

Tzo·ni`tza'·li Zdebr i·qia, ziad tla`nia·na...

Ma`ko-zhda ... ma`ko-zhda ... i`qia i`qe' kia`tle' de...

Vlezhd`izd·ivr fronzh`e·zia ... chiala viazh`ia·i chak nan`ko·lia ...

Ma`ko-zhda ... dra`its·e pria·tla`ko·ti po`lo·tia ...

ziad tla`nia·na ... ma`ko·zhda ka`ma·tli ...

Tzo·ni`tza·li Zdebr i`gia ... ma`ko·zhda ...

[illegible]

コス川とルツルル

১৫০০

ॐ नमो भगवते वासुदेवाय

人々 人々' 人々' 人々'

କଟକରୁ ଯାଉଥିବା ବାସନ୍ତୀ

王五元 九三三三三 王元三 三三三三三

ॐ नमो भगवते वासुदेवाय

$\partial \pi_{\lambda} \subset \Gamma$ $\Gamma \cap \pi_{\lambda} = \emptyset$ $\Gamma \cap \pi_{\lambda} = \emptyset$

コズル とルツツル

$$\diamond \pi \geq \alpha \vee \pi \geq \alpha \diamond \pi \text{ と } \pi$$

$\angle COA$ 及 $\angle COB$ 是 $\angle AOB$ 的邻补角
 $\therefore \angle COA + \angle COB = 180^\circ$

$\pi \times 2\pi = 2\pi^2$

THE ZHODANI LANGUAGE AND CULTURAL INSTITUTE

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BEGINNING ZDETL

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Second Edition

Jeff Kazmierski

In association with

John Waterman, Peter L. S. Trevor, Maksim Smelchak, Timothy Collinson, Jim Vassilakos, Jonathan Sherlock, Patrick Lohkamp, Bjorn Asbrandsson, Tony Reynolds, Steve Schonberger, Frank Succardi, Edward Bornstein, Thomas Sasser, Craig A. Glesner, Wes Shockley, Ed Ouellette, Jarno Humala, Brigitte Brinton, Fredd Gorham, Thomas Sasser, Ferial Pearson, Omer G. Joel, Rob Barrett, James Lam, Sophia Kazmierski, Sharon Kazmierski, and Scott Hildreth

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Thanks for 40 years of incredible science fiction gaming!

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Preface to the First Edition

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 Dzaqtlas some 6,000 Standard years ago on pre-interstellar Zhdant, the Zhodani homeworld. The Dzaqtlas, 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 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

Preface to the Second Edition

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Introductory Lesson

Spelling, Pronunciation, Structure

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Zdetl is the official language used throughout the Zhodani Consulate. While its precise origins are unknown, it is commonly accepted that it developed in the wake of the Final War when the surviving humans on Zhdant found themselves bereft of their Ancient masters for the first time. Over the millennia, Zdetl evolved gradually into its modern form, which was universally adopted as the official language in the 300th Olympiad.

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 by acculturation. To this end, the Zdetl language has been simplified over time to make it easy to teach and learn (or at least less difficult than other languages). This does not mean that Zdetl lacks complexity – like the ancient Terran game of Go, its fundamentals can be learned in minutes, but it can take a lifetime to truly master, and few non-native speakers ever reach that level.

と凡々主入上

ʔ A as in “father”, never as in “pale”: *atrint*, **Ah'trint**
 ɛ E as in “get” or “let”, never as in “pier”: *echtovr*, **EHch'tovr**
 ʌ I as in “kit”, never as in “mile”: *ivr*, **IHvr**; *izhtak*, **Ihzh'tak**
 ɹ IA as in “yahweh”: *iavchieql*, **Yav'chyegl**; *iatepcha*, **Ya'tep'cha**
 ɹ IE as in “layer”: *iebr*, **YEbr**
 ʊ O as in “go”: *ibro*, **i'brO**; *otre*; **O'tre'**
 ʀ *R* is a throaty “r” sound like the “r” in “work” as shown in Appendix 1. It can be challenging to learn and recognize in Anglicized Zdetl; students should be spoken form in the footnote and practice saying it often. It will be noted in the text as “ʀ” where appropriate.

Don't make the vowel sounds too long. "A`trint" and "dri`ant" in the examples above have short, clear "a" sound; all vowels should be pronounced as clearly and purely as possible.

The consonant sounds are as follows: B, BL, BR, CH, 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, SH, T, TS, TL, V, VL, VR, Y, Z, ZH, ZHD

They are pronounced like the Anglic phoneme and combinations, except for Q, which is a softer "K" sound like a combination of "K" and the Anglic "G" sound. The closest Terran approximation is the Arabic "Q". The last consonant on the list is a glottal stop or sudden vocal pause. There are no alternate or secondary pronunciations of any letters, as is commonly seen in Terran Anglic.

Pronunciation of the consonant forms is as follows:

T	B as in Anglic "boy": <i>baz</i> , Baz ; "barbarian"
F	BL as in "blue": <i>achabl</i> , ach`aBL
T	BR as in "brood": <i>dlabre`</i> ; dlia`Bre`
H	CH as in "child"; never hard as in "kick": <i>chedle</i> ; Chedl'e
H	CHT as in whiCH Type; never as in "Richter": <i>echtovr</i> ; eCHT`ovr
C	D as in "dog": <i>dizh</i> ; Dizh
C	DL as in "paddle": <i>dlabre`</i> ; DLa`bre`
C	DR as in "dry": <i>driejabr</i> ; DRie`jabr
S	F as in "far"; never a "v" as in "of": <i>fevrantz</i> ; Fevr`anzh
S	FL as in "fly": <i>flietavrian</i> ; FLie`tavr-ian
S	FR as in "free": <i>fronzh</i> ; FRonzh
C	J as in "jump": <i>jiavr</i> ; Jiavr
C	JD as in "charged": <i>jdatl</i> ; JDatl
N	K as in "kite": <i>kaz</i> ; Kaz
N	KL as in "cling" or wrinkle": <i>kliazh</i> ; KLiazh
N	KR as in "cry" or "cracker": <i>kral</i> ; KRal
L	L as in "long": <i>lienj</i> ; Lienj ; "wind"
M	M as in "many": <i>mazhde`</i> ; Mazhd`e`
N	N as in "never": <i>nad</i> ; Nad ; "a person who does something"
N	NCH as in "crunch": <i>Dlenchiepr</i> ; dleNCH`iepr ; "Intendant"
N	NJ as in "exchange": <i>lienj</i> ; lieNJ ; "wind"
N	NS as in "dans macabre": <i>rans</i> ; raNS ; "hate (n)"
N	NSH as in "n + sh": <i>tavrziانش</i> ; tavr`ziaNSH ; "Morality's Path"
N	NT as in "can't": <i>Zhdant</i> ; zhdaNT ; The Zhodani homeworld
N	NTS as in "pants": <i>yentschapo</i> ; yeNTS`cha-po ; "bacon"
N	NZ as in "cans": <i>Ninz</i> ; niNZ ; A class of 100-ton scout ships
N	NZH as in "binge" or "fringe": <i>dranzh</i> ; draNZH ; "sun"
P	P as in "cap": <i>piapr</i> ; Piapr ; "thaw"
P	PL as in "play": <i>Pliebr</i> ; PLiebr ; Zhdant's star
P	PR as in "pray": <i>piapr</i> ; piaPR
Q	Q is like the Arabic Q, a glottal hard "G" as in "Qatar": <i>qiets</i> , Gi-ets
Q	QL as in "glue": <i>qlome`</i> ; Glo`me`
Q	QR as in "grown": <i>tliagre`</i> ; tlia`GRE`
R	R as in "run": <i>rans</i> , Rans ; "rain"
S	S as in "sun": <i>sejd</i> , Sejd ; "east"
SH	SH as in "shut": <i>shiv</i> ; SHiv ; "moon"
SHT	SHT as in "Ishtar": <i>shtiefrabr</i> ; SHTiefr`abr ; "father"
T	T as in "tall": <i>tozjabr</i> ; Toz`jabr ;
TL	TL as in "atlas": <i>pranatl</i> ; pra`naTL ; a minor Noble, "aspirant"
TR	TR as in "train": <i>atrint</i> ; a`TRint ; "raining," the wet season

TS as in “sets”: *qiets*; **qieTS**; “swift”

V as in “very”: *viaj*; **Vyaj**; “yes” or “truth”

VL as in “Vland”: *vlezhq*: **VLezhd**

VR as in “vroom”: *vrien*; **VRien**; “heat”

Y as in “yet”: *yonchobo*; **Yon`cho`bo**; a draft animal

Z as in “zoo”: *zar*, **Zar**; “trek”

ZD as in “Thurs**sd**ay”: *Zdetl*; **ZDetl**; the official Zhodani language

ZH as in “measure”: *Zhodani*; **Zho**`da·ni

ZHD as in “zh + d”: *Zhdant*; **ZHDant**, *vlezhd*; **vleZHD**

^ is a glottal stop or a soft pause between syllables.

Students will note that many of the consonants and vowels combine to form *diphthongs* and *triphthongs*, and many consonants combine with 'R' and 'L' sounds as a single letter. This can sometimes cause confusion for students when it comes to written Zdetl.

Practice pronunciation by learning the names of the seasons:

Atrint $\mathcal{R}_{\mathcal{A}} \mathcal{Z}$ “Raining”, the wet season following the Winter thaw

[illegible]

Atchafser ㄢˊ ㄘ ㄞˊ ㄘ ㄙ ㄟ ㄣˊ ㄘ ㄟ ㄣˊ “Waning”, the end of summer when the weather cools

Ataniebl არ ათებლ "Harvest", the autumn season on Zhdant

Ashtiavl	ଅଷ୍ଟିଆବ୍	"Chill", the freezing winter season
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Atpiapr 阿比阿普 "Thaw", when the winter's freeze wanes

Numbers

Zdetl uses a numbering system similar to and recognizable by most other advanced human civilizations; that is, a base-ten counting system. The basic ordinal numbers are shown on the following table:

Numbers larger than ten are formed by creating compound words:

1 𠂔 chial 𠂔 𠂔 6 𠂔 kiachti 𠂔 𠂔 𠂔

2 11 omei 𐄂𐄂𐄂 7 5 komi 𐄂𐄂𐄂

3 ||| tegoz 8 ▽ koe

4	大	nachoie	ナチノイ	9	冊	kona	コン
---	---	---------	------	---	---	------	----

5 ナ machieli 5 万 5 千 10 10 □ matlapa 5 万 5 千

0 ☐ **topa** ☐ **topa**

Larger numbers are formed by compounding the appropriate ordinals:

11 上上 matlachial 各代と代王又上

12 𠂔𠂔 matlaomei 𠂔𠂔と𠂔𠂔𠂔𠂔

13	matlateqoz	
----	------------	--

[illegible]

15	matlamacheili	
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Multiples of ten are formed by prepending the appropriate ordinal to indicate “how many” tens are present:

20	𐌹𐌺	omeimatlapa	𐌲𐌵𐌶𐌰𐌺𐌲𐌴𐌲𐌴𐌲
30	𐌹𐌺𐌹	teqozmatlapa	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲
31	𐌹𐌺𐌹𐌹	teqozmatlapachial	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲

Powers of ten in multiples of three are formed by adding “chi” followed by the appropriate ordinal to **matlapa**:

100	𐌹𐌺𐌹	chien	𐌴𐌶𐌴𐌲
1000	𐌹𐌺𐌹𐌹	matlapachiteqoz	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲
1000000	𐌹𐌺𐌹𐌹𐌹𐌹𐌹	matlapachikiachti	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲

A peculiarity of Zdetl numbering relates to Zhodani tradition and history. Students will notice the number three (teqoz) appears in many concepts and terms in Zdetl, usually in reference to calendar dates and other time measurements.

Teqozdij	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲	An “Olympiad” or cycle of three years on Zhdant
Teqozastial	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲	“Olympiad Day”, a special “Leap Day” inserted between Ashtiavi and Atpiapr every third year
Teqozdievl	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲	The “Psionic Games” held every Teqozastial
Atlteqozdij	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲	A “Triple Olympiad” or cycle of nine years on Zhdant, usually marked with an extended celebration period

Numbers in multiples of three sometimes have special names:

6	𐌹𐌺𐌹	omeiateqoz	𐌲𐌵𐌶𐌰𐌺𐌴𐌶𐌴𐌲𐌴𐌲
9	𐌹𐌺𐌹𐌹	tyeiateqoz	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲
12	𐌹𐌺𐌹𐌹𐌹	nachiateqoz	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲
18	𐌹𐌺𐌹𐌹𐌹𐌹	kiachtiateqoz	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲
30	𐌹𐌺𐌹𐌹	matlapiateqoz	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲
300	𐌹𐌺𐌹𐌹𐌹𐌹	chieniateqoz	𐌴𐌶𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲𐌴𐌲

Notice how multiples of three are named literally “two threes”, “six threes” or “a hundred threes” in these numbers. These names are rarely used in modern times and are included here for historical reasons.

Tlamachtli 2

Home and Family

とんちんかん Ⅱ

人々人々 人々 人々 人々 人々 人々 人々 人々

