



Conversational Zdetl

for Anglic Speakers

THE ZHODANI LANGUAGE AND CULTURAL INSTITUTE

Dlolpliki, Zhdant/Zhdant

Tzonitzali Zdebrdish, ziad tlanihana...

Makozhda ... makozhda ... iqia iqe' kiatle'...

Vlezhidzdivr fronzhezens ... chiala viazhiai chak nankoliens ...

Makozhda ... draitse priatlakoti polotens ...

ziad tlaniana ... makozhda kamatli ...

Tzonitzali Zdebrdish... makozhda ...

くコロマスくコロマス 古セトム土.

コスル とスマスマア...*

ટ્રેડાર***

ટ્રેડાર***

人 \leq 人' 人 \leq 人' 2人とセ'***

ମହାରାଜମ ହେଉଥିଲା***

王ス此ノハタヨス人 王ハ之 ハタタニシルニキ***

ટ્રાન્સકર

* * *

アズとセ フスとアゼルヒ フリルヒセキ***

କ୍ଷେତ୍ର ପରାମର୍ଶଦାତା

* * *

દરરૂરૂર રાતરાં

* * *

くコロマスくコロマス 古セトウ人土***

સર્વાચાર

* * *

THE ZHODANI LANGUAGE AND CULTURAL INSTITUTE

ヨセヒ ズヨ ブルヒルヒ ヨリタス ハル王ヒズダ

Conversational Zdetl

Jeff Kazmierski

in association with

The members of the Zhdantia Language and Cultural Institute

Special thanks to P.O. Bergstedt for creating the Zhoglyph truetype font

Cover art and character illustrations on pp. 159-165 and p.19 by Jeff Kazmierski; all other illustrations created using Midjourney.

And of course, thank you to Marc W. Miller, J. Andrew Keith, John Harshman, and the GDW/Far Future Enterprises team, without whom this would not have been either possible or necessary.

Thanks for 40 years of incredible science fiction gaming!

Table of Contents

First Edition 2024
Second Printing, Nov 2024

Copyright © 2024
The Zhodani Language and Cultural Institute (ZLI)

All rights reserved. No part of this publication may be reproduced or transmitted without the permission of the publisher.

Traveller™ is a registered trademark of **Far Future Enterprises**.
This derivative work is copyright © 2024 by Jeffrey Kazmierski and the ZLI.
Imprint: Lulu.com

Foreword to Beginning Zdetl	xiii
Author's Note	xv
Spelling, Pronunciation, and Accent	xvii
Introduction	xvii
Syllable Structures and Accentuation	xviii
A Note on Word Construction	xix
Punctuation	xix
Tlamachti 1: Greetings	1
Exercises (Ajozdarad)	2
Other Greetings and Responses	3
Nouns, Singular and Plural	3
Vocabulary (Tlatoniatl ilnamia)	4
Numbers (Patlani)	5
The Definite Article	6
Pronouns (Tetlas)	6
Exercises (Ajozdarad)	6
Asking Questions	6

Contents		Contents	
Verbs: The Present Tense	7	The Morning Meal (Pliebraitspali)	26
Tlatoniatl ilnamia: michad (verbs)	8	The Noon Meal (Stialchalipali)	27
Conjunctions (Nieqrad)	8	Evening Meal (Pliebrimanipali)	27
Exercises (Ajozdarad)	9	Spices (Ajo)	28
Culture: Zhodani Home Life	11	Tlamachi 3 - At the Airport	31
Tlamachi 2 - At a Restaurant	15	Telling time - hours, minutes, seconds	32
Vocabulary (Tlatoniatl ilnamia)	17	Exercises (Ajozdarad)	34
Mealtimes and Times of the Day	18	Grammar: Prepositional Phrases	35
Vocabulary: meals (Tlatoniatl ilnamia: tlakopali)	18	Vocabulary (Tlatoniatl ilnamia)	35
Zhdanstial	19	Exercises (Ajozdarad)	36
Exercises (Ajozdarad)	19	Adverbs and adverbial constructions	36
Adjectives and Adjectival Suffixes	20	Exercises (Ajozdarad)	37
Vocabulary: Verbs (Tlatoniatl ilnamia: michad)	20	Ground Travel (Oyanqad tatliah)	39
Tlatoniatl ilnamia: zarfozad	21	Culture: Travel	39
Exercises (Ajozdarad)	21	Water Travel (Oyanqad kliaziash)	40
Negative Constructions	22	Air Travel (Oyanqad lieniash)	40
Exercises (Ajozdarad)	22	Gravitic Vehicles (Kitlaliadrayotl)	41
Days of the Week	22	Tlamachi 4 - New Home	43
The Future and Past Tense (chtenz-, daz-)	23	Exercises (Ajozdarad)	44
Exercises (Ajozdarad)	23	Vocabulary (Tlatoniatl ilnamia)	45
Culture: Zhodani Diet, Cuisine and Eating	25	Emotions (lolotlia)	46
Eating Patterns	26	Vocabulary (Tlatoniatl ilnamia)	46

Contents		Contents	
Dialogue (Zanila)	47	Scene (Pepechtliach)	62
Exercises (Ajozdarad)	48	Vocabulary (Tlatoniatl ilnamia)	65
Grammar: the Optative Aspect (pri-)	49	Training Psionic Children	67
Exercises (Ajozdarad)	49	Culture: Psionic Education	67
Grammar: the Verb Infinitive (-e`)	49	Training Psionic Children	68
Education (Akimatiesi)	51	Mind Games	68
Culture: Childhood Education	51	Shared Thoughts	69
Body (Stiel)	52	Adult Life Preparation	69
Mind (Zhatsi)	52	Tlamachi 6 - The Psionic Games	71
Spirit (Chiel)	53	Pepechtliach 1	72
Psionic Training (Dievlakimatienssi)	54	Tlatoniatl ilnamia	76
Reeducation (Akimatientsitsench)	54	Pepechtliach 2	77
Tlamachi 5 - Psionic Training	55	Tlatoniatl ilnamia	81
Dialogue (Zanila Nalzhdad)	56	Pepechtliach 3	82
Vocabulary (Tlatoniatl ilnamia)	57	Tlatoniatl ilnamia	84
Grammar: Comparisons	58	History of the Games	87
Exercises (Ajozdarad)	58	Culture: The Psionic Games	87
Grammar: The Habitual Aspect (tsench-)	59	The Competitions	88
Exercises (Ajozdarad)	59	Gambling	88
Grammar: The Conditional Aspect (ek-)	60	The Winner's Circle	88
Exercises (Ajozdarad)	60	Hard Landing - Draitspitzikad	89
Grammar: The Imperative Aspect (zhda-)	61	Tlatoniatl ilnamia	94

Contents		Contents	
Tlatoniatl ilnamia (chenkie)	95	Scene 3: The Ruin	137
The Physiologically Aslan Daryen	97	Vocabulary (Tlatoniatl ilnamia)	148
Our Wondrous Universe	97	The Fifth Frontier War Battle Hymn	153
Introduction	98	Characters	159
Mainstream Aslan	98	Sources	166
Physiologically Aslan Daryen	99		
Daryen and Psionics	100		
Aslan are alien	100		
Summary	101		
Further reading	102		
Tlatoniatl ilnamia	103		
Tlatoniatl ilnamia (chenkie)	104		
Appendix A - Grammar Summary	105		
Appendix B - Common Affixes	109		
Appendix C - Useful Phrases	113		
Appendix D - Science and Technology	117		
Appendix E - Chemical Elements	121		
Appendix F - Name Conversion	123		
Chtolmiqia Zhdatlodiafl	125		
Vlezhdizar! - The Lost Colony	125		
Scene 1: Overlook	127		
Scene 2: Approach	132		

Foreword to Beginning Zdetl

Zdetl is the official language of the Zhodani Consulate. As such it is the language of trade, governance, science, art, and daily discourse for eight trillion sophonts living in a region to Coreward and Spinward of the Third Imperium. Unlike the major language of the Third Imperium, Galanglic, Zdetl was purposely devised over 6,000 Standard years ago as a highly regular and expressive mode of verbal communication and has not changed appreciably over that period save to add terms for novel concepts and new things encountered by the Zhodani during their expansion into Charted Space and beyond, towards the Galactic Core.

All Zhodani learn Zdetl as their native tongue, and other sophonts within the Consulate are instructed in it as they would require it to engage in trade and discourse. Dialects exist for beings unable to voice the language's phonemes, but the graphic version is unchanged. Idiolects and minor differences of pronunciation and idiom exist but are not officially supported by the Consulate and amount to minor regional differences.

The other primary difference between Zdetl and any other language in Charted Space is its method of instruction. Language acquisition by almost all new speakers of Zdetl is heavily assisted by telepathy used by Zhodani instructors. This primer and its course of instruction does not support telepathic augmentation since it is intended for Imperial students (and other Galanglic speakers) with the goal of understanding the basic written and spoken forms of the language.

Over ninety percent of Zdetl speakers are Zhodani and thus learn it as their first and native language. The story of its genesis begins in the period after the Dzaqlas some 6,000 Standard years ago on pre-interstellar Zhdant, the Zhodani homeworld. The Dzaqlas, a horrible plague that afflicted inhabitants of Zhdant and entirely exterminated the native Chirper populations on Zhdant and its moon Viepchakl, reduced the Human population of Zhdant by nearly nine-tenths and nearly ended technic civilization on the world. It took a millennium before the Zhodani were able to re-establish a technological civilization, unify their society, and once more return to space.

Two factors enabled the Zhodani to eventually rebuild and come out of their 'Second Dark Age': the development of Psionics and the establishment of a common language - Zdetl - for their newly unified society. These two developments came about together, if independently of one another, and both have served as the foundation of Consulate society into the Space Travel and then the successive Jump Drive era of

Foreword to Beginning Zdetl

expansion into Charted Space.

The homogenous nature of Consulate civilization would not have been possible without both Psionics and Zdetl, each of which has ensured the unbroken existence of their hegemony across the eleven sectors of Charted Space (and the long corridor towards the Galactic Core) in which it exists. Understanding the Consulate is not possible without examining both phenomena, and Zdetl is key to understanding its people, their society, and its organizations. In many ways, as with any sophont civilization, language IS society.

--John Waterman, CPT, IN, INI

The Zhodani Language and Cultural Institute
Regina, Spinward Marches

Author's Note

Four years ago in Summer of 2019 I began a project that ended up consuming my creative life, the research and development of the native language of the Zhodani people, Zdetl. The reason was fairly straightforward - I had added a Zhodani character to my stories and wanted to know more about her people, culture and language - from artistic perspective it seemed logical. The project began simply enough, just me making up new words for things and publishing them in the various **Traveller™** forums accompanied by hand-drawn illustrations.

It wasn't long before I realized the task was far more than I'd anticipated.

I needed more than just more words - I needed to come up with actual grammar and rules to define word usage. At the time, there wasn't much information available in **Traveller™** canon about Zdetl; the Wiki, usually a good source for such tidbits, was surprisingly sparse when it came to languages. A web search turned up Robert Eaglestone's excellent **Vilani Grammar and Glossary**, but in nearly 40 years of Traveller world building, that was the only book relating to language that I was able to find. Fortunately, what was written was enough for a start, and so it began.

In 2021 I began formally working on an actual grammar text, Beginning Zdetl. Like many first-time conlangs (constructed languages), the Zdetl grammar outlined in that book was strongly influenced by another conlang, Esperanto, with certain minor but necessary structural changes (the Object-Verb-Subject word order of Zdetl being the most noteworthy). With the impetus of many late-night chat sessions with other dedicated members of the Zhodani Language and Cultural Institute, I was able in a few months to put together a truly functional grammar text suitable for individual or group study. Beginning Zdetl was released in June 2022, a few weeks after the MayDay! online convention that year.

And now here we are, two years later, with another book about to be released. The question I suppose is, why? Wouldn't one be enough? Did I not cover everything in the first book?

Of course not - languages are evolving creations that ideally should outlive their creators and grow beyond one person's vision. And in truth, I'd begun planning for a rewrite of Beginning Zdetl from the moment I released it to the world. There were parts of it I felt were incomplete, and others that needed further explanation.

An artist, after all, must never be completely satisfied with his work.

author's note

I began rewriting in earnest in early 2023, but certain events soon overcame that effort. Partway through the first third of the book, the Zdetl entry in the Traveller Wiki got edited - and new information was revealed that had previously been unavailable. This new information outlined additional grammar and word construction guidelines that made the language deeper, more complex, and more poetic than my original design. I was faced with a choice - to either scrap my own work, ignore the new data, or find a way to integrate them into a unified whole.

I chose the third option, and the book you now hold is the result. Like the previous one, it's the result of many late-night discussions, lots of coffee, and a considerable amount of work. It can be used independently of Beginning Zdetl, being on its own a comprehensive grammar text, but is better used in companion with that first book.

The companion dictionary is also still useful, though the lexicon is now more than twice the size of that volume.

In this book you will find not just a bunch of rules, but lessons that give real context and functionality to Zdetl. Because the purpose of any language is to communicate and converse, its focus is on conversation. You'll also find chapters about daily life among the Zhodani people - what they eat, how they live, what they do for fun - which will hopefully enhance your understanding of the uniquely alien human culture.

That's enough talk. I suppose its time to thank the people who made this possible.

As usual there's the men and women of the ZLI, who are now too numerous to mention but without whom I'd not have enjoyed it nearly as much, and my good friend Maksim Smelchak, who was instrumental in getting the project off the ground and into space.

Thanks again to Marc Miller and the good people at GDW and Far Future Enterprises for creating Traveller and making it possible to do this.

Another special shout-out to P.O. Bergstedt, who created the Zhodani truetype font used in this book.

And last but not least, to the late J.R.R. Tolkien, who first showed me that languages weren't confined to the real world but could, in fact, be imagined and created intentionally.

If I've forgotten anyone, just write your name on a page somewhere. I'm sure there's room.

Jeff Kazmierski

Head Researcher and Dean of Interstellar Studies
Zhdantia Language and Culture Institute (ZLI), Zhdant

Introduction

Zdetl is the official language of the Zhodani Consulate in the age of the Third Imperium. While its precise origins are unknown, it is commonly accepted that it developed in the wake of what is today known as the Final War when the surviving humans on Zhdant found themselves bereft of their alien masters. Over the millennia, Zdetl gradually evolved into its modern form and was universally adopted as the official language in the 300th Teqozdij of the Driantia Zhdantia, equivalent to Imperial year -6055.

A distinguishing feature of modern Zdetl is its emphasis on standardization in morphology, grammar, syntax and structure. Zhodani culture is fundamentally assimilative in nature; in other words, the Consulate is not interested in conquest by force but rather by acculturation. To this end, the Consular official language has been regularized over time to make it easy to teach and learn, or at least less difficult than other languages are. This does not mean Zdetl lacks complexity - like the ancient Terran game of Go, its fundamentals can be learned in minutes, but it can take a lifetime of study and practice to truly master.

Spelling, Pronunciation, and Accent

Words in Zdetl have been standardized in spelling and pronunciation and are phonetic in nature. Each of the major phonemes has a single letter symbol, called **tlatoni** (トアコロアメ) associated with it, and each **tlatoni** has one sound. There are no silent letters. If a phoneme is unvoiced, it is not written.

Vowels

The Zdetl vowels are **A**, **E**, **I**, **IA**, **IE**, **O**, and **Ŕ**. Each has a unique sound and all are pronounced consistently regardless of where they appear.

Ⓐ	A as in <i>father</i> , never as in <i>pale</i>
Ⓔ	E as in <i>get</i> or <i>let</i> , never as in <i>pier</i>
Ⓘ	I as in <i>kit</i> , never as in <i>mile</i>
Ⓐ	IA as in <i>yaweh</i>
Ⓔ	IE as in <i>layer</i>
Ⓞ	O as in <i>go</i>
Ŗ	Ŗ is a throaty "r" sound, almost unvoiced like the "r" in <i>work</i> . This sound can be challenging to learn and recognized in Anglicized Zdetl; students should practice saying it often. It will be noted in the text as Ŗ where needed.

Don't make the vowel sounds too long. Each vowel should be pronounced as clearly and as purely as possible.

Consonants

The consonant phonemes in Zdetl are: **B, BL, BR, CH, CHT, D, DL, DR, F, FL, FR, J, JD, K, KL, KR, L, M, N, NCH, NJ, NS, NSH, NT, NTS, NZ, NZH, P, PL, PR, Q, QL, QR, R, S, SH, SHT, T, TS, TL, V, VL, VR, Y, Z, ZD, ZH, and ZHD.** As stated previously, each consonant sound has one **tlatoni** and one sound only. Try to pronounce each consonant as clearly as possible. This will get easier with practice. Review the table of consonants on page vi.

Syllable Structures and Accentuation

In Zdetl, words are constructed in sets of *syllables* that follow consistent patterns. These can take the form of a single vowel (V), a consonant followed by a vowel (CV), a vowel followed by a consonant (VC), or a vowel between an initial and a final consonant (CVC). When spoken, words are always accented on the *penultimate* (second-to-last) syllable, or in the case of two-syllable words, on the *final* syllable. Because it can be difficult to clearly identify syllable breaks in the Anglicized transliteration of Zdetl, students should familiarize themselves with the Zdetl **tlatoni** as shown in the previous tables.

Practice reading and saying the following words to familiarize yourself with pronunciation.

Atrint	アトリント	A-trint - "raining", the wet season following the winter thaw
Vrienstrial	アヌアスチアス	Vrien-stial - "heat", the warm summer season
Atchafser	アトカフセラ	At-chaf-ser - "waning", the autumn season when the heat of summer fades
Ataniebl	アトニアエブル	A-tan-iebl - "harvest", the season to harvest mature crops
Ashtiavl	アヌスタ	Asht-iavl - "chill", the winter season
Atpiapr	アトピアス	At-piapr - "thaw", the spring season when winter's chill wanes and the weather becomes warmer
Zhant'ad	ヨハタアド	Zhant'ad - commoner; the lowest class of citizen in the Zhodani Consulate
Dlenchiepr	ドレンチエープル	Dlench-iepr - intendant; the lowest rank of nobility
Zhobrdievl	ヨボルディエーブル	Zhobr-dievl - noble; the ruling class in Zhodani society
Pranatl	アヌタタト	Pra-natl - "aspirant", the lowest rank of nobility, equivalent to a Knight in the Imperium
Jdistebr	ジスティーブル	Jdi-stebr - "wellborn", the second rank of nobility, equivalent to a Baron in the Imperium
Viestlas	アヌトアヌト	Vies-tlas - "highborn", the third rank of nobility, equivalent to an Imperial Marquis
Zhobrtglasche	ヨボルトアヌト王セ	Zhobr-tlas-che - "noble born", the second highest rank of nobility, equivalent to an Imperial Count
Preblshienchiashav	ブレルシエンチアシヤウ	Prebl-shiench-ia-shav - "princely born", the highest rank of nobility in the Consulate, equivalent to an Imperial Duke

Note the placement of the accent in longer words. Zdetl makes extensive use of compound words composed of two, three or more words appended together. This can subtly change the pronunciation and accentuation of the root and sub-words, so study the Zdetl carefully to identify syllable breaks. Becoming familiar with the **tlatoniedi** (とてくじアメビ) or **alphabet** is critical to understanding how to pronounce Zetl words and sentences.

Nenjchinze'driante ネンジキンゼドリアント
"Consular Legion of Merit", the highest military honor bestowed on a Zhodani citizen

A Note on Word Construction

Students will note that Zdetl makes extensive use of complex word constructions. In many cases, a single word composed of one or more root words and appended suffixes and prefixes can convey as much meaning as an entire sentence in Anglic. Adjectives, nouns, and verbs are often combined into single complex word forms.

Consider the following:

vlezhdaf (ヤベハダフ) - **vlezhd** (star) + **-af** (yonder, afar); "yonder star"

vlezhdatishaf (ヤベハダヒタシハフ) - **vlezhd** (star) + **atl** (lord) + **ish** (our) + **af** (yonder); *our Star Lord-class cruiser over there/yonder*

shivvajdatl (シバヤカタラハト) - **shiv** (moon) + **va** (to shine) + **jdatl** (mountains); *the Mountains of Moonlight, a mountain range on Qiknavra*

These constructions can become quite complex and convey subtle meanings:

dlenchieprzinichpatlasdish (ドレンチエープルズニチハタラシス) - **dlenchiepr** (intendant) + **zin** (child) + **ichpa** (new) + **tlas** (superlative) + **dish** (our); *our newest intendant child*

Students are encouraged to study these word constructions and parse them carefully in order to understand them.

Punctuation

Beginning Zdetl did not include any discussion of punctuation in Zdetl, because such markings had not been clearly identified at the time. In this volume you will see a variety of symbols that serve similar functions to those used in Anglic:

Zdetl	Anglic	Usage
*	.	Full stop, indicates the end of a sentence.
.	,	Comma, indicates a subordinate clause.
//	!	Exclamation marking.
/	?	Question mark, usually emphasizes interrogatives.
'	"	Quotation, used to indicate speech.
:	:	Colon, emphasizes a concept.

Introduction

ت	Initial/final B as in boy
ڦ	Initial/final BL as in blue
ڦ	Initial/final BR as in brood
ڻ	Initial/final CH as in child , never hard as in kick or soft as in charade
ڻ	Initial CHT as in which type
ڏ	Initial/final D as in dog
ڏ	Initial/final DL as in paddle
ڏ	Initial/final DR as in dry
ڏ	Initial/final F as in far
ڏ	Initial/final FL as in fly
ڏ	Initial/final FR as in free
ڏ	Initial/final J as in jump
ڏ	Initial JD
ڏ	Initial/final K as in kite or kick
ڏ	Initial/final KL as in wrinkle or clatter
ڏ	Initial/final KR as in cracker
ڏ	Initial/final L as in long
ڏ	Initial/final M as in many
ڏ	Initial/final N as in no or new
ڏ	Final NCH as in bench or crunch
ڏ	Final NJ as in exchange
ڏ	Final NS as in dans macabre
ڏ	Final NSH as in mensch
ڏ	Final NT as in can't
ڏ	Final NTS as in pants
ڏ	Final NZ as in cans
ڏ	Final NZH as in fringe
ڏ	Initial/final P as in cap
ڏ	Initial/final PL as in play
ڏ	Initial/final PR as in pray
ڏ	Initial/final Q is pronounced like an Arabic Q, a glottal hard g as in Qatar
ڏ	Initial/final QL as in glue
ڏ	Initial/final QR as in grown
ڏ	Initial/final R as in run
ڏ	Initial S as in sun
ڏ	Initial/final ST as in store
ڏ	Initial/final SH as in wish or shut
ڏ	Initial SHT as in Ishtar
ڏ	Initial/final T as in tall
ڏ	Initial/final TL as in little
ڏ	Initial/final TS as in sets or tsetse fly
ڏ	Initial/final V as in very
ڏ	Initial/final VL as in Vland
ڏ	Initial/final VR as in vroom
ڏ	Initial Y as in yet
ڏ	Initial/final Z as in zoo
ڏ	Initial ZD as in mazda or Thursday
ڏ	Initial/final ZH as in measure
ڏ	Initial ZHD as in Zhdant
^	Final A glottal stop or soft pause between syllables

itzividlas

conducted, trade and other negotiations between **kenkali** happen, and where visitors and guests are welcomed to the **itzi**.

Every visitor or guest, regardless of rank, is invited (in some cases expected) to take part in the **kazkalipakik** (カズカリパキック) or *bathing ritual*. This custom dates back thousands of years, possibly even to the time before the **Dzaqtas** (ツコタス), and can be as simple as washing one's hands and feet for short visits or as long as a full body cleansing followed by a relaxing time in the **vrienkalipaki** (ブリエンカリパキ) *hot bath* to discuss business or share news.

The Zhodani are rarely in such a hurry as to skip the ritual baths. Indeed, foreigners privileged enough to be invited to a Zhodani **kenkalitzi** (ケンカルチ) *clan home* might come away with the false impression that they spend most of their time relaxing in warm water. This is far from true, of course, but the **kazkalipakik** is so integral to Zhodani life that even the lowliest of **zhant'ad** expect and are afforded time for it during their daily routine.

Surrounding the **vrienkalipaki** are lounge chairs, recliners, terminals for study, reading, or catching up on the day's news. Residents and guests may also partake of food prepared in nearby **ichtipria** (イチトリ) *cooking spaces* or *kitchens*. The food served is usually fresh fruits or vegetables grown in the nearby **zhochtlipria** (ゾウチトリ) *garden space*, cakes either imported or made from surplus grains either grown on site (in the case of the **Kenkalitzi Tliaqrnad** (ケンカルチトリアクナド)), or sometimes fresh seafood. The exact nature of the food depends on the location of the **kenkalitzi**, its resources, and the function of the **kenkali**.



The **zhochtlipria** are traditionally tended by older children and overseen by **zhant'ad** adults of retirement age. These **zhochtlinad** (ゾウチラード) thus continue their service to the **kenkali** by passing knowledge on to the next generations while performing a vital duty to their clan.

itzividlas

Beyond the **kalipakipria** and **zhochtlipria** are the spaces and buildings set aside for the true work of the **kenkali**. Here is where the **zintikipria** (ゾンティトリ) *creches*, the **koatlipria** (コアトリ) *work spaces*, **zhdatlipria** (ゾウダトリ) *schools*, and **kotozhiepria** (コトジエトリ) *living spaces* can be found.



The **zintikipria** is where children are cared for from infancy until their first **teqozdij** (テコソジ) or *third birthday*. At that point, the child is moved out of the **zintikipria** and into the **kotozhiepria** communal living space. Adults of the **kenkali** are expected to participate in child raising, and many (such as Ikan and Nor Tliaqrnad) choose to form partnerships (**nam**) and share the work.

The **kotozhiepria** is akin to the longhouses of the North American Iroquois nations on ancient Terra. A typical **kotozhiepria** houses a few dozen adults of working age and two or three times as many children from their first **teqozdij** to their sixth, at which point they have either been identified as having psionic potential and adopted to a **Dlenchiepr** (ドレンチエ) *Intendant* family or have joined a clan as a full **zhant'ad** laborer.



Every **kenkali** performs work essential to the functioning and maintenance of a **Zdobrdievil** (ゾドロドエフ) *noble estate*. This work is done in the **koatlipria** (コアトリ) or *work spaces*. The form of the **koatlipria** depends on the skill set of the **kenkali**; the Kenkali Tliaqrnad

koatlipria would be fields and farms; the Kenkali Yotlkemetnad **koatlipria** would be the estate's vehicle garages and possibly other heavy machinery; the Kenkali Kliazhnamachrnad **koatlipria** would be the water filtration and purification plants. These facilities are not always near the actual **kotozhiepria** of any of the individual **kenkali**.

The **zhdatlipria** is where all education and training is done. For children this means basic early childhood and secondary learning; children are tested throughout their development by **Dlenchiepr** attached to the **Zdobrdievli** estate to determine their possible psionic ability and specific skill aptitudes. For adults of the **kenkali**, education is all about building and maintaining the kinds of skills expected and needed to be a productive contributor to the **kenkali** (and by extension, the Consulate).

zintikipria	コメアヒルズヘラス	creche
kotozhiepria	ゼルヒルヨウス	communal house
koatlipria	ゼルアヒルズ	workplace
zhdatlipria	ゼルヒルス	school; training center
pria	ラス	a functional space

oyanqad

access to more resources than do the **zhant'ad**, who are only occasionally provided such luxuries.

Water Travel (Oyanqad kliaziash)

The **kliazhatl** (ヲズヲズ) oceans of Zhdant are nearly as treacherous as the land regions, due to the extreme tides imposed on them by the planet's large moon Viepchakl, but that did not stop the early Zhodani from braving them. In fact, ocean travel became an important mode of travel in the early days of expansion and migration and those early **kliazhzarnad** (ヲズコズマアズル) seafarers became known for their rugged and often savage nature. **Kliazhbaz** (ヲズハズ) pirates often preyed on coastal settlements and shipping in those early days. Such activities are unknown within the Consulate in modern times, but the Zhodani are not unfamiliar with the concept.

Modern shipping, of course, relies on more advanced seafaring technology than sail and oar, but a significant amount of travel and trade still relies on watercraft as a relatively inexpensive and reliable method. Besides trade and travel, fishing remains a vital source of food production on Zhdant and the Zhodani have always been excellent stewards of the oceans.



klizzdikialki	ヲズコロススルズ	sailboat
kliazhbreyayotl	ヲズヨトセスリム	hydrofoil
fechadlaflyotl	ベシモズルム	submarine

Air Travel (Oyanqad lieniash)

The Zhodani developed the technology for powered flight much later in their history, relative to other branches of humanity. This is due in large part to the planet's thin atmosphere. Zhdant's atmospheric pressure at sea level is about half that of Terran standard, equivalent to an elevation of 5000 meters on Terra.

The first aircraft developed on Zhdant were **lienmiztlenz** (ヲズアタムコトヤフ) *lighter-than-air ships* or more literally, *gas riders*. These used hydrogen and later, helium, to achieve lift, with propellers and eventually ducted fans for directional control. Even after the development of gravitic technology, **lienmitlennz** are still in widespread use on Zhdant and throughout the Consulate where atmospheric conditions allow.

lienmiztlenz	ヲズアタムコトヤフ	airship, generically
omplotl	ヲズム	nickname for any non-rigid airship ("blimp")
dlozhlienmiztlenz	ヲズヨシマアタムコトヤフ	rigid airship ("zeppelin")
ololitas	ヲズム	"Magnus Sphere"

oyanqad

The development of *heavier-than-air* flight eluded the Zhodani for much longer. The thin atmosphere at sea level meant any powered aircraft had a significant deficit from the start. This didn't stop them from building first gliders and eventually powered aircraft capable of high-altitude, long distance flight. These were limited in cargo and passenger capacity, however, as most of the construction went to lift surfaces, engines, and fuel tankage.

Rotary-winged aircraft were never developed to any significant capability on Zhdant.

jdondazh	ヲズム	glider
lienzakayotl	ヲズマズルム	aeroplane
omqrebreiyotl	ヲズムツムルム	helicopter

Gravitic Vehicles (Kitlaliadrayotl)

The discover and development of gravitic technology on Zhdant changed transportation and trade in unprecedented ways. The basic principles of **zhendantras** (ヲズヲズル) or *gravity*, more generally, **kitlaliadras** (ヲズオズル), had been known and understood for thousands of years, but once the secret to controlling the forces of the universe were unlocked, life became easier for millions of Zhodani overnight. A new word - **qleikitliadras** (ヲズオズル) or *antigravity* - entered the popular vocabulary, and fast, efficient, and most importantly, *safe* transport of people and goods became possible worldwide.

The older forms of transportation are still used, particularly in situations where urgency is not a factor, and also because they tend to be less

kitlaliadras	ヲズオズル	gravity, generally
ki-jem	ヲズセ	grav car/air raft
iadlajem	ヲズムツセ	speeder
t'chipl	ヲズモ	a robotic grav taxi
ki-memqeyotl	ヲズセツセ	a grav carrier, generically
ki-memqienz	ヲズセツセ	a military grav carrier
ki-memqine	ヲズセツセ	a civilian grav transport

expensive and thus more affordable to the average **zhant'ad** or **dlenchiepr** than the faster, more high tech methods. Gravitic transport is mainly used for mass transit and large-scale transportation of goods; private ownership of vehicles is reserved mostly for the **zdrobdievl** nobility and those with consistent need.

oyanqad

Body (Stiel)



Maintaining one's **stietltokpada** (士メトコロズルカバ) or *physical health* is the first fundamental duty of a citizen. To this end, physical education, exercise, nutrition, and good eating habits are instilled in every citizen from an early age. **Pachtanad** (ハクタナド) or *healers* are always in attendance to monitor every student's physical health, assess progress, heal injuries, and manage illnesses.

The nature of physical education changes with the age of the student. In early childhood, play is encouraged as part of the regular schooling, with an emphasis on social play. Competitive and cooperative games are introduced, though most activities would be immediately familiar to Terran children. Games like tag, hoops, jumping rope, and climbing on physical apparatus are the norm.

As the student grows, games become more sophisticated, but still emphasizing cooperation and healthy competition. For young **dlenchiepr**, the physical education gradually introduces psionic training as well, integrating the three **onqesi**.

stietltokpada	士メトコロズルカバ	physical health
pachtanad	ハクタナド	healer
teze-tloe	タセコヤヒロセ	tag ("touch-run")
dlietl-dize	タメトコメコセ	jumping rope ("rope-jump")

Mind (Zhatsi)

As you might expect, **zhatsitokpada** (ヨリトメトコロズルカバ) or *mental health* is very important to the Zhodani. This aspect of education addresses how well each student is acquiring, incorporating, and synthesizing the lessons being taught. Beyond teaching the mechanics of reading, writing, maths, etc, the educators monitor each student's progress and assess whether their current educational path is appropriate for their individual aptitudes and talents.

For young **dlenchiepr**, this aspect of education includes training in the safe use and application of whatever **dievl** (ドキル) or *psionic disciplines* they might have. The assessment process continues throughout education regardless of how old the child was at **zhinqetsad** (ヨルアラセタガバ) or *Ascension*.



Educators are continually assessing as well as teaching, to be sure the student is learning the lessons and that the lessons are being well received. If necessary, adjustments are made should a student prove unresponsive, even to the point of moving them to a different clan where their natural aptitudes may be more appropriate. Unlike in other human cultures, there is no stigma attached to these transitions - one may be born a **Tliaqrnad** (farmer) but be transferred to the **Kliazhnamacrnad** (plumber) clan, and be welcomed as one of their own.

dievl

zhinqetsad
zhatsitokpada

ドキル

ヨルアラセタガバ
ヨリトメトコロズルカバ

psionics

ascension
mental health

Spirit (Chiel)

The third **onqesi** is that of **chieltokpada** (王メトコロズルカバ) or *spiritual health*. The Zhodani have no religion per se, so this teaching consists of daily **pachtalizhati** (ハクタナリザヒタ) *empty mind*



meditation sessions where the students, under the watchful eyes of their teachers, contemplate **fevranzh** and their role and duties pertaining to their station. Instructors supervise these meditations telepathically and, if necessary, send subtle signals reinforcing socially acceptable values and thoughts.

These sessions aren't just for reinforcement of values; they also allow the teachers and observers to assess the mental, physical and spiritual health of the students in a calm and relaxed environment. Through careful observation via **shadievl** (土メトメシ) *telepathy* and **pachtadievl** (ハクタナリメシ) *healing*, educators can subtly apply the precise therapy needed to guide the student back to **fliedsi** (タメトス), the desired state of *harmonious existence*.

chieltokpada	王大臣の育成	spiritual health
pachtzalizhatsi	精神の瞑想	meditation
shadievl	精神的遠隔	telepathy
pachtadievl	精神的治療	healing
fliedesi	精神的存在	harmonious existence

Psionic Training (Dievlakimatienentsi)

The training of **dlenchiepr** necessarily incorporates **dievl** (പാത്രം) *psionic* education into the aspect of **zhatsitokpada**. Psionic children of all ages are encouraged to engage in social play that lets them use their talents in a safe, supervised manner. These activities often resemble the ones they do during physical training.

Psionic training will be discussed in greater detail in Lesson 5.

Reeducation (Akimatiensitsench)

Students who are not in a state of **fliedi** (harmony) can be taken aside for special instruction and assistance. In some cases, the **tavrchedl** (guardians of morality) may be called in for **akimatiensitsench** (ഏതുവരുത്താനെന്നും) or *reeducation*.

This is a collaborative process. **Akimatiensitsench** is a necessary and accepted part of life; its purpose is to identify which of the citizen's **onqesi** are imbalanced and why, the better to restore them to a state of **fliedlas** (പാത്രം) *harmonious existence*.

Perhaps a childhood friend or playmate was recently identified as having psionic potential and was moved to the **zdobritzi**. Maybe a recent injury, shock or illness is leading to **machitad** (സർവ്വാഖാദ) or *phobia*. Is the person having some stress at work? Is she in need of a career change? Thanks to telepathy and other psionic disciplines, any of these issues can be addressed and dealt with quickly, efficiently, and more important, without trauma or stigma.



machitad	സർവ്വാഖാദ	phobia
zebroda	സ്വഭാവിക	obsession
fliedlas	പാത്രം	harmonious living
tavrchedl	മorality guardians	Guardians of Morality
sht'zy	സ്വഭാവിക	serious mental illness

The **dlenchiepr** the child is assigned to assume responsibility for the care, health, and psionic training of the **dlenchieprzin**. They have other duties as well, which the child is introduced to over time, typically beginning at their fourth **teqozdij**.

Social play is encouraged at all ages. Young **dlenchieprzin** typically play with peers who share their same **dievl** talents, and as they grow and develop their skills they play in increasingly mixed groups - telepaths play alongside telekinetics, clairvoyants and others. The reason for this is simple - in adult life they will interact regularly with others of varying talents and ability levels and must know their own strengths and limitations as well as those of others. This is, after all, training for future leadership roles.



Teaching a pradrzin to fly

As the children age, the games become more complex and varied, integrating the psionic talents to a greater degree. The play becomes more competitive as well. Older children assume mentorship roles, encouraging them to stretch their abilities. In keeping with the Zhodani philosophy of **fliedl** (飞翔), psionic and physical activity are integrated.

koetsezad
ololiprasibr
zhatstlani
vrendametlosi

飞^{テレポート} tag
飞^{テレカイネティック} dodge ball
飞^{テレパシー} "telephone"
迷宫^{マazes} running

Young children learn primarily through play (**chilitad**, 玩人^{ハナスル}), and the education of children from their first **teqozdievl** to their third is mostly structured play with a minimum of classroom instruction.

Shared Thoughts

From their third to fifth **teqozdij**, the **dlenchieprzin** training focuses increasingly on working with others who have different talents. In addition, because many **dlenchiepr** are able to use more than one psionic talent, such children are taught to use their skills in combination or complement to each other. For some, this is more natural - a **koetsnad** naturally requires foreknowledge of their destination, so one who is also a **petlanad** or *clairvoyant* can easily be taught to scan an area before teleporting there.

The play at this level becomes more competitive, encouraging team-based collaboration and limited, approved competition. As usual, the activities are monitored and approved by the adult **dlenchiepr** teachers.

Classroom instruction becomes more frequent at this stage, and is augmented by the telepathic skills of the teachers.

Integrating telepathy with teaching has made classroom teaching for all ages highly efficient, controllable, and individualized for the student. Through telepathy, **tlamachtrnad**, 伝^{タマシタ}王^ノア^ハク^ル instructors can quickly assess a student's comprehension and understanding of a lesson, and make adjustments to the lesson or methodology *during the lesson* if needed.

Unlike most other human societies, which lack a clear understanding of how people learn, the Zhodani know exactly how each individual processes information and can tailor lessons to the needs of each student.

Preparing a young koetszin for her first (intentional) jump

Adult Life Preparation

The ultimate goal of any education is, naturally, preparation for adult professional life. From their fourth **teqozdij** until they become full **dlenchiepr** at their sixth, the fun and games become more focused on applying their skills and talents to real-world applications.

By this age, the child's non-psionic talents, aptitudes and interests are well known, and psionic training can be integrated with formal vocational instruction. A **pradrnад** with natural mechanical aptitude can be trained to



medicine and psionics

manipulate engines and other machinery and be trained as an engineer; a **shadrnad** with good interpersonal skills can be taught *negotiation* (*zhdrbjalad*, 計划交涉) and *diplomacy* (*da'zhdashtiad*, 計划外交); a **koetsnad** with tactical knowledge and possibly a secondary talent of **petlandiev** might be recruited to train teleportation commandoes for the military or employed in search-and-rescue operations. **Petlanad** with geological knowledge could be employed in mining (*etedesi*, 矿工) or archeology (*ienshatlriem*, 考古学者) exploration and research.



Teaching a young **petlanzin** to scry

zhdrbjalad	計划交涉
da'zhdashtiad	計划外交
etedesi	矿工
ienshatlriem	考古学者
tlamachtrnad	教师

The vocational training of future **dlenchiepr** mirrors that of **zhant'ad**, except that the students are being specially trained to assume leadership positions as part of the **zhobrdievl** nobility.

negotiation
diplomacy
mining
archeology
teacher

Tlamachti 6 - The Psionic Games

This lesson is a little different from the previous ones. By now you should be familiar enough with the grammar and structure of Zdetl to be able to read the text; instead of short conversational exchanges between characters, this chapter has three narrative scenes with dialogue and description, presented in dramatic form. As in previous lessons, the Anglicized and Zdetl text is presented first, followed by a list of new vocabulary words, then an Anglic translation of the scene presented.

If you are studying Zdetl in a group, you may find it useful or even amusing to read or act out the scenes with your study partners.

The chapter is presented in three scenes, each relating to a visit to the **Teqozdievl** (テコズディエヴ) games, the legendary competition held throughout and within the **Driantia Zhantia** (ドリアンティア ジャンティア) for the purpose of testing the skills of the **dlenchiepr**, the future ruling class. The **Teqozdievl** will be discussed in greater detail in Interlude 6.

Read each section slowly and carefully, out loud if possible. Pay attention to pronunciation and watch for new vocabulary and new word combinations. There will be no exercises in this chapter; the purpose is to stretch your reading ability and prepare you for Lessons 7 to 9, which are stories from Zhodani history and are presented entirely in Zdetl.



teqozdievl

PREZBRA

የፖ.ቃድራል

Viaj, Teqozdievlzaf zdobritziens dlenchiepr kavrens.

ስኔ. ተቃዕሚዎች የዚህ ስርዓት
በዚህ ስርዓት እንደሆነ ጠቅላላ ይገባል*

AIAPLOR

አይአፕሎም

Yektlaschens. Pradnadenz iazh petlanadens.

ሁኔታውን የዚህ ስርዓት እንደሆነ
የዚህ ስርዓት ይገባል*

KIEKO

ክዴሸል

Teqozdievl qlie vrojdarik dazej.

አይአፕሎም ያለ ማስቀመጥ
የዚህ ስርዓት*

AZHDIAZHIEPR

አዝድያዝዎም

Chiala Teqozdievl achidish tozenzh. Zha, ozdish zhdaenzh!

እኔ ተቃዕሚዎች የዚህ ስርዓት
የዚህ ስርዓት* የዚህ ስርዓት ይገባል//

KIEKO

ክዴሸል

Viaj, ziefri!

ስኔ. የዚህ //

teqozdievl

SCENE 1

EXT. THE ZDOBRDIEVL ESTATE GROUNDS - DAY

Four children, NIRIA'LIENTS, KIEKO, AIAPLOR, and PREZBRA are playing in the field, levitating balls and hoops and making them fly through the air. An adult teacher, AZHDIAZHIEPR, observes.

NIRIA'LIENTS

Good throw, Kieko! It went right through the hoop!

KIEKO

Let me have the hoop now!

NIRIA'LIENTS

If you can catch it, you can have it!

Niria'lients waves his hand and the hoop begins to fall.

Kieko watches it fall. A meter above the ground it stops.

KIEKO

Ha! I got it!

Azhdiazhiepr approaches the children. As she does, all the balls begin to float and orbit each other.

AZHDIAZHIEPR

Excellent lesson, children. You're all showing great improvement. Now, it's time to eat - go bathe before dinner.

CHILDREN

Yes, Azhdiazhiepr.

AIAPLOR (to KIEKO)

Your mother is really good.

AZHDIAZHIEPR

And don't forget - tomorrow is the Teqozastial. We will leave for Dlolpliki for the Teqozdievl after breakfast.

KIEKO

The Teqozdievl? Really?

PREZBRA

Yes, our zdobritzi has a dlenchiepr in the

teqozdiev!

games this year.

AIAPIFOR

He's really good. Telekinetic AND clairvoyant.

KIEKO

I've never seen the games before.

AZHDIAZHIEPR

This will be a first games for all of you. Now off you go!

KIEKO

Yes, mother!

Tlatoniatl ilnamia

ଲୁହାରୀ	to stroll, to walk
ପ୍ରଥମ	first
ନିର୍ଵାଚନ	to witness or attend
ବର୍ତ୍ତନ	to have, to contain
କାଳି	to catch
କାଲେ	time (for something)



teqozdiev!

Pepechtliach 2

(下巻下篇と上篇 11)

TEQOZDIEVLPRIATLASTIA - STIAL

କେବଳ ଅନ୍ତର୍ଜାଲ ପରିମାଣରେ ।

Draitsens Teqozdievlpriataskochyantia KIEKO iazh ziefabrens AZHDIAZHIEPR iazh VELMIEPR. Tyei akatlas ozhda mattlaiepr zdevnal kavrens priatlas, chtepriaienz qrezhienz iacholiens. Alir Teqozdievlpriatlas, yzqenaddedl yolikevra nilozens chtenze achtanoia, iazh tlamachtnameqnadia alekrens, olamens.

ഏരുവെച്ച കേടുപാട്ടാഘാട്ടം ദിനം പാതയിൽ
കുറഞ്ഞ ദൂരം കുറഞ്ഞ ദൂരം കുറഞ്ഞ ദൂരം
മുഴുവൻ * ഉംഗു മുരുവും കുറഞ്ഞ
പാതയാണ് മുരുവും കുറഞ്ഞ ദൂരം കുറഞ്ഞ
മുഴുവൻ സ്ഥലം മുരുവും കുറഞ്ഞ
കുറഞ്ഞ ദൂരം കുറഞ്ഞ ദൂരം കുറഞ്ഞ
കേടുപാട്ടാഘാട്ടം ദിനം. പുറം കാരം കാരം
പുറഞ്ഞ മനാര മനാര മനാര മനാര,
സ്ഥലം കുറഞ്ഞ ദിനം കുറഞ്ഞ ദിനം.
മുരുവും

Omei zhant'ad palens tyeinad.

Q&Aセミナー 第二回目 対話セミナー CULTURE&ARTS

VELMIEPR
ՎԵԼՄԻԵՊՐ

Kieko, yzqo'd! Tliaqrnad Nor iazh Ikan shtivik itoik.

ՀԵՂԱ. ՄԿԾԱՌԻՇ // ՃՏՀԴՐԸ ԴԱՄ
ՃՅ ԽԵՐԴ ԽՏՎԽՀ ԽՎԱԽՀ *

AZHDIAZHIEPR
アズダチエ

Paledish zhdaenzh ens.

凡て此を以て人土 ヨリヤニ ヤハ

Tlaztlens zhant'adzaf AZHDIAZHIEPR.

とアコとセヌ ヨアケアロコルハ ルヨスヨメル。

teqozdievl

SCENE 2

EXT. AT THE TEQOZDIEVL COMPLEX - DAY

KIEKO and her mothers AZHDIAZHIEPR and VELMIEPR arrive at the entry to the Teqozdievl Arena complex. The complex has three large rings hundreds of meters across and surrounded by viewing stands and observer towers. Outside the arenas, groups of spectators are talking excitedly about the upcoming events and placing bets on their favored competitors.

The three greet a small group of zhant'ad.

VELMIEPR

Look, Kieko! I think I see Nor and Ikan Tliaqrnad.

AZHDIAZHIEPR

We should greet them.

AZHDIAZHIEPR calls out to the Zhant'ad.

AZHDIAZHIEPR

Greetings, Ikan and Nor!

The two Zhant'ad turn toward her.

NOR

Good day, my ladies! It's a fine day for the games, yes? Oh, my, is this Kieko? She's gotten so big!

VELMIEPR

Yes, she has, and she's becoming a very strong pradrnad.

IKAN

You must be very proud of her.

VELMIEPR

We are. You were good zhant'ad-parents to her.

IKAN

Thank you, my lady.

NOR

We have news as well, my lady. I am being transferred to clan Programmer.

AZHDIAZHIEPR

Congratulations! This is a fine opportunity for you.

teqozdievl

IKAN

Nor, shall we find our section? The gates are open.

KIEKO

Have fun at the games, zhant'ad-parents!

NOR

You as well, Kieko.

The zhant'ad and dlenchiepr enter the arena through their respective entrances.

akatlas

Tlatoniatl ilnamia

アカタラス

arena, "giant ring"

chtepria

シテリス

viewing stand, bleacher

iachole`

アヤロセ

to surround

qrezhi

クレシ

tower

yzqenad

ウコセナダル

spectator, observer

-edl

エドル

a large group

shtiave`

シタベ

to think

tlaaztle`

タラツル

to greet, to hail



teqozdievl

VELMIEPR

வெள்ளி

Yzqezhda, jdatlplachtioedre zheqrens!

Zhintla, omei ololi sibrens chial dra technameqnad, oqik enszaf pierens. Jdatlplazaf tloeshtens iazh velpratl viakrens tyeia, ololiachienz.

KIEKO
2×20

Pechatlechtioens ekej!

夙王也と夙王人也と云々 たゞそり

AZHDIAZHIEPR
アズダチエ

Chtio. Ek izha. Dlolplikotzi chenensagle?

王人久* ケ2 人ヨス* 久ル止ル久ルコ人
王セアセウルセセ/

Dlolplikotzi tlakolachens tyeiad, Tegozdievl ichitens.

ଧର୍ମରୂପେ କାହିଁ କାହିଁ ତାଙ୍କୁ କାହିଁ କାହିଁ କାହିଁ କାହିଁ

Tlatoniati ilnamia		
zhintla	ヨメアヒテ	below
chtenqie`	エセアシキ^	to continue
chilitad	王人並スクル	a game
shachan	土尺王尺?	mass
kalo	ズルム	size
otake`	ロクテニゼ^	to happen, to occur
ichtlayoplita	人王とアリロクル人ヒテ	confuse, confusing
dradle`	ドリビセ^	to remove or eliminate
sibre`	上スルセ^	to climb
ilnamad	人並アヒテアヒ	a memory
otsdre`	ロトシセ^	to recall or evoke
zazani	コカコカマス	a story

teqozdiev|

SCENE 3

INT. IN THE TEQOZDIEV L ARENA - DAY

KIEKO, AZHDIAZHIEPR and VELMIEPR sit in the arena stands high above a Teqozdiev arena ring. Below, the games continue. Competitors play a complex game involving a hill, balls of various sizes and mass, telekinesis and teleportation.

KIEKO
Mother, what's happening? It's so confusing.

AZHDIAZHIEPR
This is the first telekinetic elimination round, Kieko. The players must climb the hill while avoiding the rocks, which are being telekinetically thrown at them by other players.

KIEKO
Oh. It looks fun, but strange.

VELMIEPR

KIEKO
What do you mean, mother?

AZHDIAZHIEPR
We met during the last Teqozdiev, Kieko.

KIEKO

VELMIEPR
We were competitors, Kieko. I was from zdobritz Chiadl, she was from Zietzel...

AZHDIAZHIEPR
...and now we're both with zdobritzi Zdiadrianzh.
But that's a story for another day.

KIEKO
Aw...

VELMIEPR
Look, one is almost to the summit!

teqozdievl

Below, one of the competitors dodges two balls as they career toward him. He sprints toward the top of the hill is hit from behind by a third, smaller ball.

KIEKO

He almost won!

AZHDIAZHIEPR

So close. That's how it goes, though.
Want some fish cakes?

The three nibble on fish cake snacks while watching the games.



Culture: The Psionic Games

Of all the unusual aspects of Zhodani culture, perhaps the most mysterious, misunderstood, and mythologized is the famed **Teqozdievl** (ተቻዕልጋዊል), the so-called *Psionic Games*.

Though the Zhodani participate in a wide variety of athletic and academic contests, some competitive but most cooperative in nature, the **Teqozdievl** is the most important such competition. It is open only to **dlenchiepr** (ሳራተኞች), for whom it is a once in a lifetime opportunity to show their talents and skills in a very public setting. The **Teqozdievl** are also the only sporting event that recognizes and rewards individual achievement - the winners of the games are granted immediate promotion to the ranks of the **zdobrdievl** (ፖረኔሸዊል) with all the rights, duties, and honors thereof.

History of the Games

It is widely accepted that the first **Teqozdievl** were held sometime after the end of the **Dzaqtasqik** (ደጋጽታትኩታሸሚያ), the *Time of Great Dying*, commonly known in modern times as the *Second Dark Age*, likely in celebration of the end of a thousand years of death and chaos to herald a new, civilized age. While the precise nature of those first games is now lost to history, the traditions of competition and elevating the winners lives on.

The **Teqozdievl** are played throughout the year on every Consulate world. Each **zdobritzi** (ፖረኔሸቱር) noble fief sends representatives, always **dlenchiepr** of exceptional talent, to compete in the local, regional, and global levels. Contestants who do particularly well might even be sent to the **vlezhdvraji** (ዋእሱምናግሮ) subsector and eventually the **vlezhdivr** (ዋእሱምን) sector level competitions.



The Competitions

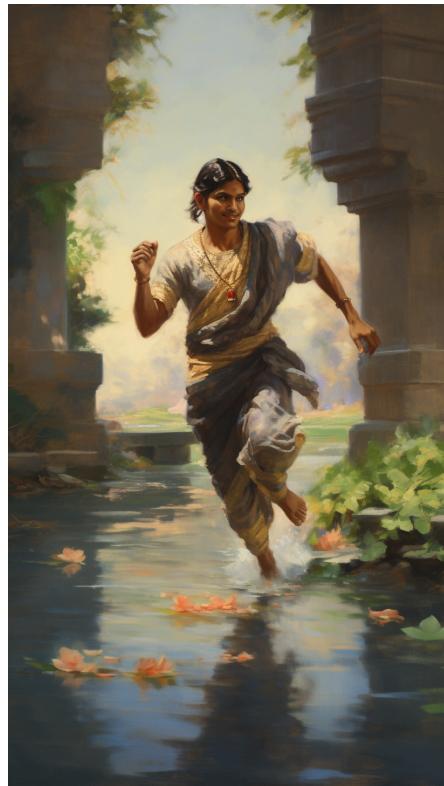
Few outsiders have ever witnessed the **Teqozdievl**, and those who do often come away more confused than enlightened. Because most of the action in many of the games is mental, relying on **shadievl** (土^アハ^シエ^ル) *telepathy* or **petlandievl** (火^アヒ^タハ^シエ^ル) *clairvoyance*, the games can be very hard to follow even for natives. Even the games with clear physical aspects involving **pradievl** (火^アハ^シエ^ル) *telekinesis*, **koetsdielevl** (火^アセ^ルハ^シエ^ル) *teleportation* or **chtekotldievl** (玉^アハ^シエ^ル) *awareness* can become chaotic and confusing as many of the competitors

are likely to be skilled in multiple talents, and using them to their fullest ability.

Every Zhodani citizen follows the **Teqozdievl**, from the lowest zhant'ad to the highest ranking zdobrdievl. Any time the games are held in a city or region, they are a grand spectacle. Members of the nobility are expected to attend, particularly if they have chosen **dlenchiepr** from their staff as competitors. The games are, after all, one of the ways the future leadership of the Consulate is chosen.

Gambling

While it may seem ironic and even out of character, betting on the outcome of specific events is common and even encouraged during the **Teqozdievl**. Friendly wagers under controlled and monitored circumstances are considered essential to building community and harmony between the various zhant'ad clans.



Like so many other aspects of Zhodani culture, gambling on the games is never taken to excess, for such would attract the attention of the **Tavrchedl** and result in counseling or reeducation.

The Winner's Circle

The **Teqozdievl** traditionally lasts for three **chtn** (玉^アマ) or one **teqozdij**, at the end of which the winners are announced. This always takes place on **Teqozastial** (火^アヒ^タコ^トス^ルス^ル) or *Olympiad Day*, a special holiday added to the New Year celebration following **Dranzhrin** (火^アヲ^ルス^ル) or *Sunbright*.

Hard Landing - Draitspitzikad



The following story, **Hard Landing**, is a short vignette set during the early days of the **Dzaqtias**, the "Great Death" plague that brought ruin to Zhdant and nearly left the planet devoid of human life.

火^アヒ^タコ^トス^ルス^ル

The harsh deceleration that had shoved the three of us deeply into our couches let up, replaced with near free-fall as our lander fell through the middle reaches of the atmosphere.

Achachens tozej qietsachevas qlieoka dish tyei kopecheshtijens tozej dilaio chilotidish, maqichtlachtio cheztleas iankilens tozej, oqik lienjiash cheztlens tozej draitsyotlish.

火^アヒ^タコ^トス^ルス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル
火^アヒ^タコ^トス^ルス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル
火^アヒ^タコ^トス^ルス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル
火^アヒ^タコ^トス^ルス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル 王^アヒ^タコ^トス^ル*

draitspitzikad

"Lost one, curse it!" Maqtlaz shouted.

"Tentbravr polotish tozej, fle!" chtachtachens tozej Maqtlaz.

'**ટેન્ટબ્રાવર પોલોટિશ તોજે, ફે!**' ચ્છત્ચાચેન્સ તોજે માંગ્લાઝ
લોક્યુન ફારદ્દર્ગો*

The lander began to spin lazily with only two of the three main chutes slowing it.

Klezvra omqreviens tozej draitsyotl qietsachevens qin omei ol tyei tentbravatlir.

'**ક્લેઝ્વ્રા ઓમ્ગ્રેવીએન્સ તોજે ડ્રાઇસ્યોટ્લ કીએચ્યેવેન્સ ક્ષીન ઓમી ઓલ ટ્યેઈ ટેન્ટબ્રાવાટ્લિર***

"We're going to hit a little harder than usual, folks."

"Pitzikatl akomozda viakrish dazenzh, nad."

'**પિંચિકાટ્લ એકોમ્ઝ્ડા વિએક્રિષ ડાંઝન્ઝ, નાદ**'

She spat out a sliver of tooth.

Iakatzi tlakadra chrcdens tozej.

'**એકાટ્ઝી ટ્લાકાદ્રા ચ્રચેન્સ તોજે**'

Seconds after the landing bag inflated, the lander slammed into the gravel.

Pitlik iepri lienchtemens tozej draitspali, pichtilio chtakeshtijiens tozej draitsyotl.

'**પિટલિક ઇપ્રી લીન્ચ્ટેમેન્સ તોજે ડ્રાઇસ્પાલી, પિચ્ટિલો ચ્છત્કેશ્ટ્ઝિએન્સ તોજે ડ્રાઇસ્યોટ્લ**'

It felt like a groundcar crash. "Tazo here," I said blearily.

Mantlachjem ikrchansh itsmoliens tozej. "Tazo," mikchatekavra potlik tozej.

'**માંટલાખ્ઝેમ ઇક્રચાન્શ ઇટ્સ્મોલીએન્સ તોજે.**' તાંડો! 'ટ્રાંડો! માંગ્લાઝ લોક્યુન ફારદ્દર્ગો'

"Yalad here," he mumbled. "Maq? Maq? Dammit, she's passed out."

"Yalad," potlachens tozej. "Maq? Maq! Ketlachoijens tozej, dzaq."

'**પોટલાચેન્સ તોજે.**' માંગ્લાઝ લોક્યુન ફારદ્દર્ગો* 'ટ્રાંડો! માંગ્લાઝ લોક્યુન ફારદ્દર્ગો*'

draitspitzikad

We fumbled with our restraints. Maqtlaz began to come to. I looked out the egress hatch window.

Drivdetish shtozstaliodish tozej. Zatecheviens Maqtlaz. Pochqi dra sheqrdrlik yzqetajik tozej.

'**દ્રિવ્ડેટિશ શ્થોઝ્સ્ટાલોઝિશ તોજે.**' જાટેચેવીએન્સ માંગ્લાઝ પોચ્ઝી દ્રા શેર્કર્લિક ય્ઝેતાજિક તોજે*

"Looks like the locals saw us come down. They're on scene." I tried to keep the fear from my voice.

"Yzqens tozej dish nad itsmole. Yqzish iens." Stiefe machitad soblik akom pazklik tozej.

'**ય્ઝેન્સ તોજે દિશ નાદ ઇટ્સ્મોલે.**' સ્ટીફે માચિટાડ સોબ્લિક એકોમ્ઝ્ડા પાંઝ્ક્લિક તોજે*

"Good! They can help us, maybe give first aid to Maq."

"Yekta! Makoiens dish chiele, pachtamakoad Maqcho tamakiens ekenzh."

'**યેક્તા!**' માકોઇએન્સ દિશ ચીલે, પાંચ્તામાકોઅડ માંગ્ચો ટામાકીએન્સ એકેન્ઝ્ઝ*

"We've got other problems." The hammering began on the egress hatch. Please don't pull the emergency handle, I willed them silently.

"Klantlifredr kavrish." Sheqrdriftia viakrad tlatzens tozej.

'**શેર્કર્દ્રિફ્ટિએન્સ વિએક્રાદ ટ્લાત્ઝેન્સ તોજે**'

'**કલાંટલિફ્રેદર કાવ્રિશ**' શેર્કર્દ્રિક્તિએન્સ વિએક્રાદ ટ્લાત્ઝેન્સ તોજે

We could hear them shouting now through the vents.

Chtachtachadiens kaqodish tozej tekalitia.

'**ચ્છત્ચાચાદીએન્સ કાકોદિશ તોજે ટેકલિટિએન્સ**'

"Kill them! Kill the spacers! They killed the world! BURN THEM ALIVE!"

"Krazojens zhdaenzh! Achitzinad krazojish zhdaenzh! Zhdant krazojens tozej! Ens kotlia tezintlish zhdaenzh!"

'**ક્રાઝોઝન્સ ઝદ્એન્ઝ!**' એચિઝનાડ ક્રાઝોઝિશ ઝદ્એન્ઝ! ઝ્ઝદાંટ ક્રાઝોઝન્સ તોજે!

draitspitzikad

Tlatoniatl ilnamia

-chrpl	◀王フフ	idiotic, lacking wit
-shtij	◀土人フ	sudden, abrupt
achache`	𠂇王𠂇王セ^	to subside, shrink
azintlaozde`	𠂇人コ人アと𠂇𠂇セ^	to descend
akomo	𠂇𠂇トロ	normal, usual
antli	𠂇アト人	source
apeze`	𠂇𠂇セコセ^	to ignore
ateme	𠂇セセタセ^	to flood
atemi	𠂇セセタ人	a flood
ayav	𠂇ウ𠂇ウ	target
ayavzieprad	𠂇ウ𠂇ウコナシルル	reticle (target circle)
benze`	トセコセ^	to mark
bradesh	ムテルセ土	handle
bravre`	ムテヨセ^	to brake, to stop
chikope`	王人ズルセ^	to blink
chikopvajodl	王人ズルダルダル	blinking lights
chtachtache`	王𠂇王𠂇王セ^	to shout
cttake`	王𠂇セ^	to shut, to close
chtakeshtije`	王𠂇セセ人ノセ^	to slam shut
draitspali	シルスとシルス人	landing cushion, airbag
draitsyotl	シルスヒリヒリ	lander
drivdet	シルサリセセ	harness
ekatolad	セジルセルシルル	a guess or estimate
ekatole`	セジルセルヒリセ^	to guess
favre`	シルセ^	to slip
fetlchiel	シセト王火ヒ	capsule
flel	シセリ	an expletive
flieshtieme`	シ火土シ火タセ^	to conform
fonzbre	シロコムセ	an emergency
iankile`	ズ?アヒ人ノセ^	to replace or substitute
ikrchansh	人ニ王アセ	a wreck or crash
ikrchanshe`	人ニ王アセセ^	to crash
jiapldivre`	シスルシムセ^	to navigate
jodl	シル	panel
kamta	シルタシル	mouth, jaws
kaqoe`	シルセルセ^	to hear
ketlachoie`	シセト王火ヒリ	to faint, pass out
kitlaliohololi	シスヒリシムヒリヒリ	globe
klientli	シスアアヒ人	a problem
klez	シセコ	lazy

draitspitzikad

Tlatoniatl ilnamia (chenkie)

kieqra	ક્લીક્રા	station, post, fort
kopecheshtie`	કોપેચેષ્ટિએ	to shove
krofe`	ક્રોફે	to grunt
lienchteme`	લીન્ચ્ટેમે	to inflate
maqichtla	માંગિચ્તલા	free, unfettered
mikchateka	મિક્ચાટેકા	stunned, dazed
pali	પાલી	cushion, pillow
pichtil	પિચ્ટિલ	gravel
pitzika	પિચ્કા	hard
potlache`	પોટલાચે	to mumble
qietsachevas	કીએચેવાસ	deceleration
qietsacheve`	કીએચેવે	to decelerate
qietslienjfav	કીએચેલ્યન્જફાવ	slipstream
qleokaa	ક્લોકા	unpleasant or harsh
sheqr	શેર	exit
shtozstale`	શ્ટોઝસ્ટાલે	to fumble
tama	તામા	page
tekali	તેકાલી	vent, duct
tentbravr	ટેન્ટબ્રાવર	parachute
tezintle`	તેઝિંટ્લે	to burn
tlachila	ત્લાચિલા	a signal or transmission
tlaki	ત્લાકિ	the anus
tlevleqlas	ત્લેવ્લેઝલાસ	exposure
tleveqle`	ત્લેવ્લેક્લે	to expose
toyakantli	તોયાકાંટ્લિ	the source of a river
toyaktlaki	તોયાક્ટલાકિ	the mouth of a river
tsazanch	ત્સાંચન્ચ	stupid
velozde`	વેલોઝ્ડે	to follow
zateche`	ઝાટેચે	to awaken
zhhdanshtadle`	જ્હદાંશ્ટાદ્લે	to deploy
zhhdanzhia	જ્હદાંઝિએ	to deploy
zhhdanzoyafevranzh	જ્હદાંઝોફેવ્રાન્ઝ	atlas, map book
zhhdanzzie	જ્હદાંઝીએ	sextant (verniers)
zochejodl	જોચેજોદલ	indicator panel
zoya	જોયા	map

Our Wondrous Universe

The following is an example of the kind of scholarly article that might be found in the archives of one of the many universities and research institutes in Consulate space. Though reclusive and often xenophobic, the Zhodani have engaged in trade and diplomatic relations with other cultures including the Darrians, the Sword Worlds, and the Vagr. The abstract presented here discusses the many variations of non-Zhodani cultures one might encounter outside the Consulate.

It is presented here in three forms; the Anglic translation, the Anglicized Zdetl, and the original Zdetl text.



The Physiologically Aslan Daryen

Stietladavra Kosnada Darien

સ્ટેટલાડવ્રા કોસનાડ દારીએન

by Konshiepr, Consulate Naval Scout Division

University of Dietevriabr (Riverland)

Konshieprprebr', Driantia Zara Achitzintiaaji

Machtlian dra Dietevriabr

ડ્રિન્ટિયા જરા કોસનાડ રાજ્યાંકોણાંસરાજું
દર્શાવતું એ એચ્છેનસ્ટુ

zhiazha achitetlivrdish

Introduction

Tlatzad

记录

As a Vargr-Zhodani Intendant in graduate school, I was guided into studies of nonhuman sophonts. The Consulate Naval Expeditionary Division had long studied the Daryen, both openly and covertly. But physiologically Aslan Daryen ("PAD" hereafter) had not been specifically studied. I was given that assignment. I have written numerous reports within the Expeditionary Division and academia, but given recent increases in interactions with the Daryen, I am now writing for a general audience.

Fegronadia-Zhdantia Dlenchieprik akom machtliatlasche, chielieqriefr shtiaqe bezhik dazej. Iekachqika Darien shtiaqens dazej Driantia Zara Achitzintiaaji, tavravra iazh achtevra. Iai Stietlavra Kosnada Darien (StKD) qlie shtiaqensie dazej. Choik koatlad bezhens tazej. Ozhda zhdatlavra amtli kiloik dazej, Zara Achitzintiaajiriem iazh zhdatlasad, iai shtiavasvra chrnte` miegrafad`davr Darienir, mochtnadedltia kiloik.

Mainstream Aslan

Akoma Kosnada

રજાની જાતિએ

In general, we know of Aslan (Fteirle in their own common language, Trokh) as nonhuman sophonts quite unlike ourselves, whether human, Vargr, Addaxur, or others. Their males are primarily concerned with matters such as fighting, command, honor, and their famous obsession with land ownership. Their more numerous females manage other aspects of their society: trade, industry, services, academic pursuits, and everything else.

Kosnad shtiaivish (**F`teirle**, klezhdenensvra, Trok) chielieqriefri qlie iochala dish, shti zhianji, Feqrondadia, Adaksor, pra fredr. Chiala iaqotzadia, bezhadia, fe'kevia iazh zeqrodaens pan ivrzhdialas shtiefrasens. Fliedongesiad se'tli - tianqizad, stokleiad, chamdla, akimatientsiad, iazh achitetifredr michens okye patlana ziefrasens.

諸上アガル 土ズウ人土 (スツセナマツレ). トヨヒタセアガル. ハマロコ
王ヌツクダツル人 紅人ハ王アガル 人土. 土人 ヨズヒ人.
ハセカアガルズ. パガルズトロム. フル ハセア. 王ヌツクダツルコアガルズ.

zhiazha achitetlivrdish

トセヨアラズ、ヘセニセナズ ズヨ コセカレバセキ ハマタ 人タヌアリ上
士ナギナヒセキ*。ミセカレバセキスル 上セイヒ人、
ミセカレバ、王ヌアシテ、ハズ人ナギナヒセキスル。ズヨ ハ王人セセキスル
人王セキ ハズユセ ハマタアマコセカレバセキ*。

Physiologically Aslan Daryen

Stietlavra Kosnada Darien

ତେବେର କାନ୍ଦାର ପରମ୍ପରା

Aslan in Daryen society are very different. In most respects, they're similar to Daryen humans: peaceful, academically adept, fascinated by technology, and fond of the arts. Mainstream Aslan regard them -- and Daryen humans -- as "female", regardless of physical gender. One significant similarity to mainstream Aslan is that PAD are quite conscious of honor. An important point of PAD honor is that they identify as "physiologically Aslan Daryen", as opposed to "culturally Daryen Aslan". This is quite unlike most Zhodani sophonts, who are little concerned for labels so long as we are treated as equals to Zhodani humans.

Mantikat! iqens Kosnad Darien akom fliedongesiad. Ozhdatlva iqavljens Darien zhianji: otre, shtiaava, shtiyotlad'ia stetsebens, iazh kayesanad pan maniad. Ens - iazh Darien zhainji - ziefras shtiavens akomo Kosnad, qlie shtiaave akoma chias. StKD iqavljens akoma Kosnad chialavra - fe'kevas'ia zeqroens StKD. Chenzievra'ia StKD fe'kevas, pan "stietlavra Kosnada Darien" tlib "kotlivra Darien Kosnad". Mantika'ia ozhda Zhdantia chielieqr iqens, pan klezli qlie makichoens, Zhdantia zhianjiavl zhdantiavlish ekenzh.



zhiazha achitetlivrdish Daryen and Psionics

Darien iazh Dievl

ପରମାଣୁ ଓ ପରମାଣୁ

In Daryen legal jurisdiction, use of psionics requires consent of a local authority: individual consent for telepathy, hosts for other disciplines on private property, and officials in public property. Psionic potential among Daryen humans is similar to other humans, but less often developed than among Zhodani. Psionics are considerably less common among Aslan than among humans, Varqr, Addaxur, and other familiar sophonts.



Dariena tavriefririem, merkedad dra bezhasnad devens dievle: chialitsi shadievltia, itzi ketznad ozhda dievltia, iazh tavriefriqaz zhant'adivrtia. Darien zhianjistich dievla patlaetsi ozhda zhianjiavli, iai qlie qiktlas moklate el Zhdantiavli. Dievl chitlas zhantens Kosnadiavli el zhianjiavli, Fegronadia, Adaksor iazh ozhda chielieqri.

Aslan are alien

Kosnād iefriens

20.上2回目

Aslan, particularly mainstream Aslan, are very alien to Zhodani sophonts. As a telepath, I find Aslan minds very different from those of humans and Vargr, though PAD are less alien. Although Addaxur are just as different, familiarity with Addaxur offers few insights into the Aslan mind.

Kosnad, chiala akoma Kosnad, iefrtlas'ia Zhdantia chelieqri. Shadrnadik, Kosnada zhatsi mantika ol zhianji pra Feqronad, ma chiefrens StKD. Ma mantikaiavlens Adaksor, akimatas Adaksor'ia akimatach tliedlens Kosnada zhatsi'ia.

20上アリ。王アリル ル20アリ 20上アリ。メヌアヒス ハルズ
王セリメヌ。土モアラルル。20上アリル ヨリヒト ハルズル
リル ヨリヒス。アリル ハルズルアリ。ハル 王メヌセリ
ハルズアリ。20アリセリ。ハルズルアリ。ハルズルアリス
ハルズアリ。20アリル。ヨリヒトス。

zhiazha achitetlivrdish

As a Vargr, I can read Vargr and human scents and body language without hesitation. Aslan scents are largely incomprehensible even with experience. Aslan body language is difficult, but can be learned over time, particularly with PAD. My human colleagues have reported less difficulty with PAD body language, but also find mainstream Aslan difficult to read.

Fegronadik, qlie zdakli michitik fegronadia iazh zhianji pitsad iazh stietklezhden. Qlie akimataens kosnada pitsad, iazh kon ajozdari. Ayochakens kosnada stietklezhden, iai qika zhdatlens ekenzh, chiala pra StKD. Chi ayochak akimate StKD stietklezhden zhianjia koatlenadiavlik orgshtievens dazei, iai ayochak mochite akoma Kosnad ajozdarens.

セキセカラアラルズ。シテ 口アリ人 王人アリセ セキセカラアラルズ シヨ
ヨスアリ 人アリとアリ シヨ 上アリとセキセカラ。シテ 口アリ人アリセ
セアリ上アラルズ 人アリとアリ。シヨ 2アリ 口アリ口アリ人アリ。口アリ王アリセアリ
セアリ上アラルズ 上アリとセキセカラ。シテ 口アリ人アリセ 口アリセアリ
王アリセアリ 口アリ 2アリ* 王人 口アリ王アリ 口アリセアリセアリ 2アリ
上アリとセキセカラ。シヨ 口アリ人 2アリとセキセカラアリセアリ 2アリ上アリセアリ
セアリコセリ。シテ 口アリ王アリ 2アリ王人アリ 口アリセアリ 2アリ上アラルズ
口アリ口アリセアリ*

Summary

Kiloachi

卷之八

Physiologically Aslan Daryen are a fascinating case study of a nonhuman sophont in a majority-human society. They offer an interesting contrast with Vagr and Addaxur in our own society.

Stetseba shtiaqi pri qlie zhianji chielieqri okye zhianji fliedongesiadstich iqens stiellavra Kosnada Darien. Zanika mantikias ol Feqronadia iazh Adaksor fliedongesiadishstich.

トセヒセトテル ナニスル人 ハシ ヨヌロ人 王ニツク人 ロヅウト ヨヌロ人
ニキルアラセトスル人王 ハヅセアリ トセヒセトテル 201トアラドル
アラドルアラセトスル人王 ハヅセアリ トセヒセトテル 201トアラドル
アラドルアラセトスル人王*

zhiazha achitetlivrdish

Further reading

Okye mochitas

Q2V5 王人尺上

> More by Konshiepr

> Okye Konshieprprebr`

» ፳፻፲፷ የፌዴራል አስተዳደር ሰነድ

> More about Aslan

> Okve Kosnad'ja

» RZV^K ZR+ZR^AR

> More about Darwen

> Okye Darien`ja

八九
八九

> About physiologically human Aslan

> Stietlavra zhianii Kosnad`ia

১০। সামাজিক বিপ্লব ও আন্দোলন

Note: Our Wondrous Universe is offered as a public service by the Consulate Scout Service. Opinions expressed are those of individual authors, and do not represent official Scout Service policy.

Zhiazha Achitetlivrens kikayotens chamdla Driantia Zhdantia Zara Achitzintiaajiprebr. Zhatsi potlens dazej bezha tavriebr qlie driantens Zara Achitetlivr.

ヨヌヨヌ ハ王人セヒト人モセヒ 2ル2ルウルセヒ 王ハタガル ハル
コガル ハ王人セヒト人モセヒ 2ル2ルウルセヒ * ヨルヒト人 ハルセヒ
ハルコセヒ ハセヨル 2ル2ルウルセヒ ハル ハスセヒ 2ル2ルウル
ハ王人セヒト人モセヒ *

zhiazha achitetlivrdish

Tlatoniatl ilnamia

-stich	士人王	among, within (a group)
achitetlivr	凡王人ニセヒメ	the Universe, 'place where all things are'
achitzintiaaji	凡王人ニコヘテスアソブ	Naval Division
achtevra	凡王セマハ	suspiciously, covertly
ajozdari	凡ノロコアサシ	practice, experience
akimata	凡ノタタケル	comprehensible, understandable
akimatas	凡ノタタケルト	understanding, comprehension
bezha	トセヨハ	official
bezhas	トセヨハ	command, leadership
bezhasnad	トセヨハトマカシ	authority, person in a position of authority (generally)
chialitsi	王スム人ト人	consent (of an individual)
chias	王ス上	gender
chielieqri	王スムズク人	sophont
chielieqriem	王スムズクズク	sophontology
darien	ダリヤマツア	Darrians, as a people
enchie`	セマズ	to approve, to give permission to
enchii	セマスル	approval
fe`kevas	ベセ^ニセナハ	honor, as a concept
fe`keve`	ベセ^ニセナセ^	to honor
fevravra	ベセマハマハ	openly, morally
iaqotzad	ズダル ^ク コズハ	war, fighting
iekachqika	ズダル ^ク 王スル ^ク ハ	for a long time, historically, in antiquity
itzi ketznad	スルコ ^ク 2セ ^ク コアハ	host, 'master of the house'
ivrzhiale`	スルヨスムセ^	to own land
kiloachi	ズスムラス王人	summation, summary
klezli	ズセコム人	label
ma	ダル	though, despite
mani	ダルタ人	art, generically
maniad	ダルタバ	the arts
mantika	ダルタルス ^ク ハ	different
mantikaavl	ダルタルス ^ク ハズ	loosely translated, 'just as different as'; literally, 'different-same'
mantikias	ダルタルス ^ク ス上	difference, contrast
moklate`	ダル ^ク ル ^ク セ^	to develop
patlana	ダル ^ク ル ^ク タ	numerous
pitsad	ダル ^ク ル ^ク ハ	scent, smell
qropiemi	ダル ^ク ル ^ク タ人	archive, collection of published works
shtiava	土スダハ	studious
shtivasvra	土スダハトマハ	considering, "thinkingly"
shtiefras	土スダハ	male, masculine
shtiyotlad	土スボム ^ク ハ	technology

zhiazha achitetlivrdish

Tlatoniatl ilnamia (chenkie)

stetseba	土セトセバ	fascinating
stetsebe`	土セトセベ^	to fascinate
stietla	土スビア	physiological
stietklezhdan	土ヌトニクヨセア	body language
stietshtiae`	土ヌトニズセカ^	physiology
stokleiad	土ロクセア	industry, construction
tavriefr	タエラフ	law, legal system, as applied by non-Zhodani cultures
tavriefrqaz	タエラフダガコ	non-Zhodani civil authority such as police or other law enforcement. Literally, guardians of the law.
zanika	コヌマハ	interesting
zara	コヌマハ	expeditionary
zhadantiavle`	ヨヌヲズダバ^	to treat as Zhodani, to treat as an equal
zhdatlasad	ヨヌドリタバ	academia
zhdiale`	ヨヌリセ^	to own (something)
zhianjad	ヨヌリハ	humaniti (Zhodani, Vilani, Solomani et al)
zhianji	ヨヌリハ	human
zhiazha	ヨヌヨア	wonderful, amazing, incredible
zhiazhe`	ヨヌヨセ^	to wonder, to marvel at
ziefras	コヌルア	female, feminine

Appendix A - Grammar Summary

General Sentence Structure

The basic sentence structure of Zdetl is object-leading; in other words, the word order is *Object - Verb - Subject*.

Fevranzh mochitia de.

Fevranzh mochito'd.

(A book is being read by you.)

Adjectives precede the noun they modify: *Adjective - Object – Verb - Adjective – Subject*.

Vriena kafi tlapaia ke kayotla ziefri.

Vriena kafi tlapaiens kayotla ziefri.

(Hot coffee is being drunk by a/the pretty woman.)

The same rule applies to adverbs: *Object - Adverb - Verb – Subject*.

Fevranzh a`chan-e mo`chi-tia se.

Fevranzh achane mochitiens.

(A book is still being read by her.)

The Indirect object follows the subject: *Object – Verb – Subject – Indirect Object*.

Tlanqil kiloie ze ai de.

Tlanqil kiloik dazej ai o'd.

(A letter was written by me to you.)

Sentences using verb infinitives take the following order: *Object – Verb Infinitive – Verb – Subject*.

Mitotle' ikotlia ze.

Mitotle ikotlik.

(To dance desire I.)

appendix a

Prepositions precede the word they modify the same way adjectives and adverbs do: Preposition – Object – Verb Infinitive – Verb – Subject.

Kon se mitolle' ikotlia ze.

Kon ens mitolle ikotlik.

(With her/him to dance desire I.)

Interrogative statements are either led by the question word **jzdo** or the verb is appended with the suffix **-aqle**:

Jdo kafi ikotlia de?

Kafi ikotlio'daqle?

(Coffee desire you?)

Conjunctions (and, but, or, etc) are placed between the nouns they refer to (i.e., Do you want coffee or tea: O - Con - O - V - S (**JDO Coffee OR tea/desire/you**)

Jdo kafi pra kotl ikotlia de?

Kafi pra kotl ikotlio'daqle?

(Do you want coffee OR tea?)

Standard Grammatical Forms

Standardized Word Endings

Word Form	Ending	Zdetl
verb infinitive	-e'	◀◀^
nouns	-i	◀◀
adjectives	-a	◀◀
adverbs	-e, -vra	◀◀, ▶◀◀

Aspect and Mood

daz	◀◀◀	past
cthenz	◀◀◀	potential/future
tseñch	◀◀◀	habitual/repetitive
toz	◀◀◀	completive/punctual
pri`	◀◀^	optative/hopeful
ek	◀◀	conditional
zhda	◀◀	imperative
-enzh	◀◀◀	participle (is -ing)
-ej	◀◀▶	perfective (has -ed)

appendix a

Possessive Adjectival Suffixes

-ik	◀◀	1 st person singular
-(d)ish	◀◀(d)◀	1 st person plural
-o'd	◀◀^◀	2 nd person (all)
-ens	◀◀◀	3 rd person (all)

Verb Conjugation (basic)

Verb Form	Ending	Zdetl
Infinitive	-e'	◀◀'
Present tense	-ia	◀◀
Past tense	-ie	◀◀
Future tense	-ře	◀◀◀
Imperative	-zhda	◀◀◀
Conditional	-za	◀◀◀
Present participle	-iana	◀◀◀◀
Past participle	-iena	◀◀◀◀
Future participle	-řena	◀◀◀◀
Present passive participle	-ianta	◀◀◀◀
Past passive participle	-ienta	◀◀◀◀
Future passive participle	-řenta	◀◀◀◀

Prepositions

ai	◀◀	to, unto
akom	◀◀◀◀	inside, within
alir	◀◀◀◀	outside, external to
apaz	◀◀◀◀	in front of
cho	◀◀	unto, as in "to give"
dlafl	◀◀◀	beneath
dra	◀◀	"of" as in possession or relation
edre	◀◀◀	near
ichi	◀◀	upon
iepri	◀◀	after
io	◀◀	to, into
je	◀◀	at
kon	◀◀◀	with
nal	◀◀◀	across
ok	◀◀	beside
pe'	◀◀'	from, away from
taj	◀◀▶	from, out of
tlo	◀◀	through
vel	◀◀◀	behind

Logical Conjunctions

Logical Conjunctions		
iazh	又ヨ	and
pra	凡々	or
chak	王凡々	not
plaz	凡々コ	xor (either is true but not both)
chapra	王凡々凡	nor (neither is true)
plachapra	凡々王凡々凡	xnor (either both are true or both are false)

Appendix B - Common Affixes

-ia	^Ռ	collective; about, near, concerning
-a	Ր	adjectival ending (simplified)
-abr	ՐՒ	family member
-ach	ՐՒ	small, lowly, waxing
-ad	ՐՇ	suffix indicating a concrete instance of something, when appended to a verb
-adlam	ՐՉՐՃ	ever, always
-af	ՐՇ	yonder, far away
-aj	ՐՋ	used to denote a unit of a larger whole
-aji	ՐՋՆ	suffix indicating a fractional part of an item
-am	ՐՃ	suffix indicating a skill, practice or profession
-apal	ՐՐՐԱ	side of, referring to a face, facet, or a place
-aqle	ՐԾԵ	suffix indicating a question; interrogative
-as	ՐԼ	suffix indicating an abstract state of being; usually translated as '-ment' or '-ity'
-at	ՐՀ	up, upward
-atl	ՐԸ	aspirant (Soc-11), also used as comparative ending
-azd	ՐՇ	indicates a continuous action
-che`	ՖԵՂ	above, better
-chedl	ՖԵՇ	in front of (chedle` - to guard, to stand in front of)
-cheli	ՖԵՇՆ	a suffix generically referring to curry dishes, but more commonly for any dish that specifically uses the spice from chechicheli
-chrnt	ՖՔՆ	up to, as far as (but no farther)
-chrpl	ՖՔԲ	idiotic, lacking intelligence
-da	ՈՐ	suffix indicating a concrete instance of something, when appended to a verb
-davr	ՈՐՎ	new
-di	ՈՐ	suffix indicating an abstract state of being; usually translated as '-ment' or '-ity'
-dish	ՈՇՏ	our, ours
-dlafl	ԾՈՐ	beneath, under
-dliez	ԾԵՇ	on,
-drich	ԾՀԻ	dark
-dro	ԾՈ	bright

appendix b

-e	ቸ	adverbial ending 2 (simplified)
-ebl	ቸቸ	indicates a possibility or likelihood
-edl	ቸቸ	suffix indicating a large group or collective of items
-ej	ቸ	past participle (English '-ed')
-ens	ቸቸ	his, hers, its, theirs
-enz	ቸቸ	by
-etli	ቸቸ	heavy
-etliyez	ቸቸቸቸ	heavier
-ev	ቸ	expresses the bringing about of an action or state
-ez	ቸ	indicates the state expressed has come into being
-flints	ቸቸ	like
-frac	ቸቸ	type, kind, sort, variety
-fredr	ቸቸ	other
-iabr	ቸ	suffix indicating a generic item
-iash	ቸ	by way of, via
-iashav	ቸቸቸ	princely born (Soc 15)
-iavl	ቸ	indicates similarity; 'same as'
-iensch	ቸ	old
-ienz	ቸቸ	suffix indicating a thing for commercial use
-iepr	ቸቸ	intendant (an individual of Soc-10)
-iev	ቸ	beyond
-ik	ቸ	1st person singular suffix
-ine	ቸቸ	suffix indicating an item for military use, usually a weapon
-ipr	ቸቸ	worthiness or merit
-ir	ቸቸ	with, along with
-kache`	ቸቸቸ	to share
-kekł	ቸቸ	stale
-klie	ቸ	slow
-med	ቸቸ	clean
-nal	ቸቸ	across
-nam	ቸቸ	spouse of
-naz	ቸቸ	blend or mixture
-nie	ቸ	previous, prior, last
-o	ቸ	plural ending (simplified)
-o'd	ቸቸ	2nd person suffix
-o`d	ቸቸ	your, yours
-oj	ቸቸ	suffix indicating something made from the root
-poye	ቸቸቸ	indicates a part of a more complex system or object, such as a gear in a machine or a body part

appendix b

-pratl	ቸቸቸ	from (a place)
-prebr'	ቸቸቸ^	from (a person or thing)
-pri'	ቸቸ^	in spite of
-pria	ቸቸ	a place where, a place for
-qaf	ቸቸ	from
-qapl	ቸቸ	fresh
-qik	ቸቸ	when used as a suffix, indicates repetitions of an action
-qlets	ቸቸ	except for
-riem	ቸቸ	during, within
-sa	ቸ	suffix indicating an abstract state of being; usually translated as '-ment' or '-ity'
-sap	ቸቸ	dull or tedious
-shte	ቸ	fast
-shfij	ቸቸ	sudden, abrupt
-shfivl'	ቸቸ	because of, due to
-stebr	ቸቸ	wellborn (Soc 12)
-stich	ቸቸ	among, within (a group)
-te	ቸ	transforms a verb into an adjective
-tek	ቸቸ	indicates a thing made from the root word
-tepo	ቸቸቸ	suffix indicating a machine or device for performing a function
-tia	ቸ	at, for, against
-tiaql	ቸቸ	without
-tik	ቸቸ	indicates a color, hue or pigment
-tiki	ቸቸቸ	an ending indicating a diminutive form or term of endearment
-tlas	ቸቸ	highborn (Soc 13), also used as superlative ending
-tlasche`	ቸቸቸቸ	noble born (Soc 14)
-tlieb	ቸቸ	instead of
-tlo	ቸ	through (preposition)
-vra	ቸ	adverbial ending 1 (traditional)
-yotl	ቸቸ	suffix referring specifically to large vehicles and transportation machinery
-zaf	ቸቸ	to, in
-zda	ቸ	comparative suffix; "than"
-zdo	ቸ	dull
-zdodl	ቸቸ	dirty or unclean
-zhda	ቸ	imperative mood
-zin	ቸቸ	child or offspring of
chak-	ቸቸ	when used as a prefix, creates the opposite meaning of the root
che-	ቸ	people of all genders
chi-	ቸ	gender-inclusive/exclusive prefix

appendix b

dish	𠂔土	1st person plural suffix
fe-	𠂔	indicates the beginning of an action
fel-	𠂔𠂔	indicates loose morals or depravity
flel-	𠂔𠂔	affix meaning vile or depraved
icha-	入王	implies non-specific multiples of a noun
kasha-	之王王	prefix indicating a container, usually for something physical
ro-	𠂔	a repetition of an action

Appendix C - Useful Phrases

This section contains some potentially useful conversational phrases and concepts to use in your *Traveller* or other games.

Greetings and Salutations

Fliedo'daqle?

𠂔𠂔𠂔𠂔𠂔𠂔𠂔

Are you in harmony/are you harmonious?

Yekta stial!

𠂔𠂔𠂔𠂔𠂔𠂔

Good day!

Yekteyo!

𠂔𠂔𠂔𠂔𠂔

Good night!

Stialtlasche!

𠂔𠂔𠂔王𠂔

Good/Excellent day!

Viaj.

𠂔𠂔*

Truth or Yes.

Kazevzhda!

之王也

Join us! also, Behave! (literally, become civilized!)

Inquiries

Izhia`aqle kalipakipria?

እዕድልና ገብረመስቀልና/

Where is the bathroom/bath house?

Iqikaqle tlachapali?

እርሱን ተቋማሪያለ/

When is afternoon tea?

Itziatlo`daqle?

እሩትናሁ ተፊልና/

Are you the master/mistress of the house?

Kafi chenik, kamatli.

ጋብሩ የሚገኘው ተቋማሪ*

I would like coffee, please.

Qlie ozhda okotzichieli, kamatli.

ዶክ የፍሽ ይፈጸሙበኩላ የጥቅምች*

No more fish curry, thank you.

Ichavri okotzicielishtivl fliedchakdiens stietlik.

እግዥ ይፈጸሙበኩላ የጥቅምች አጥቃቻቸውን
ተቋማሪ*

My body is disharmonious from too(so) much fish curry.

At the Starport

Izhiaqle vlezhdvevzdedrai?

እዕድል የጽሕፈውን ይፈጸሙ/

Where is the starport?

Zhonzhabeatl izhdiepria kochalik dazej.

ወደፊዥነት ስራውን የወጪዎን ፍርማዎን*

I have purchased a High Passage.

Iadaqle vlezhdvevlati?

እሮዕዥ የጽሕፈውን/

Who is the captain of this ship?

Iqezaqle diz katilens chtenzenzh?

እናትርናት ሲሆን ገብረመስቀል የሚታወቂ/

How many jumps will it take?

Zhdantqaf tyei vazdij Dibr.

ባድናናና ለዚህ ትንተና ሲሆን*

Dibr is three parsecs from Zhdant.

Qlie Qlomatlivra zhdazhad.

ዶክ የፌዴራል ተመሳሳይ የሚከተሉ/

No Imperial entanglements.

Chiaki chtema shiapamjemik.

የሁኔታ የሚገኘው ተሸኑዋል ይዘሩ/

My hovercraft is full of eels.

Appendix D - Science and Technology

This section contains lists of words players and referees might find useful in a science fiction game setting.

Ship Systems

ashtakochi	アシタコチ	Cold sleep, cryosleep
atl'driej	アトドリエフ	captain's chair/conn
birashieoapie'	ビラシエオアピエ	Cargo Hold
Dazhia	ダジア	Enterprise. A 2000-ton council cruiser is often assigned to Qlomdlabrum members or their agents for special missions.
diz	ディズ	a jump (also, Jump-1)
dizatl	ディザットル	Jump-3
diziashav	ディザシハブ	Jump-6
diziepr	ディゼイプル	Jump-2
ditzlas	ディズラス	Jump-4
ditzlasche	ディズラスチ	Jump-5
drik	ドリク	hatch
Ebiajchi	エビアッヂ	viewport
fetlchiel	フェルチエル	space capsule
fieldiz	フィールディズ	misjump
fieldize`	フィールディゼ	to misjump
forzhan vlezhdvevl	フォルザン ブレッシュドヴェル	Pirate/Corsair starship
ichtipriaa	イチヒュリヤ	Galley/kitchen/eating room
izhdiepria	イジーディヒュリヤ	Stateroom; cabin; bedroom
Kia	キア	Name of a common class of 50-ton heavy fighter in the Consular Navy.
Lienjshiaflaa	リエンシヤフラ	Class of 600-ton patrol corvettes.
Ninz	ニンズ	An old and reliable class of 100-ton scout ships.

appendix d

Qev'zdivr	દેવાયન	Jump drive, colloquially
Shianjo	સ્થાન	Good Journey. An 800-ton liner used in the core regions of the Consulate.
shinsivreb merjodl zaflia	સ્થાન મેરજોડલ સ્થાન ફેલિએ	fusion power plant
shinsivreb pi'radefl	સ્થાન પિરાડેફલ	fuel scoop
shinsivreb shiafl	સ્થાન શિએફલ	hydrogen fuel lines
Shivva	સ્થાનાર	Moonlight. Also the name of a class of 600-ton patrol frigates.
skrt	સ્થાનક	superdense hull plating material
Stedlas	સ્થાનાસ	Name of a common class of 400-ton system defence boat.
stil	સ્થાના	deck
Tlatl	સ્થાના	Throwing Blade. Name of a 10-ton light anti-shipping missile fighter.
tlatlzhiaii	સ્થાનાનીયા	missile turret
Tletlkizhia	સ્થાનાનીયા	Name of a class of 600-ton escort.
Tlevl	સ્થાન	Cruiser
vatldrik	વાટલ્ડ્રિક	Iris Valve
Vazhiaii	વાઝિએન્ન	laser turret
vevl	વેન	a ship
vevlfiar	વેનબેન	ship's boat
Vlezhdatl	વેલ્ડેટલ	Star Lord. Name of a class of 2000-ton frontier cruisers.
Vlezhdets	વેલ્ડેટ્સ	Star Prince. A 30-ton medium fighter carried aboard Vlezhdatl-class frontier cruisers.
Vlezhdizdivr	વેલ્ડેન્ડિવર	Jump Drive
Vlezhdjiapl	વેલ્ડેન્ડિએપ્લ	star chart
vlezhdjiaplebat	વેલ્ડેન્ડિએપ્લબેટ	astrogation dome
vlezhdvaeklizzhd	વેલ્ડેન્ડાએક્લિઝ્ડી	solar sail
vlezhdvevl	વેલ્ડેન્ડિવ્લ	starship

appendix d

Vlezhdvevldizhdiepria	વેલ્ડેન્ડેવલ્ડિઝ્ડીપ્રિએ	bridge, flight deck, or CIC, usually abbreviated VVP
Zdebr	ડેબર	A common 400-ton trader.
Zdivr	ડેવર	Engine
Zdivrpria	ડેવરપ્રિએ	Engine room
Zhdits	ડેવિટ્સ	Name of a relatively unsuccessful class of 400-ton destroyer escorts.
ctimechtli	કાંટેચ્ટલી	bilge
jiaplijdivre` ked	જાપ્લિદ્વિરે` કેડ	to navigate
kieli	કીલી	port (the left side of the ship when facing forward)
kiepr	કીપર	keel
klizzdi	ક્લિઝ્ડી	oarlock
machani	માચાની	sail
nalzhe	નાલ્ઝે	rudder
shieoapi	શીઓઅપી	yardarm
Zhazh	જાઝાઝ	ship's stores
		starboard (the right side of the ship as seen facing forward)

Personal Weapons

fiachzats	ફિએચ્શાટ્સ	axe
maitlitopona	માઇલિટોપોના	handgun, pistol
omiezofra	ઓમીઝોફ્રા	a weapon
pazidr	પાઝિદ્ર	rifle
peyakapazidr	પેયાકાપાઝિદ્ર	shotgun
topona	તોપોના	gun
zhdalef	જાધાલેફ	spear, polearm, pike
zhdiejtopona	જાધીઝોપોના	plasma gun
merjodltopona	મેરજોડલોપોના	fusion gun
vapazidr	વાપાઝિદ્ર	laser rifle
toponineshte	તોપોનિનેષ્ટે	autocannon
omqrtopona	ઓમુરોપોના	revolver

Tools and Technology

adrkatl	アドカトル	suction cup
bradesh	ブレデス	handle
chikopvajodl	チコボバヨードル	slang term for "indicator panel," literally, "blinking lights"
chiktli	チキツリ	compass; instrument for finding directions
cthenzhiash	チエンジアシ	abacus (tally-thing)
iolatli	イオラトル	compass; an instrument for measuring angles and arcs
miqansiekriabr	ミカニシエクリアブル	motion tracker
patlanriemtepo	パトランリエムテポ	computer
pato	パト	dice
siekrabraf	シエクラーブラフ	long-range sensor
siekrabrqrava	シエクラーブルクルバ	active sensors ("noisy detectors")
siekrabrtletla	シエクラーブルトセトラ	passive sensors ("silent detectors")
siekriabr	シエクラーブル	a sensor
stotl	ストル	a sensor 'blip'
tentbravr	テンブアーブル	parachute
tezie	テツイ	mallet, hammer
vasiekrabr	バシエクラーブル	laser rangefinder or LIDAR
zanen	ザン	a pen or other writing implement
zdatlsiekre`	ズダツシエクレ	to detect, with a sensor or other device
zhdanzyafevranzh	ズダンゾヤフェラン	atlas; map book
zochejodl	ゾチエヨルド	indicator panel
zoya	ゾヤ	map

Military Terms

Achitzintia	アチツニタ	Navy
achitzintiaaji	アチツニタジススル人	Naval Division
ayavzieprad	アバヅイエラード	reticle; targeting circle
Nenjchinzhe'driante	ナエンジンツヘドリアント	Highest honour bestowed by the Consulate on its citizens, the 'Consular Legion of Merit'.
toponine	トボニン	cannon; "big gun"
toponineam	トボニンアム	gunnery
toponineamnad	トボニンアムナド	gunner, one trained in gunnery

Appendix E - Chemical Elements

aiezkeshel	アイエクセヘル	Silicon
brovlekanzhel	ブロヴランヘル	Uranium (named for the only gas giant in the Pleiades system)
dliefishanzhel	ドリーフランヘル	Tungsten
drevjanzhel	ドレヴァンヘル	Lead
enchanzhel	エンチャンヘル	Mercury
ipranzhel	イプランヘル	Tin
kliazhlienj	クライアヒン	Hydrogen (water gas)
koatlanzhel	コアタランヘル	bronze (metal)
konamatlapanachoanzhel	コナマタラパンアチャノンヘル	Plutonium (94th metal)
konamatlapanzhel	コナマタラパンヘル	Thorium (90th metal)
konamatlapatyeyianzhel	コナマタラパティエイアンヘル	Neptunium (93d metal)
iadlianzhel	イアドランヘル	Iron
pibrial	ピブリアル	Carbon
pliebranzhel	ブリエランヘル	Gold (metal)
plieqlienj	ブリエクル	chlorine (prickly gas)
rloplienj	ロップル	Oxygen
tavranzhel	タバランヘル	Platinum
tezintlaiezkeshel	テジンタイエクセヘル	Calcium (burnt stone stuff)
tezintliaiezel	テジンタイエゼル	Sulfur (fire stone)
tezintlialienj	テジンタイアリエン	fluorine (burning gas)
tzo'nianzhel	ツオニアンヘル	Zinc
va'anzhel	バアンヘル	Silver
viepanzhel	ビエパンヘル	Copper
chienmatlapamachielianzhel	チエンマタラパマチャエリアンヘル	Muskovium (115th element)
lienia	リニア	the gas state of matter
makika	マキカ	the solid state of matter
tlachipa	タラチパ	the liquid state of matter
qleitoedzaqanzhel	クレイトオエツカーンヘル	radium

Appendix F - Name Conversion

The method for converting an English/Anglic name to Zdetl is a fairly simple five-step process. Try it with your own name, or use it when you need to come up with Zhodani names quickly.

Step 1. Drop all starting and ending vowels. For example, Jeff Kazmierski becomes Jeff Kazmiersk.

Step 2. Combine repeated consonants. For example, Jeff Kazmiersk becomes Jef Kazmiersk.

Step 3. Apply vowel changes as shown on table 1, Vowel Conversions. In these examples, Jef Kazmiersk becomes Jaf Kezmersk.

Step 4. Identify syllable breaks and apply the Initial Consonant changes as shown on table 2. Consonant Conversions (column 2). In these examples, Jaf Kezmersk becomes Naf Fezzersk.

Step 5. Apply the Final Consonant changes as shown on table 2, Consonant Conversions (column 3). Now, Naf Fezzersk becomes Nasht Fezzedichf.

Step 6. Finally, edit any extraneous consonants to fit the Zdetl word construction rules. In this step, Nasht Fezzedlchf becomes Nasht Fezedl.

Step 7 (optional). For nobility, drop the surname and append the noble suffix to the first name.

The same process can be used to create new words as well, though for that purpose it is better to do a thorough etymological analysis of the *meaning* of the word and if possible, derive the new form from existing vocabulary.

Noble Ranks	
Rank	Suffix
Intendant	-iepr
Aspirant	-stebr
Wellborn	-atl
Highborn	-tlas
Noble Born	-tlasche
Princely Born	-iashav

Table 1. Vowel Conversion

Anglic	Zdetl	Written
A	E	ə
AE	I	ɛ
AU	IA	ɔ
E	A	ɪ
EA	E	ə
EO	A	ʊ
I	O	ʌ
IE	E	ə
O	IE	ɔ
U	O	ʌ
UE	E	ə
final 'y'	Q (or drop)	≤
other 'y'	E (or drop)	ə

Table 2. Consonant Conversion

Anglic	Initial Zdetl	Written	Final Zdetl	Written
B	ST	ת	Z	צ
BR	DR	דְּ	DR	דְּ
C	M	מְ	M	מְ
CH(R)	QR	קְ	QR	קְ
CY			NJ	גְּ
D	ZD	זְ	N or TL	תְּ, צְ
F	SHT	שְׁתִּ	SH	שְׁ
FR	Q	קְ	Q	קְ
G	ZHD	זְהָדִ	ZH	זְהָדִ
GL	JD	זְהָדִ	JD	זְהָדִ
H	SH or drop	שְׁ	SH or drop	שְׁ
J	N	נְ	N	נְ
K	F	פְּ	F	פְּ
L	KL	קְלִ	L	לְ
LT	QL	קְלִיְ	QL	קְלִיְ
M	Z	זְ	Z	זְ
N	D	דְּ	QR	קְ
ND	Y or V	וְ, וַ	V	וְ
(R)NS			ZH	זְהָדִ
(I)ON			'	'
P	TL	טְ	TL	טְ
PH	L	לְ	L	לְ
Q	FL	פְּלִ	FL	פְּלִ
R	DL	דְּלִ	M	מְ
RD(S)			BR	בְּרִ
RK			NT	נְתִ
RN	V	וְ	V	וְ
RT	CHT	חְתִּ	NTS	נְתִּסְ
S	SH	שְׁ	R	רְ
SH	PL	פְּלִ	KR	קְרִ
SM	VL	וְלִ	VL	וְלִ
ST	K	קְ	KL	קְלִ
T	BR	בְּ	J	גְּ
TE(R)	KR	קְרִ	KR	קְרִ
TH			F	פְּ
TH(L)	FR	פְּ	FR	פְּ
TH(R)	J	גְּ	J	גְּ
V	P	פְּ	DL	דְּלִ
W	VR	וְרִ	VR	וְרִ
WN			K	קְ
X	(drop)		(drop)	
Y			Q	גְּ
Z	Z	זְ	Z	צְ

ვეზდური სამართლი რაღუკი
Vlezhdstich flelatas iaqotzi
(stars-among terrible war)

დაბრი რამისური, ხელი სი რესავ
dabri achitettivre, edre iazh afens.
(struggle universal, near and far)

Chorus:
ვეზდური სამართლი რაღუკი
ვეზდური რამისური რამისური
zhi'fliedl iaqotzens Zhodani
zhi'fliedl pat'l'etsi achadtia
(toward-harmony fight Zhodani, toward harmony for all)

დამართული ტებე რაღუკი რესავ
რამისური იაკოზნად ჩედლენტია
Qlomatlivra baza iaqotz'nad
Chedlenstia Zhdantia atiecha
(Imperium barbaric warriors, guard-against the brave zhodani)

Verse 2:
ვეზდა რაღუკი ადლი სამართლი
დამართული ცეკვამათხი გამარ
Vlezhda iaqotziem iadli
tlazhdoyovra tezintlens vavra
(Stellar battle-during, redly the skies burn brightly)

რამისური დანართი ცეკვამათხი
სამართლი აზიანდ ვეზდა
Achitzi Tloqltol tezintlens, iaqotzinadipr Zhodani
(Spinward-Marches-through-way, fight-they the noble Zhodani heroes)

დანართი დანართი დანართი
აზიანდ აზიანდ აზიანდ
fe'kevasir ameyasir dabrens ikal'nadipr Driantia
(honor-with [and] grace-with fight [our] noble heroes of the Consulate)

დანართი აუკისათახი იაკოზნად
ტებე, დაბრე დამართული
zdaqloqrens itzimmens Zhdantiaipr
Baza, adrea Qlomatlivrtia
(doom-their accept-they Zhodani-worthy
Barbaric, grasping Imperium-against)

Laser beams! Laser beams!
vapazi! vapazi!
დარღეკი// დარღეკი//

Chorus:
ვეზდური სამართლი რაღუკი
ვეზდური რამისური რამისური
zhi'fliedl iaqotzens Zhodani
zhi'fliedl pat'l'etsi achadtia
(toward-harmony fight Zhodani, toward harmony for all)

დამართული ტებე რაღუკი რესავ
რამისური იაკოზნად ჩედლენტია
Qlomatlivra baza iaqotz'nad
Chedlenstia Zhdantia atiecha
(Imperium barbaric warriors, guard-against the brave zhodani)

Verse 3 (repeat verse 2):
ვეზდა რაღუკი ადლი სამართლი
დამართული ცეკვამათხი გამარ
Vlezhda iaqotziem iadli
tlazhdoyovra tezintlens vavra
(Stellar battle-during, redly the skies burn brightly)

რამისური დანართი ცეკვამათხი
სამართლი აზიანდ ვეზდა
Achitzi Tloqltol tezintlens, iaqotzinadipr Zhodani
(Spinward-Marches-through-way, fight-they the noble Zhodani heroes)

დანართი აზიანდ დანართი დანართი
აზიანდ აზიანდ აზიანდ
fe'kevasir ameyasir dabrens ikal'nadipr Driantia
(honor-with [and] grace-with fight [our] noble heroes of the Consulate)

დანართი აუკისათახი იაკოზნად
ტებე, დაბრე დამართული
zdaqloqrens itzimmens Zhdantiaipr
Baza, adrea Qlomatlivrtia
(doom-their accept-they Zhodani-worthy
Barbaric, grasping Imperium-against)

Bridge:
დარღეკი// დარღეკი//
vapazi! vapazi!

ცეკვამათხი სი მაკიტარა დარღუკი ვეზდა
Regina iazh Rhylanor, maqichtlens Zhodani
(Regina and Rhylanor the Zhodani liberate)

ჯეუ სი დარღუკი დარღუკი დარღუკი ს//
Jewell iazh Aramis maqichtlens devish ia!
(Jewel and Aramis we must also make free)

Final Verse:
სტანდა რამისური ცეკვამათხი
lapalia achitziens kentlasriem
(blackness space-of depths-within)

Лянкарава якотзад тлатенси

Liankavra iaqotzad tlatensi
(angrily commences a war)

База, адрея Кломатлир

Baza, adrea Qlomatlivr
(barbaric, grasping Imperium)

Атиеча Жодани Пичтенсті.

atiecha Zhodani Pichtenst'i.
(defend-against the brave Zhodani)

Влэхда якотзрием иадли

Vlezhda iaqotzriem iadli
tlazhdoyovra tezintlens vavra
(Stellar battle-during, redly the skies burn brightly)

Ачитзи Тлоолтло якотзинадір Жодани

Achitzi Tloqltlo tezintlens, iaqotzinadir Zhodani
(Spinward-Marches-through-way, fight-they the noble Zhodani heroes)

Дабри ахитетливра, едре іаш афенс.

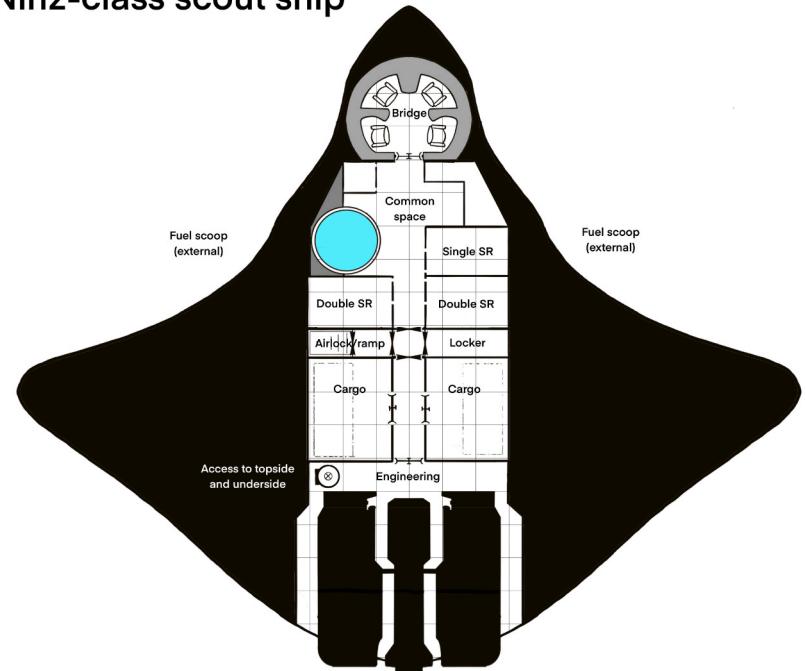
dabri achitetlivra, edre iazh afens.
(struggle universal, near and far)

Characters

Both this book and its companion volume **Beginning Zdetl** tell the story of a Zhodani child, Kieko, in her daily life beginning with her origins as a child of **zhant'ad** parents. In **Beginning Zdetl** she is identified as having psionic potential early in life (approximately her third year or first **teqozdij**) and is adopted by a pair of **dlenchiepr**, as is the Zhodani custom, to develop her talents in preparation for her future role as part of the psionic nobility, the **zhobrdievl**.

In this section, Kieko and her **dlenchieprziefri** or Intendant mothers are presented in **Traveller™** terms, with full character sheets and biographies up to the present day (year 1105 Imperial, for the purposes of these books). They are available to players and referees alike and can be freely included in your **Traveller™** games.

Ninz-class scout ship



characters

Name:	Kiekoatl
Age:	38
Homeworld:	Zhdant/Zhdant
Strength:	9 +1
Dexterity:	10 +1
Endurance:	7 +0
Intelligence:	10 +1
Education:	11 +2
Social Status:	11 +2
Psi Strength:	14 +3



Career History

Career and Branch	Terms	Highest Rank
Scholar/Field	4	5
Teqozdielevl	1	

Skills

Computers-1	Diplomat-1
Soc. Sci (Psych)-1	Investigate-2
	Language (Vilani)-2
	Science (Psi)-1
	Survival-1

Life Events

Age	Event
3	Identified as telekinetic, adopted to Dlenchiepr family
18	Makes a breakthrough; +2 to next Advancement roll
22	Competes in Teqozdielevl - 3x wins in preliminary, wins final. +2 Psi, +1 Soc!
26	Returns to career; becomes distracted by red tape. Learns Diplomat.
30	Life Event - death in the family - Azhdiazchiepr at age 67 (22.1 teqozdij)
34	Breakthrough in field! +2 to advancement. Retires after this term.

Cr. 130,000

Benefits:

Nenj award, 2x ship shares, Ninz-class Scout, Scientific equipment

characters

Biography:

3454.1: Born to Nor and Ikan Tliaqrnad by natural birth on Zhdant

3455.1: First began showing signs of telekinesis at age three, she was taken to the capital for evaluation and testing. She was assigned as adoptee to a **dlenchiepr** couple, Azhdiazchiepr and Velmiepr, for proper training, education and preparation for leadership. She participated in team sports and became very proficient at competitive swimming.

3460.1: As is the custom, Kieko begins her adult career path as a linguist, with concentrations in psionicology and psychology. During her first term she makes a breakthrough in the study of telekinetics, for which she earns her first promotion. She continues to excel in her fields and during her second term is accepted as a contestant in the **Teqozdielevl** games.

3461.1: After being recognized for her talents and psionic skills, Kieko competes in the triennial **Teqozdielevl**. She rapidly outpaces her peers, winning all three divisions of her talents and earning a promotion to the ranks of **zdobrdievl**.

3462.2: Having completed the games, Kieko (now Kiekoatl) returns to her previous career where she becomes mired in bureaucracy. This works to her benefit, as she improves her skills at negotiation and diplomacy.

3463.1: Her dlenchiepr-mother Azhdiazchiepr passes into Tavrian at age 67 (22.1 **teqozdij**). Kieko continues her career path.

3465.1: Kiekoatl makes another breakthrough in a distinguished career and decides to retire, earning the **Nenjchinzhedriante**, the Consular Legion of Merit, for her work. She is also granted a *Ninz* class scout ship and equipment to continue her research.

Retires from Academia in 3467.2 (1105 Imperial)

Her ship, the *Yolitla* (Opportunity), is a fairly standard *Ninz*-class scout ship and is pictured on page 159. She shares it with Velmiepr, her surviving **dlenchieprziefri** (Intendant-mother) and two other crewmen who handle the daily operations. It is capable of Jump-2 and Maneuver-2, and has all the standard features of a Zhodani ship, including a common area with a shared bath.

characters

Age:	Azhdiazhiepr
Homeworld:	67 (deceased)
	Zhdant/Zhdant
Strength:	7 +0
	Psi Talents Telepathy-3 Telekinesis-2
Dexterity:	8 +0
Endurance:	7 +0
Intelligence:	9 +1
Education:	12 +2
Social Status:	10 +1
Psi Strength:	12 +2



Career History

Career and Branch	Terms	Highest Rank
-------------------	-------	--------------

Entertainer/Artist	3	4
Teqozdievl	1	2x successes, does not win. +1 Psi.
Scholar/Field	2	3

Skills

Art (sculpting)-2	Investigate-2
Carouse-1	Sensors-0
Computer-0	
Persuade-1	
Science (psych)-3	
Trade (fashion)-1	

Life Events

Age	Event
18	Gains a Patron in the Arts. +2 Advancement and an Ally.
22	Attempts a challenging task and succeeds. +2 to Advancement.
26	Receives advanced training. Learns Trade-1.
30	Teqozdievl! Meets Velmiepr, changes careers.
34	Becomes mired in bureaucracy. Learns Persuade-1.
38	Life Event. Gains 2 contacts.

Cr. 140000

Benefits:

+1 Edu, Nenj

characters

Biography:

Born: 3444.2 on Zhdant/Zhdant to the Kotzpialinad (fisher) clan.

3446.1: First identified as telekinetic, submitted for adoption to a Dlenchiepr family, according to custom and law. She was recognized early for her telekinetic talents and artistic abilities, which were encouraged in early childhood.

3453.2: Begins her adult career as an artisan, specializing in fashion design and sculpture. Gains a Patron who assist her throughout her career.

3454.2: Takes on a particularly challenging assignment and succeeds, earning more accolades and a promotion.

3455.2: Receives advanced training in her chosen trade.

3456.1: Is accepted to participate in the triennial **Teqozdievl** games. Advances to the final round but does not win nobility. Also, meets her future life partner Velmiepr.

3457.2: Changes careers to scholarly pursuits. Immediately becomes mired in bureaucracy related to the adoption of Kieko. Learns Persuasion.

3459.1: Gains a pair of contacts in the academic world.

3460.2: Retires from academia with the **Nenjchinze'driante** Consular Legion of Merit.

From retirement to 3465.2, Azhdiazhiepr continues to travel the sector with Velmiepr, giving lectures and assisting with research. She passes into Tavrian in 3465.2.

Current Age (as of 1105 Imperial/3467.2 Zhodani): deceased at age 67/22.1 teqozdij

characters

	Velmiepr
Age:	66
Homeworld:	Zhdant/Dlieoviabr
Strength:	8 +0
	Psi Talents
	Telepathy-2
	Teleport-3
Dexterity:	8 +0
Endurance:	10 +1
Intelligence:	8 +0
Education:	9 +1
Social Status:	10 +1
Psi Strength:	10 +1



Career and Branch	Career History	
	Terms	Highest Rank
Scholar/Lab	4	5
Teqozdievl	1	2 successes, does not win. +1 Psi.

Skills

Admin-2
Computers-3
Engineer (elec)-1
Science (elec)-1
Investigate-1
Sensors-1

Life Events

Age	Event
18	Makes a breakthrough! +2 to advancement.
22	Life Event. Gains a Contact.
26	Teqozdievl! Does not win final round, meets Azhdiazhiepr.
30	Bureaucratic nonsense. Gains +1 Admin.
34	Makes a breakthrough, gets promoted!

Cr. 160,000

Benefits:

+1 Edu, Nenj, Scientific Equipment

characters

Biography:

Born: 3445.3 on Dlieoaviabr in the Zhdant sector, a large world with an exotic atmosphere. Identified at age six as a teleport and submitted for adoption.

3454.1: Begins her adult career as a field researcher studying electronic engineering. Makes a major breakthrough in her field and earns a promotion.

3455.2: Makes a contact in Government.

3456.1: Participates in the triennial **Teqozdievl** games, where she advances to the final round but does not win promotion. During the games she meets her future life partner Azhdiazhiepr.

3457.2: Continues her career in academia; becomes mired in bureaucracy related to adoption of Kieko. Learns to navigate the administrative world.

3459.1: Makes another breakthrough in her field, gets promoted as a result.

3460.2: Retires from academia with honors, awarded the **Nenjchinzhe'driante** Consular Legion of Merit, and scientific equipment to continue research and education.

3463.1: Her life partner Azhdiazhiepr passes into Tavrian at age 67 (22.1 **teqozdij**). Daughter Kieko continues her career path.

Current age (as of 1105 Imperial/3467.2 Zhodani): 66 (22 teqozdij)

Sources

Traveller Alien Module Four: Zhodani. Marc W. Miller, Andrew Keith, John Harshman. Game Designers' Workshop, 1985.

Traveller Alien Moduel 4: Zhodani. Don McKinney, Charlotte Law et al. Mongoose Publishing, 2011.

GURPS Traveller Alien Races: Zhodani, Vargr, and Other Races of the Spinward Marches. David L. Pulver. Steve Jackson Games, 1998.

SOURCES