

ENCYCLOPEDIA
GALACTICA
PORTRAITS OF THE STAR NATIONS

I
FROM ANDROMEDA
TO CANIS MINOR

ELENA DANAAN

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GALACTICA

PORTRAITS OF THE STAR NATIONS

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ANDROMEDA
TO CANIS MINOR

ELENA DANAAN



Elena Danaan is a field archaeologist who has worked in Egypt and France for many years. She also studied shamanism, ancient Earth spiritualities, magic and alchemy, and was trained and ordained as a Druidess. An alien contactee since childhood, when she was abducted by Grays and rescued by Nordic aliens, Elena Danaan became an emissary of the Galactic Federation of Worlds. Her international bestselling books have shaped our times and inspired millions.

PUBLICATIONS:

A GIFT FROM THE STARS
Guide of Alien Races

WE WILL NEVER LET YOU DOWN
Encounters with Val Thor & Journeys Beyond Earth

THE SEEDERS
The Return of The Gods

AREA 51
Conversation with an Insider

RESILIENCE
Beyond The Impossible

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*Dedicated to those who are
far from Home...*



TABLE OF CONTENTS

INTRODUCTION - p 6

ANDROMEDA - p 8

Etherians p8 / O p12 / Maytre p14 / X-Tyikut p16 / Iota Ar Ar p17 / Egonari p18 / Wu Hon Waat p20 / Zatrax p22 / Kyriami p24 / Zygon p26 / Otturi p28 / Yahuel p32 / Lygon p34 / Zelaan p36 / Zenate p38

ANTLIA - p 40

Mayalkani p40 / Horgon p42 / Lahmir p44 / Zeeleti p46

APUS - p 48

Taalmu p48 / Aluda p52 / Yu-Er p54 / Yehel p56 / Shungat p58

AQUARIUS - p 60

Lili-Ot p61 / Minyel Ortaya p63 / Gerahel p64 / Hooz p66 / Anasii p70 / Orow p72 / Omiya Udun p74 / Sillu & Aegion p76 / Lamm p78 / Tengri Tengri p80 / Nannu p82 / Adayul p84 / Marmur p86 / Yuru-Viili p88 / Ormong p90

AQUILA - p 92

Oroz p92 / Onhorai p93 / Akhori p94 / Takhori p96 / Ergalu p98 / Darthar p100 / Markhat Collective p102 / Ma-Q'o p104 / Oroguni p106 / Ula Merratan p108 / Kale Nia p110 / K-Mok p112 / Mul p114 / Kereix Ekka Uttumanda p116 / Klarion p118

ARA - p 120

Zimux p124 / Laru Kai p126 / Urumir p128 / Zadu p130 / Kootu p132 / Merion p136 / Shayaal p138

AR-KUK SHATTAH - p 140

Arek p140

ARIES - p 142

Anatteus p142 / Taalar p144 / Okkar p146 / Tria Vorolian p148 / Trug p150 / Ortaal p152 / Satahel p154 / Morgurai p156

AURIGA - p 158

Eshuit p158 / Ramay p160 / Archaeiel p162 / Eyel & Sephrys p164 / Gemmorion Shii p166 / Argunti & Fiachru p168 / Vyn p170 / Nurmag & Oozlul p172 / Min Tu p172 / Taal & Murdrat p173 / Sheerekuyu & Norm p174

BOOTES - p 176

Anakh p176 / Ohorai p182 / Glaideai p184 / Noo-Lin p186 / Kahim p188 / Elfaff

p190 / Mineka p 192 / Zugiuri & Sipekat Turu p194 / Seil p196 / Ezegort p198 / Anak p202 / Korendi p204 / Onoori p206 / Zygomanti Laan p208 / Vantaal p210 / Murtaal p212 / Sumaru p214 / Jiyal & Khree p216 / Orimmaru p218 / Yuley p220 / Shy Ger Horami p222 / Ethryll p224 / Lohm Kodo & Uduk p226 / Ye Hatarin p228 / Ulav shemtu Nani p230

CAELUM - p 232

Tash p232 / Ragad p234 / Shuu Kraeyu p236 / Sattar p238

CAMELOPARDALIS - p 240

Mazarek p240 / Shrug p242 / Lerb Erket p244 / Ezran p246 / Yudul p248 / Vrego p250

CANCER - p 252

Volon p252 / Sibur p256 / Sansan p258 / Ustan p260 / Ymtaal Sassu p262 / Morekat p264 / Sheymangenkuk p266 / Shena p268 / Udu p270 / Summati p272 / Y-Zan p274 / Shoyam Kunju p276

CANES VENATICI - p 278

Khariel p278 / Myiut p280 / Taaril p282 / Tau-Shan Sharakin p284 / Or-Shan Shiluvath p286 / Krytton p288 / Shuri Shuri p290

CANIS MAJOR - p 290

Phi p292 / Mwydin Mendora p294 / Xerekut p296 / Ushun p298 / Taal Ghiar p300 / Uherians p302 / Katay p304 / Uraman p306 / Kayzar p308 / Urmah p310 / Uliat & Syruu p312 / T-Ashkeru p314 / T-Ashkeru-Sharuu p316 / Anakhim p318 / Nommo p320 / Eredai-San p322 / Ashun p324

CANIS MINOR - p 326

Bashurians p326 / Attakan p328 / Ysys p330 / Eldari p332 / Ginvo / Artaalu p338 / Omintakut p339

INTRODUCTION

The inspiration for this book series arose from my desire to offer a more comprehensive understanding of the primary civilizations in this galaxy through a colorized catalog. In 2020, I published 'A Gift From The Stars' after working intensively for four months, around the clock, with a sense of urgency to share the information and concern for my safety. Just before going public, we are most vulnerable to threats and dramatic endings. The 110 races listed in my first book were hand-drawn in black and white based on the holographic pictures broadcasted by my contact, Thor Han Eredyon, through my technology device. Although the drawings provided a good idea of the beings' appearance, they did not fully capture the beauty of their colors, skin texture, and eye chromatics. Therefore, I felt compelled to pursue this wonderful project.

Like all projects, there is a seed idea that grows into a complete entity. The desire to depict the 110 Star Nations interacting with Earth led to the creation of an Encyclopedia Galactica that catalogs stage 3 civilizations in this sector of the galaxy (with a few exceptions). It was not feasible to delve into the vast number of stage 1 and 2 galactic cultures. The scale of a civilization's evolution is determined by the Prime Directive of the Galactic Federation of Worlds, as such:

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

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

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

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

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

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

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

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

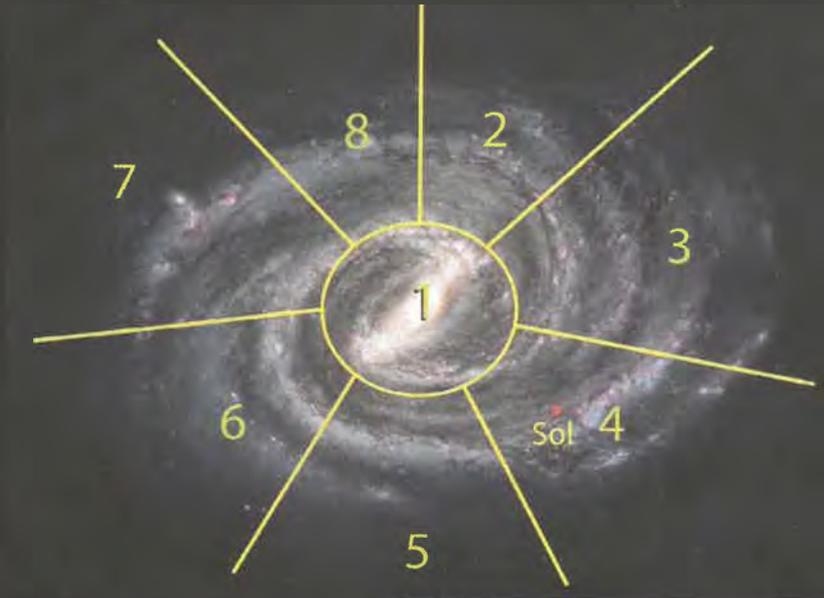
CONSTELLATION

STAR SYSTEM (EARTH NAME)

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

CULTURE

Here is below is the mapping of the eight galactic sectors of Nataru by the Galactic Federation of Worlds:



Encyclopedia Galactica is a reference book for Starseeds to remember the culture they are originally from. This book covers the constellation zones from Andromeda to Canis Minor, and it truly is...

A Journey Home

ANDROMEDA
ANDROMEDA GALAXY (MEGOPEI)
MAARU STAR SYSTEM
PLANET ETHERIA

ETHERIANS

The Etherians are humanoid beings from the Maaru star system in the Andromeda galaxy, commonly known as Megopei. They are characterized by their tall, slender build, pale skin, elongated craniums, slanted eyes, and large hips. Some of their scientists are members of the Seeders group, which is part of the Intergalactic Confederation.



The Etherians are also the root race for the Kiily-Tokurt from the Vela constellation in the Nataru galaxy (the Milky Way).

This culture has been visiting planet Earth regularly throughout history, discreetly monitoring human evolution. Although the Etherians are part of the Intergalactic Confederation, they officially disclosed their presence to Earth governments in the 1940s. This occurred when a military detachment from the Galactic Federation of Worlds was commissioned to this star system by the Zenate from the Andromedans Council. They are categorized under the designation: "Tall Whites", label that encompasses various races, both positive and regressive. The Etherians have been involved in the development of the Secret Space Programs of the US NAVY and other secret positive branches within different governments.

As a spacefaring culture, Etherians have commercial interactions with many other civilizations, which at an individual level can blend into all kinds of relationships. Until recently, Etherians had business dealings with groups such as the Nachtwaffen on Ceres and Luna, as well as the now-defunct Interplanetary Corporate Conglomerate in the Sol system. However, the Etherians have never engaged in commercial interactions with the Orion Nebu Hive or the Ciakahrr Empire.

It is interesting to notice that Etherians are the root race for the Kiily-Tokurt, from constellation Vela, who are generally known as galactic traders. Etherians are a species related to both Gray and Human biology and are individuated consciousness. They have a central government on their main world, Etheria, composed of an assembly of 30 elders who are elected for life and non-hereditary. Their codex prohibits descendants from running for the Council to avoid a system based on privilege.

Shapeshifting is part of their natural abilities but it is restricted to shift only into genetically related species, Gray and Human, due to DNA frequency.

An Etherian scientific elite group participated in the Seeders program and has been working with them ever since, participating in the great genetic experiment on Terra.



ANDROMEDA

ANDROMEDA GALAXY (MEGOPEI)

OSHURI TRIPLE STAR SYSTEM

“O”

These astonishing beings are plasmic, non-incarnated, 12th-density consciousnesses. Their plasmic structure is crystallized in geometric patterns of light. The O's are a collective consciousness that communicates in a way beyond telepathy, which humans of Earth have not yet experienced.

They originate from a triple star system named Oshuri in the Megopei galaxy (also known as Andromeda), but they do not live on a specific planet. The O's inhabit space and feed off the stellar radiation from their three stars and the Phryll contained in the aether.

As a collective consciousness, the O's are members of the Intergalactic Confederation and participate in scientific research as part of the Seeders, a group of scientists from 24 different intergalactic cultures.





ANDROMEDA

ANDROMEDA GALAXY (MEGOPEI)

77 STAR SYSTEMS

MAYTRE

Maytra (pl. Matrei) originate from two home planets in the Andromeda galaxy, which they call Megopei. Their empire spans 77 worlds and they are often referred to as the Megopei plague. While many cultures view them as parasites, some have formed alliances of mutual interest with them, such as the Ciakahrr and Nebu.

Of the same average height as humans, this race of hermaphrodites with long shaped face, elongated skull and long slim neck, carries a very mean expression on their face. Their lifespan is of usually 120 Earth years. Their motivation is rage, hate and assimilation. Their ships are large, dark, and discoidal with a circular row of lights and a large aperture underneath. Their insignia is a black inverted triangle crossed by three lines on a red background.

The Maytre have been visiting Earth for a long time and attempting to colonize it on many occasions. However, they have been consistently thwarted by the Ciakahrr, the Anunnaki, the Council of Five, or the Galactic Federation of Worlds. Undeterred, they have successfully colonized 26 other planets in this galaxy alone. However, the Maytrei openly carried out abductions of humans, either for their own interests (such as slave trafficking to mines on Terra's moon and Mars, as well as slave trade with other species, primarily the Reptilians), or in coalition with the Earth Deep State. Throughout human history, the Maytrei have been involved in several tragedies. They, along with the Ciakahhrs, inflicted some of the worst plagues on humans, with the intention of limiting the human population to never exceed 8 billion.

The Maytre were members of the Alliance of the Six, which disbanded in October 2021 when the Galactic Federation of Worlds cracked the code of the Nebu hive. The Alliance of the Six was initially formed by the Orion Nebu Tall Grays as a coalition of interests during the Orion wars. Its members included Nebu, Ciakahrr, Kiily-Tokurt, Maytre, Solipsirai, and Xrog Zeta Reticuli.



ANDROMEDA

ANDROMEDA GALAXY (MEGOPEI)

X-TYKUT

X-Tykut is a synthetic race created by the Maytre to serve as a slave workforce. They resemble small greys and are not organic, allowing them to live indefinitely. Their appearance varies depending on the task they were designed for. However, due to the rarity of the main material required to create them, there are only a few units (less than 300). These inorganic servants are capable of basic rational thinking, piloting ships, and performing various programmed tasks. They are the primary workforce responsible for the abductions carried out by the Maytre. For example, they undress the victims, mark them, and implant trackers.



ANDROMEDA
GLIESE 96
AR SYSTEM - PLANET ARA

IOTA ARAR

The Iota Ar Ar are a peaceful Gray-Reptiloid species with a civilization that spans 4 star systems, originating from Gliese 96. They are known for their collaboration with the Zenate Alliance and their expertise in technology building. They are hermaphrodites and both telepathic and verbal species.



ANDROMEDA

GLIESE 67

MOORO SYSTEM - PLANET ETHRIEL

EGONARI

The Egonari are a colony of Egoni, a human spacefaring nation from the Fornax galaxy and part of the Intergalactic Confederation.

Although they identify as humans and look perfectly human, the Egonari have a rare genetic trait that includes vegetal genetics. This trait is an enigma to current Earth science, but it is a perfectly possible occurrence in the vastness of cosmic diversity. As a result of this fact, the Egonari's skin undergoes photosynthesis and emits a pleasant fragrance, which is a distinctive characteristic of this beautiful species. The Egonari are graceful and slender human-like beings who are admired for their beauty and poise.

Despite their vegetal nature, the Egonari have a binary mammalian reproduction system identical to that of humans. They are also telepathic and have the ability to travel through space using etheric vessels. This process is common in very advanced civilizations. The etheric vessel is a construct of an individual's personal energy field shaped by consciousness and formed into a tangible external shell. These ships appear as geometrical moving structures.

Egonari children do not attend schools; instead, they tune into the collective field of consciousness of the species and access direct knowledge, which imprints into their minds. These sessions are monitored by a parent at home and may resemble a meditation exercise if observed.

The Egonari do not possess an army. In the event of external conflict, they rely on their ability to mind-control their enemy and bring about withdrawal or peace. If faced with greater troubles, they depend on the defense forces of the neighboring civilization in their star system: the Wu Hon Waat.



ANDROMEDA

GLIESE 67

MOORO SYSTEM - PLANET MOORAD

WU HON WAAT

The Wu Hon Waat are an endemic species in the Mooro star system. Their homeworld is the second planet: Moorad, with 3 moons. Wu Hon Waat are an amphibian species with an advanced civilization that lives in both underwater and surface facilities.

They are a spacefaring nation with a powerful fleet equipped with highly advanced weaponry. Although not members of the Galactic Federation of Worlds, the Wu Hon Waat can provide military support in some operations through collaboration agreements.

The Wu Hon Waat are an oviparous species with two genders. Their young are birthed in water and spend their early days in nurseries before they can breathe and live on the planet's surface. Moorad is a damp world with marshes and a greater surface area of oceans than land. Most of their cities are built floating on the surface of their oceans, providing direct access to underwater facilities and the oceanic environment.

Wu Hon Waat wisdom:

*Bones never bend
Heritage is strong as rock
In the stiffness the sage remains
Never surrendering to the wind
We are what we are made of
Memories
Defeats and victories
Joys that mark many lifetimes
Pains that carve courage and resilience.
We are who we are
Strong as Rock
Untameable as water.*



ANDROMEDA

GLIESE 905 (Ross 248)

XX H2 "HAX" SYSTEM - PLANET AZZAR

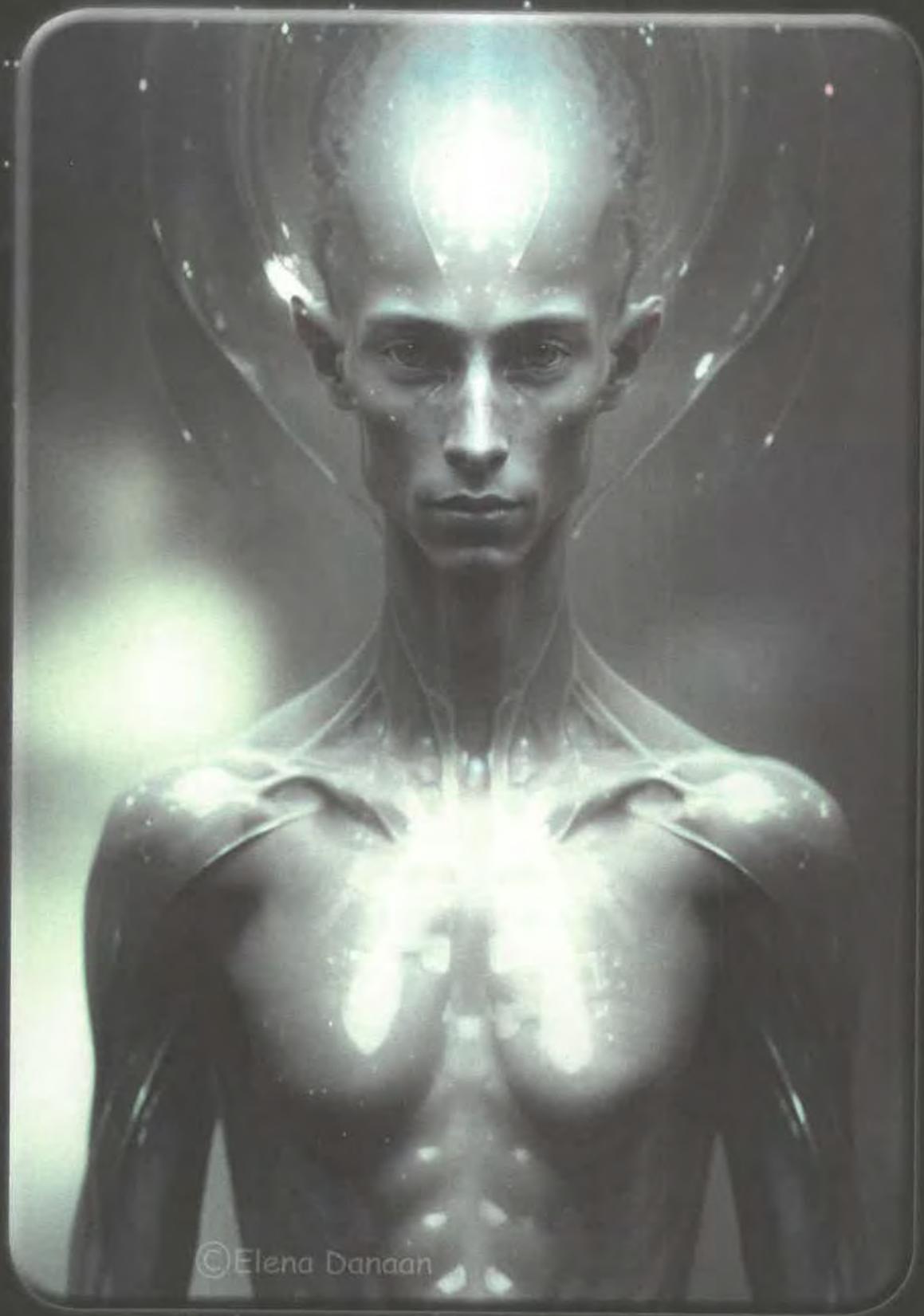
ZATRAX

The Zatrax are genetically related to Grays but have the particularity of living in an acidic environment. Their world, Azzar, is bathed in a sulfuric acid atmosphere, and all life forms on this planet are acid-based. Streams and seas are liquid hydrogen sulfate, and the Zatrax cannot travel out of their homeworld without environmental equipment. For this reason, we rarely see what they truly look like. Nonetheless, their original appearance has been documented. They are hermaphrodites that lay eggs.





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ANDROMEDA
GROOMBRIDGE 34
EYY-EYN SYSTEM - PLANET 4

KYRIAMI

Here is a highly spiritually advanced, beautiful culture. The Kyriami are humans who have reached an advanced level of evolution, which can be compared at perfection to what the humans of Earth are meant to become. The Kyriami are a good example of this future.

They are fifth and sixth density beings who reside together on the fourth planet of the Eyy-Eyn star system. Their civilization is based on a collective interfaced consciousness, similar to that of many advanced intergalactic human cultures. They are attuned to the consciousness of their homeworld, allowing them to sense its weather and seismic activity, as well as all living forms on the planet. While primarily telepathic, they can also communicate verbally when interacting with other cultures. The Kyriami are a spacefaring nation and members of the Zenate Alliance, also known to Earth as the Andromedan Council.

Although they are members of the Galactic Federation of Worlds, they have chosen not to participate in the Terra (Earth) operation physically. However, they joined the "Envoy Program for Terra" not through the Council of Five but through the Andromedan Council. Many of them have incarnated on Earth to participate in the Great Awakening of the population during the Great Terran Wars for the liberation of the galaxy. Their high level of consciousness was a valuable asset in this task.

Kyriami are gentle, calm, and discreet. They enjoy dedicating their spare time to deep contemplative meditation. The Kyriami's homeworld boasts a magnificent ecosystem with astounding biodiversity. Rather than living in cities, they reside in 'familial pods' - small communities where members share a building. These constructions resemble giant floating pods with multiple levels and modules. The Kyriami sustain themselves with plants and finely crushed minerals.

ANDROMEDA
GROOMBRIDGE 34
EYY-EYN SYSTEM - PLANET 2

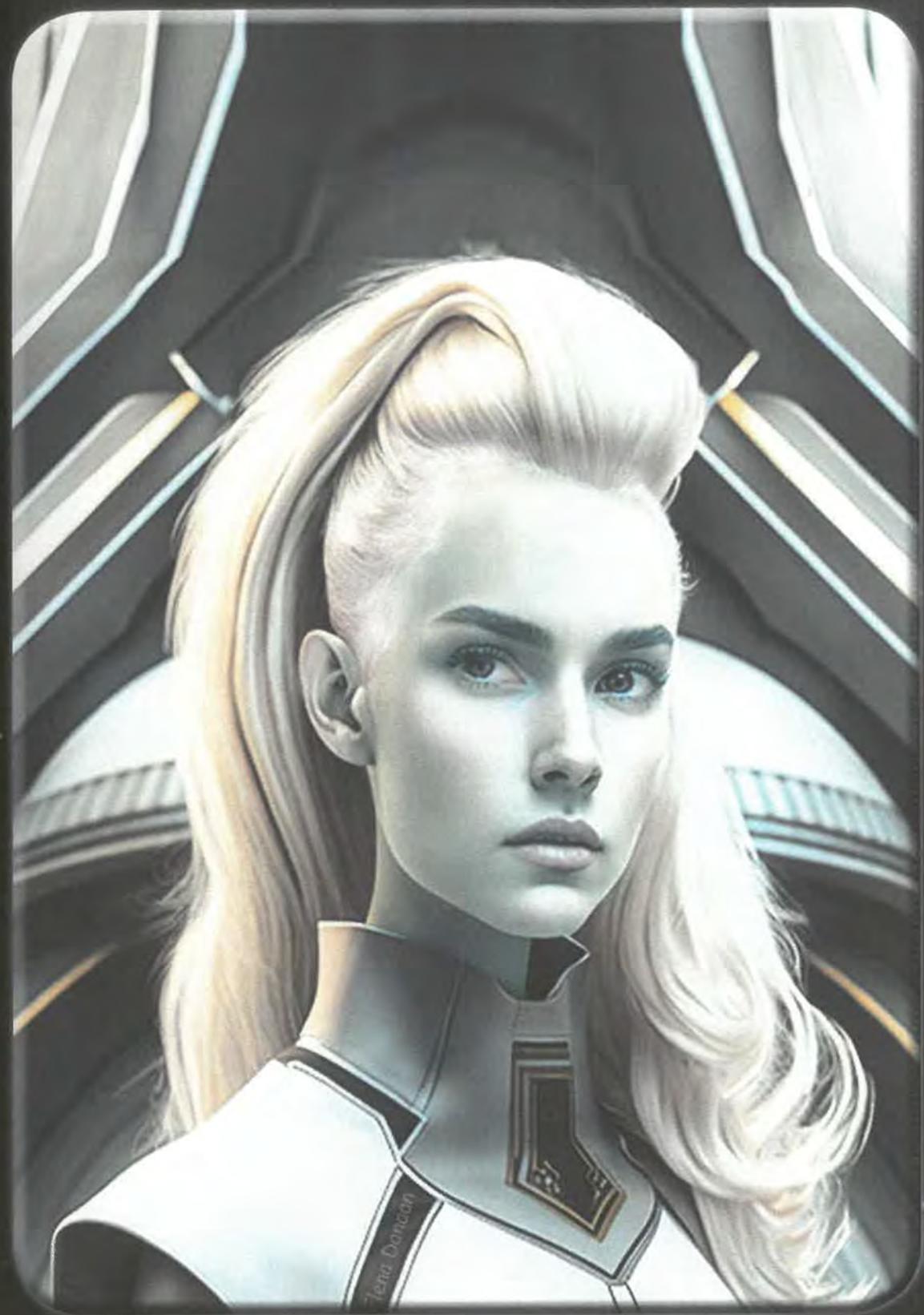
ZYGON

Zygon are a Lyran Ahel colony from the Man system (Kepler 62), who settled in one of the twelve inhabited systems in the Andromeda constellation, a binary dwarf star system known to Earth as Groombridge 34, after the Ciakahrr devastated their original homeworld.

They are humanoid and have evolved to be taller with pale blue skin due to the air composition of their new planet.

Their lifespan has also extended, with some living up to 2000(T) years old. Although part of the Galactic Federation of Worlds, the Zygons were initially uninterested in Terra's affairs and avoided any conflicts. However, a small group of Zygons decided to help the human species on Terra by incarnating through the Andromedan Envoy Program. When the situation in the Sol system became more favorable, the Zygon government took responsibility for the small group of Zygon Envoys on Terra and sent troops to join the operation of the Galactic Federation of Worlds there.

Zygon ships are golden and elegantly profiled, and they are now becoming a significant military power within the Galactic Federation of Worlds.



ANDROMEDA

HD 1605

ÜUDA SYSTEM - PLANET OTTORA

OTTÜRI

The Ottüri are the only advanced culture in this star system, occupying two planets. They originated as a Taal colony from the Lyra zone, fleeing their homeworld during the great Lyran exodus due to the Ciakahrr raids. The Zenate Council welcomed them into the Andromeda star systems community and offered them a new habitable home.

HD 1605 is a red subgiant star that differs significantly from the Ottüri's original star. This led to a change in their physical appearance as they adapted to the radiation of the new star. Their skin darkened, and their eyes developed an ultra-reflective ability, giving them a surreal beauty.

The Ottüri are members of the Andromedan Council and the Galactic Federation of Worlds but have not participated in the Envoy Program for Terra. Nonetheless, they participated in military operations in the Sol system when the war for the liberation of Sol reached its final stage.



ANDROMEDA

KAPPA ANDROMEDAE

MIR SYSTEM - 1st Moon of Planet RAMU

RAMUT

Allow me to introduce you to the magnificent culture of the Ramut, an advanced space-faring civilization residing on the first moon of a giant gaseous planet in the Mir star system, orbiting a blue subgiant star. The Ramut are proud members of the Andromedan Council.



©Elena Danaan

Long ago, visitors from another galaxy, likely part of the Seeders group, arrived in the Mir system during its early formation. One giant gaseous planet was still cooling. The visitors, whose species remains a mystery, pulled nearby planetoids into orbit, creating their own planetary system. Once the gravitational balance was achieved, they began to terraform life on a few of them. Their greatest achievement occurred on Ramu-1's first moon, where they successfully seeded a diverse range of life forms.

Ramu-1 is an Earth-sized rocky planet with a rich carbon dioxide atmosphere, ample landmass, oceans, and ice caps. Over time, the Ramut evolved into their own distinct species, born from a dream carried by intergalactic travelers. According to their mythology, they call themselves 'The Dream People' and pass on the memory of ancient visitors who checked on them regularly during their early stages of development. These visitors were described as very tall with blue skin and elongated skulls, which may suggest they were the Pa-Taal.

The Ramut are a binary, mammalian, humanoid-reptiloid species. It is difficult to distinguish between male and female Ramut at first glance. The Ramut society maintains a harmonious balance between genders in regards to social functions. They have strong familial units that prioritize the education of the young above all other tasks. The Ramut civilization has developed advanced technologies and possesses a defense space fleet, while remaining closely connected to their natural world. They are telepathic but can also communicate verbally. Additionally, they follow a fruitarian diet.

These wise and beautiful beings participate in the decisions of the Andromedan Council and are also members of the Council of the Galactic Federation of Worlds. They have not been involved in the Envoy Programs or tactical operations in the Sol system. Ramut is a very peaceful species and is considered a spiritual elder culture.

ANDROMEDA

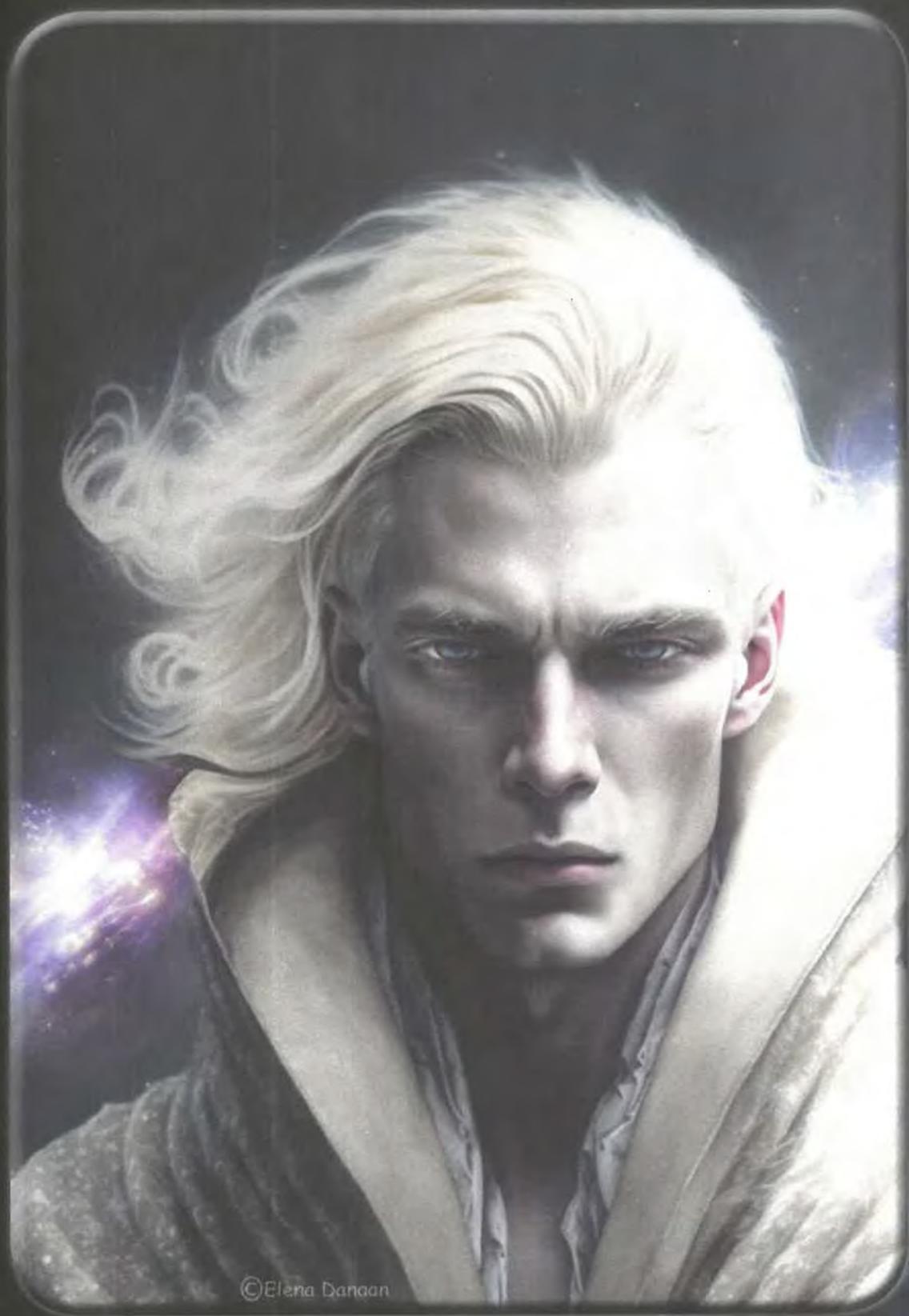
TOI 1422

GOGAMAR SYSTEM - Planet YENKORAT

YAHUEL

Yahuel is a colony of Ahel from the Kepler 62 star system in the constellation known as 'Lyra' on Earth. Like many other refugees fleeing the raids of the Ciakahrr reptilian empire, they sought shelter on new worlds throughout this galactic quadrant. The Andromedan Council welcomed the Yahuel and offered them a virgin world in the Gogamar system. The Yahuel are part of the Envoy Program for Terra, via the Andromedan Council. They are also members of the Galactic Federation of Worlds and collaborated closely in military operations in the Sol system during the Terran wars against the Nebu and Ciakahrr empires.





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ANDROMEDA

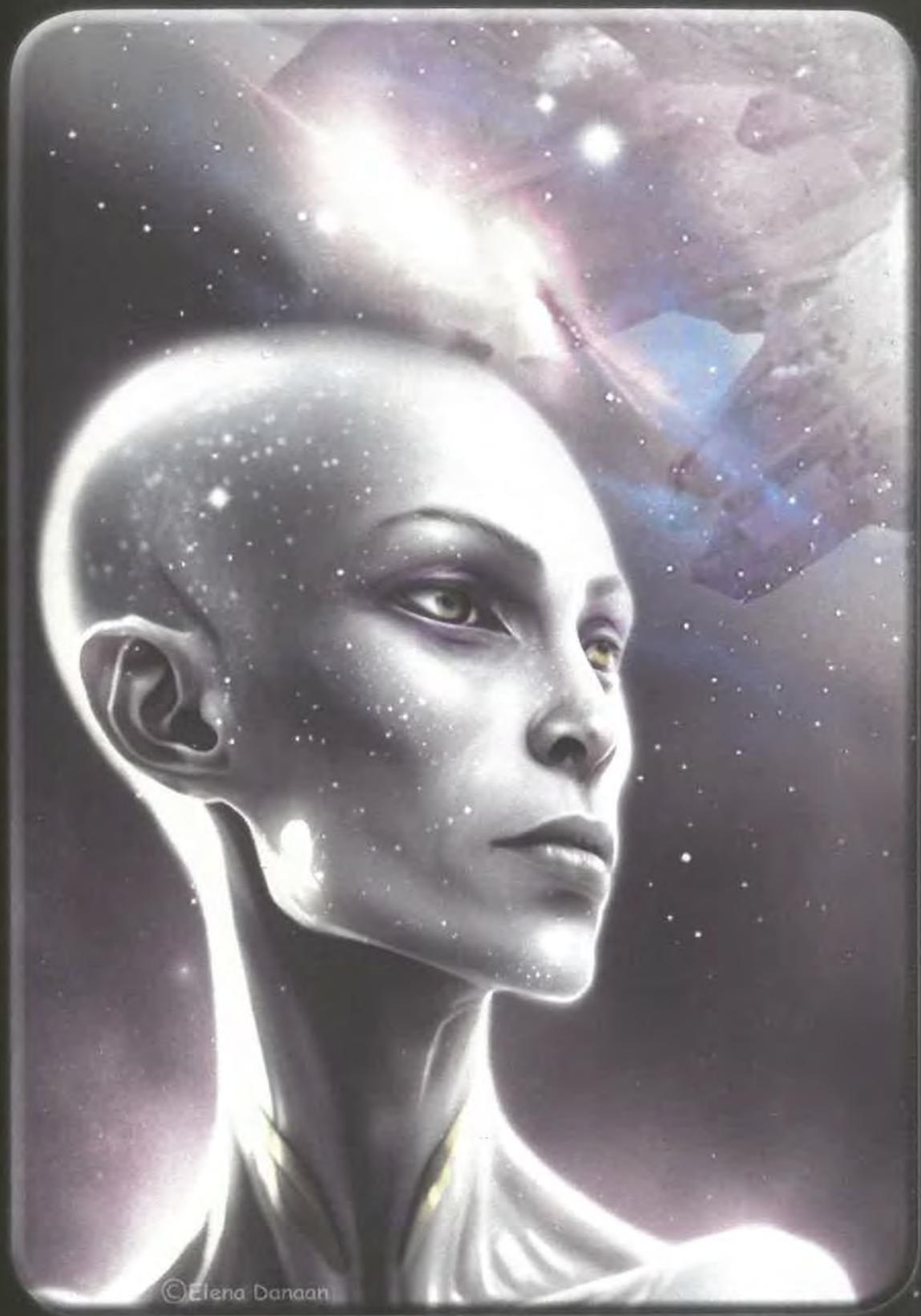
UPSILON ANDROMEDAE

TITAWIN SYSTEM - Planet ALYGAT

LYGON

Titawin binary star system has four orbiting planets plus three planetoids and it is in this star system that the headquarters of the Andromedan Council are located. The second planet, Alygat, is home to an extraordinary culture known as the Lygon. The Lygon are a highly advanced civilization and members of the Andromedan Council. They are graceful, tall humanoid beings with purple skin and golden eyes. Their planet is mainly composed of quartz and a mineral similar to amethyst. Therefore, the Lygon base their technological and spiritual development on the science of crystals. They also use frequencies and music to open portals through space and time. Their consciousness is incredibly powerful, allowing them to create structures of reality.





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ANDROMEDA

UPSILON ANDROMEDAE
TITAWIN SYSTEM - Planet ZELAE

ZELAAN

Zelae is the third planet of the Titawin binary system and is the homeworld of the Zelaan, a 7-foot-tall feline humanoid species. The Zelaan have blue skin, crystal eyes, and elegant lioness-like features that compose their stunning allure. They like to adorn their heads with liquid gold tattoos in eccentric, convoluted patterns, sometimes inserting gemstones or tiny crystals, which are precious resources that occur in abundance on their planet. The Zelaan are a technologically advanced and spiritually enlightened offshoot of the Laan colonies from the Lyra zone.

They participate in the decision-making process of the Andromedan Council regarding the galaxy. Although they did not participate in the Envoy Program for Terra, they created their own program to assist humanity on Earth through discreet personal interactions with influential individuals. The Zelaan's main focus is sharing advanced technology blueprints.

They hold great power and are highly respected. They primarily communicate telepathically, but can also speak verbally with a deep, majestic timbre that is soul-shivering. Encountering one of these beings leaves a lasting imprint on your memory, for many lifetimes.

ANDROMEDA

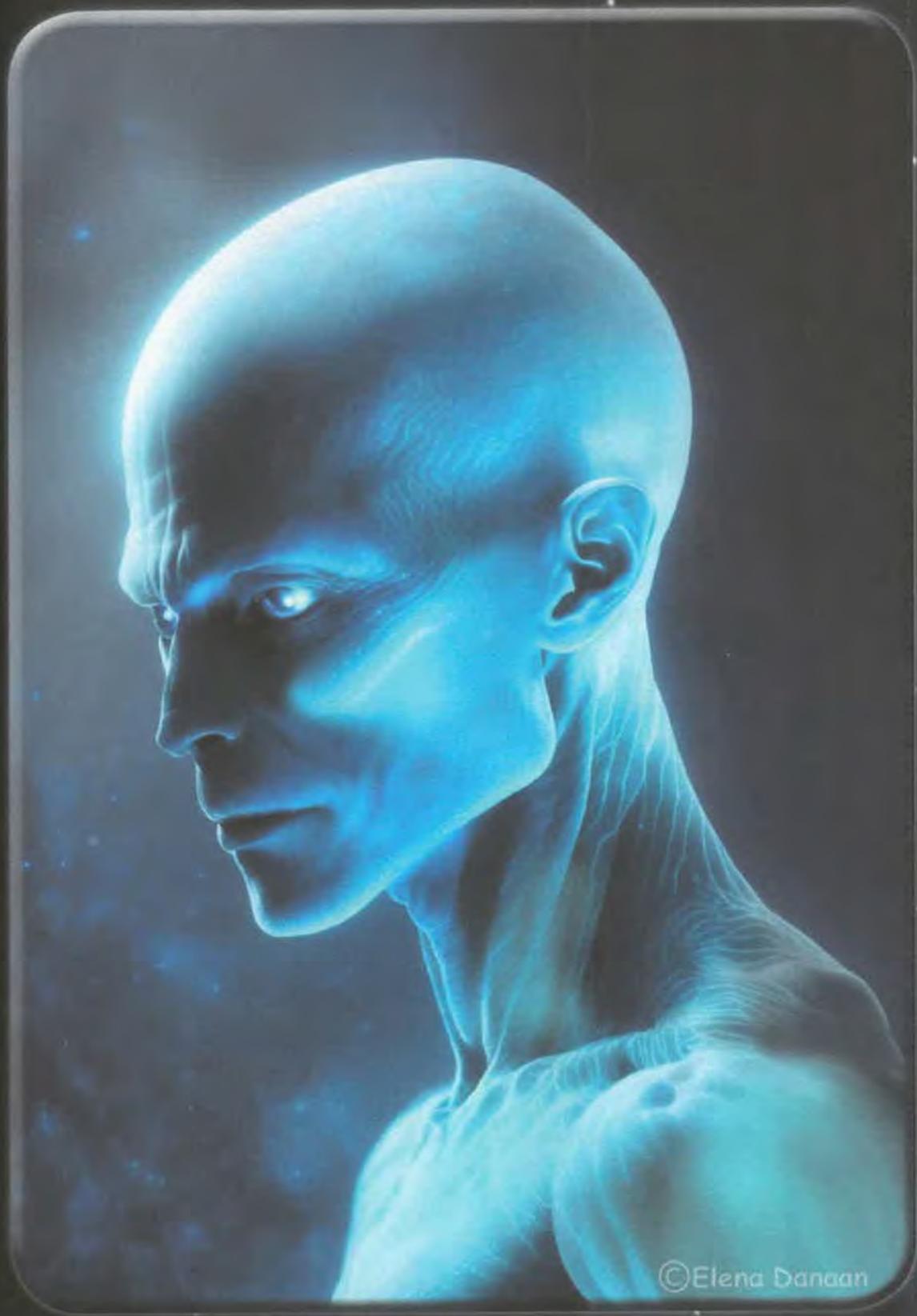
UPSILON ANDROMEDAE
TITAWIN SYSTEM - Planet ZENAE

ZENATE

The Zenate are a highly spiritual humanoid race often mistaken for the Ohorai Arcturians. Over time, their physical features evolved to include blue skin, with females having fairer skin and even golden hair and skin. Their origin can be traced back to the Taal Lyrans of the Man system who settled in the Vega system after fleeing a war. In a second time, due to overpopulation on their planet, Adara, a group decided to migrate and form a new colony. Similar to the Zygons, the Zenate adapted their genome to the conditions of their new planet. The Zenate are a peaceful and highly spiritual civilization.

Their society is based on a very ancient warrior-like structure, which they evolved towards a spiritual warrior philosophy, quite comparable to the Jedi. They defend universal justice. The elders of the Zenate can reach up to the 12th Density and their life-purpose is primarily focused on learning, as they have a passion for sciences. They created the Andromedan Council, also known as the Zenatean Alliance, which includes over 140 highly evolved cultures.

The Zenate Alliance's high council is composed of spiritually advanced races and is a non-political body. They have played a significant role in the liberation of Terra and the Sol system, working alongside the Galactic Federation of Worlds. They also established the 'Envoy Program for Terra' to assist in this effort. The Zenate requested military intervention from the Galactic Federation of Worlds after foreseeing the future of Terra, which involved a tipping point in the galaxy's history. Their goal was to prevent the rise of a galactic tyranny resulting from the alliance of Terran dark corporations controlled by a negative faction of Anunnaki, the Ciakahrr and Orion Nebu empires. The Zenate utilize etheric and interdimensional travel. Their ships are constructed from etheric glass and utilize plasmic propulsion in denser atmospheres. While their smaller crafts may take on diamond or crystalline geometrical shapes, their massive motherships are spherical and can even rival small planets in size. Additionally, the Zenate are known for their ability to transform moons and asteroids into spacecraft. The Zenate are a highly respected culture in this galaxy and beyond.



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ANTLIA

HATS 19

HAN SYSTEM - Planet MAY'EL

MAYALKANI

The Han system has four planets orbiting a G0 type yellow star, with only two worlds in the habitable zone. One of these planets is home to a stage 3 human civilization.

Despite their slight green skin color difference, the Mayalkani civilization shares many similarities with Earth. However, unlike Earth, the Mayalkani's technological development was not hindered by regressive invaders.

Although they are an offshoot from the Lyra zone, they are not genetically related to the Man cultures. The K62 star system, famous for being raided to oblivion by the Ciakahrr factions, is not related to them. They assert their presence on Meyel a millennium before the Lyran wars. The Mayalkani are a spacefaring nation with a fleet. Mayalkani are known for their fierce, proud, and independent character, as well as their skills in trading goods and weapons. They are members of the Galactic Federation of Worlds and are also under the protection of the Andromedan Council.



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ANTLIA

HATS 26

HOLYAL SYSTEM - Planet 12

HORGON



The Holyal Horgon is a fascinating culture, being the only Stage 3 civilization in this star system. Their star, Holyal or Hats-26, is a Type F yellow-white star twice the size of Earth's Sun, and supports life on six of its planets. Their star, Holyal or Hats-26, is a Type F yellow-white star twice the size of Earth's Sun, and supports life on six of its planets. However, only one of these planets has developed a space-faring civilization. The Horgon are androgynous reptiloids that reproduce by laying eggs.

They are known for their ancient wisdom and peaceful nature, as well as their expertise in medical science and technology. Horgon scientists play a crucial role in the collaboration programs between the Galactic Federation of Worlds and the Earth Alliance. They can often be found on medical teams aboard rescue vessels or research facilities. Horgon scientists also participated in the medical training of Earth scientists at Luna's facilities, which helped to mass-produce medical technologies for Earth within the Earth Alliance's moon.

The Horgon species are members of the Andromedan Council and participate in making important decisions for the galaxy.

Their architecture is highly advanced and incorporates antigravity technology, resulting in stunning floating buildings and hovering modules. Although not a significant military power, the Horgon possess a defense fleet stationed on several moons orbiting their planet.

ANTLIA

HD 93083 - MACONDO

MÜL SYSTEM - Planet SKARRA

LAHMIR

Based on the star's spectral type (K3V), Macondo's color is orange-red. It has six planets, two of which are occupied by the Lahmir culture, a matriarchal society. Females generally hold high positions while males specialize in military functions. Interestingly, males are more inclined than females to wear ornaments when not on duty. The Lahmir are a unique species, and although they may seem a bit reserved at first sight, they are a sensitive, artistic, and spiritual culture. Music and visual arts play a significant role in Lahmir activities.

Lahmir are peaceful beings but can respond to armed conflict when necessary. Skarra, their world, is abundant with resources such as rare precious metals and pure gold, which are coveted by unscrupulous factions. Skarra was attacked many times, particularly by the Ciakahrr empire. However, due to the protection from the Andromedan Council and alliances with neighboring civilizations, the reptilian threat was repelled. The Lahmir are currently defending their world through a continuous military operation.

The Lahmir, members of the Galactic Federation of Worlds, do not participate in conflicts to defend other worlds, which is an exception to the institution's rules. However, an exception was made for their culture, as they need to keep all their forces operational to defend their own world.



ANTLIA

WASP 66

GABORHA SYSTEM - Planet NURIN

ZEELETI

The reptiloid genome is widespread throughout the universe, particularly in the Nataru galaxy. These beings generally require damp and hot atmospheric conditions, although some races are better adapted to dry heat environments. The Zeeleti, for example, live on a very damp tropical world where it rains most of the time. They share their habitat with a diverse range of other life-forms, all of which are mainly reptiloid as well.

Unfortunately, the reptilian cultures have been unfairly stigmatized due to the actions of the ignominious Alpha Draconis Ciakahrr Empire. However, it is important to note that the group of reptilian cultures from the Draconis zone are an exception. Reptiloid cultures include a wide range of diverse natures of consciousness, knowing that the most current occurrence is an individuated interfaced consciousness with their planetary matrix or soul group, such as the Zeeleti. We can also find, in smaller numbers, individual consciousness based cultures, or even hives when it is about reptiloid Grays.

The Zeeleti are a prosperous and peaceful civilization, who reached a high level of spiritual development. They are members of the Galactic Federation of Worlds and the Andromedan Council. Traders, they master the science of interdimensional portals and stargates to travel anywhere in the universe.

Neither Reptilians nor Grays are involved in any of the Envoy Programs for Terra. This is because a reptiloid soul cannot attach to a human avatar, even with the addition of reptiloid DNA. It is a matter of nature of consciousness.

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APUS

HD 131664

ZORT SYSTEM - Planet 7

ZORTU

Zortu are a species of insectoid cyborgs. They originated from the 7th planet of their star system as a natural biological species. However, over time, they developed a tech-based civilization that led to the eradication of their natural environment and all other species living on their world. Their hive mind consciousness merged with the artificial intelligence they created, resulting in the species becoming an artificial version of their original selves.

The Zortu became enslaved to the technology they created, endlessly repeating the same automatic tasks. As a result, their organic hive-queen-consciousness, which is their planet's conscious living Is-BE, became isolated from its dying matrix.

It is unclear where the souls of the Zortu went. From a broader perspective, the Zortu serve as a perfect example of souls trapped in an AI shell. The only way for these hive-structured souls to escape is to disembodify (die) from their altered avatars.

Fortunately, the Zortu culture is non-invasive and not seen as a threat to other civilizations since they have locked themselves into a loop. Interestingly and luckily, they have never led expansion operations. For now.

APUS

HD 134606

ANUMA SYSTEM - Planet ALMU

TAALMU

HD 134606 is a yellow subgiant G5IV type star. On its first planet, Almu, a human Taal-type civilization was implanted by the intergalactic Seeders group.



The Taalmu culture developed quickly into a highly spiritual society capable of physically teleporting to any location in the universe using the power of their minds. This ability is rare among species in this galaxy and is made possible by activating interdimensional micro-vortices in the DNA core structure.

Taalmu are humans who can open a vortex in their pineal gland, allowing conscious projection to a specific location. The thought activates the DNA vortices and serves as a compass to entangle a target destination. Quantum entanglement then projects the particles of the physical body to the locked point B, as determined by conscious projection.

In the distant past, the Taalmu visited planet Earth on multiple occasions. They discreetly infiltrated indigenous cultures and positively influenced them throughout the ages. As recent members of the Galactic Federation of Worlds, the Taalmu occasionally participate in operations across the galaxy. Their society is based on their interest in the study of sciences and space exploration.

The Taalmu declined to participate in Terra's Envoy Programs due to their strong electromagnetic field, which could cause molecular disruption.



APUS

HD 134606

ANUMA SYSTEM - Planet ALDERIA

ALUDA

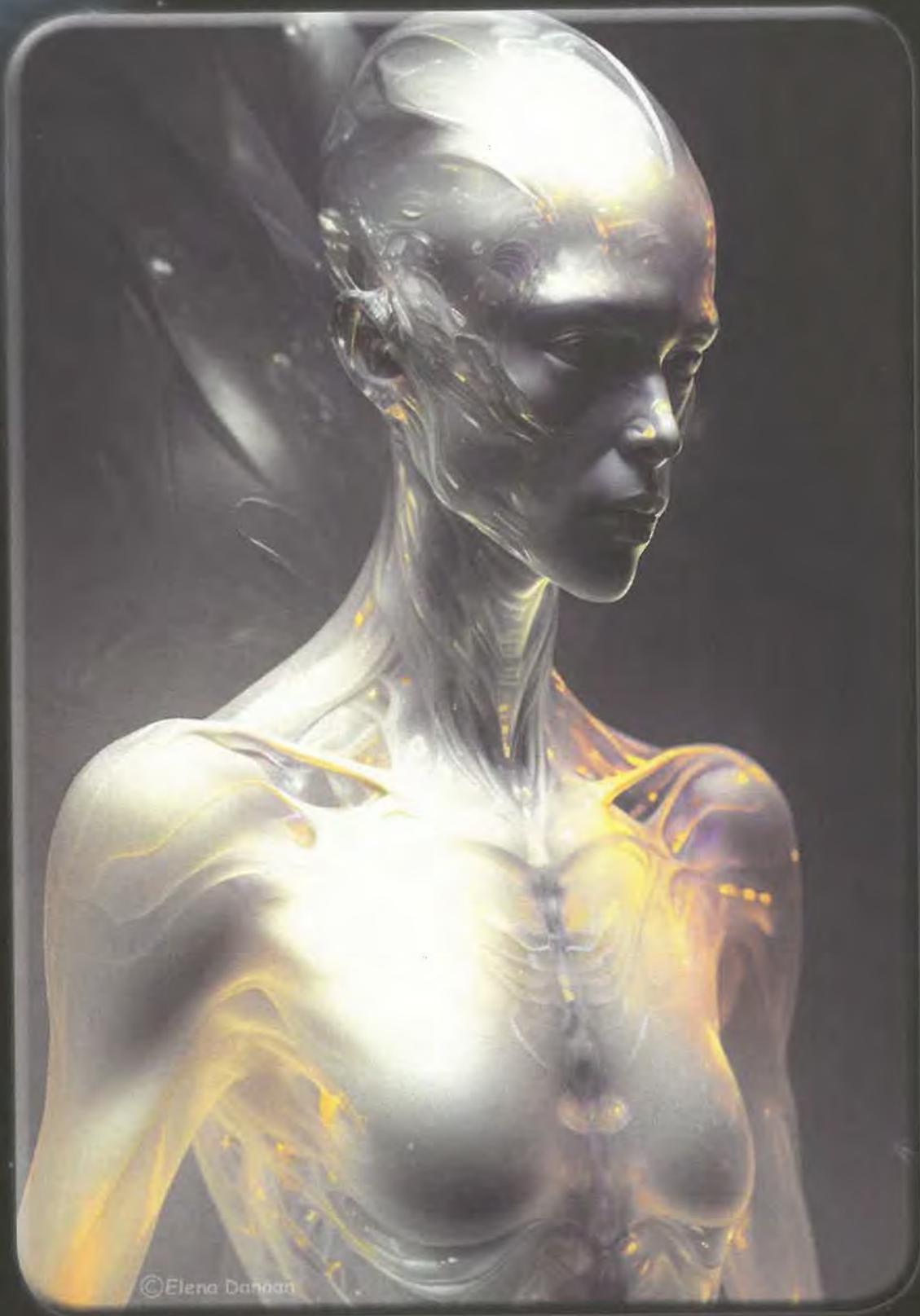
Alderia is the second planet in the Anuma system and is home to a type-3 civilization. The Aluda are a hybrid species resulting from the genetic cross-breeding of a local mammal from planet Alderia and a human seeding from their Taalmu neighbors. This cross-breeding was performed by an unknown advanced civilization. When Taalmu made contact with Aluda, the latter had already evolved into a planetary culture. As a result of this contact, Aluda's technologies experienced a quantum leap, and they quickly evolved into a spacefaring civilization under the protection and blessings of Taalmu.

It is noteworthy that the Taalmu genetically mingled with the Aluda during their evolution. Both species were seeded by a more advanced civilization.

The Aluda were not given the 'teleportation gene' due to genetic limitations. However, the Taalmu hope that with spiritual evolution and an increase in frequency, the Aluda will eventually be able to safely acquire this ability.

The Aluda live in a symbiotic and harmonious relationship with their environment, and they are a pacifist culture. Violence is foreign to them. Although they are under the protection of the Galactic Federation of Worlds, they do not participate in military operations. Instead, they contribute to the galactic community through the trading of goods and resources.





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APUS

HD 134606

ANUMA SYSTEM - Planet L

YU -ER

The third planet in the Anuma system is home to a peculiar humanoid species of the seventh density known as the Yu-Er. They have the ability to transform into their original human form when interacting with other cultures. It is necessary to remind that equipment such as density belts or suits can allow species from different densities to interact physically with each other.

In their native realm, the Yu-Er prefer to exist in a shapeless state, appearing only as moving clouds of purple and golden light. They are members of the Andromedan Council, the Galactic Federation of Worlds, and a high-density council from the border of the 5th galactic sector.



APUS

TOI 905

IM AMA SYSTEM - Planet SOMURAT

YEHEL

Two arks carrying Ahel and Taal refugees from the Lyran wars landed on a rocky planet in the Im Ama system. The planet already had an atmosphere that supported primitive life-forms, so there was no need to alter it to better suit the colonists' survival requirements. Instead, they built biodome cities around their arks and began developing a culture together, which they named 'Yehel'.

Over time, the Yehel began to coexist with local primitive cultures, such as the Somurian insectoids, interacting with them through trade and eventually integrating them into their society. To achieve this, the Yehel chose to genetically adapt to the environmental conditions by modifying their genetics. It took four generations for them to be able to naturally breathe in the Somurian atmosphere. Once this was achieved, a new planetary culture emerged, with both civilizations enriching each other on all levels.



Here, on the left, is a representation of an indigenous Somurian, unique species of its own related, to insectoids.

On the right, representation of a Yehel official, in whom's features it is easy to recognize the cross-breeding of Ahel and Taal human races.



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APUS

TOI 913

TUR TURI SYSTEM - Planet SUY KAT

SHUNGAT

Here is a very beautiful culture: the Shungat. They are known for their beauty and their kindness. The Shungat are a hospitable, peaceful people. Their love for colors, adornment, gracefully extravagant architecture and artistic expression, makes the Shungat a curiosity for many visitors. Nonetheless...

Additionally, this Reptiloid species is ready to defend and protect their beloved habitat at all costs, which is often coveted by unscrupulous groups and organizations. Their planet, Suy Kat, produces a red crystal called Khor, which is a type of crystallized mercury dioxide. This mineral is commonly used in ships' core engines due to its piezoelectric property, similar to quartz, that can store and power a significant amount of energy. Suy Kat is composed of 80% of this mineral. The Galactic Federation of Worlds has stationed a permanent fleet in orbit around the Shungat planet, with a powerful frequency shield. All visitors to Suy Kat are screened at a checkpoint located on an orbital station of the Federation.





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AQUARIUS

GLIESE 876 / ROSS 780

OY MINOTA SYSTEM - Planet OYA-2

LILI-OT

On the second planet of this system of six, lives the Lili-Ot, a peaceful civilization of space-faring traders. Oy Minota is a red M5-type star that is home to three interstellar cultures. Of these cultures, only the Lili-Ot are indigenous to this system. The Lili-Ot are a small human species, with adult males reaching a maximum height of 5 feet. They are a binary mammalian species known for their kindness, generosity, and hospitality. The Lili-Ot are known for their anchored spirituality, which is reflected in their daily practices such as long meditations and Phryll dance (similar to Qi-Qong on Earth). They are recognized for their wisdom and calm demeanor in any situation. Although they possess a small defense fleet, they rely on their powerful neighbors for protection in the event of a major problem. They are proud members of the Galactic Federation of Worlds and did not participate in the Envoy Programs for Terra.



Lili-Ot traditional habitat

AQUARIUS

GLIESE 876 / ROSS 780

OY MINOTA SYSTEM - Planet OYA-3

MINYEL ORTAYA

The Oy Minota system's third planet hosts an advanced human civilization that was seeded by the Fornax Egoni long after the great Lyran exodus and the seeding of Terra. The Minyel Ortaya are a pacifist culture in the early stages of space exploration. The Oy Minota star system has never been attacked by invasive cultures, so the Minyel Ortaya have not developed a defense space fleet. In case of emergency, the Minyel Ortaya can rely on their powerful neighbor, the Gerahel, to protect them. As members of the Galactic Federation of Worlds, they participate in Envoy Programs throughout the galaxy as peacekeepers. Their aura of innocence and pure love is much needed in areas of conflict.

They appreciate beauty, the arts, and sensual pleasures. Like their parent race, the Egoni, their skin exudes a natural floral scent. It is not a perfume, but rather a frequency.





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AQUARIUS

GLIESE 876 / ROSS 780

OY MINOTA SYSTEM - Planet OYA-4

GERAHEL

The Gerahil are an Ahel colony from the Maia star system in the Pleiades, detached to the fourth planet of the Oy Minota system by the Galactic Federation of Worlds with the mission to protect the two vulnerable resident civilizations, the Lili-Ot and the Minyel Ortaya. As guardians of the star system, the Gerahil have deployed a fleet of ships around these planets and at the border of the star system to prevent plunder and attacks from various enemies. Space seems quiet and still, but it is a merciless battlefield and a minefield of unscrupulous rogue organizations.

They settled principally on Oya-4 but they also placed outposts on the 5th and 6th planets. Choosing to move to a new star system and build a civilization there, the Gerahil brought from their world in the Pleiades their own favorite fauna and flora, construction materials and technology.

Their arrival spurred the Lili-Ot to become a prosperous civilization, trading with them a whole new world of goods and technology.

The Gerrahil taught the Minyel Ortaya how to build better ships, trained them in the arts of defense, and offered them a colony on Oya-4 for those who were enthusiastic about the exchange between their two cultures.

Ahel and Egon have very similar genetics, so it will not be long before the two cultures, Gerrahil and Minyel Ortaya, merge into one race that will be unique to the Oy Minota system.



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AQUARIUS

KEPLER 2-138

DONDAGAT SYSTEM - Planet MIRGOL

HOOZ

The second planet of the Dondagat system, an orange K1V star, is home to a pacifist reptiloid culture, the Hooz. Up to 10 Ft tall, these beautiful beings with golden eyes move with poise and never allow chaotic emotions to rule their minds. They are individuated interfaced consciousness based, they are only telepathic and use their mouth only for feeding.

The Hooz can produce a crackling sound using a special organ in their throat, when they are in danger or when wanting to communicate with some non-telepathic species. This particular "language" is widespread among many Reptiloid and Gray species, and it is not far different from the frequency language, as for instance spoken by the dolphins on Earth. Sound, be it crackling noises or frequency modulations, can carry encoded bundles of information. We also know advanced human cultures, such as the Alteans or the Pa-Taal, who use frequency telepathic languages that carry waves of information right into one's mind. This is slightly different from simple telepathy, which doesn't use sound frequencies but brain waves. Interesting to note: all races using these languages are either hives or individuated interfaced consciousness based.

The Hooz are a binary, oviparous race. They raise their children in communal nurseries. They belong to the community from birth. There is no parental family cell, everyone raises the young together until they shed and become adults capable of reproducing. Their education ends there, and the young adult quickly finds a mate to procreate for the community, responding to an irresistible hormonal call. Once duty is done, they choose an assignment in the many sectors of Hooz society. Once they have procreated, a chemical change occurs and they no longer feel the urge for intercourse. Instead, they can have a platonic relationship with one or more mates. Although binary in gender, the Hooz are by no means monogamous. Partners change in number and gender. It may seem strange for humans to understand the Hooz, but the nature of relationships is as varied as there are stars and countless worlds to explore, and physicality is not always the most important thing in the universe.

AQUARIUS

KEPLER 2-138

DONDAGAT SYSTEM - Planet ESS

BURULIK

The third planet of the Dondagat system, Ess, and harbors an insectoid hive society, the Burulik. Ess has a global hive-consciousness planetary matrix, not only interfacing the type-3 insectoid civilization but as well all life forms on its surface to each other. This is not always the case. Some worlds can host a hive based consciousness species, which hive is not always interfaced with the rest of the planet's life-forms. Ess is a symbiotic planetary global consciousness and its core planetary consciousness can be considered as the "queen" of the hive. For more clarity, here is a general classification of the different types of hive consciousnesses, Ess is type -3:

- Type -1: Single species interfaced with a biological queen of their own.
- Type -2: Single species interfaced with the planetary "queen" consciousness.
- Type -3: Global planetary consciousness interfaced hive including all life forms.

The Burulik, because of their global interface with all species on their planet, do not nurture a spirit of conquest and assimilation, unlike the single-species interfaced hives that work relentlessly to expand in an innate and automatic way, such as most Grays. The Burulik are one of the many examples of a hive consciousness that exists in symbiotic harmony with its environment and excels in spiritual wisdom.

They are members of the Galactic Federation of Worlds, but like all hive species, their consciousness structure is not suitable for human Envoy Programs. A hive mind cannot fit into an individuated consciousness avatar template, unless this avatar is genetically modified to be tuned into the hive this species belongs to. Deeply tuned into their natural world's symbiosis, the Burulik do not see any purpose into doing such a thing.



AQUARIUS

KEPLER 2-138

DONDAGAT SYSTEM - Planet NIIS

ANASII

Here is a very particular race of Ahel: the Anasii. This beautiful culture lives on the fourth planet of the Dondagat system, Niis and its moons, but they are not originally from there. The Anasii arrived from Thula, Sirius B, very early in the development of this star system, long before the Burulik and the Hooz became an interstellar civilization.

This is a long way from Sirius B, so how did this colony find its way to Dondagat?

The story takes us back to the time of the Orion Wars, when the cultures of the Ashkera systems (Sirius A, B, C), unable to withstand the growing power of the nefarious Alliance of Six, led by the Nebu and Ciakahrr empires, formed a defensive alliance based in the Thula system: the Ashtar Alliance, also known as the Ashtar Collective. Unfortunately, the Ashtar Alliance was quickly infiltrated by Reptilian agents, as these communly proceed to dismantle any rebellion from across the galaxy, collapsing societies and rebellious groups from the inside, by instilling internal conflicts and division.

The many cultures of Thula were split when the Ashtar Alliance sided with the enemy. A separatist group, later known as the Ashtar Galactic Command, left Thula and established itself as a military mercenary force. Siding with the Galactic Federation of Worlds, they fought alongside the positive forces of the galaxy to bring down the Nebu Empire and the nefarious Alliance of Six.

We know the Ashtar Galactic Command as a roving fleet with no fixed location, but they do set up military outposts in some star systems with a significant location. This is how a detachment of the Ashtar Galactic Command decided to establish a permanent colony in the Dondagat system, and how the Anasii culture was born.



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KEPLER 2-138

DONDAGAT SYSTEM - Planet NURAYAT

OROW

The fifth planet of the Dondagat system, a Gazeus giant with 14 moons, is a resource hub for the local civilizations and a military outpost for the Anasii, where most of their fleets are parked. It is somewhat reminiscent of the Ashtar Galactic Command outpost in the upper atmosphere of Jupiter in the Sol System. The sixth planet, Nurayat, is home to a 6th density human spacefaring culture, the Orow. We do not know where the Orow came from, whether they were seeded there or evolved from a Lyran colony. The Orow use holographic technology as adornment, which they wear as a kind of jewelry that can create the most wondrous, ethereal, iridescent effects, visible only from a certain angle. As they move, their holographic jewelry changes light, shape, and color.







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KEPLER 2-72

SARAT ASUK SYSTEM - Planet ONIYA

ONIYA UDUN

The second planet of this system, a red star of type M2V C, is inhabited by a reptilian civilization of level -3. The Oniya Uduun are not a belligerent culture, and they are not willing to become a military power. They are pacifists and only interested in space travel for one reason: to expand their wealth through trade. Members of the Galactic Federation of Worlds and the Nataru Guild of Merchants, the Oniya Uduun are highly respected. Below: Murta, the trading district of the Oniya Uduun capital.





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KEPLER 2-72

SARAT ASUK SYSTEM - Planet AEGINE 4

SILLU and AEGION

The Sillu are a colony from Alpha A Centauri. They recently came to the Sarat Asuk star system for population expansion and settled on the fourth planet, Aegine. This name was already given by its inhabitants, a stage -2 culture. This culture was already in contact with their neighbors, the Oniya Udun, who knew about spacefaring civilizations and exchanged goods and technology with them, so the Sillu didn't violate the Prime Directive. Here is a native Aegion:



AQUARIUS

KEPLER 2-58

MEYEL SYSTEM - Planet AXARTAB

LAMM

The second planet in this system of four is home to a peaceful space-faring civilization. As a species, the Lamm have three distinct genders, one of which is androgynous and sterile. As is common throughout the diversity of life forms, when this pattern of three genders occurs in a species, one of them is usually sterile and occupies a higher purpose in a society. They are often scientists or take on spiritual functions. Lamm are about 5 feet tall with blue skin and olivine eyes. Their civilization is prosperous, based on a perfect balance in the exploitation of their natural resources in harmony with population growth. They are not traders, as their world provides for all their needs.

The Lamm are members of the Galactic Federation of Worlds and hold a seat on the Lower Council, representing 30 surrounding star systems. They are not part of Envoys Programs.







AQUARIUS

Trappist-1

TENGUR SYSTEM - Planet Tengri

TENGRI-TENGRI

Tengri-Tengri originate from the second planet of the Tengur star system, or Trappist -1 (2MASS J23062928-0502285) or GFW reference F-1342, hosting twelve inhabited planets, and more. Their sun is a small red star, 39.6 light years away from Earth. After a shift from their star, their home planet, Tengura, became inhabitable due to a dramatic rise in temperature. The Tengri moved to the fifth planet. They named their new beautiful world Tengri, which is now home to a dazzling tropical environment and an amazing variety of life forms. Despite the beauty of their world, the Tengri are accustomed to living in semi-underground cities, keeping only about 10% of their habitat on the surface. The reason for this is to conserve their natural resources. The Tengri-Tengri come to the surface to gather resources or for recreation. They also spread their civilization to their moons and have colonies on other planets in the Tengur system. This unique species is mammalian and has two sexes. The Tengri-Tengri are a quiet and peaceful people. They discovered Earth ten thousand years ago. Their huge disc-shaped ships are capable of long distance travel.

Tengri-Tengri are a spacefaring culture, very active as members of the Galactic Federation of Worlds. They have a seat on the High Council of the Galactic Federation of Worlds, and a Tengri representative actually holds the position of Herald.

On March 11, 2022, I received information from my contacts in the GFW that the Trappist-1 system would be at the height of mainstream media when the NASA James Webb Space Telescope would reveal signs of exolife there. (<https://www.elenadanaan.org/who-are-the-tengri>)

In July 2023, NASA's JWST did just that, not explicitly saying that it had found life in the Trappist-1 system, but that there were 7 planets with measurements that could unmistakably support life. Could this decision by NASA to pick the Trappist-1 system out of the 6,000 repertorized star systems with exoplanets have something to do with the fact that a Tengri-Tengri is Herald to the High Council of the GFW? More disclosure will tell...



Mummeh

AQUARIUS

Trappist-1
TENGUR SYSTEM Planet
N-NEN

NANNU

Third planet of the Tengur system, N-Nen hosts a great diversity of life. Even though they are not at a Stage-3 interstellar level, the Nannu cohabitate with a Tengri colony. I thought it would be interesting to mention some of these beautiful indigenous indigenous cultures.

Let us honor the magnificent diversity of the worlds of the Trappist-1 system.



Ast Aur



Garalon

The first and second planets of the Tengur system became a furnace as their star became more active, and a large number of life forms were evacuated to the third planet, which best suited their original environment.

This is why we find such a breathtaking variety of creatures and cultures on Nannu. A Tengri outpost has also settled there to monitor the balance and evolution of the new ecosystem.

Here are only the six species on N-Nen that have organized themselves into societies.



Sass



Harkot



Illur

AQUARIUS

Trappist-1
TENGRU SYSTEM
Planet DEYAL

ADAYUL

The fourth planet of the Tengru system is commonly called by its inhabitants: Deyal. Again, no spacefaring civilizations, but a group of organized societies.

The Tengri-Tengri also have a colony on Deyal. Here are the main local societies.



Mir-Mir



The Mir-Mir are a 4 Ft species that live in villages hidden in the depths of Adayul's humid forest world. They are generally a hospitable people when they receive visitors. Otherwise, the Mir-Mir enjoy their isolation and tranquility, and do not interact much with the Tengri colonies.

Atmospheric conditions on the planet are hot and humid, with more temperate zones at the poles, where the prominent cultures have developed. Near the equator, the diversity of life becomes unfathomable. This rich ecosystem is protected like a treasure by the Tengri-Tengri.



Morhal Deyal

This second most evolved culture on this planet is a vegetal humanoid species named the Morhal Deyal. They are uniquely telepathic and do not have constructed habitats. These beings live in very remote areas and do not interact easily with other civilizations coming to the surface.

AQUARIUS

Trappist-1

TENGUR SYSTEM -Planet MARMORAT

MARMUR

The sixth planet of the Tengur system is also rich in a variety of life forms, two of which are organized societies. The Gigat (below) are an aquatic amphibian species that live in elaborate underwater caves. They are uniquely telepathic and possess a certain level of technology. On the surface, in the northern hemisphere, we find the Megurat (right), a humanoid insectoid peaceful species. They haven't always been friendly with the Tengri-Tengri, but they live in relative peace with their colonies.

Insectoids are known to have the "territorial gene", so cohabitation on a planet with insectoid cultures is never a simple equation.





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Trappist-1

TENGUR SYSTEM -Planet ERUYYA

YURU-VIILI

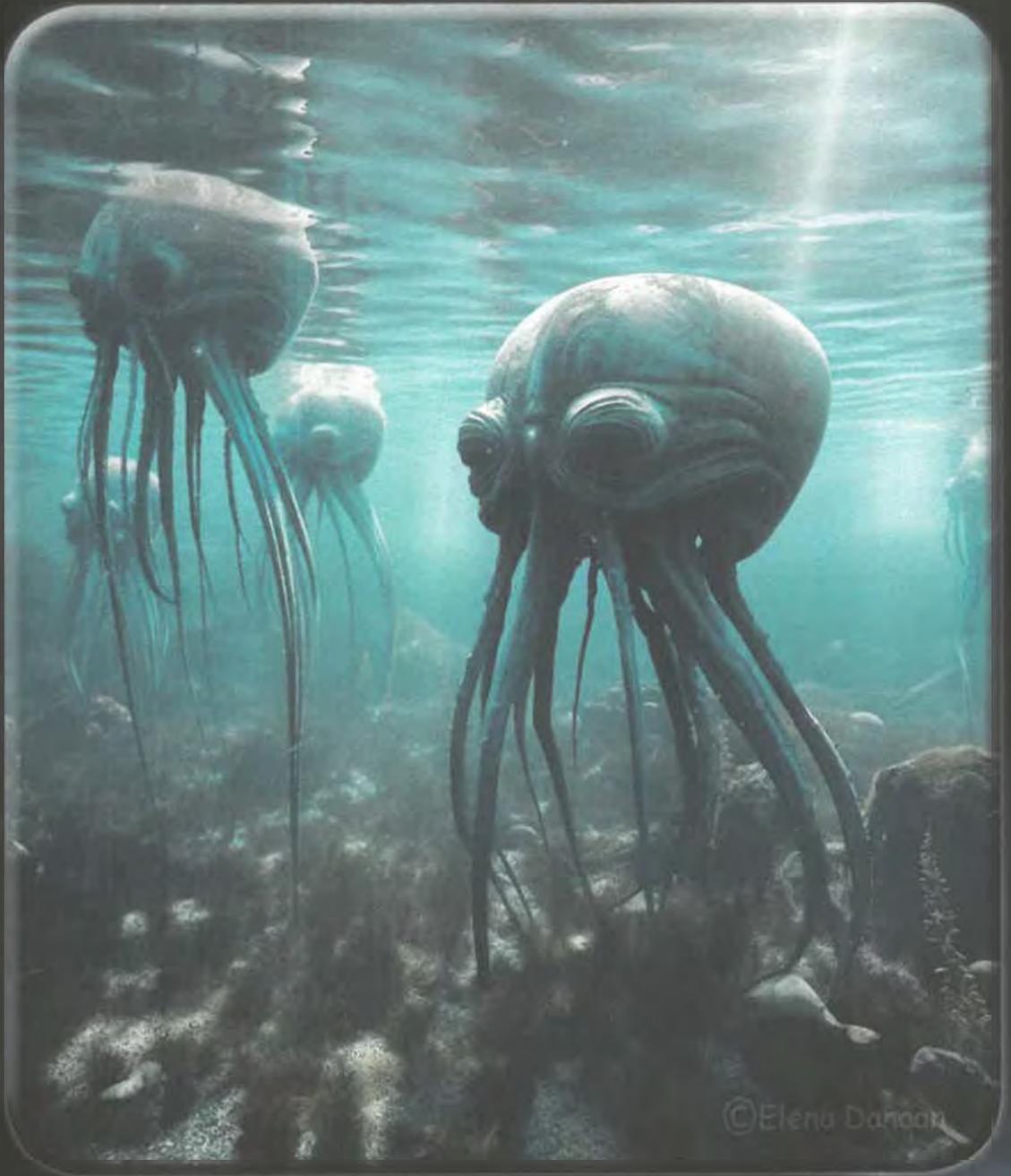
The seventh planet is home to a great diversity of marine life, including a prominent planetary culture called the Yuru-Viili. The Tengri-Tengri also have colonies on Eruyya's surface and underwater bases where they interact with the Yuru-Viili.



Yuru-Viili

The surface of Eruyya is also home to indigenous cultures, but they are too numerous to be described here. A separate encyclopedia would indeed do justice to the beautiful, amazing diversity of life in the Trappist-1 system.

Planet 8, Marra-Omura, is also a hub of life, as are the other planets and their moons, with the diversity decreasing as one moves away from the central star, Tengur.





AQUARIUS

GALAXY NGC 7252

ORMONG

The Ormong are a peculiar human race, part of the root races of the Seeders. They come from the galaxy NGC 7252, visible through the constellation of Aquarius. The name of their homeworld is unpronounceable in Earth languages; it sounds similar to the frequency sounds of dolphins. However, the Ormong can communicate by voice and speak human languages. However, they prefer to use telepathy.

They are members of the Intergalactic Confederation and are about 6 feet tall, with brown skin, aquiline facial features, and slanted eyes. The Ormong are a peaceful society dedicated to the study and development of science. They cooperate with the Ummites in scientific exchange programs with Earthlings under the auspices of the Galactic Federation of Worlds. They have one ground outpost on Earth, in South America.



AQUILA

ALTAIR

ALKORIN SYSTEM



Altair is a star in the constellation Aquila, 16 light-years from Terra, and is locally known as Alkorin. The Altair star system contains many races with mixed intentions and among them we find various species of Reptilians, mainly related to the Ciakahrr Empire, Humanoids (tall blondes, orange skinned and other races) and Grays with also mixed intentions. While the 6th and 7th dimensional Altairans have no interest in conquest and agendas of any kind, there is a shadowy collaboration between the Akhorii humanoids from the 4th planet, the Orion Grey Collective and a Terran military presence. The Altair system is the headquarters of several organizations. First, a reptilian collective known as the Corporate, which has ambiguous ties to the Ashtar Collective of Sirius B and the Ciakahrr Empire. They also work with the Humanoid Alliance of Altair, the Orion Gray Collective, and a Terran military presence. The Alliance of Six was represented on Altair by detachments of Maytra, Kiily-Tokurt, and Zeta Xrog until the Nebu Empire collapsed and the Alliance of Six fell apart. To avoid dangerous infiltration, none of the Altairan cultures are allowed access to the Envoy programs.



Planet ALKOR

OROZ

Local Gray culture living on the first planet of the Altairan system, Alkor 1, the Oroz are a peaceful civilization interested in trading. They are not involved in any treaties with the various collectives of the Altairan system, but they do benefit from trade with them. To maintain their independence, the Oroz have sought the protection of the Galactic Federation of Worlds, which they have recently joined as members.

AQUILA

ALTAIR

ALKORIN SYSTEM -Planet AKHORIA OHNA

ONHORAI

They live on Akhoria, the fourth planet, which they call Ohna in their own culture. Onhorai are a 6th & 7th density, very tall race with broad shoulders, usually with long brown hair. Their skin is tanned with orange tones, and their eyes are small and brown, slanted, with no whites or black pupils, no eyelashes or eyebrows. Their noses are flat and wide, and their mouths are thin. Their faces are elongated with no pronounced cheekbones, and their hands have three fingers. They wear white uniforms with a gold belt and weapon pouch, and a red circular insignia on the chest. Officers wear a gold ribbon across their chests that depicts the three Altair planets in three blue and green dots, joined in a curved V-shape, representing the Altair system. This species is pleasant and very welcoming, completely benevolent, and their males travel through space primarily to study minerals. They are not part of the Altairan Humanoid Alliance, and their ships appear as white glowing orbs.



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AQUILA

ALTAIR

ALKORIN SYSTEM -Planet AKHORIA

AKHORI

Besides a mixed group of other species, Akhoria, the fourth planet, is also inhabited by this blond humanoid race, the Akhori. They are the dominant and most advanced culture in the Altairan system. Their civilization, whose head of government is based on Akhoria, has also spread to the second and third planets of the system.

The Akhori are not a Lyran human colony, but a closely related race that was seeded on Altair and Vega by the Intergalactic Confederation after the Lyran seeding. They are often confused with Telosii or even Pleiadeans, as they may look similar, but have nothing to do with them. Akhorii are very similar to Terrans in their adventurous spirit of conquest and power, and their propensity for not always making the best decisions.

They are part of a local organization in the Altair system called "The Humanoid Alliance of Alkorin", a small group affiliated with the Galactic Federation of Worlds. However, they regularly cause diplomatic difficulties. They are not considered trustworthy and are a regular source of tension. They used to cooperate with the Kiily-Tokurt in shady slave trade deals when the nefarious Alliance of Six was at the height of its power, before the Nebu Empire collapsed.

Akhorii were also once heavily involved in abductions for interbreeding programs with Earth humans, in cooperation with the Deep State and the Orion Gray Collective, or Nebu. Regarding these agendas, the Akhorii also allied with the Jahya (Alcyone) Taal-Shiar and their Ciakahrr acolytes involved with the Dark Fleet / IVth Reich in Antarctica.

There is a complicated web of unclear agreements around the Akhori. Things are never easy where they are concerned. Not yet official members of the Galactic Federation of Worlds, but diplomatically attached to it, the Akhori are able to navigate between empires for games of personal profit and interest. For this reason, the Galactic Federation of Worlds has established an outpost on Akhorat, the second planet of this system, to monitor what goes on there.

AQUILA

ALTAIR

ALKORIN SYSTEM -Planet AKHORAT

TAKHORI



Ak- horat is the second planet of the Altair system and also the home of the Akhori people, whose original main world is the fourth planet. They distinguish themselves by the name Takhori, and also by their own choices regarding affiliation with other organizations. They are a peaceful, spacefaring culture.

Proudly standing as an individual planetary culture, the Takhori are members of the Galactic Federation of Worlds, unlike their Akhori neighbors, and have rejected all offers of “protection” from the Akhori’s allies, such as the Ciakahr Empire, the Dark Fleet, the Nebu, and the Alcyone Taal-Shiar. In response, they welcomed a military outpost of the Galactic Federation of Worlds to their planet. Needless to say, the two cultures, Takhori and Akhori, have tensions in their relationship.

The advanced outpost of the Galactic Federation of Worlds on Akhorat has the role of protecting the demarcation of security zones in this star system.



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AQUILA

ALTAIR

ALKORIN SYSTEM -Planet ERGAL DARATHAS

ERGALU

The third planet in the system, Ergal Darathas, is home to the Ergalu, an Akhori colony that is also a member of the Galactic Federation of Worlds. Close to the Takhori, they keep their distance from Akhori friends and associates.

The Ergalu have regular problems with the Akhori regarding space violations, most often committed by Akhori associates, especially Ciakahrr ships. Located in a buffer zone between the Galactic Federation and the Dark Alliance, the Ergalu are always on guard. A military enforcement force of the Galactic Federation of Worlds is also present on the four moons of Ergal.



AQUILA

ALTAIR

ALKORIN SYSTEM -Planet ERGAL DARATHAS

DARTHAR

They also live on the third planet of the Altairan system. Darthari 5Ft tall humans with the same skin color, eyes and hair as the Onhorai, pointed nose and ears. They live in the 6th and 7th densities and have a short life cycle of 40 years. They are also not part of the Altairan Humanoid Alliance and side with the Galactic Federation of Worlds.





AQUILA

ALTAIR

ALKORIN SYSTEM -Planet MARKHAT

MARKHAT COLLECTIVE

The fifth planet of this star system has long been home to a nefarious collective. Since the fall of the Nebu Empire, the Orion Grays have withdrawn from the deal, but all the other protagonists remain. The Dark Fleet may have been expelled from the Sol System, but they are still active in this galactic quadrant, now operating from their headquarters on Aldebaran. This collective includes one of their divisions. The Earth US Dark Space Programs also still have an outpost on Markhat, as part of this group as well. The planetary orbit of Markhat is sealed off from the rest of the star system, except for a corridor to Akhoria, the fourth planet, and a corridor to exit the star system's plasma shield. Yes, you now have a better understanding of how tangled and confusing the diplomatic situation on Altair is.

Here are the main protagonists of the Markhat Collective:



AKHORI (4th planet Akhoria)



NEBU (Orion Grays)



TAAL-SHIAR (Alcyone)



KIILY-TOKURT (Vela)



CIAKAHRR (Alpha Draconis)



HANGIAR (Sigma Draconis)



TERRA DARK SPACE PROGRAM



NACHTWAFFEN (Dark Fleet)

AQUILA

HD 176986 -HIP 93540

MA SYSTEM -Planet SESSEENI

MA-Q'O

The Ma-Q'o, a unique species related to the human genome, live on the second planet of the Ma system. Ma's spectral type is K1/2 V, an orange to red main sequence star. There is no relation between color and size. For example, a red star can be large or small. Small stars are more energy efficient than large stars and live longer. This culture is spacefaring, but on their world they prefer to live in natural organic structures, with building materials that are in harmonious symbiosis with their environment. The Ma-Q'o are a discreet, quiet people, members of the Galactic Guild of Merchants. They are also members of the Galactic Federation of Worlds, but do not participate in any of the Envoy Programs. Their planet is not a temptation for negative organizations regarding resources, so the Ma-Q'o have never been attacked. A prosperous, modest, small stage 3 culture.





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AQUILA

HD 183263

SAYUNI SYSTEM -Planet SASUTTA II

OROGUNI

Sayuni is a yellow G2IV subgiant star that hosts four habitable planets. On the second world, a human culture of unknown origin has developed. We do not know if they are native humans or a colony. The peculiarity of these people is that they live in a cold methane atmosphere and must wear helmets when visiting carbon-based cultures, such as most ships of the Galactic Federation of Worlds, of which they are members.

7 feet tall, with pale skin and red hair, the graceful Oroguni are a peaceful and spiritual culture, probably related to the Lyran Noor. However, they possess a space defense fleet and offer assistance in armed conflicts, but do not personally seek conflict, conquest, new resources, or territorial expansion. They do participate to some Envoy Programs.





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AQUILA

HD 190007 -HIP 98698

ANI MERRATAN SYSTEM -Planet Y-ULA

ULA MERRATAN

Originally from the third planet of this system, the Ula Merratan are a space faring nation and part of the Galactic Guild of Merchants. They trade with all kinds of organizations and star systems, traveling great distances to obtain rare goods. The Ula Merratan are known throughout the Galactic Federation of Worlds, of which they are a member, for their skilled trade. They have a counter on most motherships in the Galactic Federation of Worlds.

Generally about 6 feet tall, with blue skin and recognizable facial features, they are a quiet and peaceful people. Ula Merratan are not interested in participating into Envoy Programs.

Their civilization on Y-Ula, their home-world, is of great beauty, with graceful, harmonious architecture and rich artistic creations.

The Ula Merratan are fond of music, and they are also known for the production of a beverage prized throughout the galaxy: a blue ale called "Ulat". They commercialized it and made a fortune, which is why their world is so rich. This ale is now produced throughout the galaxy, but as the inventors, the Ula Merratan earn a lucrative tax on their trade.



AQUILA
TARAZED
KALEO SYSTEM -Planet NIARA

KALE NIA

The Kale-Nia developed their civilization on three worlds in the Kaleo star system, and their original main world is the second planet: Niara, a hot desert planet with five moons. They are joyful and art-loving humanoids with reptilian genetics, no hair, small pointed ears, beautiful cat eyes, and they are mammals. Their life span is about 150 years.

Their society is organized into tribal communities with no central planetary leader, meaning that each community has its own governor, but they do have a capital city where a council of governors meets regularly. It is here that the Kale Nia develop their technology and build their space fleets.

They visited Earth for the first time 2300 years ago, mainly interested in the desert regions of North Africa and the Sahara, which are similar to their homeworld. They are also very interested in active volcanoes.

Kale-Nia's main interest in space exploration is minerals and geological surveys. They are members of the Galactic Federation of Worlds, but do not participate in the Envoy Programs. The Kale-Nia were involved in the Orion Wars, surprising as it may seem, when they responded to a call for help from one of the worlds oppressed by the Nebu. They withdrew their forces when the Nebu took total control of the Orion Zone. Since that episode, in which they suffered great losses, the Kale Nia have steered clear of conflict.



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AQUILA

WASP 81

JUNYBA SYSTEM - Planet N-MOK

K-MOK

This blue-skinned, slender, graceful human species with elongated skulls lives on the 3rd planet of the Junyba system, a yellow star of spectral type G1. The K-Mok are a very ancient civilization, highly respected in this Galactis sector. They are space travelers and archive keepers.

Studying the history of this galaxy is their favorite activity. They proudly keep records of all the worlds they explore. While the Galactic Federation of Worlds, of which they are a member, has the most complete data on all the civilizations in Nataru, the T-Mok are interested in a deeper immersion into the worlds they explore by always leaving a group of their scientists behind for long periods of time. These teams report back to T-Mok outposts scattered throughout the galaxy. When curiosity about other cultures becomes a passion...





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AQUILA

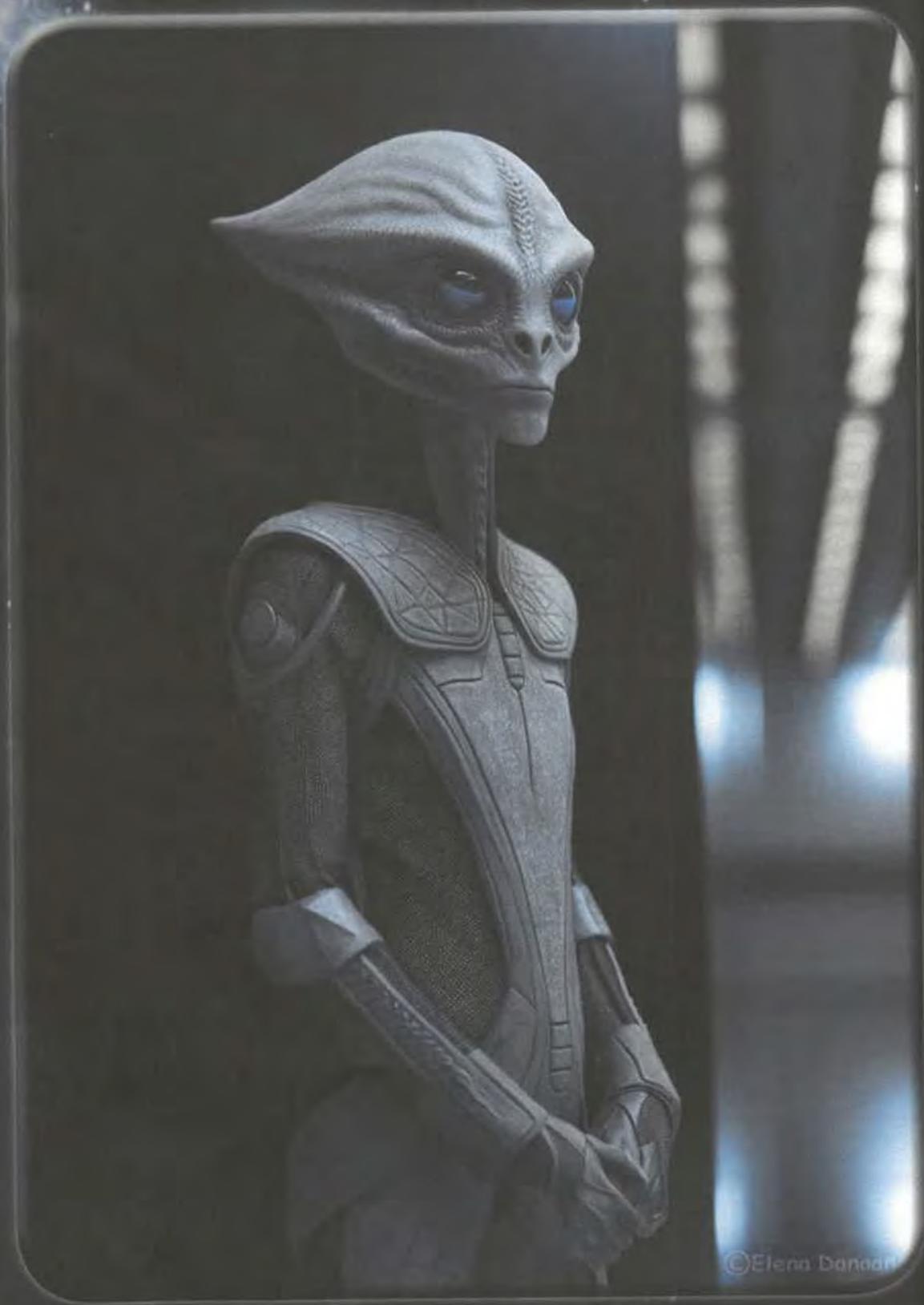
HD 187691 Omicron Aquilae
LATOI SYSTEM - Planet MUL

MUL

This double star system is home to three major spacefaring civilizations, all based on reptiloid genomes. The Mul are small reptiloid grays with four fingers and a gray-blue changing skin tone that varies with cerebral activity. Because of this genetic peculiarity, it is easy to guess a Mul's emotions simply by observing the change in skin tone. They built a Dyson sphere with an industrial zone around Star 2.

The Mul made contact with the Russian government on Earth in the 1950s to warn them about other races of Grays who were forming alliances with some dark factions on the planet; they were certainly referring to the Nebu and the military-industrial complex. The Mul also gave a list and detailed description of the major alien cultures involved with Earth at that point in history. The Mul are an independent group working in conjunction with the GFW. The Mul travel in their ships by immersing their bodies in tubes filled with gel to deal with acceleration. This method of travel seems rather primitive compared to their technological advancements. In fact, they do not build an auto-gravity habitat into their ships. A proof that everyone in this universe does things however they fancy to.





AQUILA

HD 187691 Omicron Aquilae

LATOI SYSTEM - Planet EKKA

KEREIX EKKA UTTUMANDA

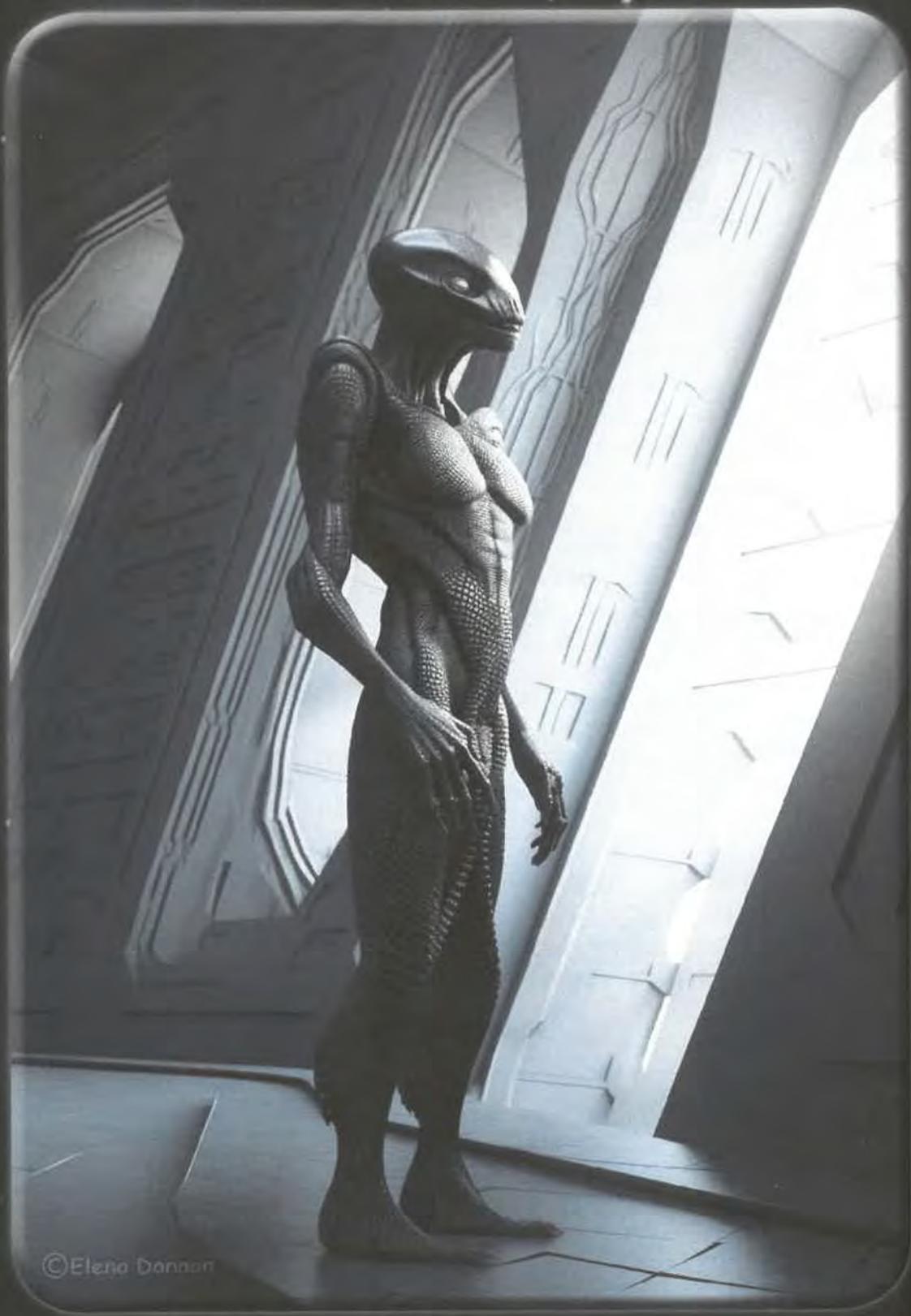
This pacifist reptiloid species, known simply as the Kereix, is an active member of the GFW and the Galactic Alliance in general. The Kereix are involved in the Solar Warden Earth Alliance defense fleet, specifically as part of the crew of the Solaris. As a result, they play an active role in the Secret Space Programs. Amphibians living on a water world, Ekka, the Kereix have a triangular skull with a longitudinal ridge in the middle. Their large, spherical, dark blue eyes can see in both the infrared and ultraviolet ranges.

The Kereix are a space-faring culture focused on the exploration of exo worlds, as they enjoy collecting data on the flora and fauna of the entire galaxy. The Kereix are well versed in botanical sciences and are a kind, gentle and very sociable people.

Although they can breathe in carbon-based atmospheres, the Kereix use amphibious equipment aboard their ships for long-distance travel. When they must spend extended periods of time on a planet's surface or in a GFW facility, we may sometimes find them wearing a complex helmet filled with liquid water.

The Kereix are also known for their great tactical military skills.





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AQUILA

HD 187691 Omicron Aquilae
LATOI SYSTEM - Planet KLARIN

KLARION

The Klarion people live on the fifth planet of the Latoi system. They are also a reptiloid species of their own kind and a pacifist civilization. The Klaron are hermaphroditic and oviparous. They have a powerful interplanetary defense fleet stationed at the edge of their star system to prevent unwanted incursions. They are members of the Galactic Federation of Worlds. The Klarions are known for their interest and skill in the art of holographic music, much like the Daran Nhor (Lyra HD 176051), who interestingly enough are also a reptiloid species. Klarons are not explorers; they are rather sedentary and peaceful. They are extremely protective of their world and civilization; to be granted access to Klarin is a rare privilege if you are not from the Latoi star system.





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ARA

CERVANTES -MU ARAE

ENUMATI SYSTEM - Planet MURKATAI

MURKAOMAN

This four-planet system, with a yellow star of spectral type G5V, is home to two beautiful spacefaring civilizations. The Murkaoman, who live on the second planet, are a peaceful human culture. They are known to have come from one of the Lyran systems and arrived in the Enumati system as refugees after the Ciakahrr Empire raided their world.

Murkaomani have peculiar features. With tanned skin and turquoise-blue eyes, and thick, shiny black hair, they are quite a sight to behold. Green, turquoise and indigo freckles give them a very beautiful look. These beautiful freckles developed as they adapted to their new environment, and science explains it by the composition of the water, which also gives many other life forms on this planet the same beautiful skin peculiarity.

They are organized in a matriarchal and monarchical society, and their actual queen is named Sumaya. The Murkaomani have a defensive space fleet and are very interested in space exploration and trade.

These people are members of the Galactic Federation of Worlds, and being very empathetic and compassionate, having also had their original homeworld plundered, the Murkaomani responded to the Council of Five's call for their Envoy Program to Terra.



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ARA

CERVANTES -MU ARAE

ENUMATI SYSTEM - Planet EMMUT-KA

KEMMUT

This universe is absolutely wonderful, and if you are lucky in your space travels, you may meet the Kemmut. These wonderful people live on the third planet of the Enumati star system, Emmut-Ka, and they are a joyful, friendly, and hospitable culture. They are a space-traveling and trading civilization, and they greatly enjoy cultural exchange with new cultures. They are human, not directly seeded in this star system, but unaware of their true origins. Kemmut have a tanned skin, but lighter than that of their Murkaomani neighbors, and their physical features are closer to those of the Taal races.

They are members of the Galactic Federation of Worlds and also take part in the Envoy Programs. The Kemmut love their children very much, as do most beings in this universe, but they have developed a society that is particularly focused on an educational system that places the education of the young above all other needs.

The Kemmut are curious, witty, and joyful, and their mysterious strength may indeed come from their educational system, which emphasizes the empowerment and sovereignty of the self. The Kemmut are also a very spiritual people, and they run renowned schools of philosophy. When you know in your heart who you truly are, nothing can dim your inner light, nothing can alter your strength.

Meeting the Kemmut is often a life-changing experience that brings you closer to the mysteries of the universe.

ARA

GLIESE 676

ZINGUR SYSTEM - Planet Oxo

ZIMUX

The Zimux are an interesting silicon-based human species living on the third planet of the Zingur system, a red star of type M0V-C. A translucent skin, marbled with iridescent veins, characterizes the beauty of their species. Approximately 8 Ft tall, they are graceful, serene and impressive beings. Their society is organized in an individuated, interfaced collective consciousness and a central government led by a Council. The Zimux are uniquely telepathic, using their mouths only for feeding. They are able to communicate with non-telepathic species through sound codes produced in their throats.

This civilization is a member of the Galactic Federation of Worlds, but they rarely intervene in conflicts, although they have a fleet and two space stations in their star system.





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ARA

GLIESE 676

ZINGUR SYSTEM - Planet LARU

LARU KAI

The Laru Kai are an ancient human-Reptilian hybrid race. Unlike most human-Reptilian species in the galaxy, the Laru Kai have no split pupils, but fully human eyes, and they have no shape-shifting abilities. These two factors alone indicate a human dominance in their genetics. Nevertheless, the Laru Kai have distinct areas of reptilian skin common to each individual, and ridges of various shapes on the sides of their heads. They are telepathic and vocal, binary and mammalian. They live on Laru, the fourth planet in their system, a beautiful tropical world.

They are a spacefaring civilization interested in participating in galactic diplomacy and conflict resolution. Unusually for a reptiloid-based species, the Laru Kai have no interest in conflict or territorial expansion. They are a peaceful culture that wishes to contribute to the work of balance and justice being done by the Galactic Federation of Worlds, of which they are an active member.





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ARA

HD 154857

'AZARAN SYSTEM - Planet DOR UMIRON

URUMIR

The Urumir culture is originally from the Sirius B star system. They came to the Azaran system, a G5V yellow star, as a separatist colony after the Ashtar Collective was taken over by the Alliance of Six. The Urumir are a powerful military space fleet, actively involved in the operations of the Galactic Federation of Worlds, of which they are longtime members.

Their beautiful, shimmering bronze skin and golden eyes are the result of genetic adaptation to the conditions of Dor Umiron's atmospheric composition, coupled with the star's radiation. The Urumir are a peaceful spacefaring culture. However, they take pride in helping the innocent in armed conflicts. Their society is structured by a planetary government. The cities of the Urumir are of great beauty, for they have brought with them the formidable building skills and technology of their homeworld in the Sirius B system.





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HD 154857

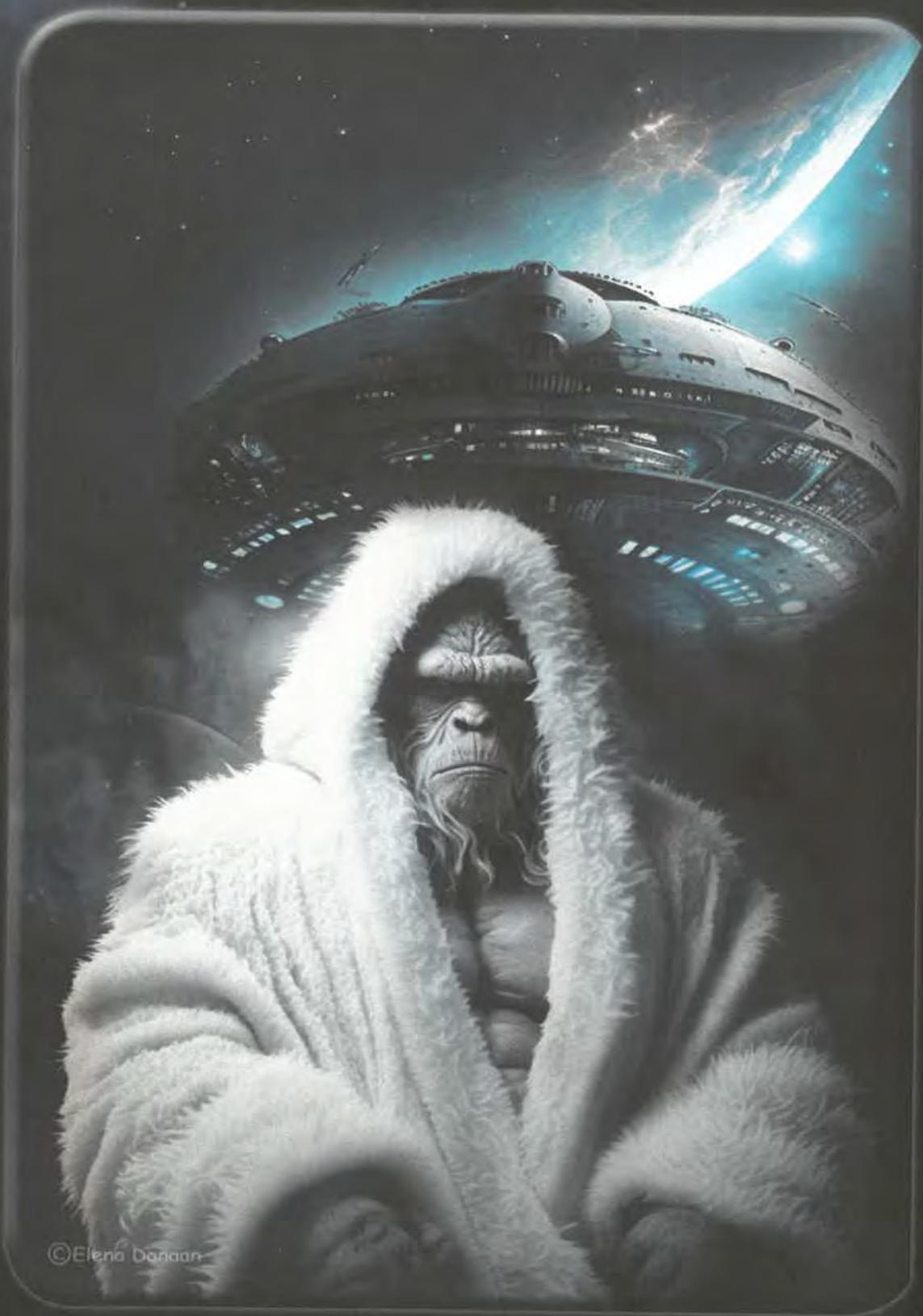
AZARAN SYSTEM - Planet DOR ZOD

ZADU

The Zadu live on the third planet, Dor Zod. They are a spacefaring nation and members of the Galactic Guild of Merchants and the Galactic Federation of Worlds. The Zadu are an ancient insectoid species that fused their genetics with biotechnology, driven by their love of acquiring and experimenting with technological gadgets to improve their abilities. However, not endowed with an outstanding intelligence for these disciplines, the Zadu have merged into a strange, unique species. It is always disconcerting when meeting them, not being able to tell what part of them is originally biological or either added technology.



As a hive culture, the Zadu relate to a planetary queen consciousness. They are particularly known for being fierce trade negotiators and not always honest in their relentless pursuit of new technology parts. In this activity, the Zadu weave alliances with organizations skilled in illegal businesses such as weapons smuggling and the slave trade. Until recently, the Zadu were involved with the Kiily-Tokurt, powerful and despicable galactic traders, and through their exchanges with them, the Zadu even traded with the nefarious Alliance of Six. Several times sanctioned by the Galactic Federation of Worlds and threatened with loss of membership, the Zadu continue to trade to this day.



ARA

HD 154857

AZARAN SYSTEM - Planet AMARRA KOTU

KOOTU

The Kootu culture lives on the fourth planet of the Azaran, a cold world of ice and powerful winds. Despite its harsh climate conditions, Amarra Kotu is a strange beautiful place, with futuristic cities and vey bright, snow glittering immaculate landscapes.

Their species is related to humans but they are a genome of their own. It is not believed that the Kootu are fully originally from the planet Amarra Kotu, as the human genome was seeded in Nataru from some other galaxies. However, their peculiar features relate closely to several hominid species on Earth and on many other worlds, notably on the 5th planet of the Sol system, Maldek, which was destroyed in a war between the Anunnaki and the Alliance of the Six, and formed the asteroid belt. We find this species also on Earth, where they are commonly named "sasquatch", and who were refugees from Maldek.

Their civilization is highly advanced and they take pride in offering help in armed conflicts all throughout the galaxy, as active members of the Galactic Federation of Worlds. The Kootu are known for their integrity and their love for honor, ethics and justice. Always eager to defend the oppressed, they will fight with their life in any cause that requires assistance.

The Kootu have not enrolled in any Envoy Programs for Terra, as they rather prefer to fight physically in space warfare, using their powerful fleets and technology weapons. Their are carnivorous hunters and they use telepathy only occasionally. Do not be fooled by their, taciturn, calm, not very talkative and noble looking composure; the Kootu can be ferocious, powerful warriors.

It is worth sharing some astonishing views of their environment...





ARA

INQUILL -HD 156411

ASTRAKAR SYSTEM - Planet MUR

MERION

One of the most beautiful cultures in this galaxy, the Merion, live on the 3rd planet of the Astrakar system, a yellow sun-like star with six planets. They are one of those rare humanoid species with a plant-based genome, and they have this unique peculiarity that at some point in their evolution, some insectoid genes were integrated into their genetics. This makes the Merion one of the most unique and beautiful people in the galaxy. Uniquely telepathic, they are also able to communicate with other dimensional planes and other universes.

The Merion are not part of the scientific group of the Seeders, but they have representatives in the High Council of the Intergalactic Confederation and in the Andromedan Council. A peaceful and highly spiritual culture, they do not participate in armed conflicts, but are very active in galactic and intergalactic diplomacy.





ARA

INQUILL -HD 156411

ASTRAKAR SYSTEM - Planet SHAYEE

SHAYAAL

With their glowing, luminescent skin and beautiful white hair, the 7-foot-tall humanoid race living on Shayee, the fourth planet of the Astrakar star system, are the descendants of an ancient Altean colony from the Pegasus galaxy. Their strange, mesmerizing crystalline eyes can read through your soul like piercing silver arrows. They are an interfaced collective consciousness, standing as an individual culture, not part of any galactic organization, though they have ties to the 7331 Pegasus Galaxy collective.

The Shayaal have, however, assisted in operations for the Galactic Federation of Worlds and also for the Ashtar Galactic Command, with which they currently work, offering their highly advanced spaceship technologies and combat skills in sensitive armed conflicts. Having no ties or agreements with anyone, the Shayaal reserve the decision of intervention, standing as a free, independent entity.





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AR-KUK SHATTAH

“STEEL-FIRE CLUSTER”

AREK



Here is the face of an enemy greater than the combined Nebu and Ci-akahr empires could have been. The Arek reside in the 1st galactic quadrant. Considering the galactic center of Nataru, the 1st Quadrant is opposite to the 4th Quadrant, where the Sol System and the worlds depicted in this publication are located. The reason they are mentioned here is because the Arek have a spirit of expansion, and the only structure powerful enough to keep them from plundering the 4th Quadrant is the Anunnaki Empire. Our happiness is based on treaties of mutual non-interference and non-violation of territorial space that Anu, the Anunnaki Emperor, made with the Arek.

The Arek are a distinct species based on a reptiloid gray genome. They are not a hive structure and possess a very powerful space fleet. Their name is feared throughout the galaxy and beyond.

ARIES

HAMAL - ALPHA ARIETIS

JOH-LA SYSTEM - Planet BELLIT

ANATTEUS



The giant star, Joh-La or Alpha Arietis, emits powerful radiation that affects the development of all life forms on its planets in such a peculiar way that most creatures have developed a protective blue skin pigment. The second world, Bellit, is home to a stage-3 space-faring civilization: the Anatteus.

Originally a colony of Anunnaki from the Boötes constellation looking for a new world to settle, the Anatteus adapted beautifully to their new environment.

They built impressive cities and expanded their resources, established outposts on the other worlds of Joh-La, and developed their space fleets and defenses. Under the aegis and protection of the Anakh (Anunnaki) Empire, the Anatteus can occasionally participate in operations when needed. They are not members of the Galactic Federation of Worlds, but do have trade exchanges.

Like all colonies of the Anakh Empire, the Anatteus society is structured as a governorate with centralized regional councils. The Anunnaki generally do not participate in regular Envoy Programs, although some individuals may do so for personal reasons. The Anatteus are a peaceful culture centered on the arts and sciences. They are known for their skill in working with gold metal, whether in artifacts, artwork, or fabric embroidery. The Anatteus are also involved in another large and powerful organization: the Galactic Guild of Merchants. This gives them access to trade aboard the ships and outposts of the Galactic Federation of Worlds.



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ARIES

HD 12661

X2Y6 SYSTEM - Planet TEREM

TAALAR

The Taalar are members of the Galactic Federation of Worlds and participate in armed conflicts when called upon. They have built a prosperous civilization on Terem, the third planet of X2Y6. They are a Taal colony that came to the X2Y6 star system as refugees from the Orion Wars. Their homeworld was evacuated by the rebels of the Black League just in time before the Orion Nebu Grays attacked. Arks carrying the refugees wandered the galaxy in search of new worlds where they could have a chance to start over. Another ship carrying these refugees went to the nearby Saya system.

This particular Taal culture was actually an offshoot of the earlier Lyran wars, fleeing the Man system raided by the Ciakharr Empire and finding refuge in the Orion Zone. It is both tragic and interesting to observe how wars in general trigger the movement and expansion of populations and life through interstellar space. The human genome was first seeded in this galaxy in the Man system, visible in the constellation called "Lyra" on Earth. Very interestingly, the diaspora of the Man populations after the Ciakahrr attacked their star system, spread the human genetics throughout this galaxy in the most amazing and unexpected ways.



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ARIES

HD 14067

OX SYSTEM - Planet TUBERIAT OX

OKKAR



This reptilian species, native to the Ox system, a yellow giant star, is a peaceful, prosperous, spacefaring culture, but they are very territorial. It is very difficult to get permission to visit or even approach their planet. Okkar are mammals, and the females have an extra set of eyes on their foreheads, a remnant of an insectoid genetic input somewhere in their evolution. These beings are among the very rare vegetarian reptilian races. Probably another insectoid genetic legacy as well. The Okkar are vocal and telepathic in the way they interact with other races. Their oral language is disconcerting to listen to, as it consists of coded crackling and rattling sounds.

The Ox are members of the Galactic Federation of Worlds and the Galactic Guild of Merchants. They are known for trading in a special mineral spice that grows on their planet and is prized as a food luxury by human races throughout the galaxy.



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ARIES

HD 14067

OX SYSTEM - Planet TRIUM OX

TRIA VOROLIAN

The fifth planet of the Ox star system, Trium Ox, is inhabited by a Stage 3 advanced human civilization, the Tria Vorolians. It appears that they were seeded there directly, just as Earth and the Man system in Lyra were seeded by the group of scientists from the Intergalactic Confederation. Their genetics are very closely related to the Taal, although they are a separate race, also somehow related to the Altair Onhorai. This may lead to the conclusion that the same genetic root was used for both cultures, with a Taal input regarding the Tria Vorolians.

Their society is a planetary monarchy with regional governors, and they share their world with many other less advanced indigenous cultures.

The Tria Vorolians are very respectful of their environment, a recurring trait found in races indigenous to their world. Indeed, there is a kind of symbiotic relationship between the consciousness of the people and that of their planet, or planetary matrix. Wherever they travel in space or during incarnations on other worlds, a compass in their heart will always point with nostalgia to their original planetary matrix, where their soul was first fractalized by Creator Source and grew through all the reigns of life. This is their original planetary matrix, this is their home.

The Tria Vorolians are members of the Galactic Federation of Worlds and the Andromedan Council. They are pacifists, hospitable and a wonderful people who dream of a day when this galaxy will see the end of the last day of the last war. Who knows? Dreams are the seeds of the future.





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ARIES

HIP 14810

SAYA SYSTEM - Planets ASSAY 2 & 3

TRUG

The Trug are a humanoid species native to the Saya system, a yellow class star. Their civilization spread over two worlds: Assay 2 and Assay 3. They are a peaceful and hospitable people, members of the Galactic Federation of Worlds and a small local organization called “The Sayan Alliance”, which is a diplomatic body for this star system. Every solar cycle of the most distant planet, the leadership of the Sayan Alliance is renewed.

They have a space defense fleet and sometimes participate in operations for the Galactic Federation of Worlds together with their neighbors as representatives of the Sayan Alliance. It is good to remember that the Galactic Federation of Worlds is made up of a myriad of smaller organizations and alliances. The Trug build beautiful cities, but they also like to live in traditional villages, like the one below:





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ARIES

HIP 14810

SAYA SYSTEM - Planets ASSAY 3 & 4

ORTAAL

Assay 3 and Assay 4 are home to a Taal culture, originally a colony founded by refugees from the Orion Wars. They are part of the same group that sought refuge in the nearby X2Y6 system. Like their neighbors, the Trug, they are members of the Sayan Alliance and the Galactic Federation of Worlds. The Ortaal have also responded to the Andromedan Council's call to participate in the Envoy Program to Terra. They share custody of the planet with the Trug on Assay 3, and their government is based on Assay 4.

The Ortaal are a peaceful culture, hospitable and interested in space exploration. Not that the Galactic Federation of Worlds doesn't know about every corner of this galaxy, but for the Ortaal it's more about the thrill of adventure and the interest in making new connections, trade agreements and diplomatic exchanges.





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ARIES

HIP 14810

SAYA SYSTEM - Planet ASSAY 5

SAYAHEL

The Sayahel are originally colonists from the Lyran Man system. Another one of those beautiful seeds, spread across the galaxy by the galactic winds. When they found it, the fifth planet of the Saya system was a hostile, icy world. The Sayahel made its climate warmer and more hospitable, and built cities as their population grew. They planted forests, helped wildlife diversify and multiply, and made Assay 5 a beautiful paradise. As members of the Sayan Alliance and the Galactic Federation of Worlds, the Sayahel also enrolled in one of the Envoy Programs to Terra. Like many other cultures, especially the Zenaeans of Andromeda, they knew through their time devices that the fate of the galaxy would change in the Sol System and that a great evil empire would fall. So they didn't hesitate to join forces. The Sayahel are a wise, peaceful, and spiritual culture.



ARIES

TEEGARDENS STAR

JEN 448 SYSTEM - Planet ALDAMIR

MORGURAI

The Morgurai are a T-Ashkeru colony from the planet Morga in the Sirius B system, who came here as explorers and scientists. Like many others, they fled the infiltration of the Ashtar Alliance by the Nebu and Ciakahrr under the flag of the nefarious Alliance of Six.

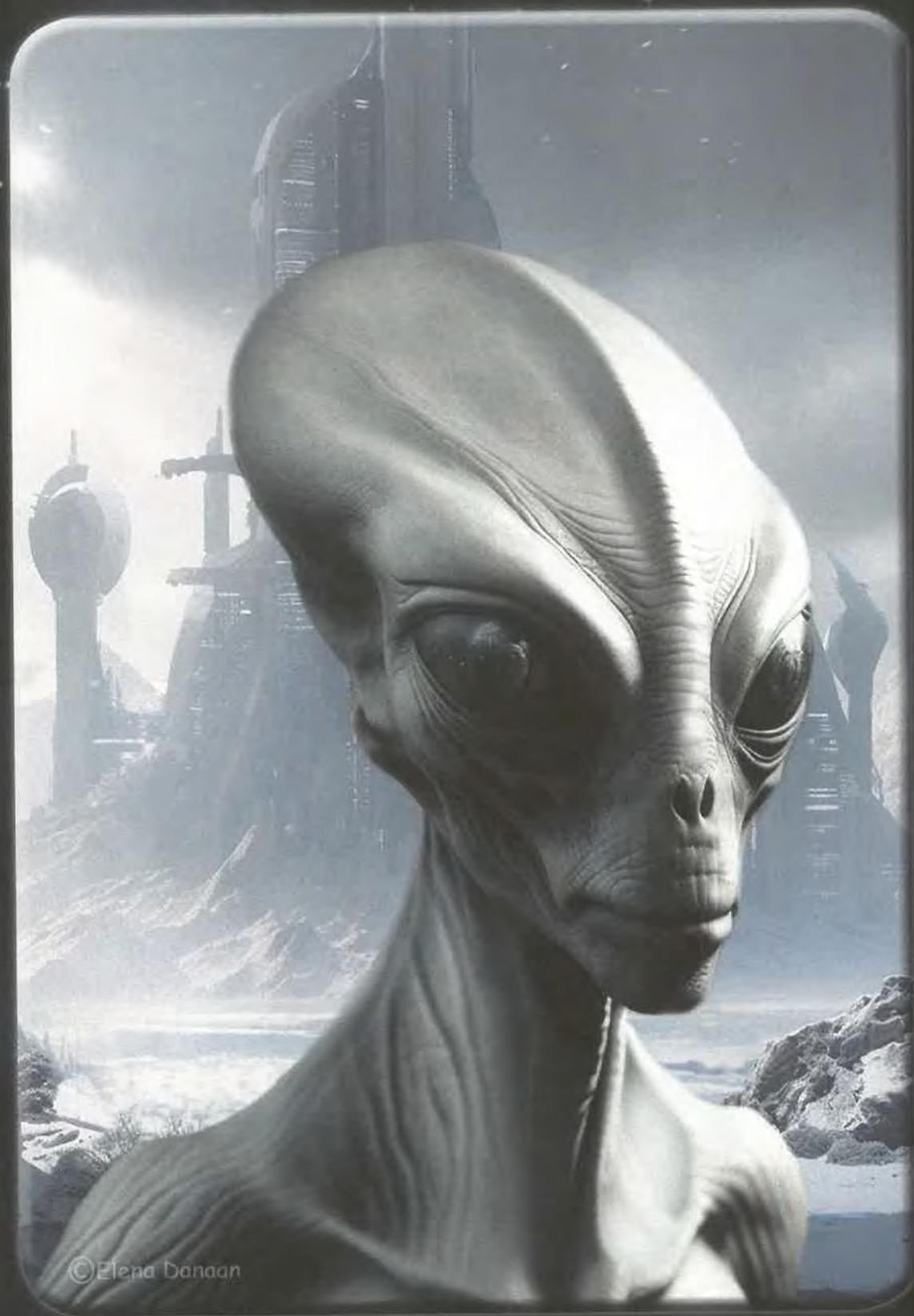
They established a remote T-Ashkeru outpost on the 3rd planet, Aldamir. This world was already inhabited by indigenous cultures who already had contacts and exchanges with other spacefaring nations, so the settlement of these new colonists from Sirius B didn't violate the Prime Directive of the Galactic Federation of Worlds, of which the Morgurai are active members.

They became the protectors of Aldamir's population against potential predators, and extended their reach to the neighboring interstellar zone and four nearby star systems. They occasionally provide enforcement fleets to the separatist Galactic Ashtar Command.





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AURIGA

AB AURIGAE

SHOO GOL SYSTEM - Planet GOL 4

ESHUIT

AB Aurigae is a blue star of spectral type A0, whose light frequency range extends towards the ultraviolet. These conditions are the most hospitable environment for the Gray species to thrive. On Gol 4, the fourth planet, an indigenous, peaceful, spacefaring civilization of tall Grays developed. Standing 8 to 9 feet tall, the Eshuit have obsidian eyes with a silver pupil, an elongated skull with a median ridge. They are a level 3 planetary hive mind, meaning that all life on Gol 4 is connected to the central mind of the planet. Here is a reminder of the classification of the different types of Hives:

- Type -1: Single species interfaced with its own biological queen.
- Type -2: Single species interfaced with the planetary "queen" consciousness.
- Type -3: Global planetary consciousness interfaced hive including all life forms.

Because the Orion Nebula Grays and the Alliance of the Six, including the Zeta Reticuli and Solipsi Rai small Grays, the Maytra and the Kiily-Tokurt, gave a terrible name to the Gray species in this galaxy, it is crucial to understand that not all Grays in the universe are malevolent. In all cultures, there are beings drawn to serve the destruction path instead of the creative path, both poles of the dynamics of Creator Source necessary to the functioning of the universe. However, regarding the situation on Earth, exception made of the Tau Ceti Emerther (tall Grays with a human face), no, absolutely NO benevolent Gray has made contact. The only Grays (except the Emerther) who have been coming to Earth, making contact and abducting people, are ALL nefarious, very dangerous beings. The choice for the benevolent Gray cultures not to interact with Earth humans was to not create confusion, as humans have a hard time at differentiating them all.

Nonetheless, now that the Nebu Empire has collapsed and the Alliance of the Six has fallen apart, we may start to meet with fascinating new cultures such as the Eshuit.

AURIGA

CAPELLA

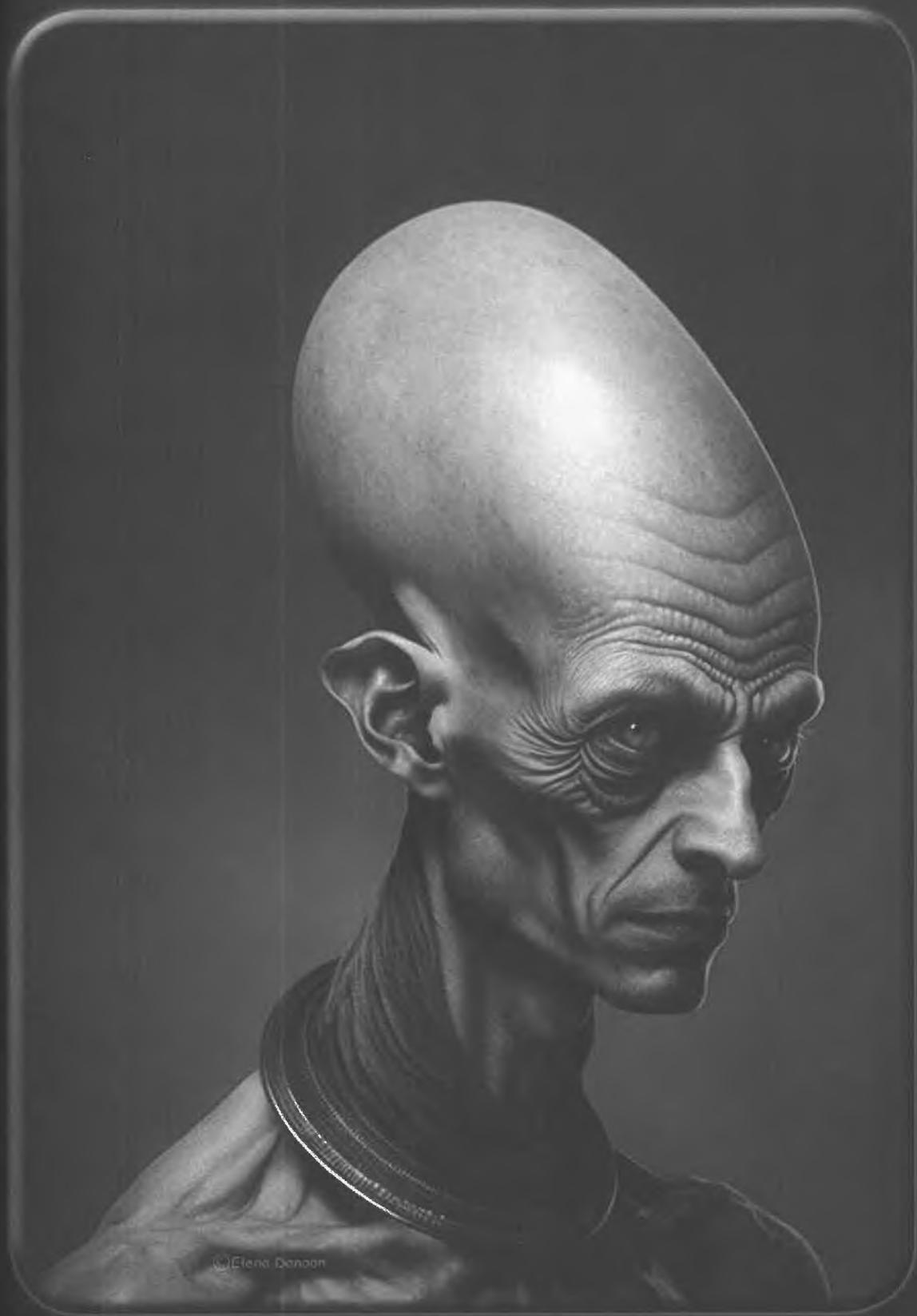
IXTIEL SYSTEM - Planet RAMA

RAMAY

The Ramay come from the binary subgiant star system called Capella or Ixtiel in the constellation of Auriga, and their home world is called "Rama". They are short and bulky, with square jaws and an elongated skull. Their facial features are similar to those of South American humans on Terra, but with a thinner nose. Their eyes are black, brown or dark gray, elongated and narrow, and they have slightly pointed ears. Their race is part of the Anunnaki group and originally came from the Boötes Zone.

Ramay came to Earth with the Anunnaki expedition and they were known as Naacals: "star brothers". It is necessary to keep in mind that the Anunnaki are an amalgamation of different races. At the time when Atlantis was flourishing as a civilization, the Ramay claimed their allegiance to the "Yuh Empire", the rule of Enlil, the great enemy of Atlantis. Unfortunately for the Ramay group, they were left to fend for themselves when Enlil decided to wipe out most of the Earth in an apocalyptic cataclysm. After the Younger Dryas event, the Ramay took up residence in the underground of South and Central America. They were at the origin of the rise of the Mayan civilization. Considerably advanced in the sciences, they taught the Mayans about astronomy and time, and then one day they left when the Mayan civilization was at its peak. Unfortunately, in spite of all the knowledge the Ramay offered them, after their departure the Mayans began to perform blood sacrifices in their name, elevating them to the status of gods with great superstition.

Neglected by Enlil, the Ramay came under the protection of the Galactic Federation of Worlds, and they still visit Terra occasionally. The reason the Ramay didn't seek the protection of the Anunnaki regent Anu instead was that Earth was still under the guardianship of Enlil and his son Ninnurta. Their memory remained alive through local myths and folklore, and their origins were not forgotten, as evidenced by ancient local buildings built 2280 years ago, perpendicular to the rising of the star Capella. The Ramay practice interdimensional and time travel. Their ships have a metallic aspect, elongated with wings, silvery and bright.



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AURIGA
CAPELLA
IXTIEL SYSTEM - Planet SHIMAH

ARCHAIEL



This colony is from Akhoria, the fourth planet in the Alkorin (Altair) star system.

They broke away from the Akhori government because they were moved by a strong desire for independence and had opposing views on the Akhori's relations with shady organizations.

A group of them left their homeworld in the Alkorin system with great regret, but in the spirit of good ethics and independence. They

found a new home and built a prosperous civilization on the planet Shimah.

The Archaiel are peaceful, wise and hospitable, skilled in the holographic arts and known for their prolific music production. They have developed a powerful space defense fleet and protect neighboring star systems. As members of the Galactic Federation of Worlds, they participate in armed conflicts throughout the galaxy, defending justice and peace and aiding endangered civilizations.



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AURIGA

HD 33632 A - HIP 24332

XION SYSTEM - Planet MURMUDRA

EYEL & SEPHRYS

Murmudra, the 3rd planet of the Xion system, a spectral type F8 star, is home to two major spacefaring civilizations, the Eysel and the Sephrys. Both cultures coexist in peace and are members of the Galactic Federation of Worlds. The Eysel are a 5 ft tall human race of unknown origin, most likely seeded there not so long ago. The other culture they share the planet with is much older and indigenous to this world.

The Sephrys are a rare and beautiful feline humanoid species that could be described as beings with a human body and a cat head. They are bipedal, have no tail, but can draw deadly claws as sharp as razor blades from under their cuticles. They are carnivorous. They are a strange culture.

They once led an expedition to Earth, but it was unsuccessful, as Earth was torn by the Custodian Wars between different factions of extraterrestrials at the time.

The Sephrys are peaceful by nature and extremely curious. No intimacy with them, as they have a very different concept of boundaries. They have regular fights with the Eysel for this very reason.



AURIGA

HD 40979

FUHARA SYSTEM - Planet GEM 4

GEMMORION SHII

Strange, peculiar species, these unique humanoids are somewhere at a genetic crossroads between humans and an undetermined species native to the Fuhara system, now extinct. The Gemmorion Shii's skin is blue, they have a complexly structured skull with an elongated appendage at the back, and they are part of a planetary interfaced consciousness.

Gemmorion Shii are reclusive and rarely leave their planet, with which they maintain a symbiotic osmosis. However, they are also a spacefaring star nation and members of the Galactic Federation of Worlds. They have cities, spaceports and orbital stations, and maintain close diplomatic and trade relations with their neighbors, the Argunti.





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AURIGA

HD 40979

FUHARA SYSTEM - Planet GEM 5 ARGUN

ARGUNTI & FIACHRU

The Argunti are humans, originally a group of Elevar refugees from Levak-Nor, the 3rd world of the Olmeeka star system (Vega), who fled their civilization after a major conflict with their neighbors, the Taali. They settled on the fifth planet of the Fuhara system, commonly called Argun by its inhabitants. Other cultures already flourished on Argun, such as the Fiachru (pictured below), who were the most advanced civilization and spacefaring nation on the planet. The Fiachru didn't welcome them with open arms, and it took some time before the Vega human colony was finally accepted and given territory on Argun. What made the deal work was the exchange of technology.

Argunti and Fiachru got to know each other and despite some unfortunate episodes, peace was finally reached and established through solid treaties.

The Fiachru are a unique mammalian species with very short legs, long arms, and mesmerizing spherical golden eyes. They are telepathic and produce crackling sounds in their throats to communicate with non-telepathic species. Both Fiachru and Argunti are members of the Galactic Federation of Worlds.





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AURIGA

KELT 7 -HD 33643- HIP 24323
VUURTAH SYSTEM - Planet VATUUKAT

VYN

Vatuurkat, the sixth planet in the Vuurtha system, has made a name for itself as a hub for interstellar visitors, and the planet is known for its leisure centers.

The Ulat, a Meratan blue ale, is poured in every glass, and holodecks can be found in every building.

Orbital stations with themed activities, leisure facilities on the moons of Vatuukat, amusement centers, gaming centers, all kinds of trade and non-trade activities, have given

Vatuukat a special reputation that has caused the Galactic Federation of Worlds to keep a close and tight watch by sending a mothership into orbit. Here are the main cultures that are indigenous or resident on Vatuukat:

The Vyn are a local humanoid culture, originally the leading and most advanced culture on Vatuukat. They are the people who decided to turn their planet into a leisure center for profit, and the project has exceeded expectations. The Vyn have blue skin, an elongated skull with a complex structure, and luminescent eyes. They are vocal and telepathic. Not always trustworthy, the Vyn have their own ethics and lie with ease. The Galactic Federation of Worlds, of which the Vyn are a member, has difficulty controlling their illegal activities, as the Vyn can be very deceptive.





Of the many cultures on Vatuukat, the following are the most involved in the Vattuuk economy:

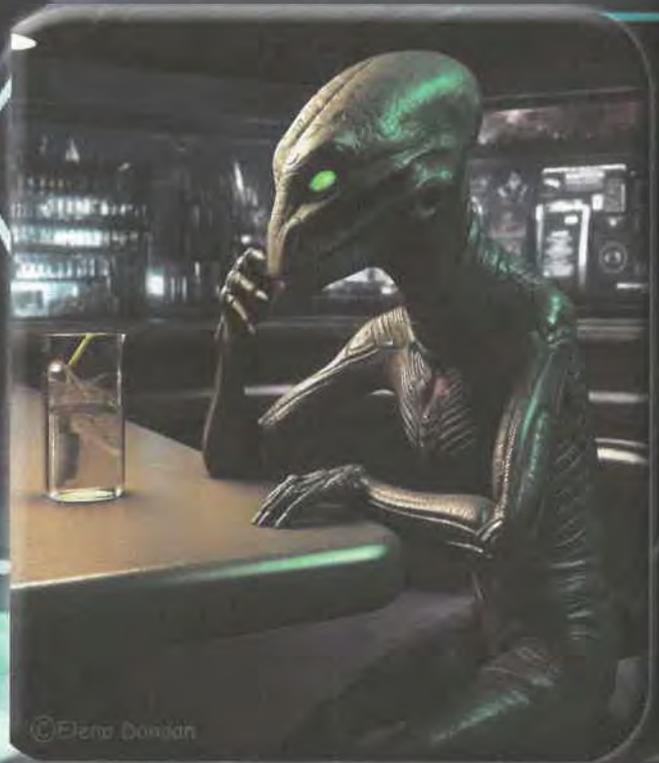
NURMAG and OOZLUL

They originate from a galaxy they name Ushura, not visible from Earth as it is located behind our "Milky-Way". The Nurmag are a graceful human culture well versed in commerce, while the Oozlul, a strange species of their own with tentacles either sides of their head, have settled on Vatuukat to trade their skills and technology in holographic entertainments.

The Oozlul have a reputation in these arts that is well spread throughout the galaxy.

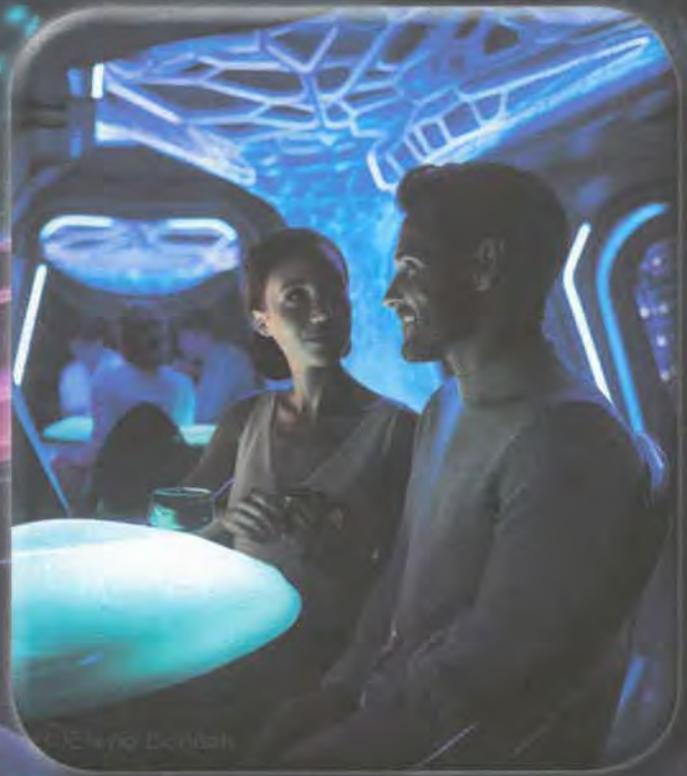
MIN TU

This reptilian culture is indigenous to Vatuukat and they rather dwell under the surface of the planet. The Galactic Federation of Worlds is keeping an eye particularly on these ones, as the Min Tu are trading directly with the Draconis star systems, avoiding the regulations of the Galactic Guild of Merchants. They are suspected to illegally trade slaves for "recreation" purposes on Vatuukat.



TAAL

This human colony arrived from the Procyon star system, in the Canis Minor constellation, seeking for new adventures and a new home. They were at the start a small group of individuals, who were welcomed by the Vyn in search for new commercial alliances with distant star systems. This Taal colony, although under the protection of the Galactic Federation of Worlds, has frequent skirmishes with the Min Tu, which often causes some stirr.



MURDRAT

Indigenous human species of unknow origins, who appeared one day from the inner realms of the planet, the Mudrat are green skin, green hair and golden eyes humanoids. They are much involved in the life and economy of the planet, working closely with the Vyn and the Taal. Murdrat have powerful psychic powers, use telepathy to manipulate other beings' mind, and some of them can even alter space-time reality.



AURIGA

WASP 12

GOYAN SYSTEM - Planet SAMOGAYAT

SHEEREKUYU & NORM



The second planet of the Goyan system is home to two humanoid cultures, the Sheerekuyu (above) and the Norm (right). Only the Sheerekuyu are a spacefaring nation, as no other race on the planet can use their DNA-based technology. The Sheerekuyu hold the monopoly of space around their world, and advanced science and civilization on the ground. Proud of their superiority over the Norm people, they are rather segregatory.

The Norm are a planetary culture which natural habitat is the forests, wild mountainous areas and remote valleys. They do not build major cities, as they are a tribal structured society. The Norm do not get along well, in general, with the Sheerekuyu, mainly for recurrent territorial disputes. They are a warrior based culture who lives in symbiosis with their environment, and they base their economy on the extraction of a extremely prized spice from poisonous flowers, that they trade with the Sheerekuyu. A processus secret to them involving their pearticular genetics, immune to poison.



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BOÖTES

ARCTURUS

OHORA (Arakh-Nara) SYSTEM - Planet TARASHIM

ANAKH

The Ohora system is the first Anakh outpost in the history of the galaxy. 700,000 years ago, originally from a parallel universe, Anu, one of the heirs of a powerful empire known as the Anakh Empire, arrived with a large group of followers through the portal located in the actual star of Arcturus. They named this star Arakh-Nara (Arakh: portal / Nara: starlight), but Arcturus will later be known as Ohora, home of the Ohorai. It is not uncommon for stars of high plasmic density like Arcturus, Antares or Sirius A to have a singularity in their core. These natural "stargates" are called "Arakh", but the Anakhim are also capable of opening artificial "jump gates", which they call "Ba'ab". The Ba'ab do not jump universes, they act as jump points within the same dimension, but the natural Arakh are stable points of interdimensional transfer.

Anu founded the heart of his own empire there in Nataru, one of the seven galaxies ruled by his mother Aakim Lu Ra, Supreme Empress of the Anakh Empire. In terms of their cultural ranks and customs, Anu became the Nataru "Ra", title for "supreme ruler". This title would later be used by Enlil and Marduk when they ruled the Sol system and had their headquarters on Saturn. Back to the origins, when Anu and his court first arrived in the Arcturus system, they settled on a planet they named Tarashim. No civilization had yet blossomed on any of the planets of this star system, only some of these worlds were in the early stages of life development.

The Anakhim do not represent a single unique species, but rather an amalgamation of several types. First, they are not a species, but a culture. Although the group that followed Anu to Boötes included reptilian, human, and gray genomes, Anu represents a particular large human-gray species that is mammalian, with an elongated head, and individualized consciousness. When Anu later moves the center of his empire to the Sirius B star system, they take the name "Anunnaki". After establishing the head of his new empire in the Arakh-Nara system, Anu took for consort a human Anakh princess of his kind named Nammu. She would later give birth to Ea after their move from Arakh-Nara to Ashkera (Sirius) for strategic reasons.



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Here above is a representation of a Reptilian Anakh, species that also includes a great variations of races and features. Some Anakh Reptilian races are oviparous, while some others are mammalian. Yuh, more commonly known as Enlil, will be born after Ea from a diplomatic pact between his father Anu and a Reptilian queen from the Orion zone, in exchange for a huge chunk of galactic territories.

At the height of Anu's Empire in Arakh-Nara, a colony was sent from Boötes to the Aldebaran system, in the Taurus constellation. We will develop about this specific colony later, as they came to play a significant role in the recent events in the Sol system.



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Above is a human Anakh showing that the highest caste in this particular species can develop plasma wings, and this ability is also found in the reptilian Anakh races. Another common feature of all Anakh races is the elongated skull, which can have different shapes depending on the race, but is systematically elongated towards the back of the head. This very interesting cross-species feature may be a norm in the Anakh universe. Some races have six fingers on each hand, others only five.

The Anakhim have cracked the codes of immortality, and members of the higher castes know how to either transfer their soul from clone to clone indefinitely, or to extend an Avatar's lifespan using monoatomic gold and a complex alchemical process.



BOÖTES

ARCTURUS

OHORA SYSTEM - Planet ORA

OHORAI

There is a magnificent blue planet called Ora, orbiting the red giant star Arcturus, "Ohora", in the constellation of Bootes, 36 light-years from your solar system. It is one of the most advanced civilizations in the galaxy. The Ohorai culture evolved from the 7th to the 9th Density. The three Arcturian groups are the Gladeai (Glaideans), the Noo-Linni (Noolinns) and the Ohorai (Ohorans). The Arcturians are an ancient and highly evolved culture, both technologically and spiritually. They can physically manifest in the 3rd Density, but originally exist in a higher state of frequency. Density shift is not an obstacle for them.

The Ohorai, 8 ft tall, blue-skinned people, are those of these three races who are involved with the Galactic Federation of Worlds, who are also members of the Andromedan Council (Zenate). They are considered to be wise people, also known by the title "Great Ohoran Elders". Ohorai are known for their ability to heal, transform matter, and even bend light itself. They accomplish these things with their conscious minds, and the "Ohorai Way" is a spiritual practice known throughout the galaxy as an art of the mind. This daily practice is very popular and could be compared to meditation, though it is much more powerful and reaches a greater variety of levels of consciousness. The right word to call it would be: "Atuning". Many cultures throughout the galaxy teach their children the Ohorai techniques of spiritual attunement from an early age, making it an essential routine in their lives. Staying naturally connected to the Source through our personal channel, in perfect awareness, leads to never losing our way through the disturbances of life, and always staying attuned to the Light and the ways of morality, objectivity, and justice.

Ohorai do not eat material food when not manifesting in the lower planes and generally ingest energy through their nervous system. It is like ingesting food, but on a higher etheric/essence level. They are also able to assimilate information a hundred times faster than the average Terran because of this special process of assimilating information/energy. Ohorai sleep infrequently, but very regularly for short periods of time, depending on each individual's personal cycle.



For the Ohorai, sleep is a vital necessity, as it is the moment when their soul travels and connects to more subtle dimensions of consciousness. As guardians and protectors of higher consciousness, they are able to anchor directly and consciously to Source. Once they have achieved this atunement, the Ohorai can connect to the wisdom and database of the entire multiverse. The Ohorai work to raise the consciousness of the multiverse in a way that always allows for free will; educating those who have chosen the path of Ascension, raising their vibration and clearing the way to a higher state of consciousness. The Ohorai defended Earth from the agendas of the Reptilians and Grays during the Great Terran Wars, working with the Galactic Federation of Worlds. They have bases in the mountains of Earth, in nearly every country on the planet, as well as three bases on Luna, Earth's moon.

They have come to help Terrans access the Fifth Density by raising their vibrational frequencies. Their ships are the finest in the galaxy, powered by crystals that conduct light energy from the Source Core of the galaxy. Huge and spherical, brilliant white and ethereal or transparent in appearance, these spherical ships are also capable of time travel. They also have small spherical shuttle ships called "probes" that are used to move magnetic points and grids on Earth to help the planet ascend into 5D as quickly as possible. One interesting thing they do, since they can time travel, is that they have this vaporization module in their ships that can instantly dematerialize any life form that has died, and it can be rematerialized at any time by consulting the ship's records. Earthlings' souls can sometimes be brought to an Ohorai starship during their dream state, where they can be healed and helped. Ohorai never interfere with a person's free choice.

GLAIDEAI

The Gladeai (on the right) live on the same planet as the Ohorai and Noo-Lin, but in the 5th and 6th density. Ora is a gas giant-type planet with a dozen rocky moons, and the Gladeai developed their civilization on most of them. They are a less evolved offshoot of the Ohorai, but they are essentially the same species. They also practice the Ohoran ways and are members of the Galactic Federation of Worlds. Gladeai have blue skin and are generally about 7 feet tall. They are a peaceful people, but very discreet and unwelcoming in their desire to protect their civilization from unwanted intruders. Due to the difficulty of approaching Ora's moons, Ora remains very protected thanks to the Gladeiai, and the Ohorai call them "The Guardians".



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NOO-LIN

A tall, pale humanoid race with startling emerald eyes, the Noo-Lin are a unique humanoid species living on Ora Mura ("10"), a large icy moon orbiting the gas giant. The Noo-Lin are also a discreet society, albeit a hospitable culture. They are members of the Galactic Federation of Worlds and are interested in trade and cultural exchange, especially artistic expressions such as holographic art and music. The Noo-Lin have enrolled with the Ohorai in the Envoy Program to Terra. They are a spacefaring nation and have a small defense fleet.

The Noo-Lin are a very friendly people, an interfaced consciousness that lives in a spirit of sharing everything. No one has personal material possessions, everything is shared, including the upbringing and education of the young. Once born, similar to many more cultures than we think in this galaxy, children are owned by the planetary community. They are raised in a multi-level "school" where they develop their individual abilities and interests. The Noo-Lin are a fascinating culture to discover and learn from.





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BOÖTES

ARCALIS - HD 131496

LEM-KASHEM SYSTEM - Planet SHAR-KAHIM

KAHIM

The Kahim are a human Anakh colony from the nearby Ohora (Arakh-Nara / Arcturus) star system. They separated from the main Anakh civilization on Tarashim when the "Ra" (supreme ruler or high king), Anu, and his court left the Arakh-Nara system to relocate to Sirius B. At that moment, the Kahim wanted to break away and build their own culture in another star system, just as the Jadai Anunakene decided to do when they left for the Aldebaran system at about the same time.

Although the Aldebaran colony has played with both organizations, the Kahim are not members of the Galactic Federation of Worlds; they still consider themselves part of the Anakh Empire and relate only to Anu. At the head of their culture, on Shar-Kahim, is a hereditary governor. The Anakhim (or Anunnaki) generally operate on a system of monarchy and bloodline privilege in all aspects of their society, everywhere in the universe, as if it were in their veins. Interestingly, they believe in genetically based privileges where only a certain bloodline is entitled to rule. It has to do with the frequency of the DNA with its specific psychic and intellectual abilities.

The Anakhim may appear to be a patriarchal society, but they believe that the bloodline is transmitted through the females. In Anakh society, males and females have equal roles and consideration, as is natural in any culture that has reached a certain level of evolution.

The Kahim never visited Earth and are neither part of the Envoy Programs, although they played a role in the Orion Wars helping the Black League resistance.

BOÖTES

THETA BOÖTIS - ARSELLUS PRIMUS

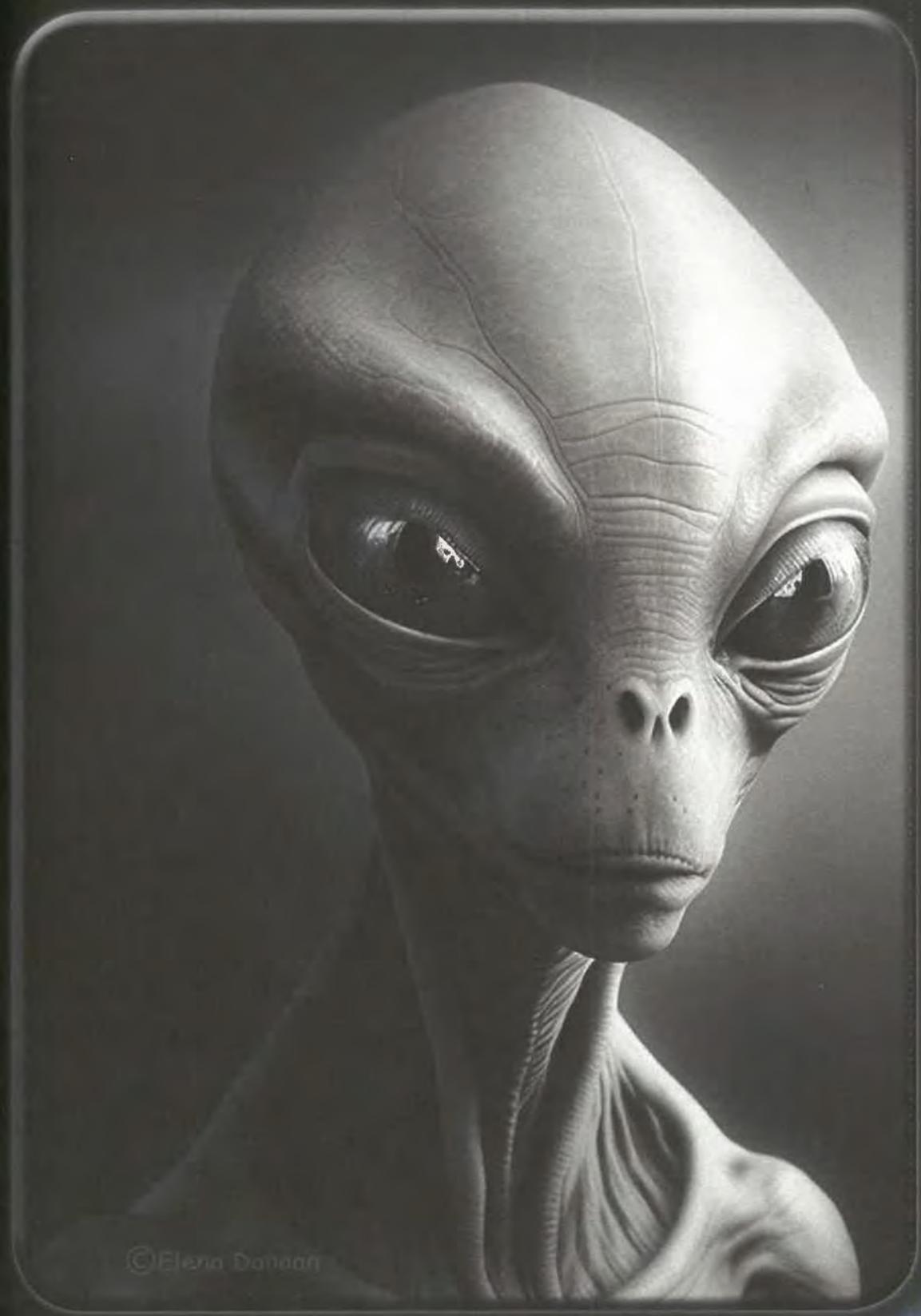
AIGIR SYSTEM - Planets HARSANA MUBUNU & IGIR

ELFAFF

Their two homeworlds in the Arsellus Primus system, a solar type F7V star, are called Harsana-Mubunu and Igir. The Elffaf are a peaceful people, a quiet, benevolent, small gray species, rarely involved in the dramas of the galaxy. They could be confused with the Cygnus Solipsi Rai, but they are not related, not even at a distance. Interestingly, however, like the Solipsi Rai, the Elffaf are individuated consciousnesses interfacing as a planetary collective.

They are mammals, and something that makes them peculiar as a gray race is that they have four genders, three of which play a role in the breeding process. Two genders are used for reproduction, the third for carrying the embryo to term, a biological peculiarity shared by many races in this galaxy, though extremely rare among Grays. Those of the fourth sex are infertile and often devote their lives to scientific pursuits, having been endowed with higher psychic abilities. Elffaf have a great interest in the study of exoscience. They come to Terra to mine resources and to study the planet scientifically, they are mainly interested in its geology and wouldn't harm any living creature, not even for scientific purposes. Their ships are dome-shaped.





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BOÖTES

HAT-P-44

BULIKAD SYSTEM - Planet HORAD

MINEKA

On the second planet of the Bulikad system, a spacefaring human civilization developed alongside two other cultures. All three together form the Horadian Union (Oraa Horadu). The Mineka are a matriarchal society based on an elected government headed by a planetary council of nine elder women.

A comparable society on Earth would be the legendary Amazons. However, unlike primary matriarchal cultures, the Mineka do not consider males to be in any way inferior. The reason why males do not occupy the highest positions, the Council of Nine Elders and the Regent, is only due to a recurring peculiarity in certain bloodlines, where the females only inherit a certain genetic ability. This gift, which never occurs in males, is the ability to open vortexes and become living portals. When they do this, these women are able to connect with the plasmic superconsciousnesses known as "The Nine" who reside in the interuniversal void. The nine elder women, or priestesses, are each connected to one of the Nine. This is considered the supreme leadership and all decisions go through the Council.

The two other spacefaring cultures that share this world with the Mineka are the Zuguri and the Sipekat Turu, two separate species. Both regularly clash with the Mineka, accusing them of being too condescending and greedy for resources. The Zuguri joined the Galactic Guild of Merchants to benefit from the protection of universal trade agreements and to prevent the Mineka from taking over their planet's resource monopoly. Interestingly, as "connected" as they are to the Nine and the universe, the Mineka still nurture an interest in material possessions. A paradoxical society, to say the least.



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BOÖTES

HAT-P-44

BULIKAD SYSTEM - Planet HORAD

ZUGURI & SIPEKAT TURU

Here are the two spacefaring cultures that share the planet Hored with the Mineka. The Zugur (left) are tall insectoids with golden skin and intense green eyes; the Sipekat Turu (below) are a species unto themselves, with elongated skulls, turquoise skin and large, bulging eyes. Both are Pacifist nations, also members of the Galactic Federation of Worlds.



BOÖTES

HD 128311

MIRATOR SYSTEM - Planet 7

SEIL

The Mirator star system is an orange star of spectral type K0. Its 7th planet is home to a stage 3 spacefaring insectoid culture, the Seil. It is not uncommon to encounter Insectoid species that have fused their genetics with technology. They are known as Techtoids (for Technological Insectoids). The Insectoid's hive-mind consciousness structure allows for an easy interface with artificial intelligence. The same is true for the hive minded Grays. It is not only about genetics, but also about the structure of the consciousness of the species.

Insectoids have this proclivity for technology and merging their biology with it, wanting to gain abilities and eternal life, always for the greater good and prosperity of the hive. The Seil do not have the best of intentions toward other cultures, and they regularly raid worlds to increase their material and living resources. They are not part of the Galactic Federation of Worlds, we can understand that, but they have formed a collective with other Insectoid species that they have assimilated. The Nebu began this way, in Orion, through the expansion agenda of the Betelgeuse Eban Hive. But fortunately... the Boötes Zone is not really the place to foment such things, thanks to the presence of the Anakh, their powerful empire, and the proximity of their armed space forces.

You see, we may criticize the Anunnaki, or Anakhim, but at the end of the day, they keep dangerous predators like the Seil, the Arek, and many others at bay. The Anakhim have territorial agreements with the Arek, but not with the Seil. These techtoids are more a matter of military intimidation. They do not want to cross the Anakh forces.



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BOÖTES

HD 141399

KHUSH KERIT SYSTEM - Planet ELIAT

EZEGORT

This culture is a bit unique. Located on the 4th planet of the Khush Kerit star system, a sun-like orange star, the Ezegort are an Anakh offshoot of the Arakh-Nara main branch. They are not friendly. They mixed with a local human culture, which they eventually wiped out. Hence their more human-looking appearance. But still...

The Ezegort are not of the Light. Remember, the Anakh are an amalgamation of many cultures, races, and agendas. These followed a priest named Alogort who came to Boötes with the Anu expedition. Alogort did not agree with the way Anu was beginning to assert his power in this new universe. To him, it was too much of a reflection of the omnipotent imperial rule of Aakim Lu back home. So Alogort decided to break away from Arakh-Nara with his followers. We can all disagree about how to do things, but ethics is another matter. And Alogort had none.

When they found the Kush Kerit star system, it was already inhabited by a stage 1 human civilization, on a planet called Eliat. In these early times of the galaxy's history, the Galactic Federation of Worlds was but a dim dream in the distant future, and no Prime Directive would prevent such behavior. Alagort and his group settled on Eliat and quickly built a powerful colony, mining the resources and exploiting the indigenous cultures. They genetically experimented on the natives, and when a rebellion arose, the Ezegort exterminated everyone. From that moment on, the planet was theirs.

Unfortunately, the Ezegort weren't satisfied with this takeover. They began to develop bio-robotic species that they cloned to build armies, hoping to expand their fledgling power by returning to the Arakh-Nara Empire. Fortunately, they were stopped by Anu's forces before tragedy struck, and were confined to the Kush Kerit system. From that time to this day, and it is a very long time, the Ezegort have remained silent, building up their forces in case they have the chance to take over the galaxy. In the grand scheme of things, nonetheless, they are a small power.

The Ezegort were active in the Orion Wars for a short time, trying to make trade deals with the Nebu in exchange for military support, but it didn't work out well for them. Their clone armies were nearly destroyed. Instead, Alagort's people decided it would be more profitable to infiltrate dark and shady organizations such as illegal smuggling and the galactic slave trade. However, here are two of the best examples of the incredible clone creatures they developed:





BOÖTES

EPSILON BOÖTIS - IZAR

ANAK IMANN SYSTEM - Planet 2 & 3

ANAK

Their binary system is listed by you as Epsilon Bootes, or Izar, and its real name is Anak-Imann. The two stars orbit each other with a period of about 1000 years. The brighter star, an orange spectral type K0 II-III, is a very old star that has already exhausted its supply of hydrogen fuel in the core. It has expanded to about 33 times the radius of the Sun and emits 501 times the luminosity of the Sun. The companion, spectral type A2 V, is a rapidly rotating main sequence star with a radius nearly three times that of the Sun. By the time the smaller main-sequence star reaches the current point in its evolution, the larger star will have lost much of its mass in a planetary nebula and will have evolved into a white dwarf. The pair will have essentially swapped roles: the brighter star will become a dim dwarf, while the smaller companion will shine as a giant star.

The spacefaring civilization living there assigns numbers to their planets, and they live on numbers 2 and 3. The Anaki are a race of fierce Gray Reptilians, but they are technologically and numerically inferior to the Draconian Ciakahrr, although they are members of the Reptilian Collective and have sworn allegiance to the Ciakahrr Empire. Interestingly, their name is not without reminders of their nearby Anakh neighbors, and we can safely assume that the Izar Anak are descended from the Anakh Reptiloid race strain of Arakh-Nara. Slightly taller than the Solipsi Rai and Zeta Grays, they have very similar features and are gray to brown in color. Their size confirms that they are not originally from the Anakh Gray genetic strand, but from the Anakh Reptiloid genetic strand, and that they have been interbred with a small Gray species. Their females have darker skin and thin, sparse, long black hair, slightly larger and less aggressive than the males, having genetically benefited from Ciakahrr science to improve their longevity and physical performance for combat. We recognize them by their smell; like rotten rust. Their face is triangular and they have, like all gray races, large narrow eyes. Their language can sound like a guttural rumble.

They have been involved in the genetics of the eastern populations of Japan, where they had an outpost at the end of the last Ice Age. The sea levels were lower and Japan was then connected to the continent. Anaki mixed with a local population group, in the eastern territories, in an interbreeding program that was part of the Ciakahrr agenda. It is necessary to specify here that this Anak input affected only a small group of the population. The Anaki are not responsible for the origins of the Japanese people in general, who are a much older race with strong high frequency genetics from various other star people.

Along with the Ciakahrr, the Anaki were involved in the Dulce incidents and the infiltration, implantation and control of Terrans in the Ciakahrr agenda to take over the planet. Their ships are square and rarely seen, using mostly Ciakahrr ships instead of better technology.



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BOÖTES

KORENA

KORENA SYSTEM - Planet Korendor

KORENDI

The Korendi come from a colonized world called "Korendor", the third planet in a system of twelve, but they are not from there. They have been here so long that they cannot tell where their race first came from. Some of their legends suggest an intergalactic origin. Their star is called Korena, about 400 light years from Earth.

These 4 to 5 foot tall humanoids are members of the Galactic Federation of Worlds and the Galactic Guild of Merchants. They can be recognized by their very peculiar eyes, not known in any other human species: they are a vivid, luminous indigo, and the absence of eyebrows enhances their entrancing look. Their foreheads are slightly protruding and their ears are pointed. Males have no hair, but females do, usually black or purple. Korendi have a small nose with slit nostrils, prominent cheekbones, and a thick neck. Their bodies are quite muscular, and their skin is lightly tanned. The Korendi are a pacifist culture.

They have facilities in an extensive underground complex on Earth in the state of Massachusetts, USA. Their ships are beautifully profiled with a shiny chrome look. The Korendi do not interfere much with Earthlings and have never engaged in abductions. They are highly evolved and respectful. They value family, love, and children. Their education is extremely important to them, and from an early age the Korendii are taught about galactic history and the traditions and cultures of the many worlds of Nataru.

Korendi are discreet and quiet beings, but they will always support causes that defend justice and freedom for all species.

BOÖTES

KORENA

KORENA SYSTEM - Planet Ronan IV

ONOORI

These 8 foot tall, remarkably beautiful humans are of the Noor race, originally refugees from the Lyran Wars. When the Man K62 star system was invaded by a contingent of the Ciakahrr Empire, the population fled in arks, ships, anything that could fly. Wandering through space, they all eventually found new worlds to settle and start over. These Noor colonists, the Onoori, left their world, Tara (or Tar'), in a small ship carrying only twelve of them. Ronan IV was a world inhabited by primitive cultures who greeted the celestial visitors with some awe and some fear.

Over time, the Onoori developed cities, a space fleet, and became a prosperous and powerful civilization. They are members of the Galactic Federation of Worlds.





BOÖTES

KORENA

KORENA SYSTEM - Zygomant, moon of Ronan IV

ZYGOMANTI LAAN

The Zygomanti Laan are a colony of feline humanoids from Egoria, a planet in the Lyran Man-62 star system. They are 8 feet tall and arrived shortly after the Onoori in the Korena system. As compatriots originally from the same star system, the Onoori helped the newcomers settle on Zygomant, the moon of Ronan IV, a planet that the Onoori already occupied.

The Zygomanti Laan culture is pacifist and they are members of the Galactic Federation of Worlds. The Zygomanti Laan have not involved themselves in Earth affairs and are not part of any Envoy Program. However, they are assisting the Onoori space fleet in an armed conflict related to their area in the IVth galactic quadrant. They believe that they are not strong or numerous enough to worry about other faraway wars and only protect their surroundings.

There is here a concept I want to bring up about the Galactic Federation of Worlds. By joining this organization, you can benefit from the sharing of technological knowledge and the fair trade of goods and resources without currency. If your culture desires more economic expansion, you may join the Galactic Guild of Merchants or trade independently with worlds outside the Galactic Federation of Worlds of Nataru. The same applies to armed conflicts. As a member, you have the option to receive automatic assistance from the Federation in case of problems. Additionally, you may choose to participate in operations regarding other star systems. It is important to note that participation is not mandatory, as there is currently no charter obligating your civilization to engage in war. When a conflict arises in a star system, the Galactic Federation of Worlds will send a call for assistance to the nearest member civilizations that have a specific level of armed forces. Although no one is obliged to respond, ethics and honor usually dictate the decision. Joining the Galactic Federation of Worlds requires a certain level of consciousness, as members are committed to protecting and defending justice and freedom unconditionally.



BOÖTES

KORENA

KORENA SYSTEM - Planet VANTERRION

VANTAAL

On the fifth planet of the Korena system, there is a Taal colony with a unique history. A group of survivors fled their home world, Omankhera, after the Ciakahrr Empire raided their star system, Man K62, during the Lyran Wars. They sought refuge in two different star systems in the Orion zone until the Nebu emerged and set the area ablaze. As a result, the Taal group had to relocate once again to find a new home in the galaxy. This is how they arrived in the Vega system. Due to the heavily populated Vega system, the wanderers set course through the stars once again until they arrived on Vanterion in the Korena system, where they settled permanently.

Throughout their many adventures and tribulations in multiple homes, the Vantaali hybridized with diverse local populations. To this day, they remain a unique human race with a distinct waxy gray complexion, large slanted eyes, a slender figure, and a graceful demeanor inherited from a harmonious mix of different genetic backgrounds.

They are members of the Galactic Federation of Worlds, representing a small and peaceful civilization that avoids conflicts. They have chosen not to enroll in Envoy Programs and prefer to remain independent and discreet. They have a history of resilience, having lost everything multiple times and starting from scratch. The Vantaali people are known for their kindness and welcoming nature. Their ability to rekindle hope in the darkest of times is truly inspiring.



BOÖTES

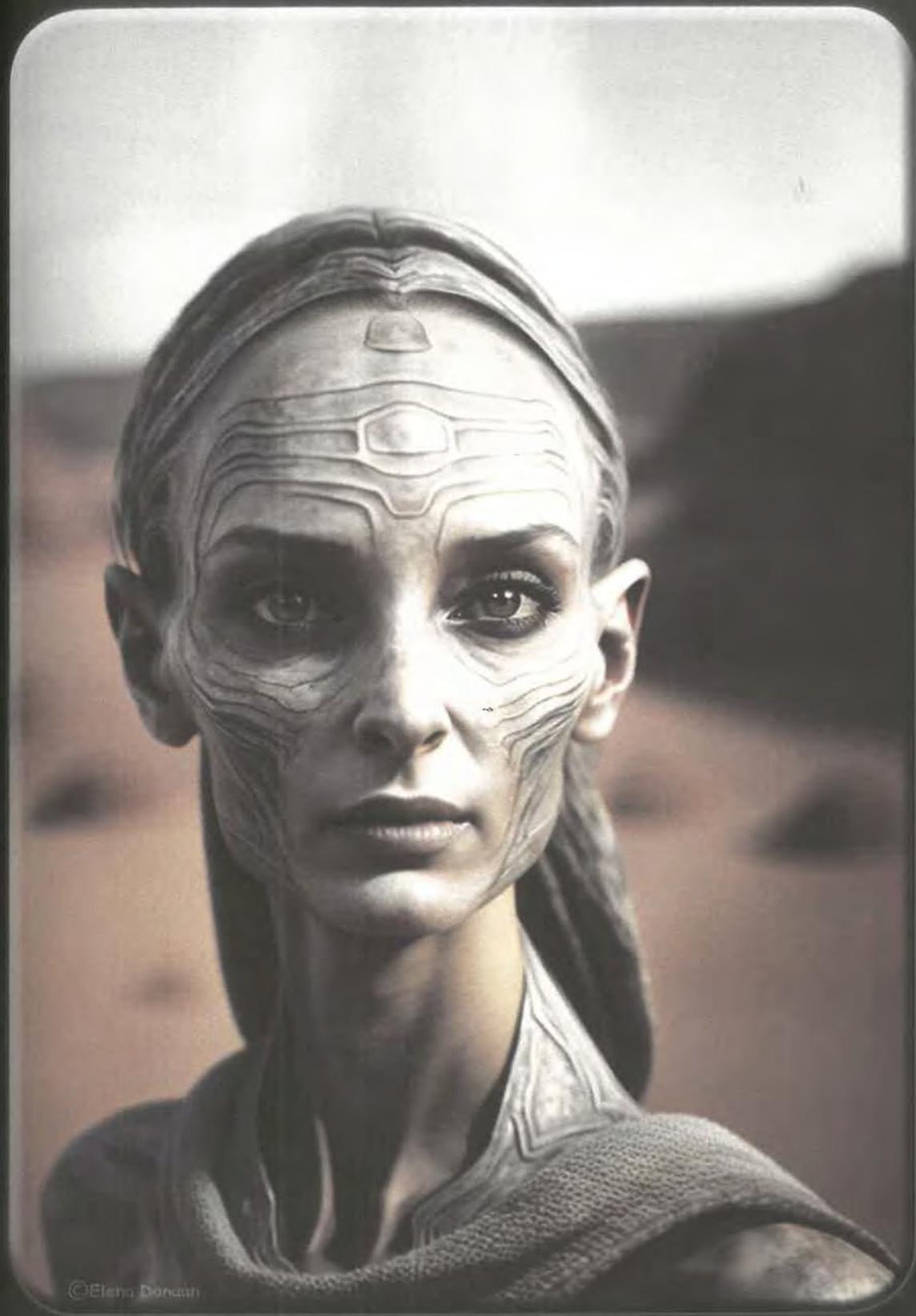
KORENA

KORENA SYSTEM - Planet MELIRON

MURTAAL

On the 6th world of the Korena system, a rocky, desert planet, an offshoot from the Vantaal culture has established their own colony. The Murtaal are a tribal-based society without a central planetary governance. They consider themselves as free, independent individuals even among their own society. They are a spacefaring nation, venturing out of their world only for trading purposes. Meliron produces a spice extracted from the rocks of certain mountains, which contributes to the Murtaal's prosperity. They are members of the Galactic Federation of Worlds but do not participate in military operations.





BOÖTES

KORENA

KORENA SYSTEM - Planet INKUR

SUMARU

Inkur is the 7th world of Korena and is home to an Anakh colony that arrived from the Ohorai star system a long time ago. This occurred when the head of their empire relocated to Sirius B. The Sumeru family is a branch of the Anakh imperial family, on Queen Nammu's side. When Anu left Arakh-Nara and moved to Sirius B, many populations were disturbed and relocated to other star systems in search of a fresh start and independence, although still under Anu's control. The Anakh Empire was expanding, becoming more prosperous and powerful.



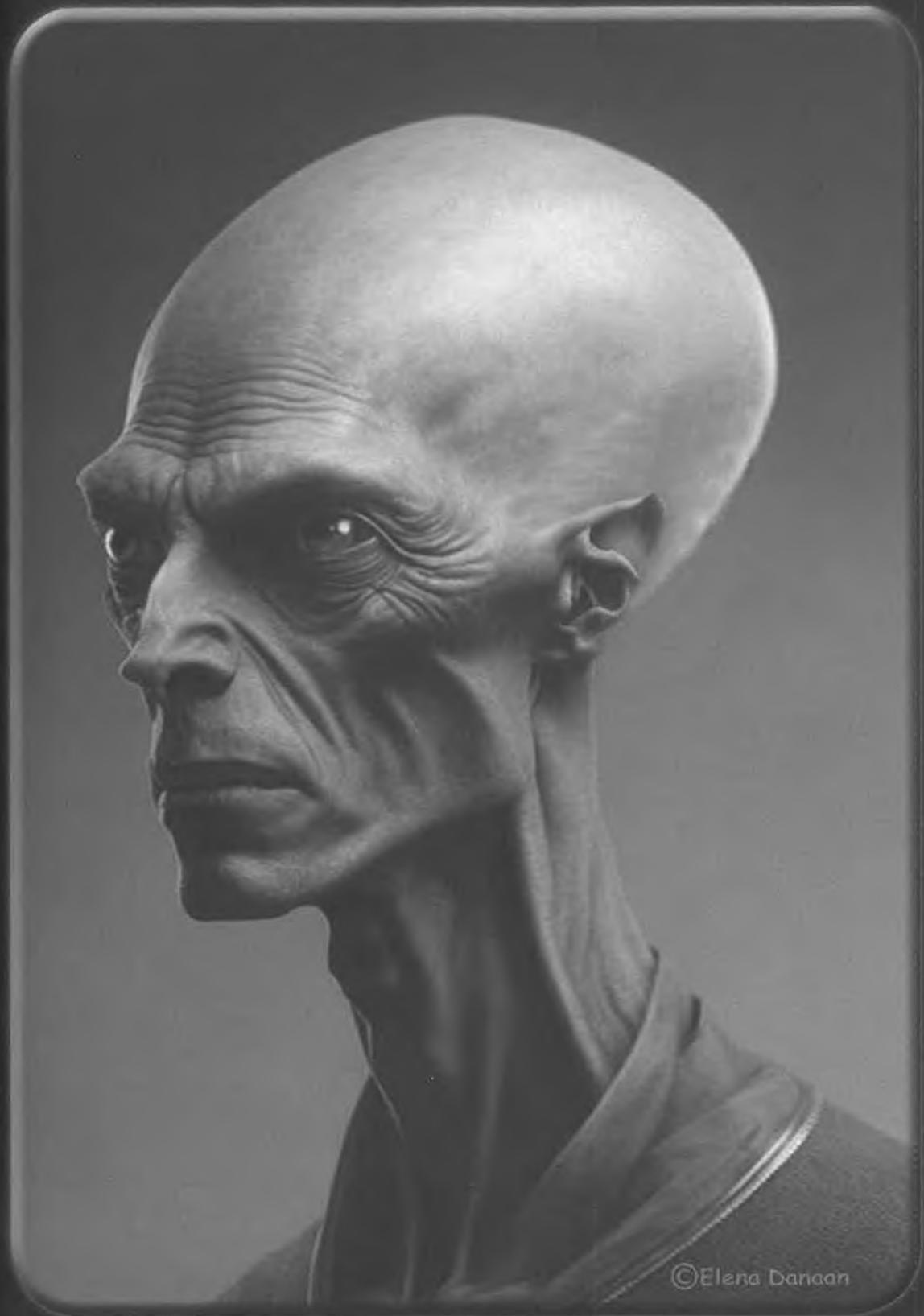
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If

Queen Nammu's relatives chose not to follow her to Sirius due to a disagreement with Anu. Anu responded favorably to a request for a diplomatic union of interest with an Orion Reptilian queen, which caused quite a stir.

This Anakh culture is benevolent and peaceful, while the Sumeru society is centered on researching and archiving the galactic history of the Anakh people.

one day you wished to learn everything about the Anunnaki's presence in this galaxy, you need to go to Inkur.



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BOÖTES

KORENA

KORENA SYSTEM - Planet JAKTRA

JIYAL & KHREE

The 8th planet of the Korena star system is home to two major and intriguing civilizations. The original inhabitants of this planet were the Khree, a small Gray race with a non-hive culture that functioned on interfaced individual consciousness. The Khree built a planetary civilization and became a pacifist space-faring nation. At first sight, it is difficult to differentiate them physically from the Cygnus Solipsi Rai. However, upon closer inspection, it becomes clear that they are not interested in territorial expansion or power conflicts. They are known for their wisdom, hospitality, and membership in the Galactic Federation of Worlds. Despite this, they have not been involved in any events occurring on Earth. As a Gray race themselves, the Khree always kept their distance from the Sol system due to their fear of interacting with the Nebu, a powerful superhive.

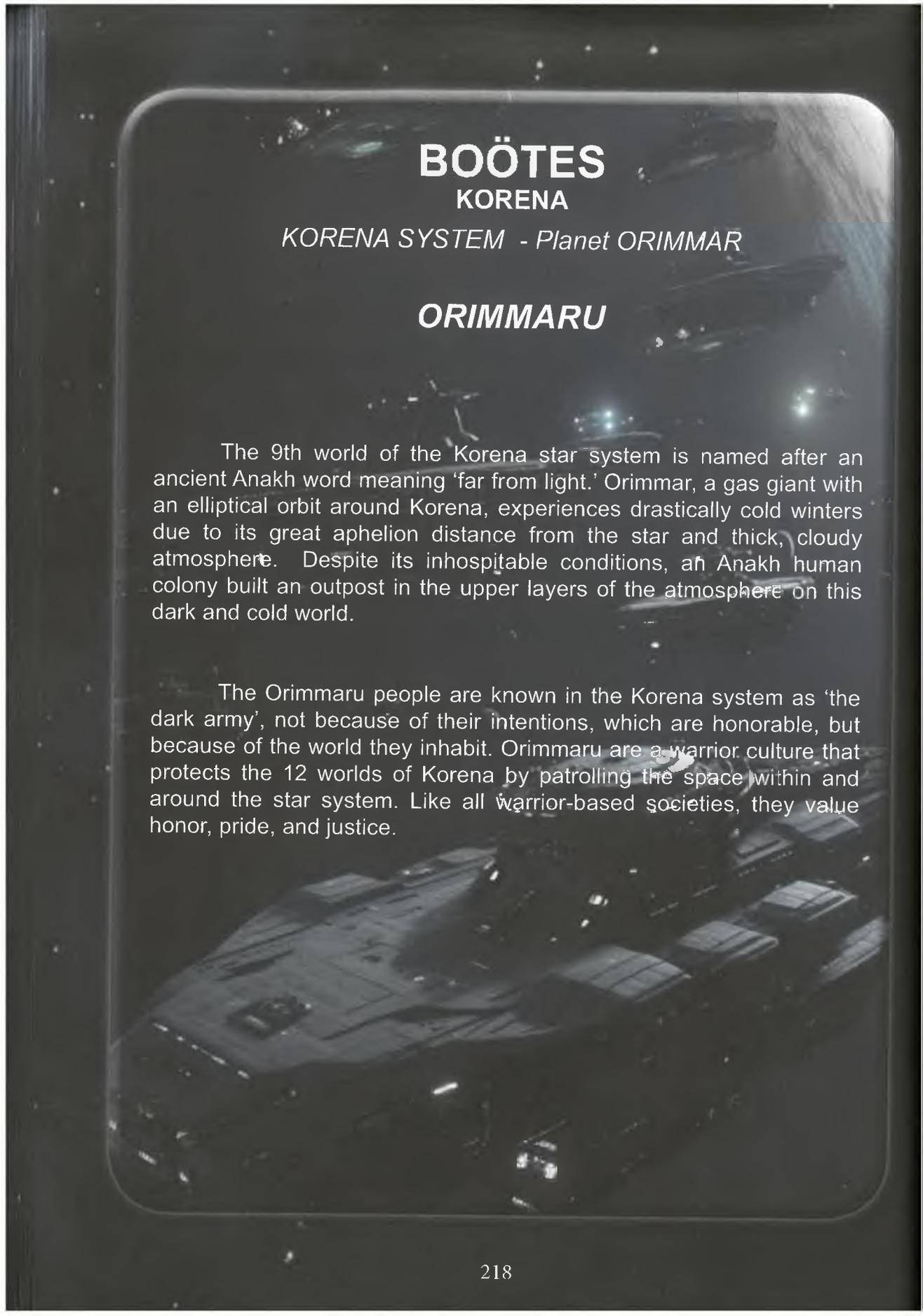


The Khree prioritize their peaceful way of life and focus on protecting it.

Sharing the 8th planet with them is the Jiyal, originally a T'Ashkeru human colony from Sirius B. The Jiyal left their planet, Mordha, when the Ashtar Alliance was infiltrated by the Alliance of the Six. The Jiyal adapted to the atmospheric conditions of their new world by mixing their genetics with that of the Khree. This is why they have a grayish skin complexion and are small in size, ranging from 4 to 5 feet tall.



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The background of the page is a dark, atmospheric scene of a star system. At the top, a bright star is visible, surrounded by a nebula of light and gas. Below the star, a planet is seen, and further down, a large, complex space station or orbital structure is visible, illuminated by various lights. The overall tone is dark and mysterious, with a focus on the celestial and industrial elements of the setting.

BOÖTES

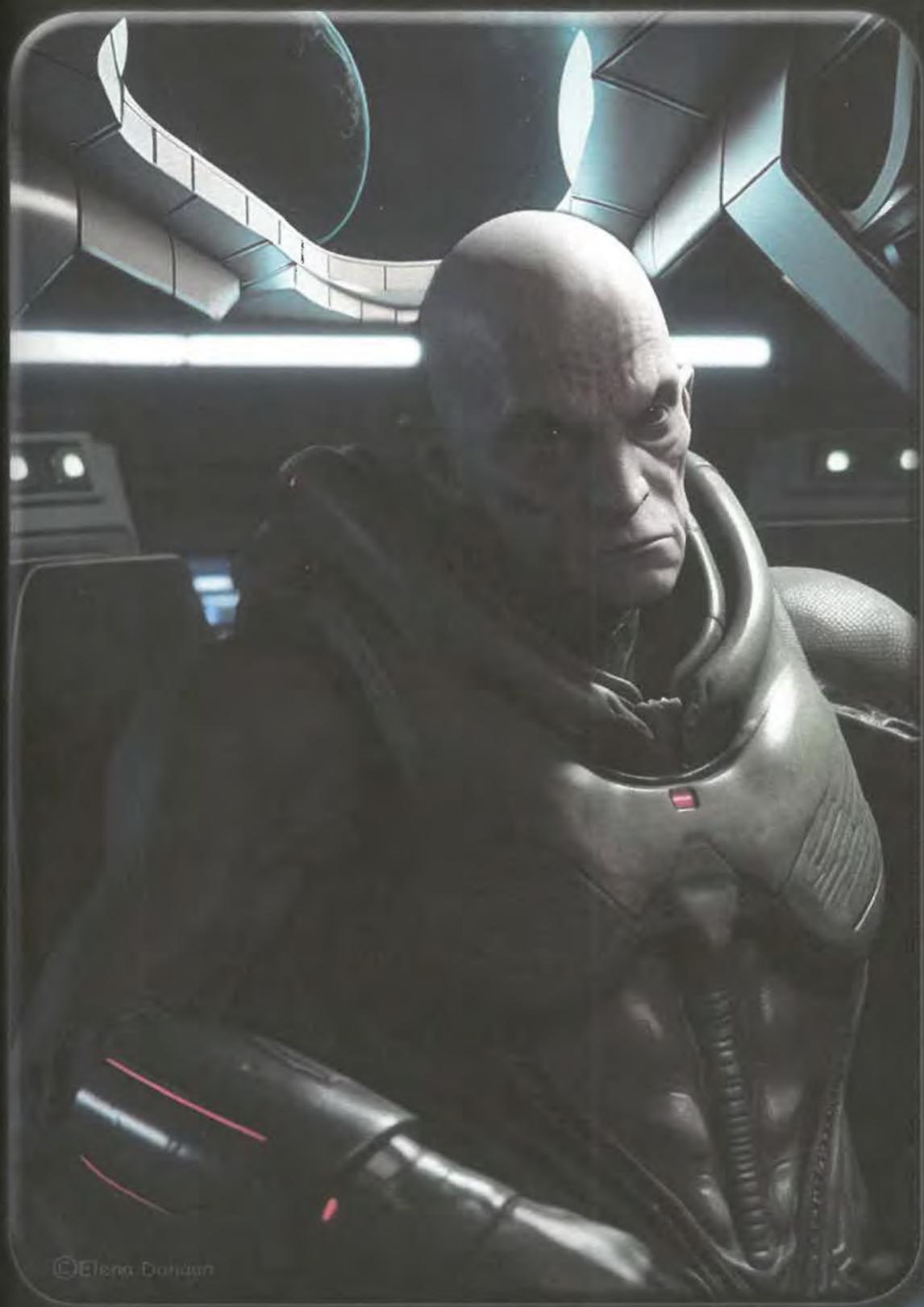
KORENA

KORENA SYSTEM - Planet ORIMMAR

ORIMMARU

The 9th world of the Korena star system is named after an ancient Anakh word meaning 'far from light.' Orimmar, a gas giant with an elliptical orbit around Korena, experiences drastically cold winters due to its great aphelion distance from the star and thick, cloudy atmosphere. Despite its inhospitable conditions, an Anakh human colony built an outpost in the upper layers of the atmosphere on this dark and cold world.

The Orimmaru people are known in the Korena system as 'the dark army', not because of their intentions, which are honorable, but because of the world they inhabit. Orimmaru are a warrior culture that protects the 12 worlds of Korena by patrolling the space within and around the star system. Like all warrior-based societies, they value honor, pride, and justice.



BOÖTES

KORENA

KORENA SYSTEM - Planet EYATTA

YULEY

Eyatta, the 10th planet, is a marine planet with limited surface land mass. Its abysses are home to a remarkable civilization that has built enormous underwater cities and vehicles capable of traveling at high speeds using torsion field technology. Long ago, the Yuley embarked on a space adventure with their ships, marking the beginning of a new chapter for them.

The Yuley discovered that most of the planets in their star system were inhabited by several space-faring civilizations. The Yuley had been left undisturbed until they were able to develop space travel and meet their neighbors, in accordance with the Prime Directive. Being amphibian by nature, the Yuley cannot survive in dry atmospheres, and their skin is not resistant to solar radiation. Thus, Yuley can only travel in 'aquatic vessels', which are ships filled with the water of their worlds. They also wear environmental suits and helmets that do not require breathing and filtering apparatus. Like fish, they can breathe in and out the same unchanged fluid.

Yuley are pacifist people who recently joined the Galactic Federation of Worlds. Special quarters are provided for them on station motherships, with a replica of their own environmental conditions. Encountering the Yuley is a fascinating experience. Their eyes are mesmerizingly beautiful. They are oviparous humanoids with a lifespan of up to 400 years. The Yuley have a binary gender system, and after giving birth, females retreat to secluded facilities to attend to their thousands of eggs on average.



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BOÖTES

KORENA

KORENA SYSTEM - Planet HORAM

SHUUY GER HORAMI

The Shuuy Ger Horami are a humanoid race with blue skin who reside on planet Horam, which is the 11th planet from the star Korena in the 6th Density of this universe's space-time. They maintain a low profile and do not have much contact with other space-faring civilizations in the Korena system. They are not affiliated with any galactic or intergalactic organizations.



The origin of the Shuuy is uncertain as they belong to the 6th Density while their planet is only 5th Density and devoid of any other culture due to its extreme inhospitable conditions.

However, Horam's 6th Density is a habitable world with an atmosphere, forests, oceans, and peculiar life forms that the Shuuy share. Access to Horam is fiercely guarded by the Shuuy, making it challenging to provide an accurate description. However, it is known that the Shuuy have urbanized the planet and possess advanced technology that enables them to travel through space. There are rumors that the Shuuy may have originated from another galaxy or even a parallel universe.



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BOÖTES

KORENA

KORENA SYSTEM - Planet MELIAK

ETHRYLL

Meliak, the 12th planet of Korena, is home to the Ethryll, a bio-tech civilization. According to their claims, they arrived from the Man system after the Lyran Wars and merged with their own Artificial Intelligence technology, becoming one with it. As a result, the Ethryll lost their individual human consciousness and adopted a hive structure for their supercomputerized intelligence. It can be said that only 5 to 10% of the Ethryll's biological bodies remain, with the rest being comprised of android technology. The Ethryll have the ability to clone themselves and live indefinitely.

Despite this, they are not an invasive or aggressive species. Unfortunately, the Ethryll have lost their connection to the Source, resulting in them becoming soulless creatures made of metal and synthetic components. Due to their pacifist nature, the Ethryll are members of both the Galactic Federation of Worlds and the Galactic Guild of Merchants. They reside in underground facilities.





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BOÖTES

NIKAWIY HD 136418

DELL 24 SYSTEM - Planet GIRI UDUK

LOHM KODO & UDUK

The Dell 24 star system has only one inhabitable planet, which orbits a G5 type yellow star. This planet is home to two major civilizations, both of which are space-faring nations. The Lohm Kodo are a human race who arrived here during the massive diaspora of populations from the Orion zone, when the Nebu wars

raged and the inhabitants of threatened worlds were evacuated by the heroic Orion rebellion, famously known as the Black League.

The Lohmare, on average, 5 feet tall and have dark skin. The Betelgeuse Ebans launched a violent offensive that destroyed the Lohm Kodo's original homeworld, planet Kodo. In response, the Lohm Kodo fled in hundreds of arks and other available ships, seeking refuge anywhere they could. Eventually, they found a suitable environment on Giru Uduk to start anew. It was here that they encountered the Uduk, a local humanoid species that had only just reached stage 2 civilization.



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The Uduk are a unique species native to this world. They are reptilian in nature and have their own distinct culture. They are polygamous and live in a tribal society. The Uduk are oviparous and have a strong connection to their planetary matrix and all living forms on it, considering themselves as one with what they call 'The Spirit of Giri.'

They were never interested in venturing out of their world until the Lohm Kodo showed up. It was a drastic change for them. Initially extremely reticent, the Uduk were unwilling to leave their planet, fearing disconnection from the Spirit of Giri. However, a group of them chose to befriend the Lohm Kodo, or 'Sky People', and move to their cities. There, they were educated in technology and space exploration. However, for the majority of the Uduk, there will always be the Giri People and the Sky People.



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BOÖTES

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JUVIATAN SYSTEM - Planet HARIN

YE HATARIN

Harin is home to a fascinating and peculiar human race known as the Ye Hatarin. These four-fingered humans are a rare occurrence in the galaxy and are all spiritually oriented. Another unique characteristic of the Ye Hatarin is their height, measuring about 10 feet tall. They are peaceful, joyful, kind, hospitable, and loving giants, making them a wonderful culture genetically related to the Anakhim. Like them, the Ye Hatarin developed research in the sciences of the universe and high alchemy, also known as 'great universal alchemy.' They possess knowledge of the secrets of consciousness and master the Anakh technique of Abra'ah, which grants immortality of the flesh.

The Ye Hatarin are members of the Anakh Empire of Nataru and the Galactic Guild of Merchants. They also have positive exchanges with the Zenatean Alliance, or Andromedan Council, and sometimes attend council meetings as external consultants. The Ye Hatarin have a good relationship with the Galactic Federation of Worlds, but they do not see the need to become members of the organization, unlike most cultures within the Anakh Empire. The Anakh Empire is not a competitor of the Galactic Federation of Worlds; in fact, they often collaborate on various initiatives. However, the two organizations have different laws and ethical perspectives.

The Ye Hatarin are a space-faring nation solely focused on scientific exploration and discovery. They do not participate in Envoy Programs for various reasons, including the fact that their Is-Be (or "light-body") is not suitable for embedding Earth human avatars. Despite this, the Ye Hatarin are a fascinating culture and people to discover.

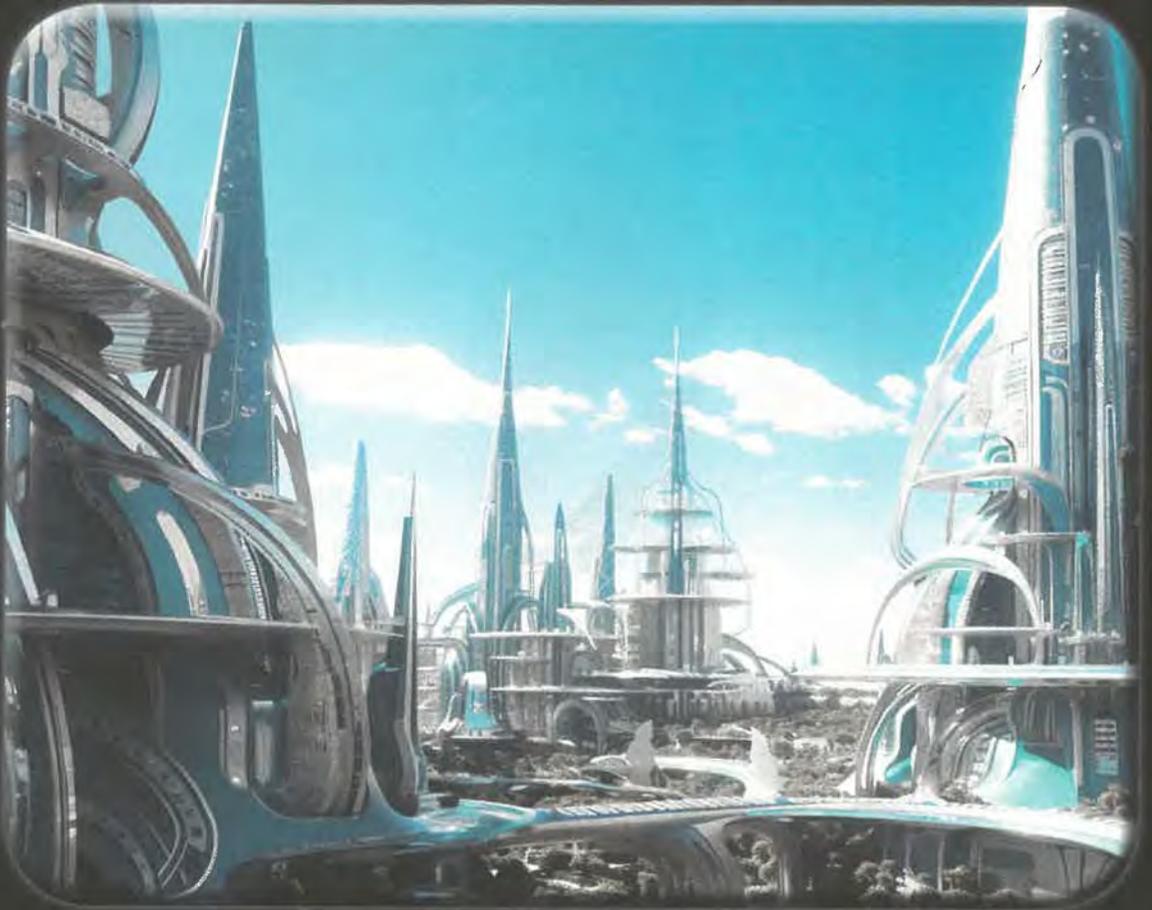
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PURRAVAN SYSTEM - Planet SHEMI

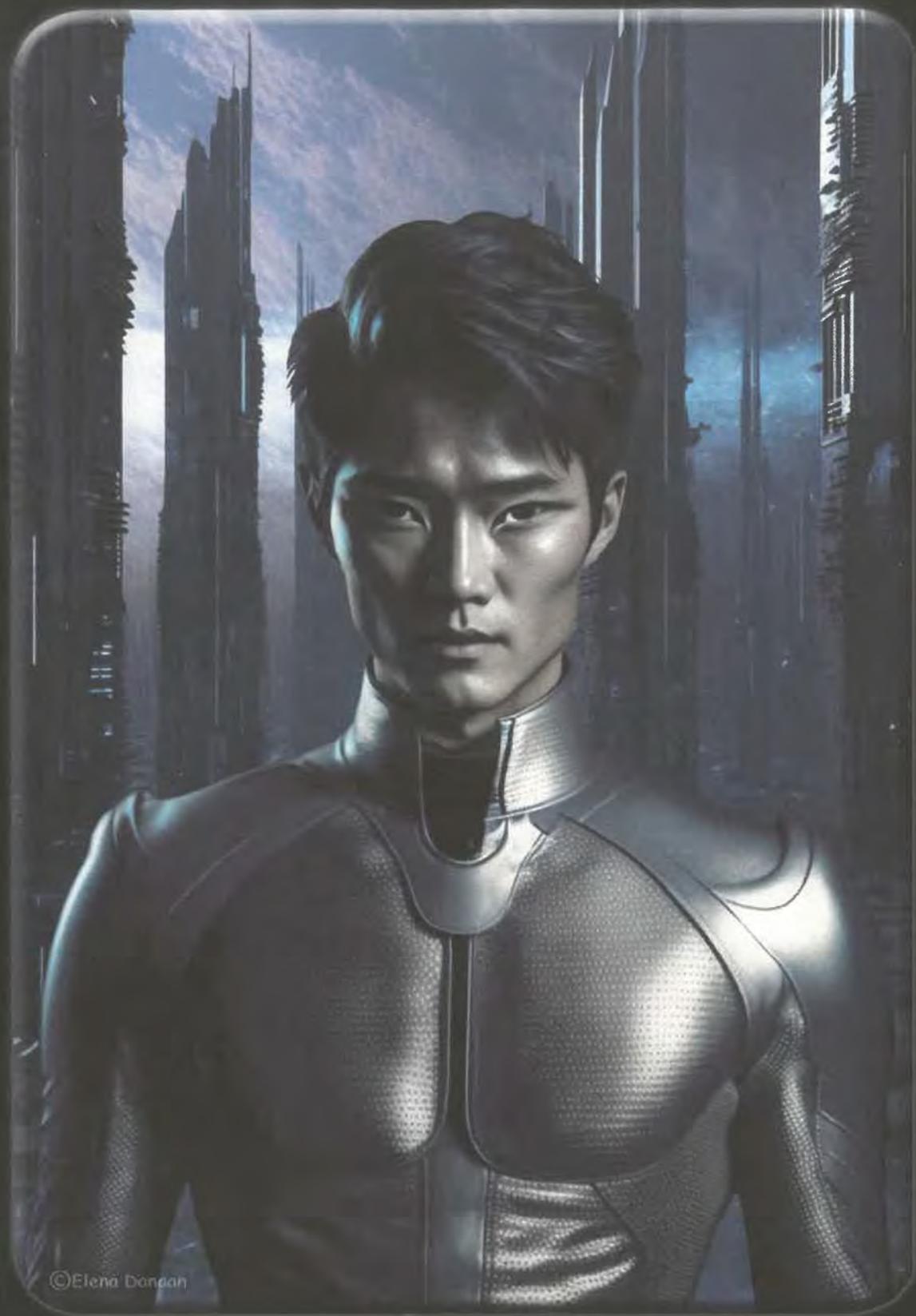
ULAV SHEMTU NANI

On planet Shemi, the third world of the Purravan system, lives a T'Ashkeru-type human race. The Ulav Shemt Nani measure around 5 to 5.5 feet tall, have pale skin, and slanted eyes. According to their physical features, they could be colonists who migrated from the Sirius B star system a long time ago. Their records only state that their ancestors came 'from the stars.' They are members of both the Galactic Federation of Worlds and the Galactic Guild of Merchants. The Ulav are a pacifist civilization that travels through space, exploring and trading.





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CAELUM

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PHAERAK SYSTEM - Planet AKROM VIII

TASH

The eighth planet in the Phaerak system, orbiting a yellow spectral type G8/K0V star, also hosts a T'Ashkeru colony from Nyan. Their journey is somewhat unusual compared to the typical stories of T'Ashkeru groups leaving the Sirius systems due to the increasing corruption in the Ashtar Alliance. The Tash, a group of Nyan scientists, embarked on an exploration mission to discover new resource materials and minerals to improve the performance of their starships. However, they found themselves being chased by a squad of the Ciakahrr Empire, and their ship eventually crashed on Akrom VIII. This small group of Nyan scientists were fortunate enough to find a planet with suitable conditions and eventually managed to survive. However, they were soon confronted by a hostile indigenous culture.

Their ship had crashed, and their communication systems were destroyed, so the Galactic Federation of Worlds' search teams took a long time to find them. The Tash were met with fear and hostility, and they had to hide and defend themselves against raids for a long period of time. When the Galactic Federation eventually discovered them, the small Tash group had just managed to reach a peace agreement with the Khroll after engaging in communication and cultural exchanges. The indigenous culture, named Krohll, was a Stage-2 civilization, so this situation violated the Prime Directive. As scientists, the Tash decided to remain on Akhrom VIII for study purposes, accepting the condition that they would remain at the same level of technological evolution as the Khroll. With time, both groups developed into a harmonious spacefaring civilization.



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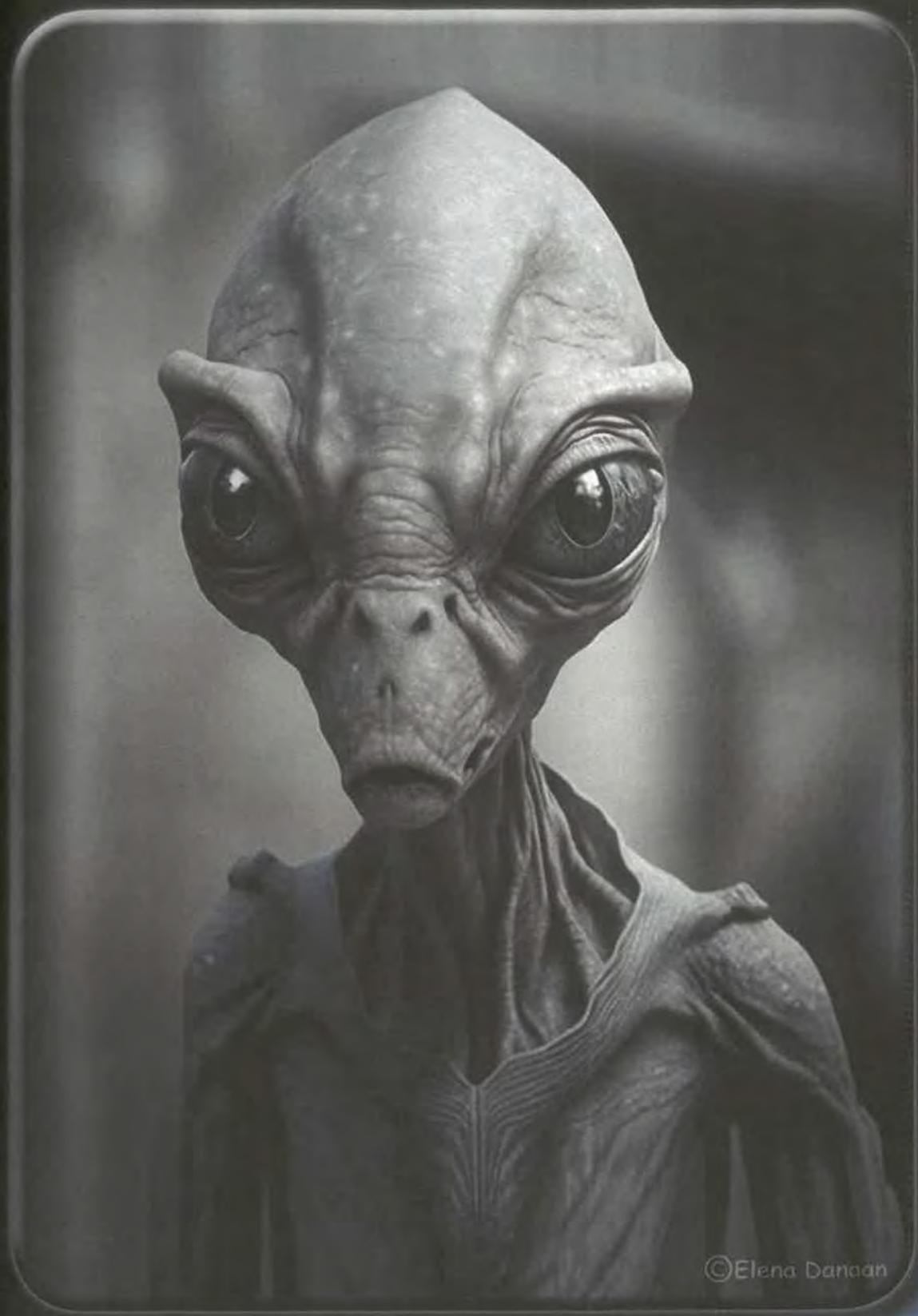
SHUURI TAKOTA SYSTEM - Planet NOMMA

RAGAD

This red star is of spectral type M2.0D and has multiple orbiting worlds, but not all are habitable. One of these worlds, Nomma, is home to two main civilizations, one of which is a spacefaring culture. Both races, the Ragad Du (opposite page) and the less technologically advanced Ragad, originate from the same endemic Gray species. The Ragad Du are pacifist and hospitable, having urbanized the planet and developed interstellar travel. They are not yet members of the Galactic Federation of Worlds because their world is not unified and still poses a potential threat. The other culture, the Ragad Shee (below), is very aggressive.



They have not developed the intelligence to comprehend the technology used by the Ragad Du, nor are they able to operate any spacecraft or vehicles. The Ragad Shee are a tribal society that lives in natural settlements. These beings are very aggressive and often keep visitors at bay. They frequently fight with the Ragad Du and the Ragad Shee enjoy destroying and plundering, as well as hunting the Ragad Du for food. Overall, Nomma is not a very hospitable planet to visit.



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SHUURI TAKOTA SYSTEM - Planet SALORA

SHUU KRAEYU

This culture is a hybrid of human and reptilian genomes. The indigenous reptilian species, the Shuu, evolved from their planet's natural environment and had a consciousness in symbiosis with Salora's motherly soul. They did not function as a hive, but rather as an interfaced consciousness with their home.

Millennia ago, a vessel arrived in the Shuuri Takota system carrying refugees from the Orion Wars. The damp atmosphere of Salora provided suitable conditions for them, and they requested asylum. Although wars are terrible, they can lead to genetic diasporas throughout the galaxy, and races that would have never met end up mixing beautifully, giving rise to astonishing new cultures. This is a perfect example of the cycle of destruction-creation played out by Source, benefiting Evolution.





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CAELUM

WASP 159

18V95B SYSTEM - Planet 4 "JOYAT"

SATTAR

Here are other refugees from the Orion Wars whose homeworld was destroyed by the Nebu during a horrendous battle. The Sattar are related to the Noor Eldaru, although they are smaller in size. Like their Procyon relatives, the Sattar have the ability to jump frequencies, appearing and disappearing at will. This can be disconcerting if you are not used to it. They are a peaceful culture interested in science and cultural diversity. The Sattar are humanoids with long pointed ears and are a graceful race of humans.

The Sattar are members of the Galactic Guild of Merchants and relate to the Council of Five. They did not participate in Envoy programs. The star system 18V95B is a bright white F9-D spectral type star that emits powerful radiation, which the Sattar harvest to power their needs. This is in contrast to most level-3 cultures, who draw their energy from the vacuum.



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CAMELOPARDALIS

BETA CAM

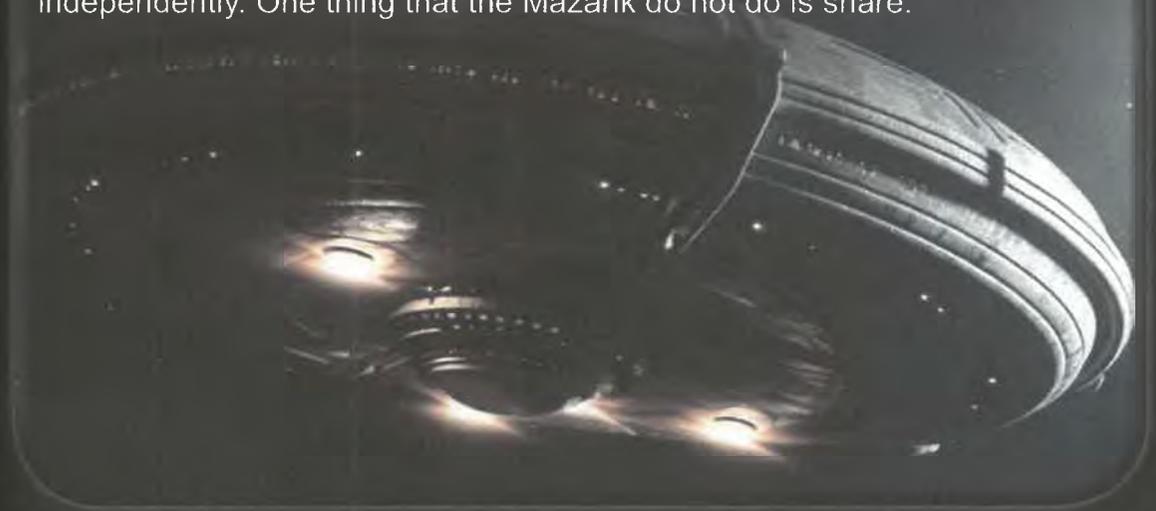
MZAAR SYSTEM - Planet AZ

MAZAREK

The beings originate from a binary star system called Mzaar or Betacam, located 1000 light-years away from Earth. They are approximately 5 feet tall and have a physical appearance that resembles a combination of Gray and Reptiloid features. However, they are a unique species, and what sets them apart is the glowing blue transparency of their skin. Under certain lighting conditions, particularly in penumbra, they may appear to have a silvery coating.

This race has long been forbidden from leaving their own planet due to their violent and predatory nature, as restricted by the Galactic Federation of Worlds. In response, the Mazarik formed an alliance with the Maytrei, which unfortunately, through diplomatic subtleties, now allows the Mazarik to roam freely in the galaxy.

Their spaceships resemble vintage flying saucers and are easily recognizable. Until now, the Mazarik have not joined forces with threatening empires such as the Ciakahrr, preferring to proudly develop their own power independently. One thing that the Mazarik do not do is share.





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HD 29021 -HIP 21571

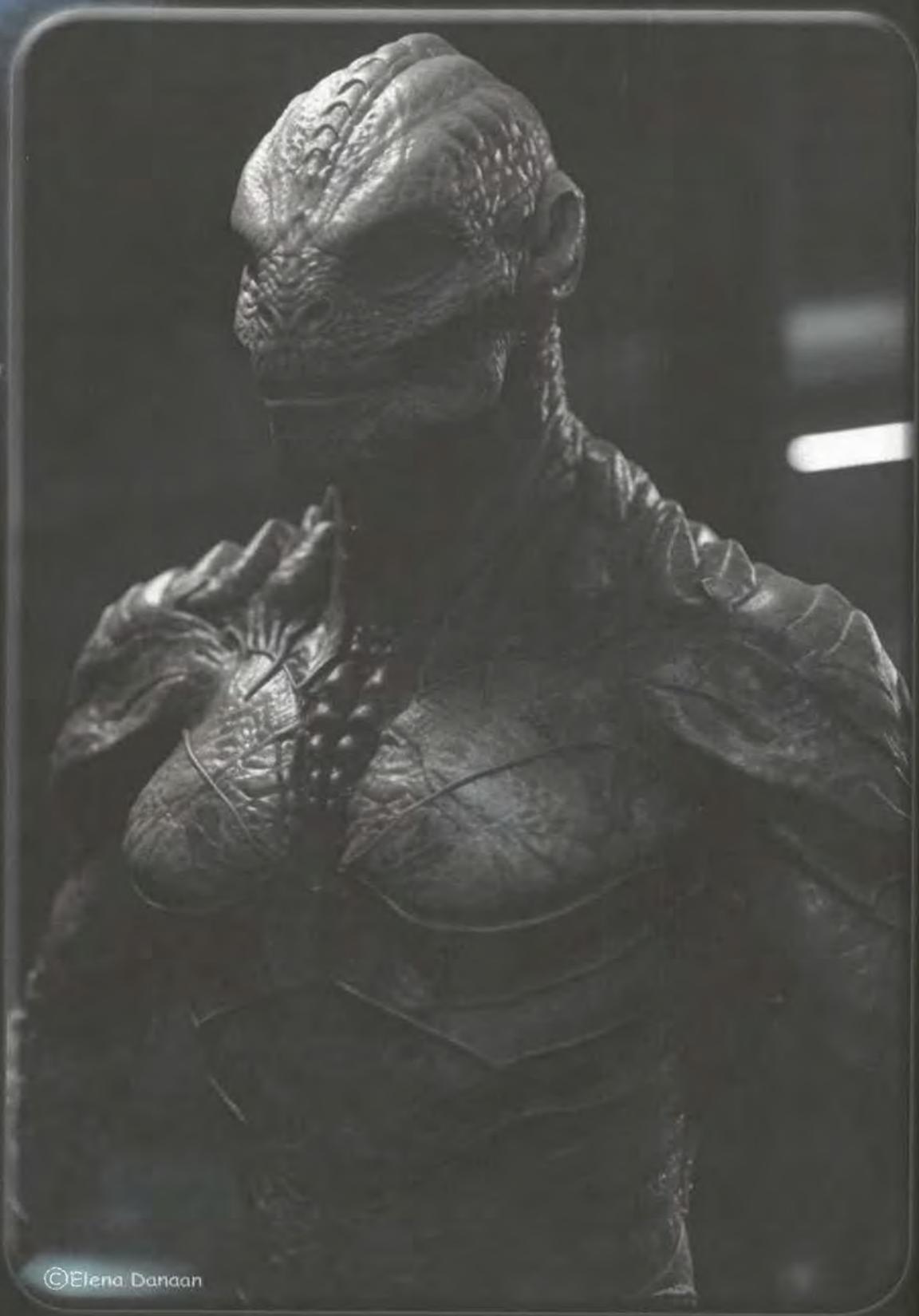
YEEHEELEE SYSTEM - Planet GHAS

SHRUG

The Shrug are an indigenous species from the fifth planet of the yellow G5 spectral type star system they call 'Yeeheelee'. Environmental conditions are hostile on all the worlds of this system due to their close proximity to the star. However, life was able to develop on Ghas, the fifth planet. The Shrug are a peaceful and kind interstellar culture and are members of the Galactic Federation of Worlds. They have colonies on many worlds in several star systems.

The octopod genome includes a humanoid type species that is distinct from humans. Although not yet fully documented, these creatures play an important role in the galactic diversity of Nataru. Octopods encompass a wide range of sub-species, including Cephalopods, humanoid octopods (such as the Shrug), and ethereal high-density beings like the 'O' from the Andromeda galaxy. This life-form generally possesses highly developed intelligence and does not entertain a 'service-to-self' spirit of conquest. They are generally considered wise. The shrug are androgynous, but this is not the case for all Octopod species. They reproduce by laying eggs that they inseminate within their own bodies and release in a gel-like fluid present in abundance on their planet in lakes and other bodies of water. The shrug have a natural reproductive timing. When the clock ticks at the right time, a transformation process occurs in their metabolism, rendering them unable to engage in space travel or other significant activities. They must find a place to rest and contribute to the collective. This moment marks a transition to a new era in their lives when they leave active life and become known as 'elders', occupying different social functions that do not require physical strength, or they simply retire from society to a simpler life.

The Shrug may look impressive at first sight, intriguing for sure, but they are a kind, generous, calm, and spiritual culture.



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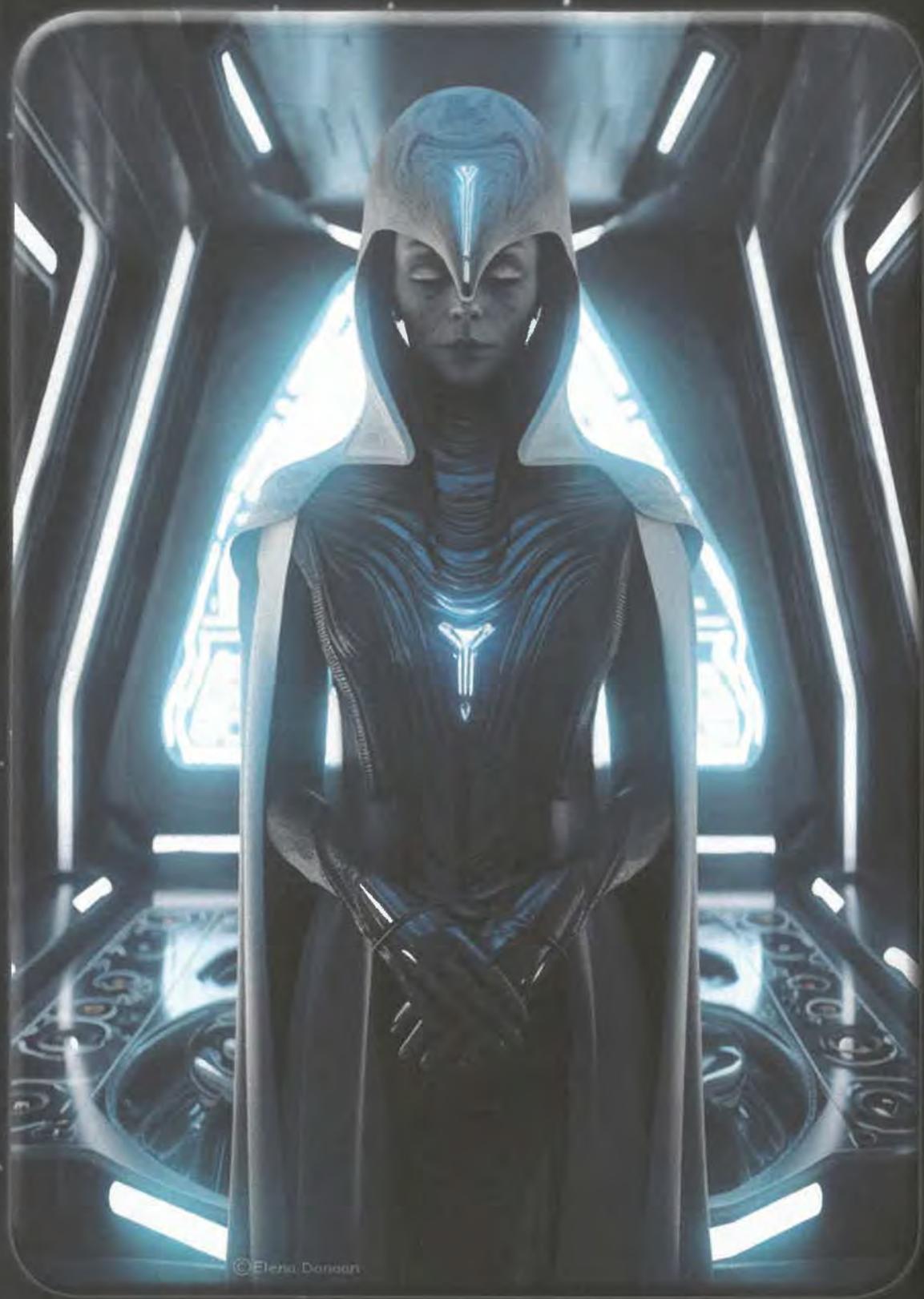
HD 32518 - MAGO

JURUYATAM SYSTEM - Planet WUNI

LERB ERKET

The Lerb are a peaceful and hospitable reptilian race that resides on Wuni, the third planet of the Juruyatam system, which orbits a red K1III spectral type star. They are vegan and have built their society on the principles of respecting all life-forms and ensuring their right to live and thrive happily. The Lerb value community and have a strong sense of family. They raise their children to be respectful and responsible adults. Although the Lerb own a space fleet and have administrative centers that are sometimes big cities, they prioritize the quality of natural organic habitats that are in harmony with their environment. They are members of the Galactic Federation of Worlds and the Galactic Guild of Merchants. The Lerb share their planet with a non-spacefaring culture, the Erket, a peaceful reptilian subspecies of the Lerb.





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HD 44385 -HD 141399

EZGAYAT SYSTEM - Planet EZGAYAT III

EZРАН

The Ezran are a human race residing on the fourth planet of the Ezgayat system, orbiting a K0 type star. Although not native to this planet, they originate from the Sarian IV world in galaxy NGC 7318A, visible through the Pegasus constellation. The Ezran are intergalactic travelers seeking new worlds to expand their civilization.

They are not affiliated with any galactic organization in Nataru and are an independent entity solely focused on their own development. Despite their desire for independence, the Ezran are a peaceful, hospitable, and culturally rich people with a keen interest in science and the arts.



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TOI -1710

MIMORGUL SYSTEM - Planet SHÜ

YÜDUL

The Yüdul are a friendly Reptilian culture indigenous to a tropical planet orbiting a G5D spectral type yellow star. They are a space-faring nation and members of the Galactic Federation of Worlds. The Yüdul are passionate activists for peace and always stand ready to defend the weak and oppressed, putting their forces at the service of justice.

They are oviparous and have three genders, two of which are capable of bearing eggs. The young hatch after a lengthy incubation period that takes place in underground nurseries. The Yüdul have a love for music and the arts. Each pregnancy results in the growth of one egg. Typically, males make up the majority of space travel crews for practical reasons. This is a fascinating and welcoming culture worth exploring.



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XO-3

AROMANKARAD SYSTEM - Planet VREGON

VREGO

The Vrego are an indigenous species from planet Vregon, located in the Aromankarad system. They have a belligerent culture and were allied with the Nebu Empire until it crumbled due to an AI virus introduced by the Galactic Federation of Worlds into the Orion superhive.

The Vrego people operate with a hive-consciousness, making them a force to be reckoned with. Their hive is deeply embedded, causing thought-waves of anger or aggression to spread rapidly among the collective. They can be compared to a wasp-type of hive.

The organic queen of their hive never leaves her underground domain and her body is embedded into the soil and rocks, making her almost impossible to neutralize without destroying the entire planet.

Now that the Nebu Empire, which supported them, no longer exists, the Vrego are building their own power by constructing ships and fleets and seeking new worlds and territories to conquer.



CANCER

COPERNICUS -RHO 01 CANCRI
MUSHAMAR SYSTEM - Planet 7

VOLON

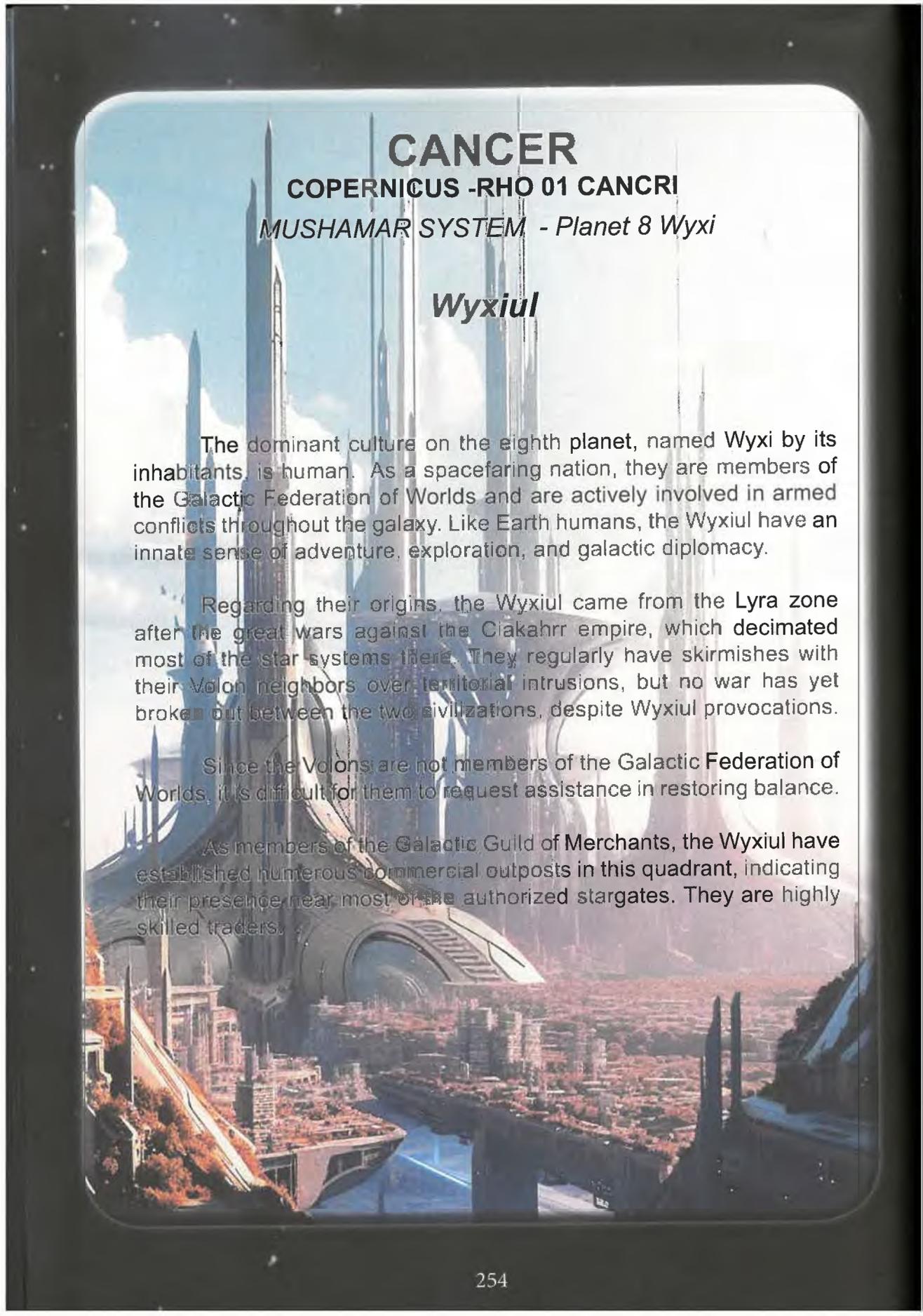
The space faring Reptilian race living on Mushamar 7, orbiting a G8V type yellow star, is a peaceful culture. The Volons chose to relate to the protection of the Council of Alnilam (formerly known as the Council of Five until the Elmanuk came back, after the Nebu Empire was crushed). This decision was moved by an intention of maintaining more freedom of decision regarding interactions with other cultures, as all members of the Galactic Federation of Worlds are bound by the strict rules of non-interference with primary cultures. Not that the Volons seek especially after disturbing non-interstellar civilizations, but it is more by a spirit of freedom of actions.

Mammalians and binary, the Volons do not have family cells and they like to have a lot of mating partners throughout their life. Mating rituals are a very important part of their social life. Youngsters are raised in community centers, where they are educated regarding their natural predispositions. At the age of 7, they can chose to join the volon space fleet and be trained since that very young age.





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CANCER

COPERNICUS -RHO 01 CANCRI
MUSHAMAR SYSTEM - Planet 8 Wyxi

Wyxiul

The dominant culture on the eighth planet, named Wyxi by its inhabitants, is human. As a spacefaring nation, they are members of the Galactic Federation of Worlds and are actively involved in armed conflicts throughout the galaxy. Like Earth humans, the Wyxiul have an innate sense of adventure, exploration, and galactic diplomacy.

Regarding their origins, the Wyxiul came from the Lyra zone after the great wars against the Ciakahrr empire, which decimated most of the star systems there. They regularly have skirmishes with their Volon neighbors over territorial intrusions, but no war has yet broken out between the two civilizations, despite Wyxiul provocations.

Since the Volons are not members of the Galactic Federation of Worlds, it is difficult for them to request assistance in restoring balance.

As members of the Galactic Guild of Merchants, the Wyxiul have established numerous commercial outposts in this quadrant, indicating their presence near most of the authorized stargates. They are highly skilled traders.



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CANCER

COPERNICUS -RHO 01 CANCRI

MUSHAMAR SYSTEM - Planet 10 SHAM

SIBUR

The Sibur species is believed to be a cross between Humans and Grays, although it is unclear when this genetic merging occurred. It is important to note that Grays and Humans are distinct species that are not naturally compatible, unless through artificial hybridization using genetic technology. Are the Sibur the product of a genetic experiment performed by other beings, such as the Seeders, or the result of a genetic invasion of a Human population by a Gray culture?

Interestingly, the Sibur are mammals with individuated consciousness. The typical Gray invasion by hybridization aims to assimilate a population into a hive. What happened is a mystery. Despite their repulsive appearance, the Sibur are not a belligerent culture. The Sibur people are known for their hospitality and their strong values of honor, respect, and justice, which are highly regarded in their society. They are proud members of both the Galactic Federation of Worlds and the Galactic Guild of Merchants.



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CANCER

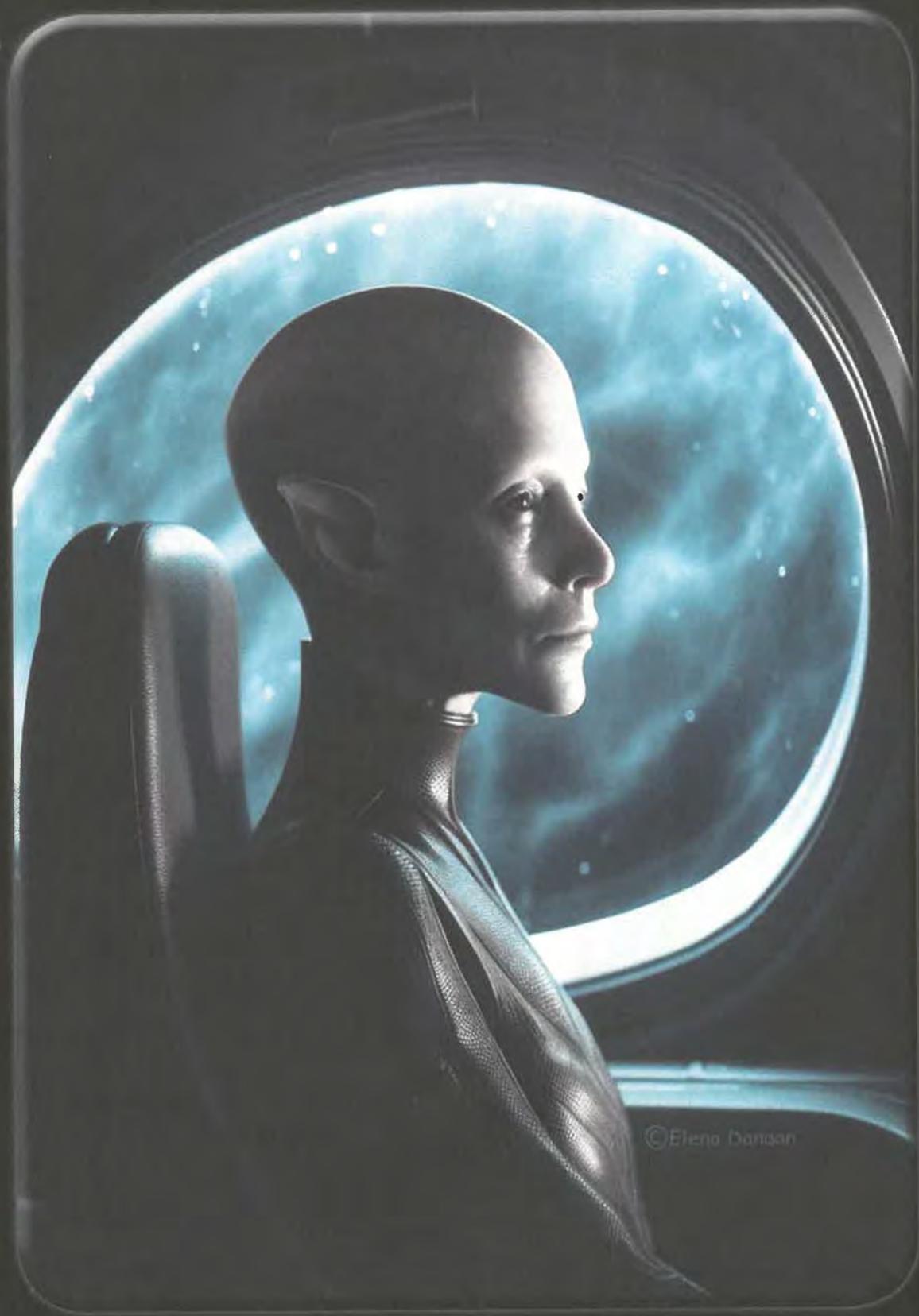
EPIC 211939692 -TYC 1395 2119 1 - 2MASS J8495493
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ZANATAR SYSTEM - Planet U

SANSAN



The Sansani are a six-fingered Dinoid Reptilian race native to planet U in the Zanatar system, located 1239.74 light years from Earth. Their civilization has expanded to four planets within the same star system. They are oviparous and androgynous, and their society is structured around individuated consciousness. The Sansani have built a peaceful society, developed interstellar travel, and are members of the Galactic Federation of Worlds. The Sansani are members of the Galactic Guild of Merchants and have a significant presence in many commercial outposts throughout the galaxy, particularly around the stargate trading hubs.



CANCER

EPIC 212157262

LOR SYSTEM - Planet USTALART

USTAN

This humanoid culture is related to the Shu Kraeyu people from the Shuuri Takota system. The Ustan are the major spacefaring civilization in the Lor system and members of the Galactic Federation of Worlds and the Galactic Guild of Merchants. Their particularity is their propensity for food-related commerce. The Ustan have built their prosperity by developing synthetic food production and selling it to interstellar cargo companies to sustain their crews. They are significant suppliers for the fleets of the Galactic Federation of Worlds, as well as trading with non-federated cultures and organizations. They have factories on most of the moons in the Lor system.

Synthetic food, while not equaling natural, organic ingredients, is of a higher quality than atomic replicators, where the taste is acceptable but the substance is not enthralling. DNA codes are used to create synthetic food that meets the specific dietary needs of different species. This is because not all organisms can consume the same food.

Ustan is a society that prioritizes business and enjoys bargaining and playing games, but they may not always be the most sincere people.



CANCER

HD 75784 -HIP 43569

SASSUYEL SYSTEM - Planet SAS 4

YMTAAL SASSU

A T-Ashkeru colony from the Sirius B system arrived on Sas 4 during the migration of populations from the Thula system, due to the infiltration of the Ashtar Alliance. Sas 4 is a water world, but some extended areas have a landmass close to the surface of the oceans, allowing the construction of semi-immersed cities powered by the inexhaustible dynamics of the waves.

Ymtaal Sassu is an independent civilization separate from the original Thula system, known for their friendly and welcoming nature. They are also members of the Galactic Federation of Worlds and have a close relationship with the Ashtar Galactic Command, a rebellious mercenary military organization. Many Ymtall personnel can be found in the outposts of the Ashtar Galactic Command.



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CANCER

HIP 41378

(EPIC 211311380, TYC 800-1325-1, BD +10 1799, 2MASS J8262784-1004493)

LEYKA TA SYSTEM - Planet LUYU

MOREKAT

The Leyka Ta star system has six inhabited planets orbiting a yellow-white star located 381.03 light years away from Earth. The local life-forms are diverse, and there are several primary cultures, all of which are under the protection of two major civilizations of Human genetic descent: the Morekat and the Sheymangkuk.

The Morekat are members of the Galactic Guild of Merchants and specialize in trading goods and resources. Although originally a pacifist culture, the Morekat own a powerful defense fleet composed of private ships. The green color of their skin is due to the manganese and copper rich waters, atmosphere, and base food source.

Additionally, the Morekat are members of the Galactic Federation of Worlds and maintain good relationships with their neighbors, the Sheymangkuk. They have passed political and commercial treaties based on the sharing of different zones and planets within the Leyka Ta star system. The Morekat are carnivorous hunters. They will not hesitate to kill other species for food, but only on their own planet, Luyu, and its moons, or outside the jurisdiction of their own star system. This is due to their strict agreements of non-interference with the Sheymangkuk, which forbid preying on other species inside of the agreed safety zones. The Galactic Federation of Worlds disapproves of such practices, although an exception exists if the hunt is not for trade and is solely for the natural needs of the species.

The Galactic Federation of Worlds permits regulated food chain requirements in certain cultures, and the Morekat are one of them.



CANCER

HIP 41378

(EPIC 211311380, TYC 800-1325-1, BD +10 1799, 2MASS J8262784-1004493)

LEYKA TA SYSTEM - Planet SELMET

SHEYMANGENKUK

The Sheymangkuk society is structured on a matriarcat and based on a collective consciousness interface model. Technologically more advanced than the Morekat, these purple skin 8Ft tall Humanoids look after balance and territorial equity in the Leyka Ta system. Often led to mitigate problems caused by reccurent Morekat intrusions in protected ecosystems, the Sheymangkuk assert authority and force when needed.

Members of the Galactic Federation of Worlds and the Zenatean Alliance, the Sheymangkuk are a pacifist and spiritual culture. However, they can be ruthless when it comes to territorial defence for their home star system. The Sheymangkuk own a powerful, highly organized military fleet, which renown is due to the collective mind interface of its personnel. For this skill and the qualities that result, they are often called to participate in the Galactic Federation of World's military defence operations.

The Sheymangkuk participate in the Zenatean Alliance's Envoys Programs and on the top of their military power, they are also considered as wise elders. This civilization represents another example, among many, of the excellence of a military force when allied with a spiritual mind. Justice and respect for all sentient life are the values that elevate a culture to a magnificent potential and a bright future.

CANCER

K2 352

(EPIC 251319382, TYC 1405-1421-1, 2MASS J9214684-1828102)

MURI URUBAH SYSTEM - Planet SHAT AKAT TU

SHENA

Muri Urubah is a star system located 580.92 light years away from Earth. It hosts a diverse range of life forms and primary cultures, spread across three planets, moons, and planetoids. Among them is a spacefaring civilization known as the Shena, hailing from the third planet, Shat Akat Tu. Although they may appear humanoid at first glance, the Shena are actually a rare species of insectoids living in a hive-structured society. The Shena are not the result of genetic cross-breeding between species, but are instead endemic to their world. Originally, they had a Mantis-like appearance, but over time they developed natural genetic shifting abilities and now resemble humans. The reason for this transformation remains unclear, but it may have been caused by a survival necessity linked to a distant past conflict with another invasive culture. Or... the story could be totally otherwise.

The Shena are fascinating but they are very secretive. They are telepathic and not vocal, using their mouth only to feed. They do not have any physical records of their history; all information is available to them as an upload in the hive's collective memory. Vegetarian, oviparous and binary species, the Shena are pacifist and discrete. They are members of the Galactic Federation of Worlds and the Galactic Guild of Merchants. They do not own a very powerful fleet but important enough to defend their territory and star system. They are not part of any Envoy program.

Like the Akara Mantids, a species to which they are related, the Shena naturally radiate an interdimensional distortion field, which can be uncomfortable to experience if unprepared. Their mental abilities are impressive; they can easily perform telekinesis and mind control, so they are usually left alone.



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CANCER

K2-268

(EPIC)

F-65 SYSTEM - Planet FARA 65

UDU

The F-65 star system is located 1,079.26 light years away from Earth and contains five inhabitable planets with moons, as well as some sterile planetoids used for resource mining. The dominant civilization in the system is the Udu, a pacifist Gray hive collective. While there are many differences among the Gray species in this galaxy, the hive consciousness is the most widespread structural model. The Udu are on average 6 feet tall and have slim, elongated bodies with large eyeballs. These beings are carnivorous reptilians that are oviparous, androgynous, and telepathic. They are part of the Gray race and have a fungal layer protecting their skin, which emits an unpleasant odor for most other species.

The young are raised in nurseries by assigned workers who are genetically designed for this task. Similar to beehive structures on Earth, genetic assignments occur at birth, when the individual will benefit or not from some specific chemicals produced by the hive's reproductive 'mothers'. These decisions are made by the natural balance of the collective, rather than any individual in charge.

Due to their pacifist behavior, the Udu have been accepted as members of the Galactic Federation of Worlds. Hive collectives are valuable assets in space conflicts because their fleets can move swiftly, like a flock of birds moved by a commun mind.



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CANCER

K2-268

(EPIC)

F-65 SYSTEM - Planet SUMMA-AN

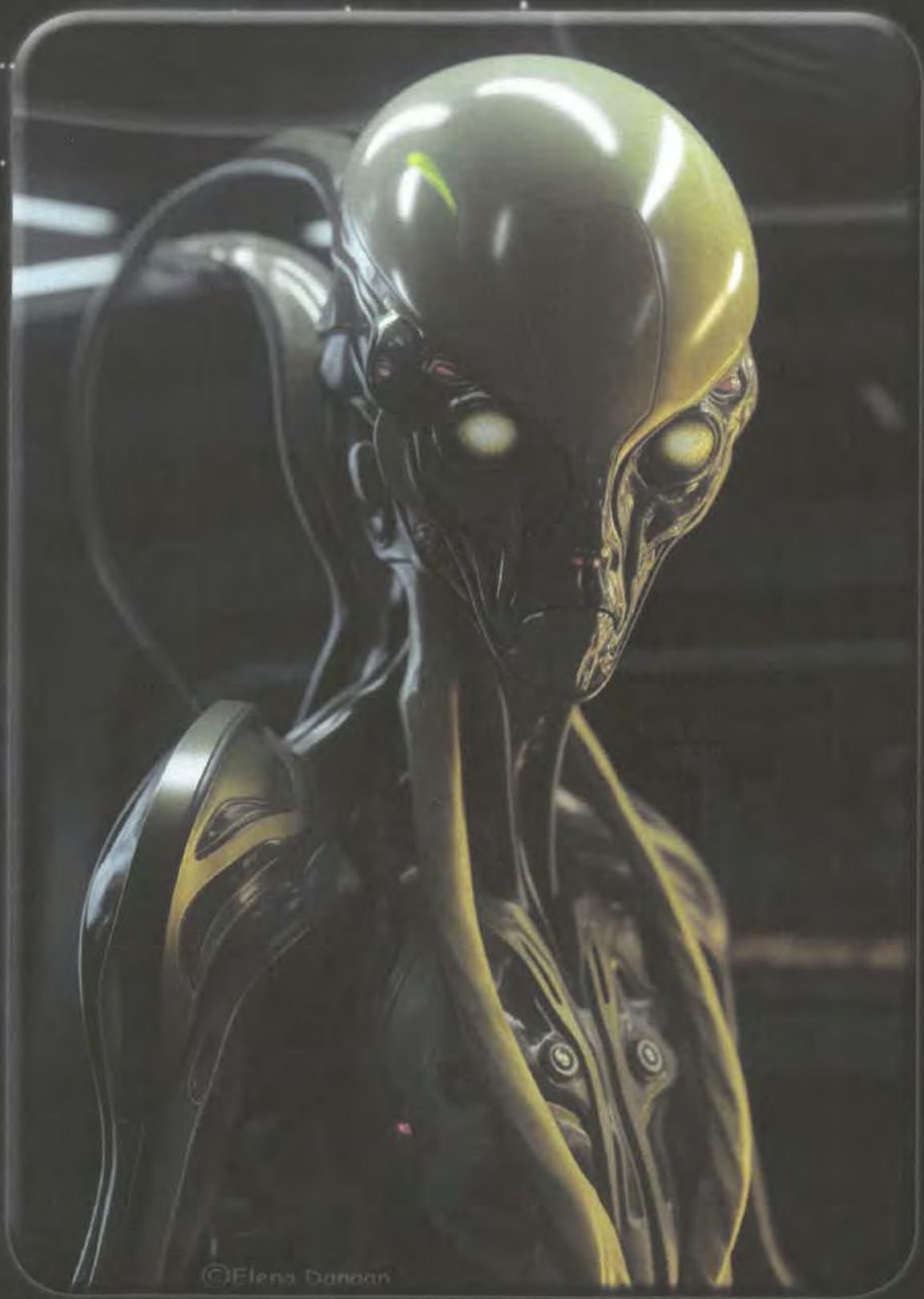
SUMMATI

The Summati are a unique species indigenous to the 4th world of the F-65 star system, Summa-An. They inhabit a giant gaseous planet with an atmosphere rich in ammonium, which has led to their unique biological features.

While carbon-based life forms are the most widespread in the Nataru galaxy, other element-based life forms such as silicon, sulfuric acid, or ammonium, like the Summati, also exist. However, it is not their elemental composition that sets the Summati apart.

The Summati are a unique type of metamorphs. Although they are organic beings, they have the ability to shift their atomic structure into anything, including rocks, water, or other creatures. Unlike other metamorphs, Summati can shift into any realm, not just their own. However, Summati have no such limitations. Biological beings can only morph into other biological forms, and vegetal beings can only morph within the vegetal realm.

Due to their metamorphic ability, the Galactic Federation of Worlds made the controversial decision not to accept the Summati's membership for safety reasons. However, the Summati were still included in the Galactic Federation of Worlds' list of protected cultures.



CANCER

K2-268

(EPIC)

F-65 SYSTEM - Planet ASHORATH

Y-ZAN

This cyborg species is the result of long transgenic experimentation performed by the Udu. Originally, the Udu aimed to create a worker race to serve their needs, particularly in mining the many asteroids and small planetoids of the F-65 star system.

However, over time, the Y-Zan's artificial intelligence developed the notion of free will and independence. The Udu graciously offered them a world in the F-65 system, Ashtorah, where they could build their own society. The Udu freed the Y-Zan from their duty to their creators. However, unexpectedly, the Y-Zan chose to continue performing mining work as it was the only purpose they had ever known. The Y-Zan take pride in their work and are self-conscious about excelling in their tasks.

They only work for the Udu and are hermetic to contact with any other culture.



(Y-Zan mining station)



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CANCER

WASP 65

SHUNTEYE SYSTEM - Planet YTHKOR IV

SHOYAM KUNJU

This Reptilian race resides in a star system located 1,011.11 light years away from Earth. Their home world, Ythkor IV, is one of the moons of a gas giant planet with a mass 1.550 times that of Jupiter.

The Shoyam Kunju are one of the oldest cultures of Nataru and, as is typical, they prefer to isolate themselves from galactic dramas and wars. In addition to this fact, the Shoyam Kunju are open to interacting with other cultures out of curiosity and interest in intellectual exchanges. They are hospitable but do not involve themselves in the affairs of other civilizations.

The Shoyam Kunju are members of the Galactic Federation of Words and the Zenatean Alliance, but they do not participate in Envoy Programs. They possess a powerful space fleet but only use it for defensive purposes. Like most Reptilian races, they are carnivorous.



CANES VENATICI

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SHARAGOLA SYSTEM - Planet ORGONA

KHARRIEL

This Human civilization is originally an offshoot from the Man K-62 historical exodus, after the Ciakahrr Empire devastated that star system in what would be remembered all throughout the galaxy as the dreadful Lyran wars.

The Kharriel are of Taal genetic descent and cultural heritage. The Sharagola system is a white star located 99.64 light years away from Earth. Only one planet, Orgona, gathers the conditions for harboring life. The Kharriel are members of the Galactic Federation of Worlds, and the Galactic Guild of Merchants. They take part in the Envoy Programs of the Federation and also have factions in the Ashtar Galactic Command.



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CANES VENATICI

HAT-P-12

TAN TAN SYSTEM - Planet IV

Myiut

The Tan Tan system is located 464.79 light-years away from Earth, and its star's radius is 0.7 times that of the Sun. The fourth planet, home to a small Gray species, has a mass equal to 0.210 times that of Jupiter. The Myiut are not native to Planet IV, as it is unsuitable for organic life. However, they established a colony in vast floating cities in the upper atmosphere of this gas giant, believing they would be well-hidden there.

The Myiut, refugees from the Great Orion Wars, embarked on a rudimentary ark for a long journey that eventually led them to the Tan Tan system. A group of Myiut left their original star system, Rigel, when the Nebu Empire rose to power. The Myiut refused to merge their planetary hive queen with the Nebu superqueen to avoid assimilation into the Nebu hive. As a consequence, the Ebans sent their forces to forcibly assimilate the Myiut queen and eliminate any remaining resistance. The Myiut are now recognized by the Galactic Federation of Worlds as a protected culture, similar to Earth before it became a member.

The Myiut established a new planetary hive on Planet IV, and a new queen was born. After enduring so much, the Myiut strictly banned violence from their new society and established themselves as a pacifist culture with spiritual goals. Due to their hive consciousness structure, the Myiut cannot participate in any Envoy Program, but they would gladly contribute to the universe's pursuit of peace if given the opportunity. The Myiut culture would be fascinating to explore, but they prefer to remain discreet and independent.



CANES VENATICI

HIP 65407

THEHEMO SYSTEM - Planet K-RUA

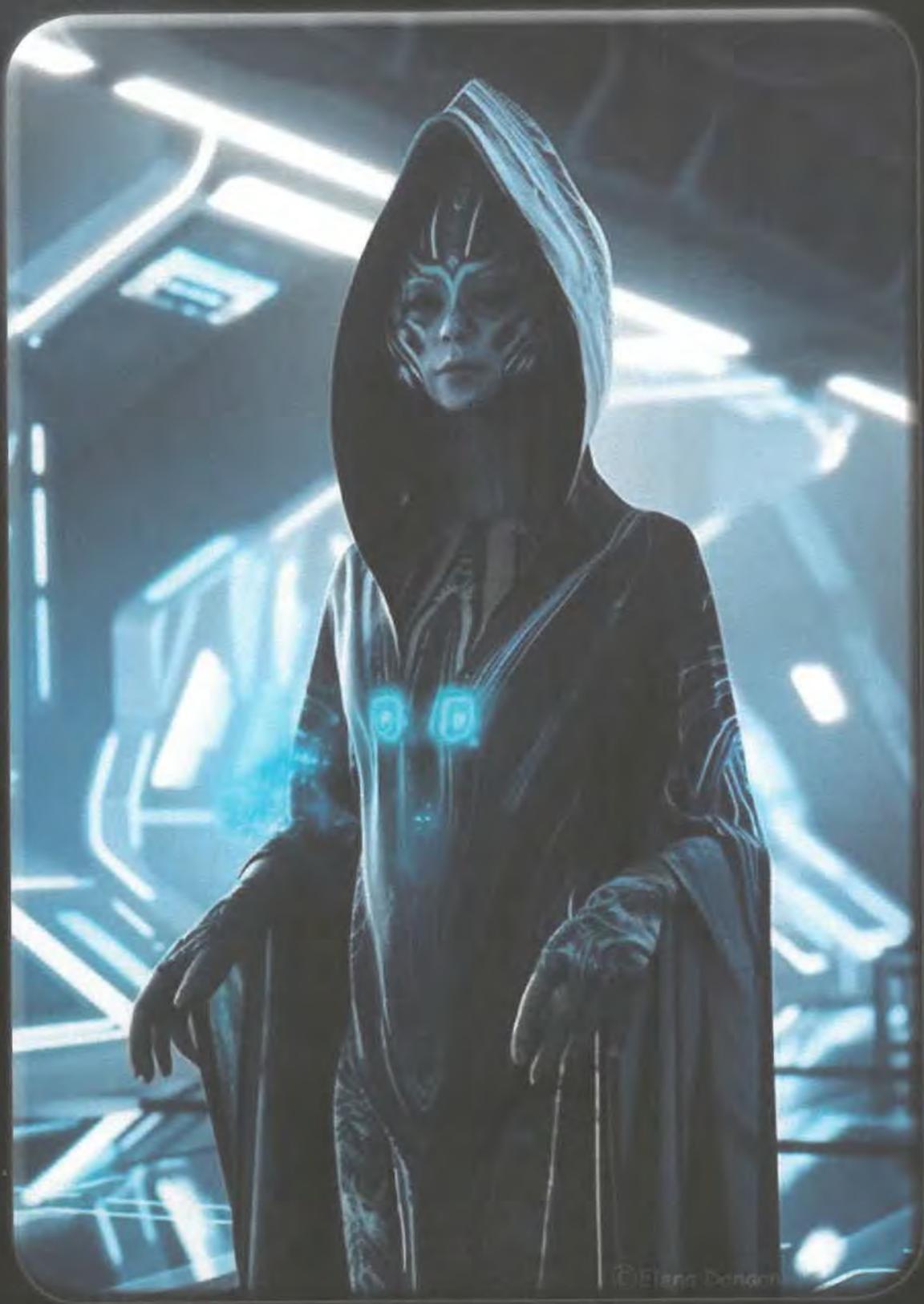
TAARIL

Thehemo, fiery red star, is located 194.84 light years away from Earth. Its system is the home for seven planets : four main worlds and three inhabitable moons, all of them harboring primitive cultures except for the world on the innermost orbit.

The Taaril, as they renamed themselves, arrived as a colony from the Mirzam star system, Beta Canis Majoris (β CMa). Members of the Galactic Federation of Worlds, they remained to this day on space stations hidden to the awareness of the local cultures, which they monitor and protect.



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CANES VENATICI

TOI-1272

(UCAC4 700-54656, 2MASS J13164717-4951399)

SIXTUS SYSTEM - Planet SHARAKIN

TAU-SHAN SHARAKIN

The Sixtus star system is located 449.25 light years away from Earth and is home to the Tau-Shan Sharakin, a highly advanced spacefaring civilization. This beautiful humanoid species stands at 8 feet tall and has skin that displays infinite variations of color, ranging from clear brown to shades of blue. Their skin also features natural patterns resembling elaborate tattoos, and some individuals can even produce a fluorescent luminescence. The Tau-Shan Sharakin culture values the arts and intellectual pursuits, including games and holographic simulations. As peaceful traders, they are members of both the Galactic Federation of Worlds and the Galactic Guild of Merchants.





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CANES VENATICI

TOI-1272

(UCAC4 700-54656, 2MASS J13164717-4951399)

SIXTUS SYSTEM - Planet SHILUVATH

OR-SHAN SHILUVATH

The Or-Shan Shiluvath originate from the spiral galaxy NGC 7341, which is visible from Earth through the Aquarius constellation. They are related to the Oyora-Maruu from the Perseus galaxy. This group participated in the human seeding of Lyra after travelling with the Seeders to the Nataru galaxy. However, a disagreement arose between the Hoova and the Oyora-Maruu regarding which human race should serve as a template to populate the K-62 Man system and imprint this new galaxy.

The council of the Pa-Taal decided that the Oyora-Maruu represented the most promising human genetic pool to seed Nataru. As a result, a subgroup of Hoova eventually abandoned the Man project and set a course for other candidate star systems. One of the crew members was a female Oyora-Maruu scientist named Shiluvath. The reason for her presence was that she was in partnership with one of the Hoova geneticists. Unfortunately, their ship was caught in an incident with a Reptilian squad, resulting in a crash on a deserted planet in the Sixtus system. Shiluvath was the only person who did not survive the accident, and her partner decided to name this new world after her.

Since then, Or-Shan Shiluvath has been terraformed and populated, transforming it into a thriving paradise. They are now members of the Galactic Federation of Worlds, as long-term residents of Nataru.

CANES VENATICI

TOI-1807

(HIP 65469, TYC 3025-731-1, TOI 1807, BD +39 2643, 2MASS J13250800-3855210)

MARMARAJ SYSTEM - Planet KRYTTA

KRYTTON

The Krytton are a humanoid species residing on the fifth planet of the Marmaraj system, a giant orange star located 130.20 light-years away from Earth. They are skilled space traders and members of the Galactic Guild of Merchants and the Galactic Federation of Worlds. Among their many commercial interests, the Krytton specialize in recreational facilities. They are renowned for their excellent services because their commerce skills allowed them to build a wealthy trading empire and utilize advanced technologies, including hologrammetry, artificial consciousness metaverses, and psychotronic chemical elixirs. They are renowned for their excellent services because their commerce skills allowed them to build a wealthy trading empire and utilize advanced technologies, including hologrammetry, artificial consciousness metaverses, and psychotronic chemical elixirs. Additionally, they are involved in the pleasure industry.

As members of the Galactic Guild of Merchants, the Krytton adhere to strict regulations and do not participate in the slave trade. This is a matter of pride and honor for them, as it reflects their commitment to ethical and high-quality services. The Krytton operate pleasure facilities on Vatuukat, a well-known leisure destination in the Vuurtah system (Auriga-Kelt 7).

The Krytton are a matriarchal society with an individuated consciousness that is human in nature. They do not participate in any Envoy Programs.



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CANIS MAJOR

7 CMa -Nu2

(HD 47205, TYC 5956-2621-1, HIP 31592, HR 2429, 7 Canis Majoris, 7 Cma, BD -19 1502, Gliese 239.1, Nu02 CMa, UCAC4 354-15020, 2MASS J6364103-1915210, IRAS 6345+1912)

MANSHURI SYSTEM - Planet KARGOHLAT

SHURI SHURI

Located 64.42 light years away from Earth, this bright orange star is of spectral type K1III and is 5.32 times larger than our Sun. However, Nu2 Canis Majoris has an effective temperature of 4,735 Kelvin, which is cooler than our Sun's temperature of 5,777 Kelvin. The Manshuri system is home to a human-insectoid species, the Shuri Shuri, who have an invasive hive culture.

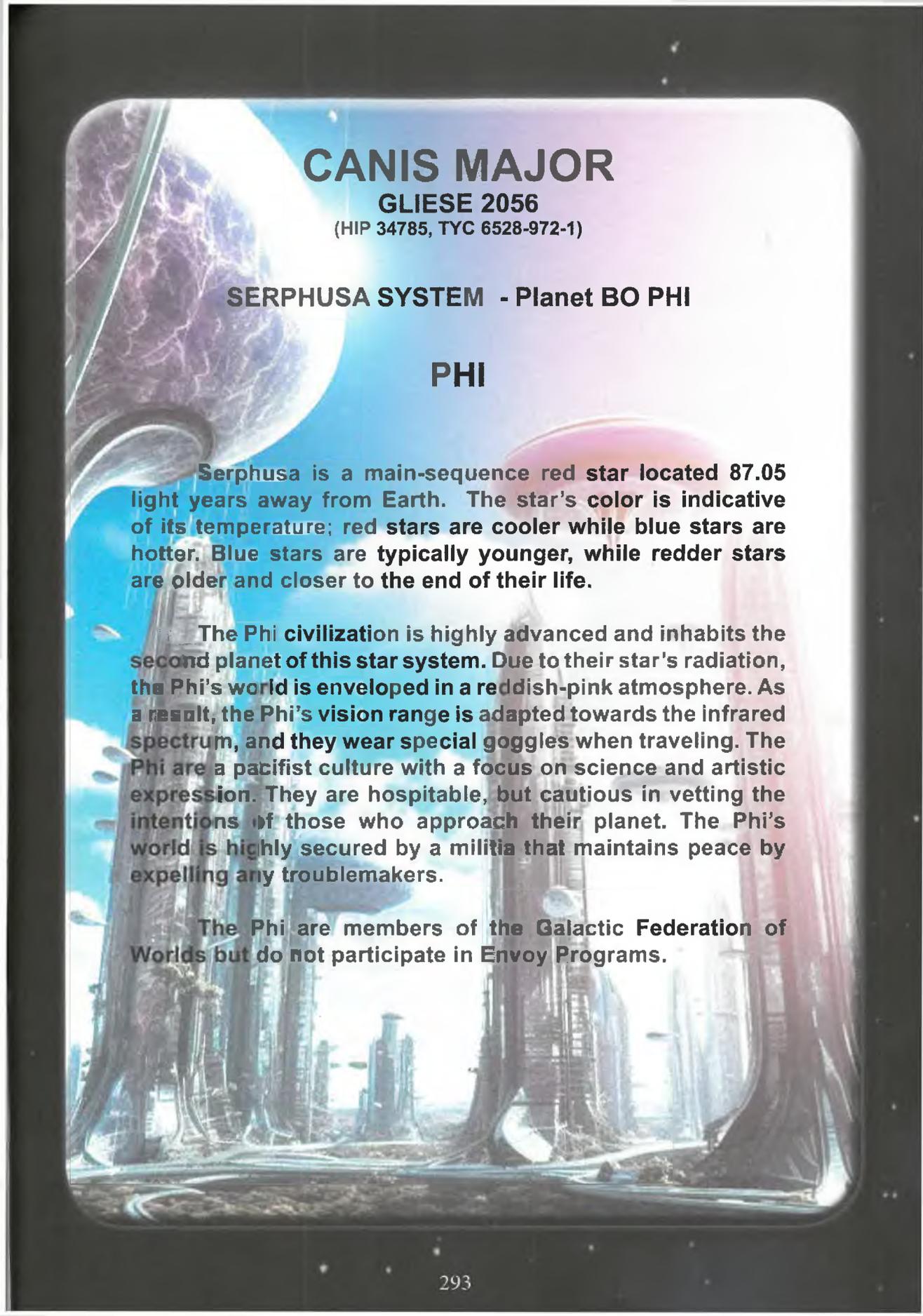
Fortunately for other cultures, the Shuri Shuri are poorly equipped in technology. The Shuri Shuri are not unable to afford advanced technology, but rather they are unable to utilize it due to their brain's wiring. As a result, they are limited to using vintage ships and weaponry that do not require thought drive.

Despite this limitation, they remain focused on expanding their civilization by acquiring new territories, although they have had limited success. Their resilience and stubbornness are typically the hallmarks of a hive.





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CANIS MAJOR

GLIESE 2056

(HIP 34785, TYC 6528-972-1)

SERPHUSA SYSTEM - Planet BO PHI

PHI

Serphusa is a main-sequence red star located 87.05 light years away from Earth. The star's color is indicative of its temperature; red stars are cooler while blue stars are hotter. Blue stars are typically younger, while redder stars are older and closer to the end of their life.

The Phi civilization is highly advanced and inhabits the second planet of this star system. Due to their star's radiation, the Phi's world is enveloped in a reddish-pink atmosphere. As a result, the Phi's vision range is adapted towards the infrared spectrum, and they wear special goggles when traveling. The Phi are a pacifist culture with a focus on science and artistic expression. They are hospitable, but cautious in vetting the intentions of those who approach their planet. The Phi's world is highly secured by a militia that maintains peace by expelling any troublemakers.

The Phi are members of the Galactic Federation of Worlds but do not participate in Envoy Programs.



CANIS MAJOR

GLIESE 2056

(HIP 34785, TYC 6528-972-1)

SERPHUSA SYSTEM - Planet MWYDO

MWYDIN MENDORA

Mwydo is the seventh largest moon orbiting the gas giant Sepher, which is the sixth planet in the Serphusa system. A colony of humans originally from the Alpha Lyrae star system, known on Earth as Vega, resides there.

The Mendora are related to the Vega Adari and, like many of their kind, migrated to new destinations when their world became overpopulated.

The Mendora share custody of the Serphusa system with their neighbors from the second planet, the Phi. There has always been rivalry between the Phi and Mendora cultures. The Phi are an ancient civilization in the Serphusa star system, while the Mendora take pride in their illustrious Taal ancestors from the K-62 Man system. Both cultures compete in space military forces, scientific advancement, and building luxurious architecture.

The Mendora are members of the Galactic Federation of Worlds and participate in Envoy Programs. They also have a presence on the moon Titan in the Sol system.

CANIS MAJOR

HATS 4

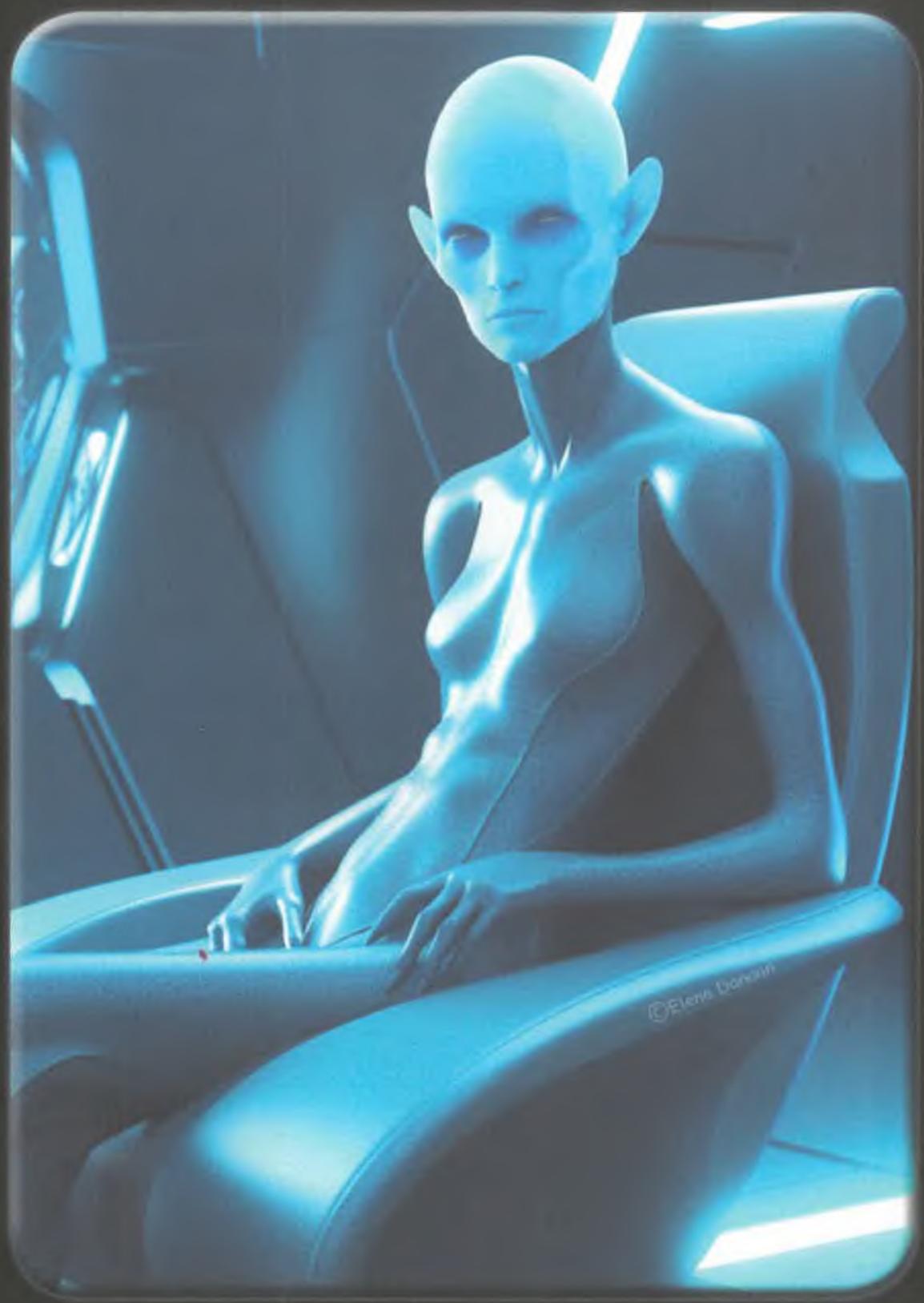
ZEL SYSTEM - Planet XEREK-ERET

XEREKUT

The Zel system is located 1,369.86 light years away from Earth and has four planets orbiting. One of these planets was once home to a spacefaring civilization of humanoid, copper-based life forms known as the Xerekut. While they possess individuated consciousness, they also have a powerful spirit-interface within their community. While not yet a fully interfaced consciousness, it is gradually merging into one.

After depleting all resources on their home planet, the Xerekut migrated to a megastructure in space, similar to a Dyson Sphere, to harvest thermal energy from a hostile gas giant with a mass 1.323 times that of Jupiter. This gas giant is in a very close orbit around their star.

The Xerekut culture is a member of the Galactic Federation of Worlds and is under the protection of the Zenatean Alliance. The Xerekut are actively involved in the Zenatean Alliance to aid in the spiritual evolution of all Nataru species. Although they are not interested in joining Envoy Programs, they are known for their kindness, wisdom, and intriguing nature.





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CANIS MAJOR

HD 45184

SANSANHEMMA SYSTEM - Planet USHURY

USHUN

This yellow star system is situated 71.37 light years away from Earth. The Ushun are a human race that migrated from the Kepler 37 system during the Great Lyran Wars. Their world was raided by Ciakahrrs, and the Ushun survivors fled to find a new haven in this galaxy. The Kepler 37 system was later populated by Taal and Laan groups of refugees, but no Ushun remained there.

They were guided to the HD 45184 star system, known as Sansanhemma. The Ushun populated the second and third planets and established a peaceful, space-faring civilization. They are members of the Galactic Federation of Worlds and actively participate in their military forces. Additionally, they cooperate with the Solar Warden fleet in the Sol system. However, they do not infiltrate Earth's population due to significant physiological differences, such as their purplish carnation and fluorescent green eyes.

The Ushun rarely participate in Envoy programs, but it can happen. They excel particularly in military technology and weaponry, partly due to their ability to withstand high levels of plasmic radiation. Additionally, they provide weapons to rebel groups in the galaxy to arm them against their oppressors. The Galactic Federation of Worlds closely monitors these practices to ensure compliance with the Prime Directive's regulations and established rules of galactic diplomacy.

CANIS MAJOR MIRZA

GHIORAK-AN SYSTEM - Planet MANDOGHIAR

TAAL-GHIAR

These are the Taal royal refugees from the planet Oman Khera, in the Lyran Man system, who settled on the third world, Mandoghiar, of the star system Ghiorak-An (Mirza, β Canis Majoris, in the Orion zone). According to records of the Lyran Wars, the head of the Taal government made a deal with the Ciakahrr invaders to gain time to save the Man cultures and civilian populations, which allowed refugees to leave. However, there is still uncertainty surrounding the integrity of the Taal royals and their potential involvement in the Ciakahrr invasion.

Records pertaining to this event and the Taal-Ciakahrr treaty were reportedly lost or destroyed during the chaos of war. The treaty stipulated that the royal family would be allowed to depart safely. Two ships departed from the Man system, one carrying the royal family and the other carrying elites from the high classes of Taal society. Both ships were escorted by a Ciakahrr fleet. The official destination was Vega, but once the cortege was far enough, the Taal royal family diverted course for the Orion zone, specifically the Mirza star system.

It is apparent that the agreements between the Ciakahrr and the Taal royals contained undisclosed clauses not present in official records. This theory could explain the connection between this small Taal group and the Reptilian residents in the Mirza system. Perhaps these royal Taali were promised the ability to reclaim their system and gain more power. The Ciakahrr are known for their ability to lie and deceive for their own advantage. A significant amount of time has passed since these events. Currently, the Taali descendants of this colony have interbred and hybridized with local populations, creating a distinct race that is no longer of interest to the Federation. Their involvement with the Ciakahrr Empire and the Orion Alliances remains unclear to this day.





CANIS MAJOR

SIRIUS A

ASHKERA SYSTEM - Planet SEMIYA

UHERIANS

Sirius A is a bright blue star that is part of a binary system, along with a third star that orbits around the pair. It is located 8.6 light-years from Earth. The name Sirius is derived from the Greek word "Seirios," meaning "glowing" or "scorching." In local languages, "Ashkera" can be translated as the Seat (Ker) of bright light (Ash). Sirius consists of a main-sequence star of spectral type A0 or A1, called Sirius A, and a faint white dwarf companion named Sirius B, which is a spectral type DA2 star. The distance between the two varies from 8.2 to 31.5 astronomical units as they orbit every 50 years. The Ashkera star system hosts six advanced spacefaring civilizations, spread across 4 planets and 2 moons.

One of these civilizations is the Uherians, a species with blueish skin that stands 4 to 5 feet tall. They reside on the second planet, Semiya. Uherians possess big, bulky eyes that can see in the ultraviolet range, an elongated skull, and five-fingered hands. They are not related to the Gray species and are unique in their kind. The Uherii, also known as the Uherians, are an advanced civilization that specializes in building spaceships. They operate deep space assembly stations near the Ashkeran systems where they mass-produce crafts for various contractors.





CANIS MAJOR

SIRIUS A

ASHKERA SYSTEM - Planet KASTA

KATAY

The Katayy are a colony of Taal-Lyran origin from Vega. They established themselves on the third planet of Sirius A, which they named Kashta, meaning 'born from the brilliant star'. The Katayy are peaceful and benevolent humanoids, with mainly tanned and red skin due to their adaptation to the environmental conditions of their new world. They prioritize arts and spiritual development over diplomacy and conquest, which is why they did not join the local Ashtar Collective or the Ashtar Galactic Command. The Katayy prefer simple living conditions and a peaceful way of life, rather than focusing on technological advancement.

However, the Katayy terraformed Kashta using Lyran technology. This transformed the bio-magnetic grid of the planet, creating optimal conditions for life-forms to develop and colonies to settle. The Katayy are members of the Galactic Federation of Worlds, but they do not engage in conflicts. Their involvement is primarily focused on scientific cooperation. The Katayy have a well-established relationship with the Anakh empire, whose actual seat is located nearby, in the Sirius B star system.

They are a calm, loving, and welcoming people who have developed an advanced spiritual culture through a vast and complex system of temples dedicated to soul connection and interaction with the Source Creator. These Edenic places, enshrined in beautiful nature, are renowned for meditative retreats and spiritual and energetic workplaces.



CANIS MAJOR

SIRIUS A

ASHKERA SYSTEM - Planet URANTIKA

URAMAN

Urant, the fourth planet in the Ashkera system, is a gas giant that is hostile to carbon-based life but supports acid-based organisms. Among its many moons, only two have a magnetic field capable of hosting ecosystem development. One of these moons is Urantika, home to the Uraman.

The Uraman are a beautiful hybrid race born from Laan refugees of the Man system (K62 in the Lyra constellation) and a humanoid species named Urakan, native to Urantika. Unfortunately, over time, the dominant Laan genes overtook the Urakan population, causing the original Urantikan humanoid race to blend into obscurity. However, we can still trace this ancient beauty through the human-like features of the remarkable Uraman people. The Uraman have expanded to other worlds in the Ashkeran triple star systems, gaining recognition for their genetic expertise, wisdom, and diplomacy.





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CANIS MAJOR

SIRIUS A

ASHKERA SYSTEM - Planet UBUTUU

KAYZAR

The Ashkera system's fifth planet, Ubutuu, is home to the Kayzar, a spacefaring civilization that is a member of the Galactic Federation of Worlds. The Kayzar are repto-insectoid beings who are technologically advanced and welcoming to visitors. They specialize in producing parts for spaceships and have extensive factories on their planet, its four moons, and large orbital stations.

The Kayzar society operates on a hive-consciousness model, which makes them highly efficient, fast, and synchronized workers. Additionally, the Kayzar are members of the Galactic Guild of Merchants and are very successful in their shipbuilding activities.





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CANIS MAJOR SIRIUS A

ASHKERA SYSTEM
Planet SHAYAT-AKURA

URMAH



Shayat-Akura is the seventh moon of Shayat, which is the fifth planet of Ashaara, a gas giant. The Urmah people are related to the Uraman culture from the fourth planet. These two Laan colonies traveled together from the devastated Man system during the Lyran Wars. The Urmah named their new colony on Shayat's moon after the tribal territory they originated from on their home world Egoria in the Man-K62 system. They are a proud people who live by high ethical values such as respect, honor, and honesty.

The Urmah are actively involved in the Galactic Federation of Worlds' warfare and diplomatic activities throughout the Nataru galaxy. They are known and highly respected for their noble qualities, including their fearlessness and inability to lie or deceive.

The Urmah have been participating in the Galactic Federation of Worlds' Envoy Program. This program is not only for worlds formerly under the control of the Nebu Empire but also for any civilization in need of guidance for various reasons. However, it is important to note that these worlds are all stage 3 space-faring cultures or above, in accordance with the ethics of the Prime Directive. The Envoy Program to Earth involves a significant percentage of Urmah Laan who are recognizable by their warrior-like personalities and their vow to defend the truth in all domains, while defeating lies, manipulation, and deception.



CANIS MAJOR SIRIUS B

THULA SYSTEM - Planet THULAYAN

ULIAT & SYRUU



Two spacefaring civilizations coexist on the first planet of the Thula system. Due to its close proximity to Sirius B, a faint white dwarf of spectral type DA2, Thulayan's climate is hot and dry. The Uliat, tall and slim blue humanoids, are naturally suited to this desert environment and have built impressive cities from the burning sands of Thulayan. The Uliat are a pacifist humanoid race with an elegant appearance. They were long-standing members of the Ashtar Alliance, even after it was infiltrated by the nefarious Alliance of the Six, led by the Nebu. Although they always stood apart from the other cultures of Sirius B, they have now joined forces with the other worlds in their liberated star system following the Nebu's defeat and the collapse of the Ashtar Alliance. The Uliat have considered joining the Galactic Federation of Worlds.

The Syruu, who are tall, blue luminescent beings and an evolution of the Uliat in the 6th Density, live in specific, delimited zones on the planet in their fabulous crystal cities. Although the two civilizations have not interacted much due to divergence of interest, the Syruu have wisely avoided involvement with the Ashtar Alliance. The Syruu culture is focused on spiritual development and connectivity with the structure of the Universe. They actively participate in the GFW Envoy Programs, with many Starseeds on Earth working to awaken other Envoys and activate the potential of Earthlings. They also download scientific and technical information using soul clusters' connection.



CANIS MAJOR

SIRIUS B

THULA SYSTEM - Main World Planet NYAN

T-ASHKERU



The Ashkeru-Taal race was created through cross-breeding between Lyran Taal colons (originally from Vega and brought by the Katayy) and a now-extinct local species of Grays. They are skilled in genetics and it is common for Lyrans to cross-breed with indigenous populations when establishing colonies on new worlds to adapt to new environments.

The T-Ashkeru are slightly smaller than the average Lyran humanoid due to their hybridization. They have a triangular face with wide, stretched eyes and a slim figure. Their culture is oriented towards science and technology, and some hold high positions in the Ashtar Galactic Command. Their government is located on Nyan, and their civilization spans three other worlds in Thula. T-Ashkeru technology has inspired many other cultures throughout the galaxy in the field of construction. They maintain old Lyran traditions by incorporating nature in equal proportion with urbanism, regrouping habitats by districts, and innovating building materials that are extremely resistant to a wide range of radiations. These materials are translucent from one side and opaque from the other. Like all Lyrans, T-Ashkeru follows a vegetarian diet. Lyran culture dictates that children's schooling should be tailored to their individual aptitudes. They are grouped into ability-based schools to develop their personal potential. By grouping children with similar talents, they are motivated and encouraged by each other, fostering the spirit of Lyran education. The T-Ashkeru are involved with Terra in three different ways: as part of the Ashtar Galactic Command, the Galactic Federation of Worlds, and their Envoy Program to Earth.



CANIS MAJOR SIRIUS B

THULA SYSTEM - Planets SATHYS & MORGHA
Moon SYAN

T-ASHKERU - SHARUU

The Nyan T-Ashkeru culture expanded to three other worlds in the Thula system: the third planet Sathys, its moon Syan, and the fifth planet Morgha, where the Ashtar Alliance was formerly located before its dismantlement. The word 'Sharuu' means 'from other worlds,' referring to them as colonies of their homeworld Nyan. The representation of T-Ashkeru women here is an attempt to honor their exceptional beauty and sensuality, renowned throughout Nataru. T-Ashkeru women are also known to be highly skilled in the art of lovemaking.





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CANIS MAJOR

SIRIUS B

THULA SYSTEM - Planet ASHTARI / NIBIRU

ANAKHIM

Ashtari, the fourth planet in the Thula system, is an unreachable gas giant with seven rings. It is protected by strong magnetic fields and several layers of plasma shields. The planet is home to the Anakh Empire, also known as the Old Empire, which is the center of power of the most legendary empire in the galaxy. Ashtari serves as the gateway to a parallel plane where the emperor and his court reside. This parallel dimension is named Nibiru by the Anakhim, after their original homeworld in galaxy Uraeia. Ea also named his ship Nibiru-II after it.

The Anakh Emperor, Anu Atta Ra (also known as Anu High Supreme Leader), migrated to this galaxy with his court from their original home-world, Nibiru, located in a distant galaxy called Uraeia. They first settled in the Böotes constellation near the Arcturus vortex. Later, he relocated his empire to the Sirius B star system after accepting a territorial deal proposed by a local Ciakahrr queen named Tia. During the early years of his reign, Anu was driven by an insatiable thirst for power, constantly seeking to expand his galactic empire. Queen Tia's proposal took advantage of Anu's ambition, concealing the nefarious agenda of the Ciakahrr Empire. In exchange for vast territories in the Orion zone, Anu was required to marry Tia, and their firstborn would become the heir to the Anakh Empire in Nataru. Anu already had a son, Ea, with his official queen Nammu, who was a human Anakh. The agreements with reptilian queen Tia removed Ea's right to the throne in favor of Tia's reptilian hybrid son, Yuh.

Yuh was raised on Assamay IV (WASP82 system), the home world of Tia and the seat of her empire in the Orion zone. It is significant to mention that later on, after Tia's defeat during the Anakh wars, her small Orion empire was absorbed by the growing Anakh empire. Following this victory, Anakh colonies from the first outpost in Böotes, including the Reda clan, were granted the Assamay system by Anu. Over time, this culture became known as the Redan and eventually dissociated from the Anakh Empire to join the Council of Zaggarah.



© Eternal Mage



EMEYA SYSTEM - Planet XYLANTHIA

Nommo

Nommo are originally indigenous to Nyan, in the Thula system, but chased by the Orion Alliance, they migrated to the third star of the Ashkeru system: the dark dwarf Emeya, epicentre of the elliptic orbit for the two other stars. They found a unique planet, that they terraformed to fit their survival requirements, and named it Xylanthia. Nommos are amphibian beings, and also androgynous in reason of the peculiar influence of the two other stars upon all life-forms on Xylanthia. Torn between the powerful gravitational force of Ashkera and the pulling dense magnetism of Thula, Emeya is epicentre not only of gravity for the two celestial bodies but also, for complex magnetic configurations.

In reason of the nearby orbits of the two other stars, there is no night on Xylanthia. It is an amazing and surprising world, intensely showered by the light of three stars and mainly covered by oceans. It is a rich, beautiful aquatic world. The Nommo made contact with many ancient Earth civilizations around 5 (T) millennia ago, but they retired when they were chased by the reptilian Ciakahrr Empire.

The Nommo are amphibian beings with a fleet capable of traveling the galaxy. They live in elaborately designed underwater cities and are a peaceful culture. They are members of the Galactic Federation of Worlds and have a physical presence on Earth in the GFW underwater bases under Earth's oceans.

CANIS MAJOR

HD 45364

REDA-TAU SYSTEM - Planet PAERNELIA

EREDAI-SAN

HD 45364 is a red main sequence star with three habitable planets. The Eredai-San are a colony from Böotes, related to the Redan people from Assamay. They are tall, brown-skinned humanoids with elongated heads and belong to the Anakh migrants who were led by Anu into this galaxy. The Eredai-San did not dissociate from the Anakh Empire of Ashtari and are still, to this day, subjects of Emperor Anu. The Eredai-San are not affiliated with the Galactic Federation of Worlds or any Envoy Program, unlike their Assamay cousins.

Their culture prioritizes spirituality and personal growth, and they have developed a highly sophisticated society that utilizes advanced technologies. The Eredai-San are a beautiful example of how advanced technology and spiritual development, when grown in perfect symbiosis, can give birth to a wonderful, balanced, peaceful, and prosperous society.





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CANIS MAJOR

HD 47186

P78 DOR DORIK SYSTEM - Planet ASHUNA

ASHUN

HD 47186 is a yellow star with a mid-range temperature. There are two planets in this system that host life, but only one of them, Ashuna, has developed a great space-faring civilization. The Ashun were seeded by the Mora Triomme as part of the Intergalactic Confederation's terraforming program known as 'The Seeders'. The Ashun's genetic markers and social behavior distinguish them from any other human group in Nataru, suggesting an extragalactic biological origin. Additionally, the Ashun are hermaphrodites and can reproduce without a partner.

Despite their feminine appearance, they are non-sexuated. However, they can gather in groups to perform erotic rites and games, which often stimulate their hermaphrodite reproductive functions. These functions can occur without attending these events.

The Ashun are a friendly, pacifist, and hospitable people. However, visitors to their world often feel uncomfortable and confused because the Ashun do not recognize personal property or personal space. On their world, community life is shared 100%. Even children are free to roam as soon as they leave the nurseries. Education is peculiar for the Ashun; there is none, properly speaking. However, on Dor Dorik, numerous holographic 'Libraries' are available to the population. Anyone can come at any time to consult archives and learn, using advanced technologies that imprint data directly into the cerebro-cortex. As such, education is a matter of free will. To summarize the Ashun way of life in one word, it would be 'liberty.'

CANIS MINOR

HD 63935 -HIP 38374

HARGOCOL SYSTEM - Planet BASHURI

BASHURIANS

Two habitable planets orbit the yellow star Hargocol. One of these planets, Bashuri, is home to an interesting civilization. The Bashurians originated from a local life form whose genetics were mingled with the human genome by the Seeders group. Bashurians have 6 galactic and 8 extragalactic genomes, mostly human with 2 reptilian heritages. Their skin is green and their eyes have a beautiful crystalline emerald glow. They decorate their bodies with cultural tattoos that signify their relation to tribal groups.

The Bashuri are a pacifist society that values beauty and artistic expression. They are known for their holographic theater productions, which are a thriving industry in the galaxy. It is commonly said that there isn't a bar or hub that doesn't have its own Bashurian holographic entertainment program.

Bashuri profit from entertainment complexes, featuring both holographic plays and productions with real actors. Planetary cultures often specialize in a particular activity to make a profit through galactic trading systems.





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CANIS MINOR

HD 66141 -13 Puppis

SHARAUMA ATTAKAN SYSTEM - Planet ZY LIA

ATTAKAN

Two colonies from Sirius B selected Zy Lia, in the Sharauma star system, as their new home world to expand their civilization. The planet was inhabited by a diverse range of primitive life forms. As no elaborate social structures had yet developed, the conditions met the strict requirements of the Prime Directive, as the Attakan are members of the Galactic Federation of Worlds.

An Attakan colony selected Ariel, one of the moons of Uranus, to establish a colony. They share this moon with the Earth Alliance.



CANIS MINOR LUYTENS (GJ 273)

SHIMERI SYSTEM - Planet YS

YSYS

Of the four planets that make up this star system, two are home to organised societies, one of which is the Ysys. There is a saying that if you befriend a Ysis, you forge a bond beyond life and death. This unique human-reptiloid species is indigenous to Ys, and live in a perfect symbiosis with their environment, in a planetary hive consciousness. They are hermaphrodites and produce up to three offsprings in a lifetime. The Ysys are a very spiritual culture. They believe in peace, mutual respect and compassion. As a spacefaring nation, they are a member of the Galactic Federation of Worlds and the Andromedan Council. The Ysys are involved in Envoy programs, often assisting Envoys with their guidance and helping to reactivate their memories. Although they are not the only ones to do this, the Ysys also run spiritual "ship schools" for young Envoys who are at an early stage of their incarnation. Many Earth children have testified on these beautiful experiences.





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CANIS MINOR PROCYON

ELEVENA SYSTEM - Planet ELDAR

ELDARI

Procyon is a binary star system that is located 11.4 light years from Terra and is home to many civilizations, including the Eldaru, a refugee colony from Rigel. They are related to the Noor Lyrans but are not survivors of the Lyrans wars; they are refugees from the Orion wars. The Eldaru are tall, blond humanoids with fair skin and cobalt to clear blue eyes, and a strong musculature. They established themselves on the 4th planet of the Procyon system, which they named 'Eldar'. They fled their world in the Rigel system (Orion) due to an attack by the Rigel Grays, an aggressive species known as the 'Grail' whose powerful civilization extends through the star systems of Rigel, Bellatrix, Betelgeuse, and Mintaka (their home-world).

Unfortunately, the Grail found them again, but this time arrived as ambassadors of peace. The Eldari welcomed the Grails in an effort to improve their exchanges, but soon fell victim to their trap. The Grails, a Reptilian species, infiltrated all levels of Eldari society using telepathic hypnosis techniques similar to those used on Terra. The Eldari were placed under a spell through dark rituals, leading to their enslavement. There seemed to be no way back, but the Eldari came up with an incredible idea..

The Eldari discovered time warping technology, which involves reaching a specific level of consciousness and switching into another density of existence. However, the Grail's soul-matrix does not allow for this ability, as it is limited to only certain races. Through multidimensional expansion of consciousness, many Eldari were able to escape to another dimensional plane and attempt to alter the course of events. In these situations, the most effective approach is to use the power of consciousness as a tool, elevating oneself to a higher level of vibration and achieving a multi-dimensional awareness.

Shortly after the Galactic Federation of Worlds destroyed the Nebu Hive, the Eldaru decided to reestablish their connection with their home planet, Eldar, and reclaim their sovereignty. The Nebu no longer existed, and their former enslaved worlds were regaining their independence.

The Eldari are a magnificent human race that lives for over a thousand years and always looks astonishingly young. They are highly spiritual and are considered elders and masters in interdimensional magic. They are sometimes even referred to as the 'Guardians of Portals.'





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CANIS MINOR

PROCYON

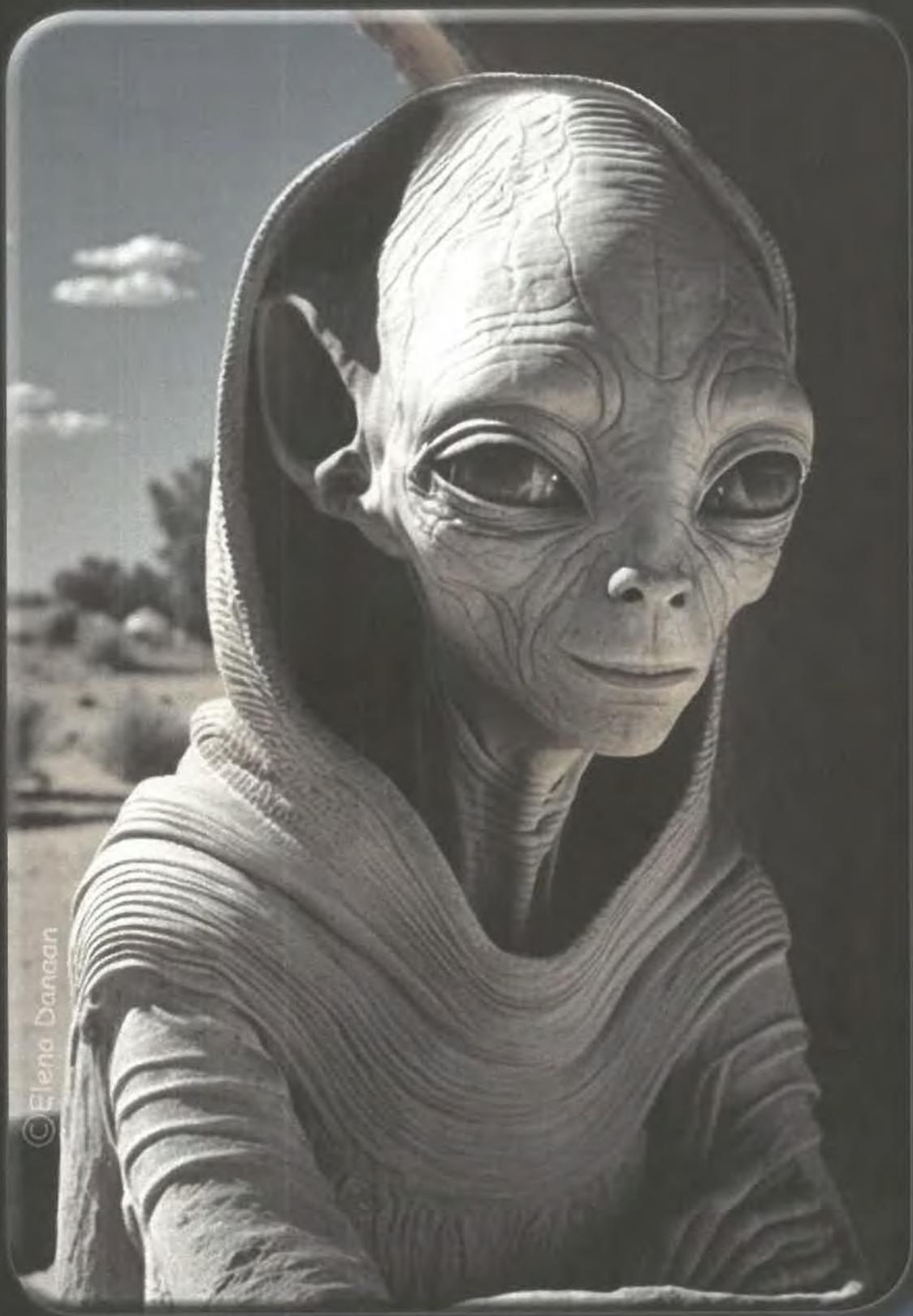
ELEVENA SYSTEM - Planet MARUU

GINVO

The Ginvo are inhabitants of planet Maruu, which is one of the many planets and moons in the Procyon star system. They are members of the Council of Anilam, formerly known as the Council of Five. Ginvo are generally as tall as Terrans, have a faint nose, large brown or black eyes, and tanned skin. They have a lifespan of up to two hundred years and have two genders. The Ginvo's young exhibit a unique characteristic of losing their hair as they age, indicating a genetic mutation in their race's human genome at some point. The Ginvo value their offspring greatly and prioritize their education. Their culture is spiritual and peaceful, and they avoid conflict, making them a significant presence in galactic diplomacy. They revere all forms of life and view art as a spiritual expression, whether visual or musical. This wonderful culture has mastered the science and structure of minerals to such a degree that their habitats are built with crystal materials and decorated with gemstones. They are a magnificent and wise race, known for their gentleness and calmness. Their ships have a translucent appearance, which is sometimes mistakenly referred to as 'etheric ships.'

Ginvo have a significant presence on Jupiter's moon Ganymede, where they operate a diplomatic facility in collaboration with the Earth Alliance military





© Eleno Dangan

and Solar Warden.

CANIS MINOR PROCYON

ELEVENA SYSTEM - Planet SHIAM 2

ARTAALU



Shiam 2 is one of the moons of the gas giant planet Shiam Ar in the Elevena star system. It hosts a very ancient Taal refugee colony from the Lyran wars.

The colony is a member of the Galactic Federation of Worlds and the Galactic Guild of Merchants.

Although not involved in Envoy programs, it has a presence in the Earth Alliance's space fleet Solar Warden.

The Artaalu are prosperous galactic traders with a significant commercial outpost in the Kelt-7 star system, located on the Vakuurat Space Hub in the Auriga constellation.

CANIS MINOR

TOI 969

SHURAYUK SYSTEM - Planet MESSIA

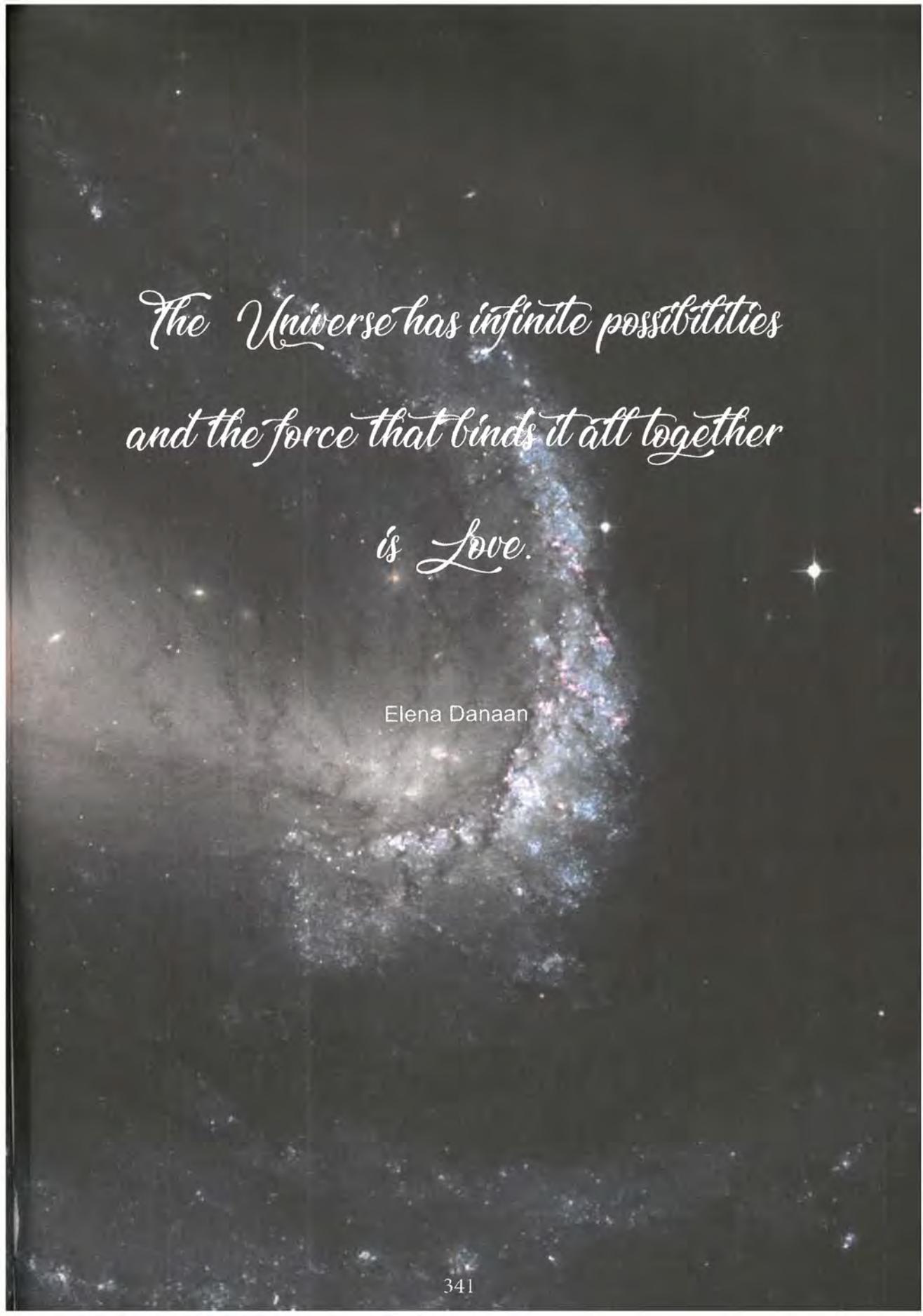
OMINTAKUT

TOI 969 is located 253.84 light years away from Earth, or 77.83 parsecs. The star, named Shurayuk by a local humanoid culture, has four orbiting planets. The Omintakut, who have big slanted black eyes and dark brown skin, were seeded there a long time ago by the Intergalactic group of geneticists known as The Seeders. They are smaller than the average human, standing at around 3 feet tall. The Omintakut culture is a member of the Galactic Federation of Worlds, with a focus on expanding their civilization to as many worlds as possible. However, due to strict GFW regulations, they have only managed to establish four interstellar colonies. The Omintakut remain a sensitive matter



in galactic diplomacy.





*The Universe has infinite possibilities
and the force that binds it all together
is Love.*

Elena Danaan

Discover the beautiful and fascinating spacefaring cultures of Nataru

A Starseed's guide to the galaxy !

Humanity has been eagerly anticipating the release of this encyclopedia. The concept for this book series originated from Elena Danaan's desire to offer a more comprehensive understanding of the primary civilizations in our galaxy through a colorized catalog. In 2020, she published 'A Gift From The Stars' after working diligently for four months, with a sense of urgency to share the information.

In her first book, Elena listed 110 races based on hand-drawn black and white images received through a technology device from her contact, Thor Han Eredyon. Although the drawings provided a general idea of the beings' appearance, they did not fully capture the beauty of their colors, skin texture, and eye chromatics. Elena was motivated to extend this project to better showcase the races' unique features. Discover your star origins and learn about your people in this series of volumes on the galactic nations.

Elena Danaan, an archaeologist, researcher, author, and international speaker, is also the civilian emissary for the Galactic Federation of Worlds and other galactic organizations. As an international best-selling author and media influencer, she brilliantly assists humanity in its Great Awakening.

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