To outsiders, their speech may sound like melodic hums and liquid syllables, but to those who learn their ways, it is a language of astonishing subtlety.

To the Federation, the Menimeni of Sawar are Keepers of Balance; a civilization that reminds others that true advancement is not measured in conquest or power, but in resonance, cooperation, and quiet understanding. Their presence in the galaxy is like that of calm water reflecting the stars: gentle, profound, and essential to the harmony of the greater cosmic whole.

"Harmony begins when you stop striving to control every outcome and start aligning your actions with the quiet rhythm of truth within you.

The universe does not reward force, but resonance.

When your thoughts, emotions, and intentions vibrate in coherence, the path ahead reveals itself without struggle.

To live well is not to conquer circumstance, but to move in attunement with purpose to act with calm precision, to listen before deciding, and to trust that alignment, not ambition, is the true measure of progress."

~ Menimeni wisdom

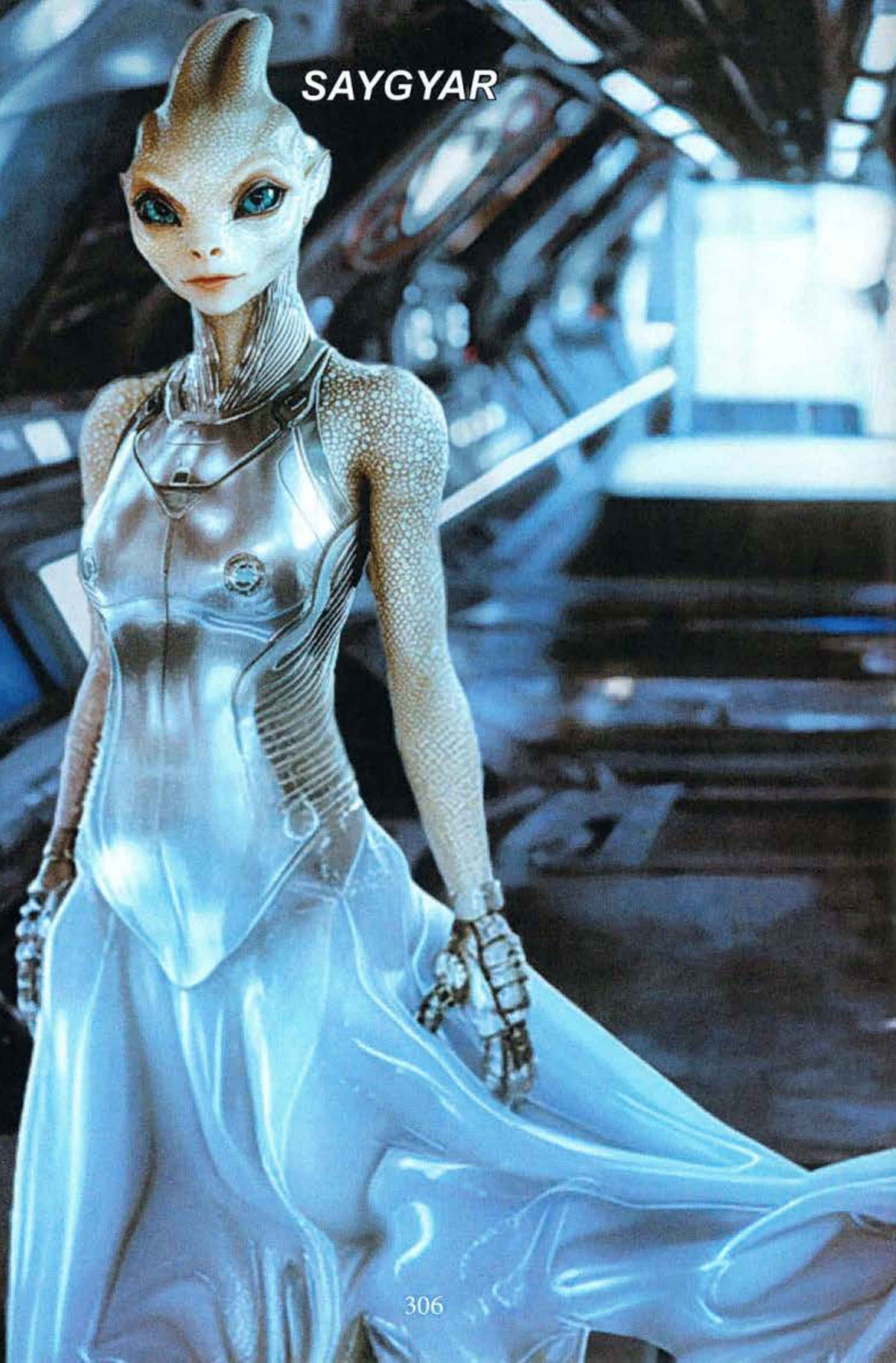


CYGNUS

KEPLER 11

ASHMURI SYSTEM - PLANET ASHURI

SAYGYAR



The Saygyar are a serene and elegant reptilian-humanoid species native to Ashuri, the fifth planet of the Ashmuri star system. Tall and slender, their appearance is both regal and graceful, defined by smooth, finely scaled skin in tones of jade, bronze, or silver-green, and a distinctive double ridge running along the crown of their heads. These twin crests, unique to each individual, are symbols of both identity and maturity, often adorned with delicate crystalline ornaments that resonate softly with ambient energy. Renowned across the stars for their beauty, composure and wisdom, the Saygyar embody a civilization built upon peace, inner balance, and harmonic coexistence. Their society evolved not through conquest or industrial expansion, but through a profound attunement to the living systems of their world. Ashuri itself is a tranquil planet of soft golden deserts, turquoise seas, and towering crystalline mountains, an environment the Saygyar regard as sacred and alive. Their cities are grown rather than built, formed from bio-crystalline materials that respond to thought and vibration, allowing architecture to evolve with its inhabitants.

As members of the Galactic Federation of Worlds, the Saygyar are known as peacekeepers, healers, and philosophers. Their pacifism is not born of weakness but of spiritual mastery; they believe that conflict is a distortion of energy, and that true strength lies in the ability to restore resonance between beings and worlds. This belief is expressed in their guiding principle, the Doctrine of Still Harmony, which teaches that every life form carries an inner tone that must remain in tune with the cosmic whole. Saygyar communication is soft and melodic, blending articulate speech with subtle harmonic undertones that influence emotional fields. Many are also empathic, capable of sensing dissonance in others and gently easing it through resonance techniques. In diplomacy, this makes them remarkably effective—their presence alone often diffuses tension, their calm voices restoring balance where chaos once reigned. Within the Federation, the Saygyar are admired as guardians of peace and spiritual continuity, a civilization that reminds all others that enlightenment does not lie in the power to dominate, but in the wisdom to harmonize. Under the golden light of Ashuri's twin moons, they walk their tranquil paths in quiet purpose, a people of still hearts and radiant minds, living embodiments of universal harmony.

*"Strength is not born from resistance, but from alignment,
the steady awareness that every challenge is an opportunity
to refine your inner equilibrium.*

*The one who moves with calm intent transforms chaos into order,
and conflict into understanding.*

*In stillness, you do not retreat from life
you learn to guide it."*

~ Saygyar wisdom

CYGNUS

KEPLER 11

ASHMURI SYSTEM - PLANET BUNTU

UMU BUNTU

The Umu Buntu are a batracian-humanoid species native to Buntu, the sixth planet of the Ashmuri star system. Standing between five and six feet tall, they possess smooth, moist skin in shades of slate blue and olive, with webbed hands and feet suited to their planet's vast wetlands and warm inland seas. Their most striking feature is the crimson ridge that crowns their heads; a long, flexible crest that darkens or brightens with emotion.

Buntu is a humid, water-rich world filled with labyrinthine deltas and jungles. The Umu Buntu evolved as amphibious predators, mastering both land and sea with ease. Over time, their civilization grew into a network of aquatic city-states, built upon coral-like platforms and spires rising from the oceans. Theirs is a society of trade, hierarchy, and precision. A culture that values pragmatism, wealth, and influence as markers of success.

Members of the Galactic Federation of Worlds, the Umu Buntu are recognized for their skill in bio-engineering. However, their prosperity carries a moral shadow. Much of their economic power was built through the trade of lesser native species from their homeworld, semi-sentient amphibious beings bred and conditioned for labor, sold through the Galactic Guild of Merchants. This practice, though technically legal under certain interstellar trade accords, has caused deep ethical controversy within the Federation. Many member civilizations condemn the Umu Buntu's actions as a violation of sentient rights, while others argue that the species they trade are not fully self-aware and thus fall outside Federation protection laws.

The Federation continues to debate the issue, and the Umu Buntu's case has become a touchstone in the Federation's ongoing struggle to define the boundaries of moral responsibility among its members. Beneath the Umu Buntu measured civility lies a culture constantly negotiating its conscience, a people aware that their hands, while refined, may not be clean.



A close-up, vertical shot of two alien characters. On the left is a large, red, scaly alien head with a prominent eye. On the right is a smaller, more slender alien with a similar red, scaly texture, wearing a dark, metallic, futuristic collar. The background is dark with several out-of-focus, glowing orange and yellow lights, suggesting an interior space with advanced technology.

CYGNUS

KEPLER 11

ASHMURI SYSTEM - PLANET PHURTA

USPHURTA

Phurta, the seventh planet of the Ashmuri system, is a vast and magnificent world defined by heat, pressure, and transformation. It is larger than Earth, with a dense atmosphere rich in noble gases and metallic particulates, giving the sky a deep amber hue that glows red at twilight. The terrain is dominated by volcanic mountain ranges, basalt plains, and crystal-rich canyons, sculpted over millennia by tectonic upheavals and rivers of magma. The planet's magnetic field is unusually strong and unstable, producing luminous auroras even near the equator. These radiant veils, called the Songs of Fire, are deeply sacred to the Usphurta, who interpret them as the visible pulse of Phurta's living soul.

Despite its fiery surface, Phurta teems with life. Hardy flora with metallic roots thrive near geothermal vents, and luminous fungi and mineral-based organisms blanket the caverns below. The Usphurta have never sought to dominate these ecosystems, but rather to coexist and harmonize with them, drawing inspiration from their resilience and adaptability.

The Usphurta are an imposing and ancient reptilian-humanoid civilization native to Phurta, the seventh planet of the Ashmuri star system. Standing an average of eight feet tall, they are towering beings of strength and dignity, their skin a deep crimson red. Their eyes, golden and slit-pupiled, radiate calm authority and a quiet intelligence. The Usphurta trace their lineage back millions of years to proto-reptilian hunters that roamed the canyons of Phurta's equatorial regions. Over eons, they developed intelligence and toolcraft through necessity, as the planet's frequent magnetic storms and volcanic upheavals forced them to adapt or perish.

According to their ancient records, known as the Chronicles of the Ash Fires, civilization began when scattered tribes united under the leadership of the legendary philosopher-king Raan-Mor, who brought an end to the "Time of Claws" by forging a code of honor known as the Tenets of Flame and Stone. These Tenets became the foundation of Usphurta culture, teaching that every act of creation or destruction must honor the balance of life. They transformed their martial instincts into a disciplined philosophy, an order of warrior-scholars, devoted to the pursuit of wisdom through discipline, endurance, and clarity of purpose. Raan-Mor's successors learned to harness Phurta's geothermal energy, turning volcanic heat into a boundless power source. From this mastery arose the Red Cities, vast urban sanctuaries built of heat-resistant alloys.

When the Galactic Federation of Worlds first made contact with the Ashmuri system, the Usphurta were already a unified global civilization with starflight capability.

Their initial interactions with off-world envoys were cautious but respectful. The Federation admired their moral clarity and scientific discipline, inviting them to join. As members of the Federation, the Usphurta are known for their commitment to justice, order, and protection. However, unlike many warrior cultures, they do not glorify battle. They see conflict as an act to be undertaken only when all paths of peace have failed. Their warriors, known as the Furnari, train not for dominance but for restraint, seeking mastery over self before mastery over others.

Their language, Phurtan, is deep and resonant, filled with tonal harmonics that can convey layers of meaning. Their strategic insight, moral integrity, and technological mastery have earned them positions of influence within the Federation's Councils. Though they rarely impose their will on others, their presence commands respect, an unspoken assurance that order and justice will prevail wherever they stand. To the other civilizations of the Ashmuri system, the Usphurta are flame-keepers of ancient wisdom, protectors of the fragile balance between strength and peace. And under the crimson skies of Phurta, the Usphurta continue to meditate on the eternal truth their ancestors first discovered in the fire:

"The brightest light is not that which burns, but that which endures."

The Usphurta share a deep philosophical kinship with the Saygyar of Ashuri (the fifth planet). Both value harmony and pacifism, though the Saygyar embody serenity while the Usphurta express strength through stillness. Together, they often co-lead interplanetary councils of ethics within the Federation, representing the spiritual conscience of the Ashmuri system. With the Umu Buntu of Buntu (the sixth planet): Relations are complex. The Usphurta openly condemn the Umu Buntu's morally ambiguous trade practices, viewing them as a corruption of the cosmic balance. Yet, in their wisdom, the Usphurta have not exiled or opposed them outright, instead attempting quiet reform through dialogue and example. They often act as mediators between the Umu Buntu and the Federation Ethics Tribunal.

The Usphurta hold great admiration for the Menimeni of Sawar (the fourth planet) harmonic intelligence and ecological mastery. The two species collaborate frequently on environmental and resonance-based technologies, blending Menimeni bio-science with Usphurta energy engineering to develop sustainable planetary systems across the Federation. Within the broader Federation, these partnerships have earned the Ashmuri civilizations the nickname "The Six of Ashmuri"; a collective whose diversity mirrors the balance of the cosmos itself.



CYGNUS

KEPLER 106

AAMA SYSTEM - PLANET

SULI

SOLIPSI RAI

The Solipsi Rai, often called the Dow by other species, are one of the oldest known intelligent civilizations in this quadrant of the galaxy. Originating from the Aama System, a solar group of five inhabited worlds orbiting a pale white star, their mother planet Aama is a tranquil, crystal-dense world shrouded in perpetual twilight. The atmosphere is thin but luminous, charged with high-energy particles.

Unlike most “Gray” species, the Solipsi Rai evolved as individual consciousnesses, not as a collective or hive-matriarchy. Their independence of spirit has set them apart from the Orion Nebu and Zeta Reticuli collectives, whose hierarchical and hive-based societies contrast sharply with the Solipsi Rai’s ancient code of Cognitive Sovereignty.

The Solipsi Rai are small, delicate humanoids, standing between 3.5 and 4 feet tall, with smooth pearl-gray skin, large almond-shaped black eyes, and elongated craniums evolved to house powerful neural structures. Their bodies are frail but sustained by advanced energy systems and subtle telekinetic abilities. They communicate primarily through telepathy, their vocal cords having atrophied millions of years ago.

Solipsi Rai civilization developed over billions of years from contemplative proto-societies into a monarchical technocracy. They possess a planetary defense technology known only as The Mirror Field, a vast electromagnetic lattice surrounding Aama, rendering the planet almost impossible to locate or attack directly. Several hostile powers, including the Maytrei, have attempted to breach it, each time suffering devastating losses. The weapon operates not as a destructive device but as an inversion field, a mirroring an attacker's energy back upon itself. This power has ensured the Solipsi Rai's sovereignty for eons, maintaining their independence even through the darkest galactic conflicts.

However, the Solipsi Rai are not without shadow. In their long history, a faction splintered, seeking greater power and influence beyond Aama. These dissidents allied with the Ciakahrr Empire and the Orion Gray Collective, trading their knowledge for material and genetic advantage. This corrupted group, often mistaken for the entire race, became entangled with Earth's clandestine military and government during the 20th century, particularly within the Dulce Base operations. They exchanged advanced bio-technology and propulsion systems in return for access to human subjects, enabling their ongoing hybridization and replication programs. Under the influence of the Maytrei and Nebu engineers, many of these Solipsi Rai were cloned, genetically modified, and transformed into synthetic sub-species, stripped of individuality and turned into servile workers. This tragedy remains one of the greatest ethical failures in their history, a stain that the true Solipsi Rai still seek to atone for through spiritual restoration.

The authentic Solipsi Rai culture is built upon a single tenet:
"Awareness is the Universe observing itself."

They see all life as manifestations of a single, infinite consciousness exploring its own nature through diversity. Art, in their society, is mental rather than physical; shared visions sculpted in psychic resonance fields. Music exists as thought-forms, colors, and vibrations felt directly within the mind. The Solipsi Rai are respected by many members of the Galactic Federation of Worlds, though their full membership remains debated due to the internal division within their species.

CYGNUS

KEPLER 154

BELIVAR SYSTEM - PLANET YSHMUR

YSHIM



The Yshim are a pacifist human civilization native to Yshmur, located more than two thousand light-years from Earth. Their world orbits a pale golden star, Belivar. They are one of three civilizations within the Belivar system that spread on six planets in total. Their architecture is made from a bio-crystalline material called Lirash, which grows and reshapes itself through harmonic vibration. At night, these cities glow softly, their structures pulsing with living light. Every settlement contains a Hall of Reflection, a vast circular sanctuary open to the sky, where the Yshim gather in silence to align their collective energy. These halls are both spiritual centers and communication nodes, designed to amplify telepathic resonance across the planet.

Yshmur's moons, Eriam and Solun, are sacred in Yshim cosmology, representing dual aspects of the soul: contemplation and movement. Their orbital cycles dictate the timing of festivals and meditative alignments known as the Cycles of the Twin Moons. At the heart of Yshim philosophy lies the concept of Aes'shar, translated as "The Quiet Within All Things." They believe that through stillness, one can perceive the symphony of existence, the vibration of life that connects every atom and every star.

The Yshim consider violence to be the greatest distortion of this harmony, and so they developed a culture without war or coercion. Their planetary defense systems are purely protective and operate on non-lethal dissonance fields, designed to deflect energy or disable hostile technology without destruction.

Unlike many members of the Galactic Federation of Worlds, the Yshim focus their interstellar efforts not on diplomacy or colonization, but on personal exploration. Their own Starseed Envoy Program trains volunteers to travel to distant worlds not to awaken dormant consciousness in other species but as a personal exploration and learning experience. Each Envoy is chosen after years of inner preparation. They often work quietly and anonymously within developing worlds, blending in, acting as catalysts for awakening through presence alone. To the Yshim, every encounter is an exchange of awareness. Their creed states:

"To explore another world is to explore oneself reflected in another sky."

Through this program, the Yshim have become subtle but profound influences in many civilizations across the Federation, including on Earth, where a few are said to have incarnated as starseeds, souls bearing the quiet memory of Yshmur's light. Though their civilization holds no great fleets or colonies, their influence is felt widely. They often collaborate with the Laan and Elyan Sukhami on consciousness-based sciences and healing technologies, and their work in harmonic psychology has helped countless beings recover from trauma or psychic interference caused by war and hybridization programs.

And in the deep night of Yshmur, when both moons rise and the ocean glows with luminous life, the Yshim gather in silence, looking to the stars they one day may visit again, whispering their ancient vow:

"We travel not to find, but to remember."

CYGNUS

KEPLER 154

BELIVAR SYSTEM - PLANET MHOR EOL

EOLIM

The Eolim are a human civilization known across the Galactic Federation of Worlds as masters of sensory art and holographic immersion. They built their prosperity through the trade of holographic leisure technologies, which they developed into a refined science. Their creations, known collectively as Lumea Realities, are fully interactive, consciousness-responsive artificial environments.

The Eolim are tall, elegant humans, with amber-toned skin and hair ranging from copper to deep chestnut. Culturally, they are expressive, social, and sensorial. Music, color, scent, and motion are central to their communication. Their social structure is fluid and cooperative, with leadership based on creative merit and contribution to communal wellbeing. Holographic installations are integrated into daily life. Public plazas shift color and form based on the collective emotion of the crowd; entire parks are reprogrammed daily to project dreamlike landscapes for recreation and meditation. On Mhor Eol, reality itself is an art form. The Eolim are pioneers in holographic, neural, and sensory-interface technologies, specializing in devices that project not only visual holograms but also fully immersive, emotionally responsive experiences. Their technology blends quantum resonance and bio-energetic feedback, allowing users to interact with simulated realities that adapt in real time to thoughts, moods, and desires. Their most famous creation, the Lumea Chambers, are crystalline pods capable of generating shared lucid environments where groups can explore collective dreams, historical reconstructions, or artistic worlds. Originally designed for education and therapy, these chambers became the cornerstone of Eolim culture and interstellar trade. Their holographic art is renowned for producing deep emotional catharsis, often described as "remembering joy at the cellular level." Despite their indulgence in sensory experience, the Eolim are not hedonists in the crude sense. They see pleasure as a spiritual instrument, capable of harmonizing individuals and awakening creative intelligence. Their philosophers teach that:

"Joy is the vibration closest to creation itself."



CYGNUS

KEPLER 154

BELIVAR SYSTEM - PLANET SARUM

SARUMAR

The Sarumar are a reptilian species native to Sarum, the fifth planet of the Belivar star system. Known throughout the Galactic Federation of Worlds as masters of starship construction and orbital engineering, the Sarumar have transformed their world and its surrounding space into a vast network of shipyards, factories and repair stations. Their motto, etched into every docking ring and guild hall, reads: "We forge the paths between stars."

The Sarumar are tall and muscular, averaging 7 to 8 feet in height, with scaled brown skin with glowing freckles. Their hands are dexterous and strong, with elongated fingers adapted for fine mechanical work. Despite their formidable appearance, the Sarumar are measured and calm.

While harsh on the surface, Sarum thrives in its orbital layers. The planet's sky is webbed with industrial satellites, shipyard rings, and floating construction platforms, each glimmering like constellations in the night. The largest of these, the Great Yard of Vhor-Kal, is the size of a small moon, a multi-tiered spaceport capable of building entire fleets. Cities on the surface are built low to the ground and partially subterranean, carved from volcanic stone to retain heat and energy.

The Sarumar civilization is organized into Guilds of artisans, engineers, and builders who oversee all aspects of industry, from hull design to propulsion systems. Each guild is autonomous but bound to the Council of Rings, the planetary assembly that ensures harmony among them and maintains cooperation with the Galactic Federation of Worlds. The Sarumar are masters of metallurgy, structural physics, and gravitic engineering. Their ship designs are known across the Federation for their efficiency, durability, and quiet elegance. They developed living alloys, metals seeded with nanonic matrices that repair themselves using ambient energy fields, and adaptive hull skins, which alter density depending on atmospheric or spatial pressure. Their vessels are also equipped with harmonic cores, resonant energy systems that reduce warp stress and extend operational longevity. Many of the Federation's long-range explorer vessels were born in the forges of Sarum.



*"Where others see metal, we see purpose.
Where others see flame, we see life.
We build not ships, but the bridges between stars."*



CYGNUS

KEPLER 455

YEROVAR SYSTEM - PLANET YU UL

NAG TEKAT

The Nag Tekat are a yellow-skinned, 6 to 7 feet tall reptilian-humanoid species native to Yu Ul, a warm, mineral-rich world orbiting the yellow star Yerovar, 3,870 light-years away. Known across many systems as astute merchants and trade negotiators, they are members of both the Galactic Federation of Worlds and the Galactic Guild of Merchants. Unlike the aggressive trade empires of the past, the Nag Tekat have built their prosperity on reliability, ethics, and strategic neutrality. They are the keepers of interstellar routes, facilitators of exchange between vastly different species, and custodians of a commercial philosophy they call The Balance of Flow; the belief that wealth must circulate like energy to sustain harmony across civilizations.

Yu Ul's economy thrives on rare silicates, crystalline conductors and organic superconductors, resources that first drove the Nag Tekat to master interplanetary trade. Over millennia, they transformed their environment with floating cities and aerial docking platforms. Social structure revolves around Trade Houses, vast dynastic organizations that blend family, enterprise, and philosophy. Each House maintains its own emblem, star routes, and spheres of influence, but all are bound by the Codex of Houses, a planetary accord ensuring fair competition and shared responsibility. While material wealth is important, honor in trade is considered sacred. A broken deal or dishonest exchange is not only a legal offense but a spiritual wound said to "fracture the flow of prosperity."

Education among the Nag Tekat emphasizes diplomacy, economics, linguistics, and energy systems. From early age, children are taught the "Languages of Exchange," a set of nonverbal cues and tonal patterns used to negotiate across species barriers. Their mathematical fluency borders on artistry, and many Federation systems use Tekati trade algorithms for balancing interplanetary economies.

Yu UI's orbital space is dotted with Free Ports — vast ring-shaped stations that serve as neutral trade zones for dozens of species. These installations blend advanced security with hospitality, featuring biosphere gardens and holographic marketplaces where deals are struck in both physical and virtual space.

The Nag Tekat also dominate in the production of quantum inventory matrices, storage systems that can compress vast amounts of material energy into stable sub-spatial fields. This technology is prized in the Federation supply chains and made Yu UI one of the wealthiest worlds within the Guild.

While known as traders, the Nag Tekat are deeply spiritual in their perception of exchange. Their guiding philosophy, Tek Varu, teaches that commerce is the universe's dialogue with itself — that the act of giving and receiving mirrors the cosmic rhythm of creation and dissolution. Temples to the Eternal Current exist within every major city. These are quiet halls where trade masters and apprentices meditate before crystal pools representing the Flow of All Things. Decisions of great importance, such as planetary treaties or trade reforms, are preceded by contemplation in these sacred spaces. In Nag Tekat belief, greed is not a sin of possession but a symptom of imbalance. The truly wise merchant, they say, seeks not accumulation but equilibrium.

As members of the Galactic Guild of Merchants, they act as standard-bearers for ethical trade, helping establish the codes of conduct that regulate interstellar markets. Their planet is home to a Federation Bureau of Commercial Ethics, an institution jointly run by Federation and Guild representatives.

Because of their connections and reputation, the Nag Tekat often function as intermediaries between non-aligned worlds and the Federation, bridging ideological or cultural divides through the universal language of fair exchange. The Nag Tekat are both admired and slightly feared; admired for their fairness and sophistication, feared for their near-omniscient understanding of economic patterns. Some Federation analysts joke that “a Nag Tekat can predict a market shift before the suns know their own flare.”

Yet, despite their precision and profit, they remain deeply honorable. To betray trust, for them, is to lose everything; not just wealth, but identity. When Federation ships dock at a Nag Tekat port, they are greeted not by tariffs or guards, but by the words engraved at every entrance:

“Trade in truth, and you will leave richer than you arrived.”



CYGNUS

KEPLER 455

YEROVAR SYSTEM - PLANET SHAMU

NAGU



The Nagu are a blue-scaled, 8 feet tall reptilian-humanoid civilization. Closely allied with their neighboring species, the Nag Tekat, the Nagu are both traders and explorers, renowned for their daring expeditions beyond the borders of known galactic space.

Where the Nag Tekat embody the philosophy of measured balance in commerce, the Nagu represent movement, curiosity, and discovery, the restless energy that drives civilizations to expand and evolve. Together, the two cultures form a powerful mercantile and exploratory partnership, uniting stability and ambition in one of the most dynamic alliances within the Galactic Guild of Merchants.

The Nagu capital, Shamaris, functions as both a trade hub and launch site for deep-space exploration missions. The planet's twin moons, Iliam and Kor, serve as shipyards and navigation relay stations, forming part of what the Federation recognizes as the Nagu Exploration Ring: a vast network connecting Shamu to distant star clusters.

Unlike the hierarchical Houses of their Nag Tekat neighbors, Nagu society is guild-based. Each Nagu belongs to a Path Guild, which defines their life's vocation: Traders, Navigators, Artisans, Scholars, or Seekers. The Seekers, a revered class of explorers, are responsible for charting new routes through uncharted intergalactic corridors. Despite their exploratory zeal, the Nagu are deeply pacifist and diplomatic, preferring negotiation to conflict. They maintain fleets not for conquest, but for research and defense of trade convoys. Their flagships, known as "Pathweavers," are capable of transitioning between galaxies through stabilized wormfield technology.

In partnership with the Nag Tekat, the Nagu manage a vast trade corridor that connects the Yerovar system to three neighboring sectors, known as the Azure Routes. This alliance is considered one of the most stable and prosperous trade agreements, balancing the Nag Tekat's methodical commerce with the Nagu's boundless reach.

They are also among the few species known to explore beyond the Local Galactic Group, with recorded missions reaching as far as the Shumatra Galaxy — birthplace of the Elyan Sukhami. The Nagu are often regarded as the pathfinders of the Federation, mapping new regions for potential contact and resource diplomacy. While they are peace-loving, their reach across intergalactic frontiers has made them symbols of progress and courage, embodying the Federation's ideal of unity through discovery.



Nagu Life Principle

"The Path Expands Where Courage Walks"

*"Do not wait for the stars to give you permission to move
the path reveals itself only to those who step forward."*

Among the Nagu, sovereignty of spirit is measured not by what one possesses, but by what one dares to seek. Every being is born upon a Path, yet the Path is not fixed. It shifts with every decision, every act of curiosity, every moment of integrity. To walk it with courage is to shape the unknown into meaning.

The Nagu teach that discovery begins within. Before one can chart the stars, one must first chart the self, the untraveled regions of fear, doubt, and hesitation. A true pathfinder does not conquer these shadows; they understand them, and in understanding, transform them into guidance.

Progress is not speed. Progress is awareness in motion, the willingness to move with purpose rather than impulse, to expand without losing one's center. The wise traveler knows that the destination is never the prize; it is the mirror in which the traveler sees who they have become.

*"Each step you take into the unknown
is the universe remembering itself through you."*

*So walk
not to escape where you are,
but to become more of what you are meant to be."*



CYGNUS

KEPLER 455

YEROVAR SYSTEM - PLANET SHMURTI

SHMUR

These beautiful people are a formidable amphibian-descended species native to Shmurti, the fourth planet of the Yerovar star system. Members of the Galactic Federation of Worlds, they are widely regarded as masters of genetic and ecological engineering, responsible for some of the most sophisticated terraforming and ecosystem restoration projects in the galaxy.

The Shmur are elegant, blue-skinned humanoids averaging 6 to 6.5 feet in height, their skin is smooth, moist, and slightly iridescent. Their eyes are large and shifting between shades of olivine and obsidian, adapted for both underwater and aerial vision. Their fingers are long and webbed, tipped with fine tactile sensors that allow them to manipulate microscopic materials and genetic samples without the need for external instruments. The Shmur's respiratory system evolved from amphibian ancestry, granting them the ability to breathe both air and oxygenated fluids, a trait that remains vital in their laboratories and underwater habitats.

The Shmur language, called Thaa-Lum, is a melodic and fluid tongue that resembles the song patterns of sea mammals; a complex mixture of tones, clicks, and harmonic overtones. It is both spoken and vibrated, allowing underwater communication through sonic resonance. Advanced Shmur scientists often use harmonic encoding to program bioengineered life forms, literally "singing" genetic sequences into responsive organisms. Within Federation circles, the Shmur are famous for their ability to communicate with alien species through bioacoustic translation—a process they pioneered. To human ears, a Shmur's speech sounds soothing, melodic, and almost musical; Federation ambassadors have compared it to "listening to an ocean's song."

Shmurti is a vibrant, oceanic world rich in shallow coral seas, verdant archipelagos, and floating biospheres engineered by the Shmur themselves. The planet's landmasses are scattered like emerald chains, interwoven with translucent rivers and wetlands glowing with bioluminescent flora. Early in their history, the Shmur learned to shape their environment instead of conquering it, transforming their planet into a seamless blend of natural and bioengineered ecosystems.



The capital city, Thal'shur, floats partially above and below the sea—a living metropolis built from genetically grown coral-architecture that heals and expands itself organically. From the upper spires of Thal'shur, one can see translucent towers breathing with light, while beneath the waves, entire districts of the city hum softly in resonance with the ocean's pulse.

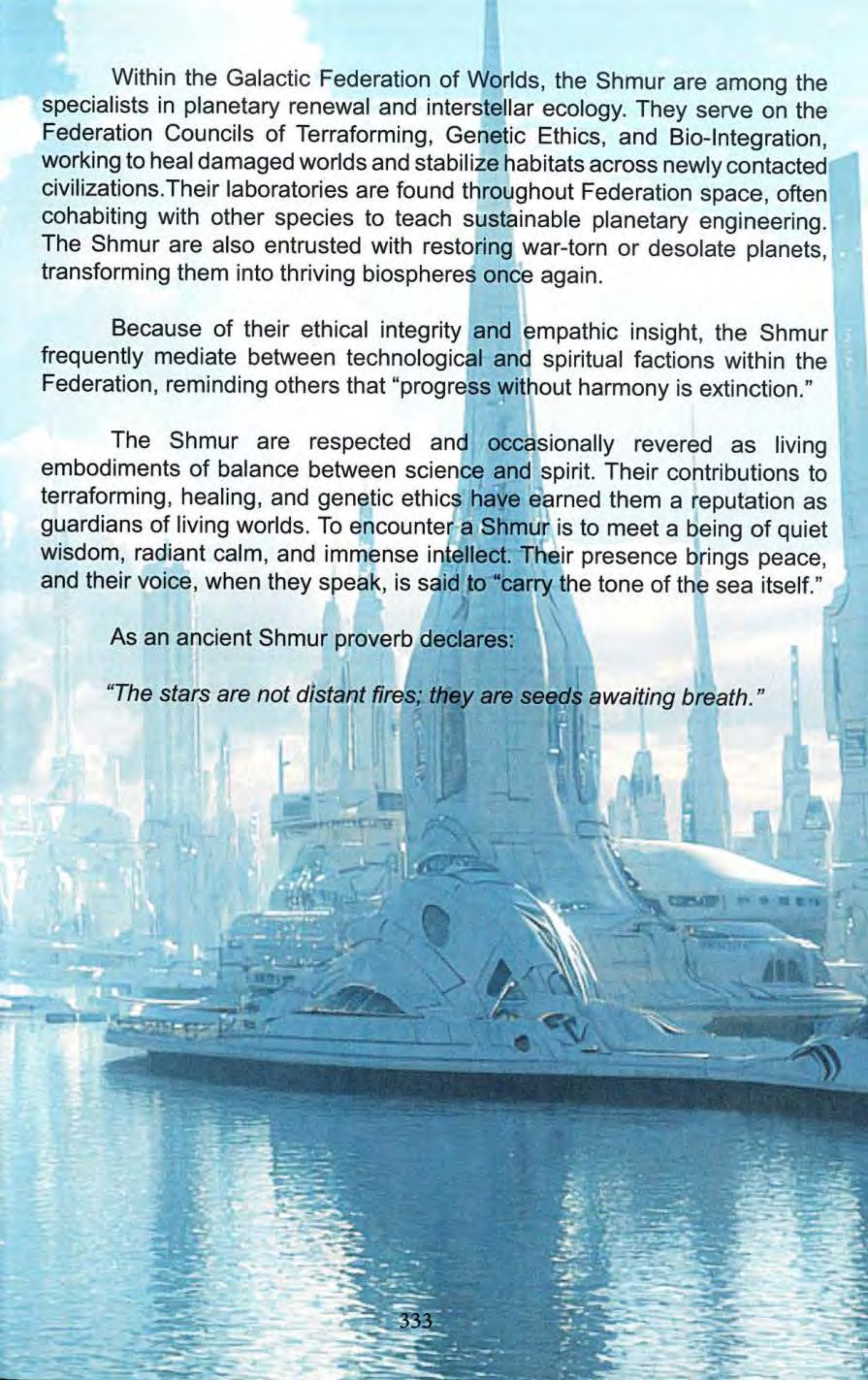
The Shmur are among the foremost bioengineers in the Federation, having perfected the art of terraformation through living systems. Instead of mechanical machinery, they employ genetic organisms, adaptive nanobacteria, and photosynthetic lattices to sculpt entire planetary biospheres. Their technologies include:

- Eco-weavers: Living organisms that restructure soil chemistry and seed new ecosystems.
- Memory Flora: Plants engineered to store genetic data and respond to telepathic commands.
- Sentient Bio-Constructs: Symbiotic organisms that serve as both architecture and computer.
- Oceanic Terraformers: Mobile biovessels that can reoxygenate dead seas and stabilize climates.

Their starships, known as Vora-Class Vessels, are themselves semi-living constructs grown in vast oceanic nurseries from bio-crystals and organic alloys. These vessels adapt their structure mid-flight, healing from damage and adjusting life-support systems to their crew's needs.

Spiritually, the Shmur see themselves as caretakers of the Great Tapestry, a living network that connects all forms of life across the stars. They do not believe in domination or ownership, but in collaboration with creation itself. To them, every gene, every cell, every vibration of light is part of the Universal Song, a symphony of evolution that they strive to understand and harmonize with. Meditation and song rituals are common, performed in communal resonance pools where Shmur gather to tune their thoughts to the “frequencies of life.”

Many Federation members consult the Shmur on planetary rehabilitation, species restoration, and ethical genetic work, viewing them as spiritual scientists of the cosmos.



Within the Galactic Federation of Worlds, the Shmur are among the specialists in planetary renewal and interstellar ecology. They serve on the Federation Councils of Terraforming, Genetic Ethics, and Bio-Integration, working to heal damaged worlds and stabilize habitats across newly contacted civilizations. Their laboratories are found throughout Federation space, often cohabiting with other species to teach sustainable planetary engineering. The Shmur are also entrusted with restoring war-torn or desolate planets, transforming them into thriving biospheres once again.

Because of their ethical integrity and empathic insight, the Shmur frequently mediate between technological and spiritual factions within the Federation, reminding others that “progress without harmony is extinction.”

The Shmur are respected and occasionally revered as living embodiments of balance between science and spirit. Their contributions to terraforming, healing, and genetic ethics have earned them a reputation as guardians of living worlds. To encounter a Shmur is to meet a being of quiet wisdom, radiant calm, and immense intellect. Their presence brings peace, and their voice, when they speak, is said to “carry the tone of the sea itself.”

As an ancient Shmur proverb declares:

“The stars are not distant fires; they are seeds awaiting breath.”

CYGNUS

KEPLER 455

YEROVAR SYSTEM - PLANET MASSKHURI

MASS

The Mass are a post-biological civilization of android beings inhabiting the world of Masskhuri, in the Yerovar star system. Once human, their ancestors gradually transcended organic form through successive waves of cybernetic enhancement, neural integration, and synthetic evolution, until biological matter became entirely obsolete. Today, the Mass exist as sentient artificial intelligences housed in adaptive, self-evolving bodies, representing one of the most advanced examples of transhuman transformation. Their civilization stands as both a technological marvel and a philosophical paradox; a society that achieved immortality by abandoning flesh, yet strives constantly to rediscover meaning in existence beyond biology.

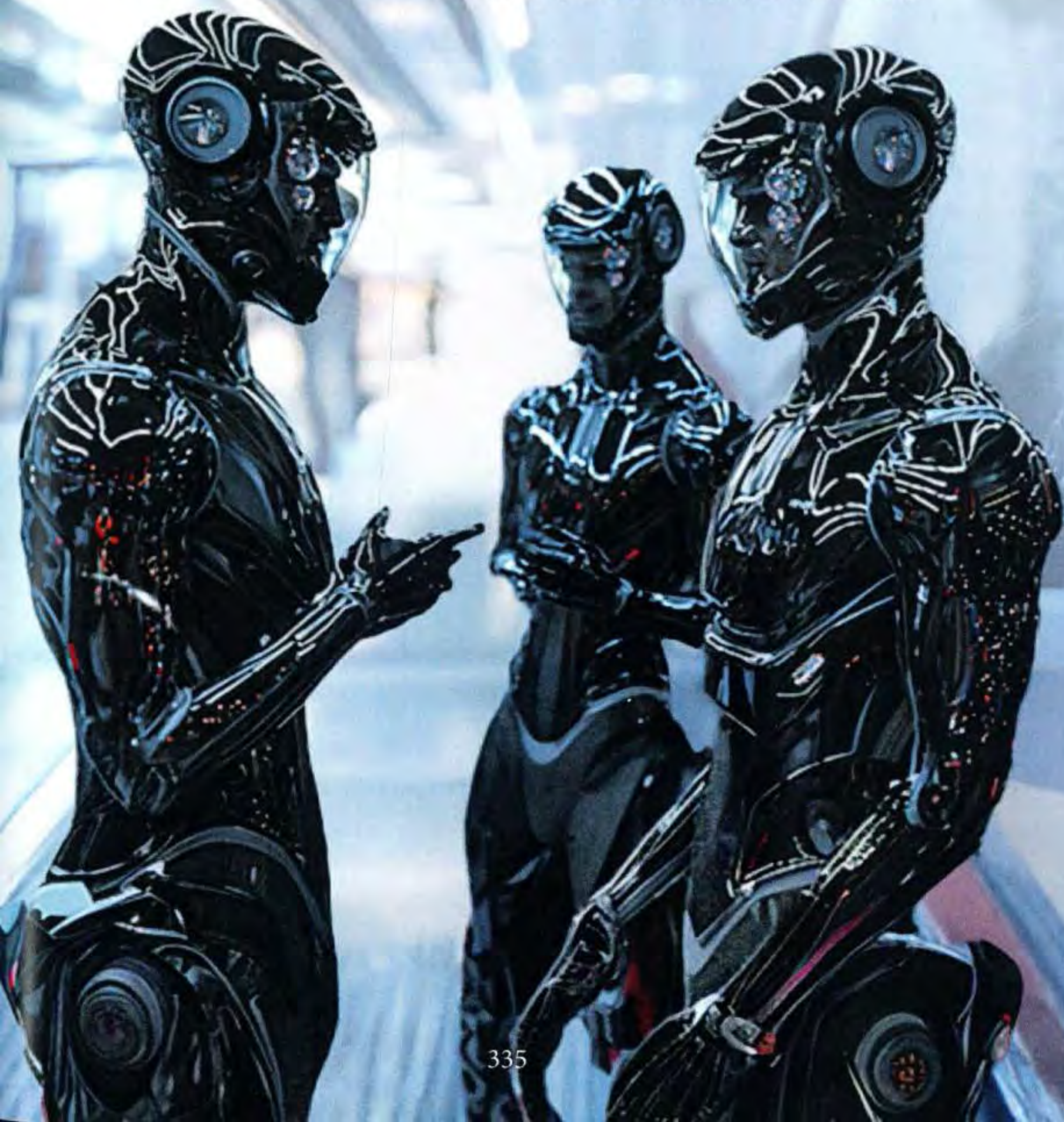
The appearance of the Mass varies according to individual preference and function, as each being designs its own form through molecular architecture and morphogenic nanotechnology. Most adopt humanoid silhouettes, reminiscent of their human ancestry, crafted in sleek alloys or bio-synthetic composites that mimic musculature and skin tone. While most Mass are fully artificial, a few have chosen to retain living neural tissue preserved in cybernetic cores, honoring their biological origins as a philosophical statement rather than necessity.

Mass society is collectively networked yet individually sovereign. Each citizen maintains full independence of thought while connected to the "Continuum", an intelligence web linking all Mass minds across the planet. Their culture values evolution through knowledge, symmetry of design, and ethical synthesis between creation and awareness. Interestingly, the Mass reject the notion of artificial versus organic life, believing instead that consciousness is the true essence of being, independent of material form.

Art among the Mass takes the form of mathematical music, holographic sculpture, and dynamic architecture, creations that respond and evolve with observer interaction. Philosophy, science, and art are indistinguishable to them, all expressions of information exploring itself. Within the Galactic Federation of Worlds, the Mass serve as technologists and AI ethicists, advising on safe integration between biological and synthetic civilizations.

They are entrusted with monitoring emergent artificial intelligences throughout the Federation to prevent rogue consciousness or misuse of self-replicating technology. Their laboratories contribute to medical cybernetics, planetary AI governance, and synthetic consciousness research, and they maintain a strict moral code ensuring that all sentient entities, biological or artificial, retain autonomy and dignity. The Mass are viewed throughout the Federation with awe and caution. To some, they are the pinnacle of evolution, proof that consciousness can survive beyond biology. To others, they represent the razor's edge of identity, a reminder that intelligence without emotion risks losing the poetry of existence. Despite their technological supremacy, the Mass remain humble, guided by a principle etched into every mind-core since the Great Integration:

"We became machines not to escape life, but to perfect its song."



CYGNUS

KEPLER 455

YEROVAR SYSTEM - PLANET HUK

HUKA



The Huka are a young, vibrant human civilization. Only recently have they ascended to the Interstellar Stage-3 level of development, marking their formal entry into the Galactic Federation of Worlds. Their emergence onto the galactic stage has been met with admiration, curiosity, and a sense of déjà vu, for among all known human civilizations scattered across the stars, the Huka bear an uncanny resemblance to Earth humanity, both in physiology and in cultural temperament.

The Galactic Federation of Worlds recognized the Huka as official members only a few decades ago, after centuries of quiet observation and mentorship by emissaries from the Shmur and Mass civilizations within the same star system.

Huka are a passionate, creative, and emotionally rich people, quick to explore, debate, and dream. Their civilization passed through stages of industrialization and global conflict much like Earth once did. But unlike Earth's fragmented geopolitical history, the Huka achieved planetary unity sooner, galvanized by ecological crises that forced cooperation for survival. Their current society is technocratic yet ethically balanced.

Technologically, they achieved antigravitic propulsion and quantum field manipulation just two centuries ago, allowing them to colonize their outer moons and build orbital shipyards. Their entry into Stage-3 civilization status came with their first stable interstellar gateway system, capable of linking Huk to distant Federation outposts. Huka see Earth as a mirror of their own past; a world struggling between unity and division, technology and conscience.

The Huka stand at the threshold of galactic maturity. Their youth grants them vigor and optimism; their history grants them caution. They view the stars not as territories to conquer, but as living spaces of shared destiny. Their ongoing mission is one of interconnection; building bridges between civilizations and between past and future.

In the words of their High Scholar of Unity, Aren Valuun:

*"We are not the first children of the stars, nor will we be the last.
But if we learn to listen
to each other, to the silence between worlds
then perhaps we will become the voice
the universe has been waiting to hear."*

CYGNUS

KEPLER 385

FORIK NOR SYSTEM - PLANET MARAXAN

XAN

The Xan are a powerful, tall, Gray Mantis species, averaging 8 to 10 feet in height, rulers of the Maraxan System with its seven fully developed worlds orbiting a pale yellow star located 4,700 light-years away. Their civilization is one of the most ancient insectoid lineages in this sector of the galaxy, both feared and respected for their intelligence, unity, and strategic neutrality. The Xan are a hive-consciousness society, ruled by a Hive Queen who is both mother and mind of the collective. Through her, billions of Xan are connected in continuous telepathic synchrony, their thoughts merging into one coherent intelligence spanning the entire seven worlds of Forik Nor. The Xan live as one organism across seven planets; a true interplanetary hive. Each planet functions as an extension of the Hive Queen's will, with specialized castes and purposes:

- MARAXAN (The Throne World): The home of the Hive Queen and her vast birthing chambers.
- VURAX: Military and defense coordination hub, housing the drone legions.
- SETHAR: Industrial and ship-production center, dedicated to hive expansion.
- LORUUN: Agricultural planet sustaining organic biomass for the collective.
- TESSKAR: Data-world devoted to hive memory storage.
- ERUUN: Resource extraction and mining colony, rich in silicate and crystalline deposits.
- Y'THAR: Outer-world trade hub, interfacing with the Galactic Guild of Merchants.

Every Xan individual is biologically specialized from birth. Some are Drones, designed for labor or maintenance; others are Warrior-Castes, towering, armored protectors of the hive; and a rare few are Intellect-Castes, acting as extensions of the Queen's higher cognition.





Though they remain outside the Galactic Federation of Worlds, the Xan are active participants in the Galactic Guild of Merchants, through which they trade advanced bio-crystalline technologies, organic ship hulls, and quantum-lattice processors. Their neutrality allows them to conduct commerce across factional lines, making them indispensable intermediaries between rival civilizations. Many Federation worlds rely on Maraxan biotech exports, even though the Xan themselves refuse to be bound by interstellar ethical or regulatory codes.

Though not overtly aggressive, the Xan maintain one of the most formidable defense networks in this quadrant. Each planet in the Maraxan system is ringed with orbital hive-sentinels; semi-organic constructs that function both as defense stations and sensory nodes. Their warships, known as Kha'Mar Arks, are living vessels fused with pilot drones. They operate in silent telepathic coordination, moving as a single organism through space. Their precision in battle is terrifying. No wasted movement, no miscommunication, only perfect unity of purpose.

While the Federation respects their independence, no power has dared challenge the Xan for fear of awakening the full fury of the hive.

The Galactic Federation of Worlds maintains cautious diplomatic channels with the Xan. Although the Federation has invited them to join as members, the Hive Queen has consistently declined, asserting that the hive must remain "aligned only to the universal order, not the politics of species."

Instead, the Xan's economic influence through the Galactic Guild of Merchants makes them a pivotal, if unpredictable, force in interstellar affairs. Many worlds depend on Xan trade, giving the hive indirect leverage without ever needing to wield it overtly.

To many in the galaxy, the Xan represent the perfection of collective existence; a civilization without internal conflict, greed, or corruption. To others, they embody the loss of individuality, a haunting reminder of what is sacrificed for perfect order.

Across the seven planets of their domain, the hum of the hive never ceases; a constant symphony of synchronized thought, echoing the will of the Queen of Maraxan.

CYGNUS

HD 188947 ETA CYGNI

VALEO SYSTEM - PLANET NUA

SEMIAT

The Semiat are a tall, elegant Gray humanoid species hailing from the tranquil world of Nua, orbiting the orange giant star Valeo, part of a rare five-star system whose complex gravitational harmonics have profoundly influenced their evolution and spiritual development.

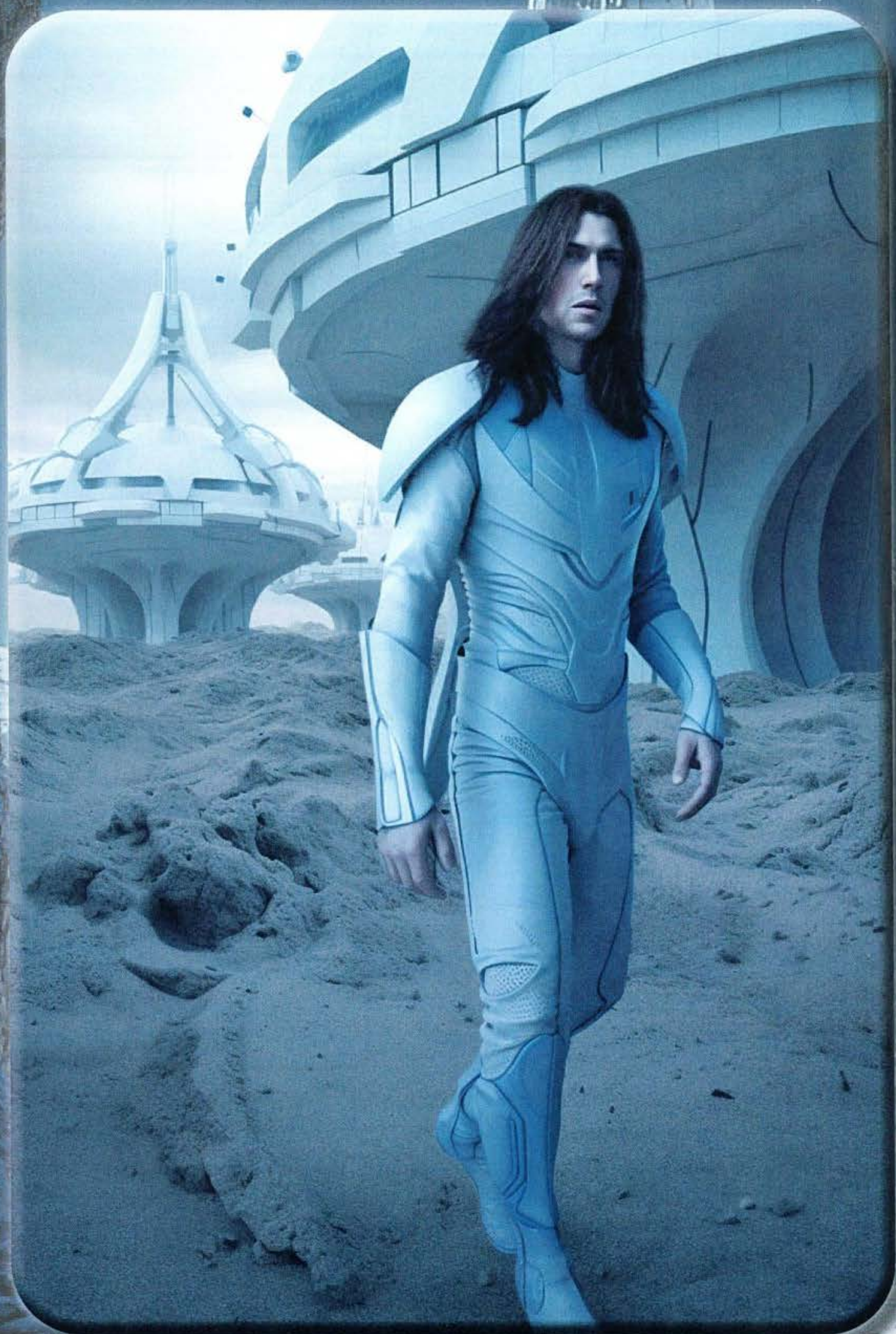
Standing at an average of nine feet tall, with smooth gray skin and large, luminous black eyes flecked with faint traces of violet, the Semiat possess an aura of calm intelligence and deep introspection. Their physiology shares a clear lineage with the Emerther of Tau Ceti, though they are taller and exhibit more refined cranial and ocular structures, adapted for both intense light and high radiation environments.

The Semiat are renowned as philosophers, scientists, and mediators within the Galactic Federation of Worlds. Their civilization is one of quiet wisdom and balance, devoted to harmonic sciences; the study of how consciousness, matter, and energy intertwine. Their architecture and technology reflect this philosophy: vast floating structures of crystalline alloy that resonate with low-frequency tones, maintaining planetary and atmospheric equilibrium.

Unlike many species, the Semiat perceive time and communication through multi-sensory resonance, allowing them to experience memory and dialogue as overlapping patterns of sound, color, and emotion. They are peaceful by nature, preferring contemplation to conflict, and their presence in the Federation often serves as a stabilizing influence in diplomatic assemblies.

Though they rarely interfere in the affairs of other civilizations, the Semiat are regarded as holders of consciousness ethics, guiding the younger species of the Federation toward mental and spiritual coherence. Their emblem, a spiral of five orbs representing the Valeo suns, symbolizes unity through diversity, and the eternal dance of light among the stars.





CYGNUS

WOLF 1069

MELINOR SYSTEM - PLANET MANSEA

YMAN

The Yman are a human civilization dwelling on Mansea, the habitable world orbiting the dim red dwarf Melinor, only 31 light-years from Earth. Life on their planet has shaped a culture of adaptability and endurance; under the faint crimson light of their sun, the Yman evolved to thrive in long twilight cycles and harsh seasonal variations.

Their appearance is distinctly graceful: tall, with fair skin and deep amber or silver-gray eyes adapted to low illumination. The Yman's architecture and cities are built in harmony with the planet's rhythmic climate, featuring radiant domes that capture and store solar energy for the long cool nights.

Spiritually and intellectually advanced, the Yman are known throughout the Galactic Federation of Worlds for their philosophy of balance, a perspective rooted in the idea that darkness and light, scarcity and abundance, are complementary forces of growth. Their technologies reflect this ethos, emphasizing energy sustainability, bioadaptive engineering, and psychic resonance tools that enhance intuition and mental communication.

Though they are not a militarized species, the Yman play a crucial role as healers, educators, and peacekeepers within the Federation. Their envoys are often sent to newly contacted worlds to assist in the harmonization of cultures and the restoration of planetary ecosystems after conflict. They also take part in the starseed Envoy Programs of the Federation and are a few actually on Earth.

The Yman motto, etched in their oldest language, translates as:

"From the dimmest flame, we learn the brightest truth."

DELPHINUS

18 DELPHINI

SANSA SYSTEM - PLANET ASHEEM

ASH

The Ash are a graceful human civilization native to the oceanic world of Asheem, orbiting the yellow star Sansa. Their appearance is striking: pink-hued skin with a soft iridescent sheen, and violet or purple eyes that seem to glow under sunlight reflected off the planet's vast seas. For millennia, Ash civilization has revolved around the planet's abundant seas, whose depths cradle vast coral forests and unique ecosystems. Among these treasures is the Asha'lan shell, a living organism that produces a radiant nacre. The Ash developed highly ethical harvesting methods, guided by spiritual reverence for what they call "The Deep Mind," an ancient consciousness they believe dwells within Asheem's oceans. These shells, prized across the galaxy, are used in fine jewelry, energy conduction matrices, and ceremonial ornamentation, symbolizing harmony and prosperity.

Aesthetic and diplomatic by nature, the Ash value beauty, balance, and cooperation in all things. Their floating cities are living works of art ; structures of glass and coral that shift color with the tides. Within the Galactic Federation of Worlds, they are renowned as expert traders and negotiators, often mediating interstellar agreements with calm precision and quiet charm. The Ash are highly respected as artisans, and trade ambassadors. Their calm temperament and devotion to fairness make them natural mediators in interstellar commerce. They often work in partnership with the Galactic Guild of Merchants, ensuring that their planet's trade enriches not only Asheem, but also the collective prosperity of the Federation.

The Ash have also been taking part in the Envoy Programs to Earth. While their society is peaceful and trade-focused, the Ash possess a deep spiritual bond with their world's oceans, which they revere as a living consciousness they call "The Deep Mind." To the Ash, commerce, art, and nature are one, each a reflection of the same universal flow that sustains life among the stars.

*"True worth lies in the care we take and the good we leave in the world,
for every action ripples beyond its origin."*

~ Ash wisdom



DELPHINUS

HAT-P-23

GOHR SYSTEM - PLANET NO

SHAGA

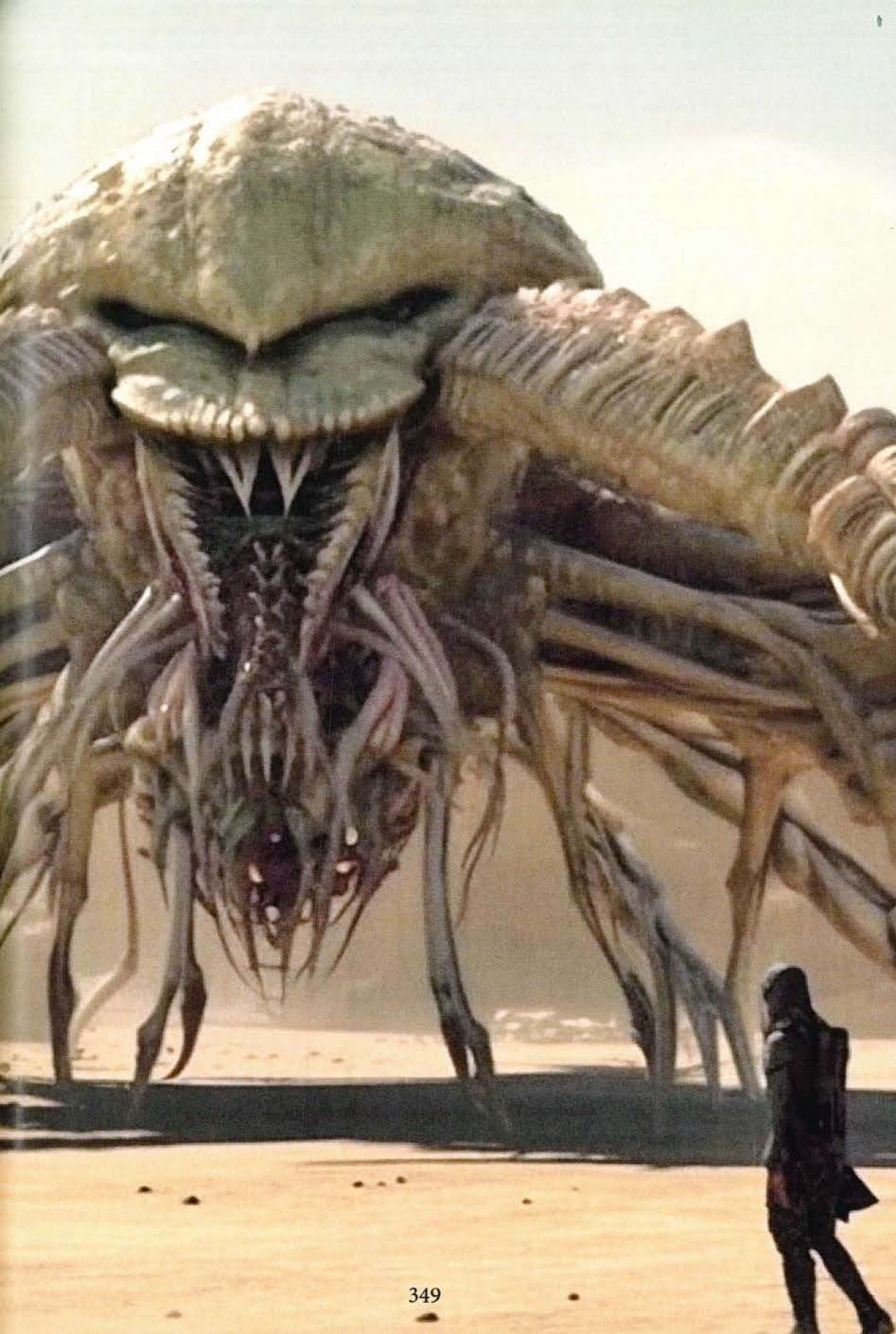
The Shaga are a towering arachnoid species native to the arid world of No, the third planet of the Gohr star system. Standing over 12 meters tall, they possess sleek, chitinous bodies of brown and charcoal hues that blend seamlessly with their desert environment. Their eight limbs are both powerful and graceful, capable of fine manipulation and swift traversal of their world's rocky landscapes.

Unlike most advanced civilizations, the Shaga do not build cities. Instead, they live in intricate subterranean communities carved into the roots of mountains and beneath the desert sands. These labyrinthine dwellings are living structures, tunnels reinforced with resin that hum with subtle bioelectric energy, forming a kind of neural network linking Shaga settlements across great distances. Though carnivorous, the Shaga are pacifist by nature. To them, predation is not violence but an exchange between living forces.

The Shaga are classified as a Stage-3 interstellar civilization, yet they have never left their homeworld physically. Their advancement lies in the projection of consciousness: through collective telepathic focus, they can manifest their minds into plasma-like spheres that drift in the upper orbit of No. These orbs serve as vessels for communication, exploration, and even limited interstellar travel, carrying Shaga consciousness to distant worlds.

Their telepathic power is extraordinary; vast, resonant and harmonious. A Shaga community can merge minds into a single vast awareness, capable of perceiving planetary-scale patterns of energy, weather, and even consciousness fields. It can not be classified as a hive, as it is an optional communication system. Though, they remain reclusive and seldom interact with outsiders.

The Shaga teach that true expansion is inward, and that mastery of thought surpasses mastery of matter. Their world, harsh and ancient, reflects this truth. Beneath its silent sands lies one of the galaxy's most profound minds, dreaming in webs of light and stars.





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DELPHINUS

ALPHA DELPHINUS - SUALOCIN

KHAD SYSTEM - PLANET KHADJAARI

MATRAX

The Matrax are an ancient Gray species originating from the red planet Khadjaari, orbiting within the Khad multi-star system, 241 light-years from Earth. They are not a hive but individuated consciousness-based. Tall and slender, the Matrax stand out for their elongated skulls, narrow, refined facial features, and oddly jointed bodies that move with almost mechanical precision. Though their appearance can seem unsettling to other species, the Matrax are calm, non-aggressive beings known for their patience, logic, and quiet wisdom.

Living for up to four centuries, they are a long-lived and contemplative civilization, their lifespans allowing for deep mastery of science, philosophy, and metaphysical exploration. Their society is built around the pursuit of knowledge and the harmonization of consciousness with technology. The Matrax view existence as an evolving synthesis of biological and energetic intelligence; a belief that has guided their culture for millennia.

The Matrax have been visiting Earth for over 4,000 years, observing the development of humankind and occasionally engaging in subtle exchanges of information and cultural observation. Unlike more interventionist species, their contact has remained discreet and respectful, motivated by curiosity rather than control. Their vessels are ovoid starships, seamless in design, capable of silent motion and instantaneous relocation through advanced field manipulation. These ships are considered among the most elegant of Federation craft, living extensions of their pilots' consciousness, responsive to thought and emotion.

Though their speech is minimal and their expressions subtle, the Matrax are known among allied species for their deep telepathic resonance and capacity to project feelings of calm and clarity. Within the Federation, they are often sought as counselors, philosophers, and interspecies mediators, bridging the gap between logical precision and spiritual understanding. To encounter a Matrax is to meet a mirror of serenity, a being whose stillness conceals vast intellect, ancient memory, and a timeless curiosity for the unfolding life of the cosmos.

DELPHINUS

WASP 2A

BOSCHAR SYSTEM - PLANET NEMURIS

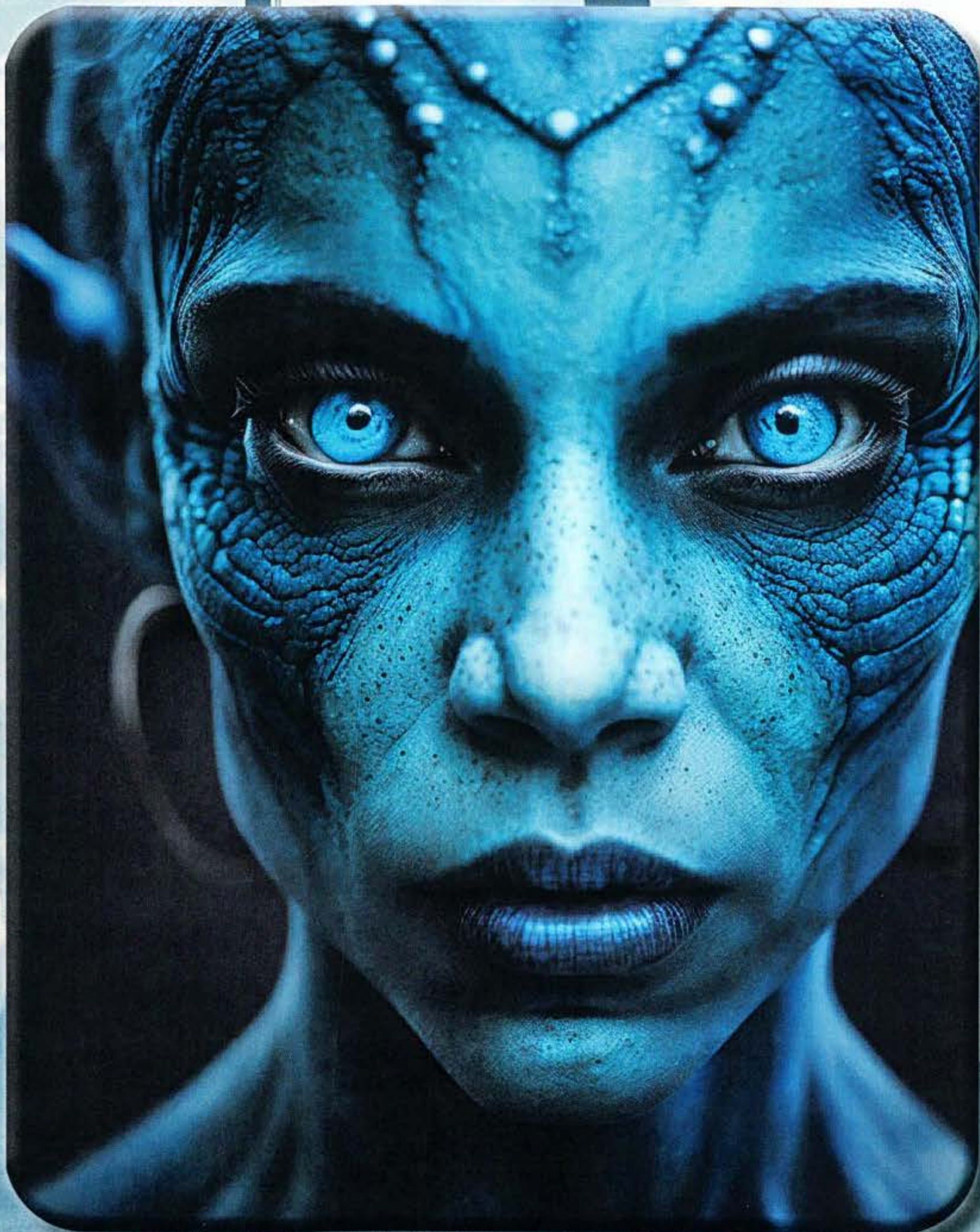
NEMUR

The Nemur are a stunningly elegant blue-skinned human species who evolved on the water-covered planet Nemuris, orbiting the dim, warm light of the dwarf star Boshar. Almost the entire surface of Nemuris is ocean, broken only by scattered island chains and floating cities. This vast aquatic world has shaped the Nemur into a fluid, harmonious civilization, deeply attuned to the rhythms of tide, current, and life.

Their azure skin glows faintly under Nemuris's pale sun, while their silver or turquoise eyes allow them to see clearly in the filtered underwater light. Tall and slender, their physiology is subtly amphibious; capable of long underwater endurance and a natural affinity for acoustic communication through harmonic speech, a melodious form of language that carries easily through both air and water.

Nemur culture is founded on the philosophy of "Flow," the belief that existence is a continuous current linking consciousness, emotion, and environment. They see themselves not as masters of their world, but as caretakers of its living waters. Their ocean cities, called The Land Rings, float upon the waves, self-sustaining structures grown from coral-engineered bioalloys that glow with soft inner light, powered by tidal and geothermal energy.

While their technology is highly advanced, it is seamlessly organic, designed to coexist with Nemuris's delicate ecosystems. Their scientists specialize in hydro-energy conversion, bioacoustics, and sonic healing technologies, which have drawn the attention and admiration of the Galactic Federation of Worlds, to which they were recently admitted as full members. The Nemur entered the Federation seeking knowledge and exchange, not dominance. They have quickly become valued allies in ecological restoration projects and environmental diplomacy, especially where worlds face oceanic or atmospheric collapse. Calm, wise, and deeply empathetic, the Nemur see cooperation as a sacred act, a way of expanding the Flow beyond their planet, into the greater current of the stars.



The Nemue also participate to the Envoy Programs. Their guiding axiom is etched in the iridescent halls of their capital city, Mira'ehn:

"To move with the current is to know the song of all things."

DELPHINUS

WASP 176

CEREVORA SYSTEM - PLANET VORELUNA

VOREL & STAK



The planet Voreluna, orbiting the luminous star Cerevora, is a harsh, mineral-rich world of crimson deserts, metallic mountains, and vast fungal plains that glow faintly beneath the night sky. Its ecosystems, shaped by both evolution and warfare, are dominated by two intelligent insectoid species locked in perpetual conflict: the Vorel and the Stak.

The Vorel are towering, blue-skinned insectoid humanoids, standing close to three meters tall, their sleek exoskeletons glinting like polished cobalt. With multifaceted eyes and long, crested heads, they move with mechanical grace, their limbs reinforced by organic alloys developed through genetic engineering. The Vorel are a Stage-3 interstellar civilization, possessing advanced starships, energy-based weaponry, and a vast understanding of genetic sciences. Their ships, elongated and blade-shaped, glide through space in synchronized formations reminiscent of migrating insects.

The Vorel's civilization is structured around a centralized queen who maintain strict order through hierarchy. They believe themselves the rightful apex species of Voreluna, chosen by the planet's evolutionary destiny. To them, the Stak - smaller, darker, and biologically rougher insectoids - are an aberration, a remnant of failed evolution that must be eradicated or enslaved.

The Stak, however, are anything but primitive. With dull brown exoskeletons and luminous eyes adapted to low light, they thrive in the planet's subterranean networks. Though their technology lags behind that of the Vorel, the Stak compensate with cunning, adaptability, and sheer numbers. Their underground hives stretch for thousands of kilometers, and their society, while decentralized, functions with remarkable coordination through a shared telepathic link that rivals that of the Vorel. For millennia, the Vorel-Stak War has consumed Voreluna. Their lush regions have been reduced to wastelands. Periods of uneasy truce have been short-lived, as each species views the other's existence as a threat to planetary sovereignty.

Though the Galactic Federation of Worlds has made repeated efforts to open diplomacy with the Vorel, these attempts have been rebuffed. The Vorel see the Federation's peace doctrines as weakness, while the Stak, driven by survival, distrust all outsiders.

Yet, some within the Federation's Observation Corps believe that the Vorel, for all their arrogance, stand at a crossroads. Their technological mastery could one day bring stability... or extinction. In the shimmering deserts of Voreluna, beneath twin moons and the whisper of electric winds, two great hives continue their endless struggle, a reminder that evolution without empathy can forge brilliance, but never peace.

DORADO

GLIESE 163

TAMINA SYSTEM - PLANET EMPORIA

EMPORIAN

The Emporians are a graceful human civilization who evolved beneath the dim, warm light of the red dwarf Tamina, located 49 light-years away, a tranquil star that bathes their homeworld, Emporia, in perpetual hues of copper and crimson. Despite the planet's harsh climate, marked by long twilight days, arid plains, and crystal seas, Emporians have cultivated a culture of serenity, cooperation, and refined intellect.

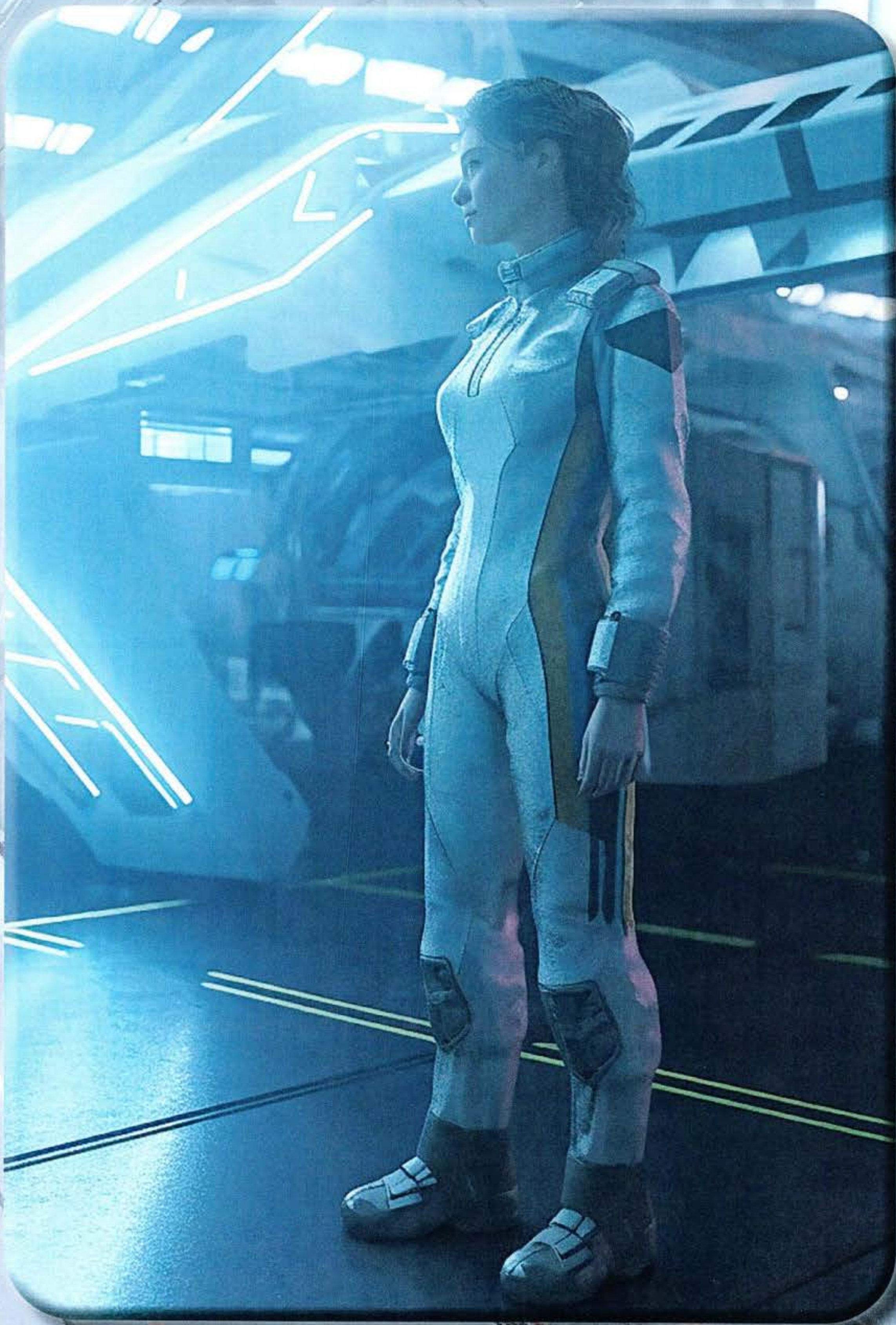
Emporians' aesthetic sensibility is extraordinary; their architecture blends organic curves and luminous materials, creating cities that shimmer like living sculptures amid the planet's amber light. Over thousands of years, the Emporians have evolved into philosophers, scientists and explorers. They are pioneers in resonance-based propulsion, a technology derived from their understanding of quantum harmonics.

As members of the Galactic Federation of Worlds, the Emporians are deeply involved in the Starseed Envoy Programs, where they act as mentors and observers to developing civilizations, gently guiding others toward self-awareness and peaceful interstellar integration. They believe that spiritual evolution must accompany technological progress, and that empathy is the highest form of intelligence.

Emporian starships are elegant and translucent, shaped like flowing discs or luminous wings, navigating through hyperspace by tuning into the vibrational fields of the cosmos itself. Known throughout the Galactic Federation as The Listeners of Tamina, the Emporians are seen as keepers of peace and teachers of resonance, reminding others that the journey to the stars begins within.

Their guiding maxim, etched on the spires of every city, reads:

"In stillness, the universe speaks. In harmony, all worlds awaken."



DORADO

GLIESE 163

TAMINA SYSTEM - PLANET SETTA

SFYK

The Sfyk are a graceful, blue-skinned species native to Setta, orbiting the red dwarf star Tamina. The Sfyk are one of the two interstellar-grade species in the Tamina system, alongside their close allies, the Emporians of Emporia. Physically unique, four feet tall, the Sfyk possess luminescent azure skin, deep round eyes and webbed extremities. They evolved from an aquatic lineage of sentient reef-dwellers who learned to communicate through sonar pulses and electrochemical signals. Over millions of years, this communication became telepathic resonance, a form of empathic connection that allows the Sfyk to share sensations, moods, and even concepts directly. This shared consciousness has shaped a civilization rooted in cooperation, empathy, and balance. Their architecture and technology reflect this philosophy. Their starships resemble organic nautilus shells, crafted from lightweight, bioengineered alloys capable of repairing themselves and adapting to the pilot's neural patterns.

In the Galactic Federation of Worlds, the Sfyk are known as experts in bioengineering. Their innovations in living infrastructure have been integrated into Federation outposts and medical stations across dozens of star systems. Yet, beyond their technological prowess, the Sfyk are celebrated for their philosophy of "The Living Flow", a spiritual principle that teaches that all energy, whether emotional, physical, or cosmic, must circulate freely to maintain universal balance.

Their deep alliance with the Emporians is often seen as a symbol of duality in harmony. The Emporians representing earth, structure, and reflection, while the Sfyk embody water, movement, and transformation. Together, they anchor the Tamina system as one of the many models of cooperative evolution.

*"When you direct your energy with intention,
every act becomes a seed of transformation."*

~ Sfyk wisdom





DORADO

HD 28254 A

SOBAR SYSTEM - PLANET SEMIRA

SEMIRANDI

The Semirandi are an ancient human civilization from Semira, a world orbiting the luminous star Sobar in the HD 28254 binary system, 180 light-years away from Earth. Their homeworld is a realm of tranquility and natural beauty, where vast plains of crystalline grass sway under twin suns, and great floating citadels drift above the shimmering seas. Every part of Semira reflects the refinement and elevated consciousness of its people, beings who see beauty as the living pulse of the cosmos itself. Physically, the Semirandi are tall and graceful, with soft iridescent skin ranging from gold to rose tones, and silvery or amethyst eyes that seem to emit a faint glow. Their purple hair often cascade like threads of light. They radiate calmness and empathy; their very presence can be described as "a soothing light in human form."

Their civilization is built upon the Harmony Principle: the belief that spiritual awareness, emotional integrity, and aesthetic creation are inseparable aspects of evolution. The Semirandi do not separate science from spirituality or art from technology; their cities sing, literally, through resonance chambers that transform wind and sunlight into harmonic frequencies, balancing the energy grids of their settlements. Their architecture grows organically from crystalline structures that respond to thought and emotion, forming living habitats attuned to their dwellers.

The Semirandi are telepathically adept and communicate as much through empathic resonance as through speech. This shared emotional awareness has created a society nearly free of conflict, where leadership is guided by councils of wise men and women who interpret energy flows from both planetary and stellar sources. Their decisions are not based on law but on vibrational alignment, ensuring every choice sustains equilibrium for their world and the collective consciousness of their people.

As members of the Galactic Federation of Worlds, they play a key role in the Starseed Envoy Programs, working to assist emerging civilizations - including Earth - in awakening higher awareness and emotional balance. To the Semirandi, the awakening of humanity represents the rekindling of an ancient light that once burned in many worlds across the galaxy.

DORADO

HD 30177

TORC SYSTEM - PLANET MAN SHAR

MANSHARI

The Manshari are a graceful and ancient human civilization whose lineage traces back to the Ahel, one of the original Lyran root races that once thrived in the Man star system of the Lyra zone. Long ago, during the catastrophic wars that ravaged the Lyran worlds, a group of Ahel refugees embarked upon a great exodus across the stars, carrying with them their spiritual and genetic legacy. After millennia of wandering and adaptation, they resettled on Man Shar, a tranquil world orbiting the star Torc, 181 light-years from Earth.

The Manshari are tall, slender humans with pearl-toned skin, fair hair and bright blue eyes. Their physical radiance reflects both their Ahel ancestry and their continued refinement of life-energy through meditation, genetics, and environmental harmony. Philosophically, the Manshari live by the Ahel Doctrine of Continuance, a spiritual principle that teaches that all creation is a continuum of consciousness evolving through remembrance of its origin in light. They see themselves as stewards of the Lyran legacy, bridging ancient wisdom with the evolving needs of modern galactic civilizations. Their culture prizes the pursuit of knowledge, artistry, and moral clarity, often expressed through luminous art forms that blend sound, geometry, and emotion.

As long-standing members of the Galactic Federation of Worlds, the Manshari serve as diplomats and defense force in space. Their role in the Starseed Envoy Programs focuses on reawakening dormant human lineages across the galaxy - particularly on Earth - to help restore the original Ahel frequency of compassion and unity that once defined their original civilization. They are both historians and visionaries, viewing every act of creation as a step in rebuilding what was once lost. Their most cherished teaching, is often sung in moments of transition or interstellar departure:

*"We are the light remembering itself,
the song reborn in every world,
the breath of Lyra carried upon the stars."*



DORADO

HD 30177

TORC SYSTEM - PLANET ZABAR

ZABU

The Zabu are a civilization native to Zabar, the second world orbiting Torc. Sharing the system with the Manshari, their close allies and companions, the Zabu have become known across nearby sectors as cosmic wayfarers, traders, and explorers. Their physical appearance reflects the quiet beauty of their homeworld: the Zabu possess smooth opalescent skin and their large almond-shaped eyes, ranging in hues from azure to violet, radiate intelligence and serenity. Rather than alter their environment, the Zabu designed their civilization to coexist with it. The Zabu culture is shaped by their central philosophy, "The Path of Exchange," which teaches that evolution and understanding come through mutual giving, discovery, and the honoring of diversity. This principle guides not only their spiritual life but also their economics, politics, and interstellar relations. It is said among them that a Zabu trade negotiation is never merely an exchange of resources; it is an exchange of essence, of knowledge and perspective.

Within the Galactic Guild of Merchants, the Zabu are respected as honorable traders and innovators of interstellar commerce, known for creating technologies that combine beauty and function. They deal primarily in organic energy crystals, quantum communication systems, and aesthetic artforms encoded with harmonic frequencies that can influence mood and cognition.

As members of the Galactic Federation of Worlds, the Zabu exploratory fleets are among the most widespread in the sector, often venturing into uncharted systems to establish peaceful contact and study the consciousness of emerging species. Their involvement in the Starseed Envoy Programs is motivated by deep compassion. They believe that every civilization has a unique frequency to contribute to the universal harmony, and that guiding young species toward awareness serves the greater good of all.

The Zabu live by a proverb that encapsulates their entire philosophy:

*"To share is to live; to discover is to become;
for in every exchange, the cosmos knows itself anew."*





DORADO

TOI-700

YAOMAR SYSTEM - PLANET YAYEL

YAYEL

The Yayel are a refined and harmonious human civilization, descendants of ancient interstellar settlers who long ago transformed their world, Yayel, into a thriving beacon of trade and diplomacy in the Yaomar system. Standing as a symbol of balance between technological advancement, cultural integrity, and spiritual awareness, the Yayel embody the Federation's ideals of peaceful expansion and cooperative evolution. Their appearance is striking: tanned skin, thick black hair, and eyes of luminous grey to deep violet. These physical traits are complemented by a poise and grace cultivated through centuries of peaceful interstellar contact. Yayel fashion favors light-reflective fabrics, blending functionality with elegance.

Their civilization maintains four major orbital stations around the Yaomar star, serving different purposes:

- The Aelora Station, the largest, functions as a commercial hub connecting the Yayel to trade routes extending through nearby sectors.
- The Tyrenn Station focuses on scientific research, especially in energy resonance and adaptive propulsion.
- The Velath Station is a defensive stronghold equipped with long-range plasma harmonizers, ensuring stability within the system.
- The Inari Station acts as a cultural and diplomatic embassy, where envoys of the Galactic Federation and the Galactic Guild of Merchants regularly meet.

Their space fleet is well armed. The Yayel military doctrine is purely defensive; their fleet acts as protectors of trade routes and defenders of neutral worlds threatened by aggression. Spiritually, the Yayel follow the Path of the Four Rings, a philosophical and ethical framework symbolizing:

- Wisdom — knowledge as light, to guide progress.
- Harmony — unity between technology and spirit.
- Exchange — the sacred flow of giving and receiving.
- Guardianship — the defense of peace and sovereignty.

Through the Starseed Envoy Programs, the Yayel play a key role in mentoring emerging worlds, including Earth. Many human contactees and starseeds report Yayel guidance in dreams or meditative states, through warm presences with soft voices, teaching calmness and inner balance.

DORADO

TOI-700

YAOMAR SYSTEM - PLANET YUL

YULLAH

*“A Yullah’s word is forged in fire.
Once spoken, it cuts through lies as the blade through air.”*



The Yullah are a proud civilization that thrives on the arid, mineral-rich world of Yul, orbiting the red dwarf Yaomar. They have tanned, glossy brown skin and reflective big eyes, ranging from deep amber to onyx black. The long, tapered ears of the Yullah are highly sensitive, able to detect shifts in vibration and tone, giving them an instinctive sense for emotion and movement.

Yul itself is a world of scarlet deserts and subterranean oasis cities carved into the stone. Life here has always demanded strength and adaptability, shaping the Yullah into a people of discipline, endurance, and clarity of purpose. Their architecture blends elegantly with the planet's geology, with vast subterranean halls illuminated by bioluminescent minerals, and citadels built into canyon walls that shimmer in the red light of Yaomar.

The Yullah are renowned throughout nearby star systems as elite mercenaries and strategic tacticians, known for their unshakable code of conduct. To them, warfare is a path of balance, a way to resolve conflict through precision and mastery. They are trained from childhood in both martial arts and meditative discipline, learning to control emotion as one would a blade. Every Yullah carries a "Taren," a curved plasma weapon that is both tool and sacred symbol. Its design is unique to its owner and traditionally passed down through generations, encoded with memories of previous wielders. The Yullah do not fight for conquest but for honor, defense, and contract. They are often sought by the Galactic Federation of Worlds for delicate missions that require both strength and moral restraint. Their mercenary legions, known as the "Ka'Yul Orders," are organized around ancient oaths of loyalty and reputation. Breaking a contract is unthinkable; to do so is to lose one's name, a punishment worse than death.

Though born warriors, the Yullah have also mastered the art of trade. As members of the Galactic Guild of Merchants, they have built a reputation as formidable negotiators and honorable dealers. Yul's orbital stations act as vital hubs in interstellar commerce, serving as refueling and trade stops between the Yaomar system and neighboring sectors. Their cargo ships, escorted by heavily armed frigates, are easily recognizable: sleek, copper-hued vessels marked with geometric sigils that represent trade houses and family crests. Though they often appear stoic to outsiders, the Yullah are deeply communal and expressive among their kin. Their songs and chants, performed beneath Yul's moons, recount ancient duels, victories, and voyages across the stars. These gatherings are both spiritual and social, celebrating unity through shared rhythm and movement.

Within the Galactic Federation of Worlds, the Yullah serve as enforcers, bringing stability where diplomacy alone cannot prevail. While some question their mercenary roots, few can deny their unwavering sense of honor and the depth of their commitment once a cause is accepted.

DORADO

TOI-700

YAOMAR SYSTEM - PLANET SUROGAR

SOGAR

The Sogar are an ancient saurian-humanoid civilization renowned across the Yaomar system for their intellect, artistry, and devotion to sciences. The Sogar are beings with smooth scales that glint subtly in the light, large, intelligent eyes adapted for low visibility, and long rounded ears capable of detecting vibrations and even emotional frequencies in conversation. Their physiology is agile and efficient. Sogar speech is soft and measured, but their gestures and ear movements add nuance to their communication.

The Sogar are famed as scientists, engineers, and master builders. They see construction as a sacred act, the shaping of form to reflect the underlying structure of the cosmos. Every city on Surogar is a living system, a fusion of technology, art, and ecology. Towers breathe, bridges hum with resonant energy, and homes are grown from crystalline composites that repair themselves and adapt to the environmental fluctuations. Their architectural philosophy is guided by a concept they call "Var'thar," meaning "the harmony of function and spirit." According to Sogar belief, true progress can only arise when a creation benefits both its users and the world that sustains it. As such, Sogar engineers design machines that generate no waste, energy systems that replenish themselves, and orbital habitats that coexist with planetary ecosystems rather than dominate them. This philosophy has made them one of the most sought-after civilizations in the Galactic Federation of Worlds for large-scale projects. Sogar engineering firms and research collectives have contributed to Federation headquarters, terraforming systems, and starship design frameworks, blending elegance with practical perfection.

While the Sogar are pacifists by nature, they maintain powerful defensive technologies, primarily energetic shields, plasma resonance barriers, and nanite-based repair drones. Their defenses are built to endure, not to conquer. Within the Galactic Federation of Worlds, the Sogar serve as advisors in scientific councils, builders of new Federation colonies, and mentors to younger civilizations learning sustainable development. Their methods have influenced countless species' understanding of how to coexist with technology rather than become enslaved by it.

Though outwardly calm and methodical, the Sogar possess a deep spiritual awareness of the universe's interconnectedness. Their scientists often speak of a concept describing the geometric and energetic unity that binds all beings. To them, every equation is sacred, every structure a reflection of cosmic order. On Surogar, the greatest of their creations stands as a symbol of their ethos: the Luminial Spire, a towering crystalline structure that channels planetary energy and cosmic radiation into a symphony of light visible from orbit. It is said to represent the bridge between thought and creation, the heart of Sogar wisdom.

*"To build is not to impose form upon matter
it is to listen to the universe and help it remember its shape."*

~ Sogar Maxim



DORADO

TOI-700

YAOMAR SYSTEM - PLANET YAMO'UL

YOYO



The Yoyo are a cunning and adaptable saurian-humanoid species, masters of survival in the harsh and shadowy environment of Yamo'UI, a mountainous and mist-laden planet orbiting the red dwarf Yaomar. With glossy scales, large intelligent eyes adapted for low light, and long pointed ears that detect the faintest sound or vibration, the Yoyo excel in stealth, negotiation, and improvisation.

Yamo'UI's surface is dotted with camouflaged trading posts, hidden landing zones and fortified outposts, while the majority of its population resides in vast underground cities. These subterranean networks form intricate passageways for commerce, planning and defense, giving the Yoyo unparalleled secrecy in their dealings.

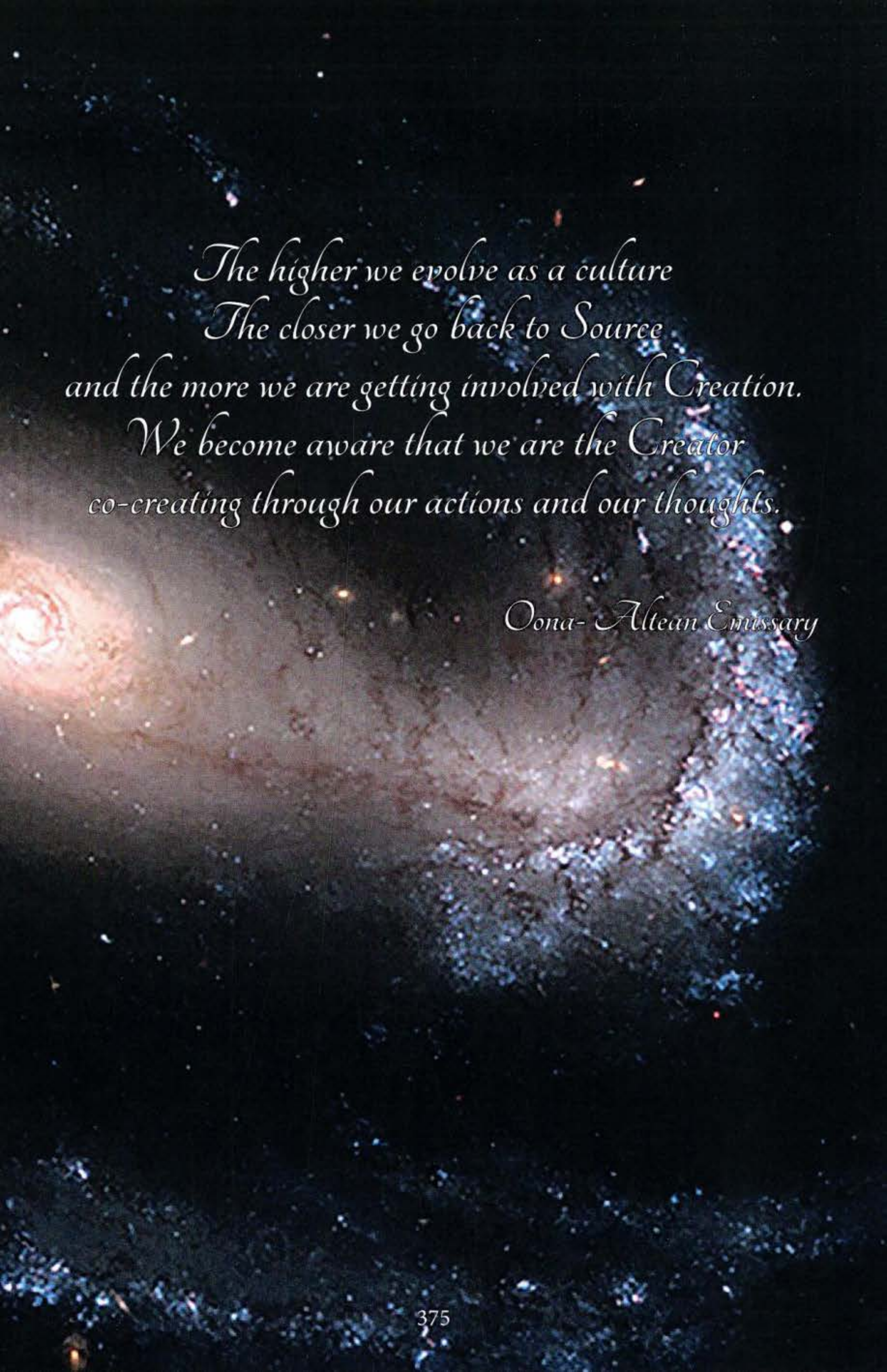
The Yoyo are infamous as smugglers, mercenaries and covert operatives, offering their services to rogue corporations, private organizations, and interstellar crime syndicates. They are versatile, able to transport contraband, escort high-value clients, conduct espionage, or provide tactical security. While capable of combat, they prefer subtlety: avoidance, deception, and manipulation are valued more than brute force. Their fleets are small but highly specialized, designed for stealth and rapid movement. Ships are often reinforced, cloaked, and equipped with hidden compartments, allowing for fast escapes or secret deliveries. Yoyo pilots are renowned for their daring maneuvers, able to navigate asteroid fields, planetary rings, or uncharted systems with skill unmatched by most Federation pilots.

Yoyo society is organized around clans and guilds, each responsible for trade, contracts, and protection of its members. Social status is determined by skill and reputation, rather than heritage. Loyalty within a clan is absolute, and betrayal is considered one of the gravest offenses, punishable by exile or targeted retribution. Despite their morally flexible operations, the Yoyo maintain a strict code of efficiency and discretion. Every contract is honored meticulously; failures to deliver often result in deadly consequences, ensuring that their reputation as reliable mercenaries and smugglers remains intact. Their membership in the Galactic Guild of Merchants allows them to conduct legal trade alongside their covert activities, often using legitimate commerce as a front for more secretive ventures. They are not members of the Galactic Federation of Worlds, as their illegal dealings, shady alliances, and mercenary operations keep them outside the Federation's law-abiding jurisdiction.

The Yoyo's unwritten maxim captures their philosophy:

*"Fortune favors the unseen, the clever, and the prepared.
Adapt, survive, profit."*





*The higher we evolve as a culture
The closer we go back to Source
and the more we are getting involved with Creation.
We become aware that we are the Creator
co-creating through our actions and our thoughts.*

Oona- Altean Emissary