



# Conversational Zdetl

## for Anglic Speakers

THE ZHODANI LANGUAGE AND CULTURAL INSTITUTE

Dlolpliki, Zhdant/Zhdant

Tzonitzali Zdebrdish, ziad tlaniana...

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

Vlezhdizdivr fronzhezens ... chiala viazhiai chak nankoliens ...

Makozhda ... draitse priatlakoti polotens ...

ziad tlaniana ... makozhda kamatli ...

Tzonitzali Zdebrdish... makozhda ...

くコロアスくコロソル オホトロヒ土.

コズル とヌマヌマヌ\*\*\*

タヌガルガル\*\*\*

タヌガルガル\*\*\*

ヌヌズ ヌヌズ' ッズとゼ'\*\*\*

タヌガルガル ハルコセコセコセ\*\*\*

ヌヌズ ナヌヨヌヌ 王ヌヌ タヌガルガルヌヌ\*\*\*

タヌガルガル

\*\*\*

タヌガルガル ハルコセコセコセ\*\*\*

コズル とヌマヌマヌ

\*\*\*

タヌガルガル ジルガルと人

\*\*\*

くコロアスくコロソル オホトロヒ土\*\*\*

タヌガルガル

\*\*\*

THE ZHODANI LANGUAGE AND CULTURAL INSTITUTE

ゾセト ズヨ ザセトメル ザルニス ザルモトス

# Conversational Zdetl

マスジクコルダル ゾセト

Jeff Kazmierski

in association with

The members of the Zhdantia Language and Cultural Institute

John Waterman - Foreword and Hard Landing

Steve Schonberger - Our Wondrous Universe

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Thanks for 40 years of incredible science fiction gaming!

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

### **Foreword to Beginning Zdetl**

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, as well as Mongoose Publishing for continuing the good work and keeping Traveller alive.

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

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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** (タルトノイ) 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.

父	A as in <b>father</b> , never as in <b>pale</b>
児	E as in <b>get</b> or <b>let</b> , never as in <b>pier</b>
人	I as in <b>kit</b> , never as in <b>mile</b>
牙	IA as in <b>yaweh</b>
エ	IE as in <b>layer</b>
ウ	O as in <b>go</b>
ル	Ŕ is a throaty “r” sound, almost unvoiced like the “r” in <b>work</b> . 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 Ŕ where needed.

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

## Introduction

### 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	අත්රින්ත	At-rint - “raining”, the wet season following the winter thaw
Vrienstrial	ව්‍රීන්ස්ට්‍යාලි	Vrien-stial - “heat”, the warm summer season
Atchafser	අත්චාෆ්‍සේර	At-chaf-ser - “waning”, the autumn season when the heat of summer fades
Ataniebl	අත්නීබ්ල	A-tan-iebl - “harvest”, the season to harvest mature crops
Ashtiavl	අෂ්ත්‍යාව්ල	Asht-iavl - “chill”, the winter season
Atpiapr	අත්පියාප්‍ර	At-piapr - “thaw”, the spring season when winter's chill wanes and the weather becomes warmer
Zhant'ad	ඇජ්ඩාඩ්	Zhant'ad - commoner; the lowest class of citizen in the Zhodani Consulate
Dlenchiepr	ඇල්න්ඩ්ඩ්ප්‍ර	Dlench-iepr - intendant; the lowest rank of nobility
Zhobrdievil	ඇජ්බ්‍රදීඩ්ව්ල	Zhobr-dievil - noble; the ruling class in Zhodani society
Pranatl	ප්‍රාන්තාත්ල	Pra-natl - “aspirant”, the lowest rank of nobility, equivalent to a Knight in the Imperium
Jdistebr	ඇජ්ඩ්‍යුඩ්බ්‍ර	Jdi-stebr - “wellborn”, the second rank of nobility, equivalent to a Baron in the Imperium
Viestlas	විස්ත්‍යාල්ස	Vies-tlas - “highborn”, the third rank of nobility, equivalent to an Imperial Marquis
Zhobrtlasche	ඇජ්බ්‍රත්ලාස්චේ	Zhobr-tlas-che - “noble born”, the second highest rank of nobility, equivalent to an Imperial Count
Preblshienchiashav	ප්‍රෙබ්ල්භිංචිංඡාෂාව	Prebl-shiench-ia-shav - “princely born”, the highest rank of nobility in the Consulate, equivalent to an Imperial Duke

## Introduction

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

## Introduction

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 **tlatoniedl** (トランセイドル) or **alphabet** is critical

Nenjchinzhe'driante ナセロ王人アヨセ'ラスアセ Nenj'chin-zhe'-driant-e - "Consular Legion of Merit", the highest military honor bestowed on a Zhodani citizen

to understanding how to pronounce Zetl words and sentences.

## 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** (ボセロアス) - **vlezhd** (star) + **-af** (yonder, afar); "yonder star"

**vlezhdatlishaf** (ボセロアスとソトアス) - **vlezhd** (star) + **atl** (lord) + **ish** (our) + **af** (yonder); *our Star Lord-class cruiser over there/yonder*

**shivvajdatl** (ソトアスルルガト) - **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** (ボセマヌコノアヌ王アスとアス上アス) - **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.



## Tlamachti 1: Greetings

**Yekta chapani!**

Үкәләр Җарылтасъ//

**Chapanitlasche!**

Җарылтасътәштәш//

**Yekta stial.**

Үкәләр үзүл\*

**Yektnamiqe.**

Үкәләрәтәсүл\*

**Fao'daqle?**

Үртәлә^дәләт/

**Tliaqrnad Ikan iqja.**

Эзләрәд үзәтә үзүл\*

**Yektnamiqe, Ikan. Niefradr  
Zeklazo iqja.**

Үкәләрәтәсүл, үзәтә\*  
Зеклазо ғозәрәгәл үзүл\*

**Fliedio'daqle?**

Әтәлә^дәләт/

**Fliedik. Iazho'daqle?**

Әтәләз\* үзәл^дәләт/

**Fliedik, kamatl. Izhia  
vidliao'daqle?**

Әтәләз, үзәтәтә\*  
Ижя ғыләтә^дәләт/

**Zdeqla vidlik.**

Әтәләр ғыләтә\*

**Dlolpliki vidlik.**

Әтәләрәтә ғыләтә\*

**Itoik chtenenzh.**

Әтәләз Җәләтә\*

Good morning!

Good morning!  
(Exceptional morning!)

Good day.

Well met.

What is your name?

I am Ikan Tliaqrnad.

Well met, Ikan. I am Zeklazo  
Nejdraf.

How are you? (Are you in a state of  
harmonious existence?)

I am well (in a state of harmony).  
And you?

I am well, thank you. Where do you  
live? (What place is your dwelling?)

I am from Zdeqla. (Zdeqla is my  
dwelling-place.)

I am from Dlolpliki.

Good-bye. (be seeing you)

## pala

Note the lack of honorifics in this exchange. The two individuals meeting are both **zhant'ad** (卓然者) or *proles*, the commoners of Zhodani society; this is also apparent from the fact that both have two names, a family name and a personal name. Among the **zhant'ad**, relative social status has little meaning as all are considered equals. Were one of them a **dlenchiepr** (地位者) *Intendant* or **zhobrdievl** (卓然者) *Noble*, the **zhant'ad** would address the superior by his social rank. In any meeting between Zhodani of different class, each addresses the other by their title (and name, if necessary).

Noble Title	Meaning	Suffix added to name
地位者	Dlenchiepr	-iepr (地位)
卓然者	Pranatl	-atl (卓然)
出生者	Jdistebr	-stebr (出生)
高生者	Viestlas	-tlas (高生)
卓然者生者	Zhobrtglasche'	-glasche (卓然者生)
王族者	Preblsheniashav	-iashav (王族)

Intendants and Nobles have only one name with a suffix appended to indicate social status. A noble's clothing and accoutrements often indicate his or her social status. Titles are generally hereditary; a child born to Viestlas parents inherits the family's title regardless of Psionic ability. **Zhant'ad** who show high psionic ability are elevated to **dlenchiepr** status and may rise through the ranks of nobility if they show the skill and aptitude for the responsibilities.

**Yekta chapani** and **chapanitlasche** are both formal salutations that can be used when addressing either groups or individuals; the former is more casual while the latter might be used when one is in a particularly good mood that day. Note the addition of the suffix **-tlasche** (for Noble Born), in this case used as a *superlative mood modifier*.

Greetings are often accompanied by a polite bow from the waist, and possibly pressing the palms of the hands together or extending the arms to the sides with the hands open and palms outward. Local customs may vary. Handshakes are unknown in the Zhodani Consulate.

**Fliedio'daqle** (和睦者) is another formal polite greeting that means "Are you in harmony?" It refers to the three aspects of being, *body*, *mind* and *spirit*. The traditional response is **fliedik** (和睦者), "It is harmonious with me." Since dishonesty is all but unknown in Zhodani society, the response (unless one is actually feeling harmonious) might reflect how the person is actually feeling.

## Exercises (Ajozdarad)

1. You meet a person you've never seen before. How do you greet them?
2. How do you say *How are you?*
3. How would you say *I am well, thank you?*
4. How would you wish someone *good day?*
5. As a **zhant'ad**, how would you greet a *wellborn*?

### pala

6. Introduce yourself in Zdetl. (Don't worry about translating your name)
7. Ask another person *where are you from?*
8. Bid another person *farewell*.
9. Say *farewell* to a group.
10. Ask a group of people *how are you?*

## Other Greetings and Responses

Because it would be considered dishonest (and therefore rude and possibly indicative of mental distress) to respond to **fledo'daqle** in the affirmative when one is *not* feeling well, other polite responses relate to how one might be feeling at the time. These correspond to three *aspects* of being - the physical, the spiritual, and the mental. Thus, if one is not feeling well physically, the response might be

**Qlie fliedik. Chaktopkenzh zdinzhbaik.**  
չ գալիշ\* արշարժեած օրուեալ\*  
I am not harmonious. Unwell is my stomach.

If one were feeling mentally unbalanced, the response might be more nuanced:

**Qlie fliedik. Tlakitzdievlik.**  
չ գալիշ\* ուշակովազ\*  
I am disharmonious. Nostalgic (am I).

For our purposes in this chapter, however, the simple **Fliedik** will suffice.

## Nouns, Singular and Plural

Nouns in Zdetl can often (but not always) be identified by the ending *-i*. Plural forms of nouns are indicated by either stating the number of things if the quantity is known, or repeating the word for abstract quantities.

choqi	girl	choqi choqi	girls
ՉՈՂԻ	ԿԱՐԱ	ՉՈՂԻ ՉՈՂԻ	
driefri	boy	kiachti driefri	six boys
ՃՐԵՒ	ԿԱՐԱ	ՃՐԵՒ ՃՐԵՒ	
ibro	egg	chial ibro	One egg
ԻԲՐ	ԿԱՐԱ	ԻԲՐ ԿԱՐ	

The plural suffix **-o** (Ռ) is also valid for abstract quantities; for example, **choqi** (ՉՈՂԻ) becomes **choqio** (ՉՈՂԾՆՌ) for *girls*. In conversational Zdetl this form is rarely used except for abstract quantities, however, as adding the ending is seen as unnecessary (saying "**klachti driefri**" is as clearly understood as is "**kliachti driefrio**").

## Vocabulary (Tlatoniatl ilnamia)

-ach	ア王	diminutive; small
-aqle/-qle	ア(ア)クセ	Interrogative suffix
chikakenmiztli	王人アアセセセアタコト人	a six-legged cat native to Zhdant
choqabr	王ロクル	sister
choqi	王ロク人	girl
choqzin	王ロクコメア	daughter
-di	アシ	a state of being
dievl	アズ	thoughts
driefrabr	アズルアス	brother
driefri	アズル人	boy
driefrin	アズルコメア	son
fevranzh	ハセマアス	book
fliedi	ハセムス	a state of unity or harmony
iadlajem	スビアラセセ	skycar
ibro	アトロ	egg
itzi	アヒコ人	house, home
kafi	アアヒ人	coffee
kenkali	アセアアアヒ人	family; clan
kenkalitzi	アセアアアヒ人コ人	household; clan house
-nad	アアル	a person or profession
-nam	アアラ	a spouse or partner
pria	アス	chamber or room
shtiefrabr	アヌルアス	father
shtiefri	アヌル人	man
shtiefrnam	アヌルアアス	husband; male partner
tlakitzdiev	アアススヒコアズ	nostalgia
tlamachti	アアスアア王人	lesson
tlekonni	アセアアア人	animal; creature
zdnizhba	コスコトアス	stomach
ziatl	コスヒ	table
ziefrabr	コヌルアス	mother
ziefri	コヌル人	woman
ziefrnam	コヌルアアス	wife; female partner
zin	コヌア	child
zinach	コヌアア王	infant

pala  
Numbers (Patlani)

Learn the numbers in Zdetl.

1	∟	chial	王スユ
2	𠂔	omei	𠂔セイ
3	𠂔	teqo or tyei	𠂔セル : 𠂔セイ
4	六	nachoie	アハ王スユ
5	ナ	machieli	アハ王セユ
6	#	kiachti	ジス王ス
7	匁	komi	ジロス
8	▽	koe	ジロセ
9	𠂔	kona	ジロアハ
10	∟□	matlapa	アハビアハ

The number *three* has cultural significance to the Zhodani and has two forms as shown above. **Teqo** (𠂔セル) appears in several important words associated with holidays and major events and is usually used in those contexts:

teqozdij	𠂔セルコス	A period of three years; often mistranslated as “Olympiad”
teqozastial	𠂔セルコアスユ	“Teqozdij Day”, a holiday added every three years to mark the new Teqozdij
teqozdievl	𠂔セルコハタ	The Psionic Games, a major societal event that happens every third teqozdij

Larger numbers are formed by compounding the numerical words:

11	∟∟	matlapachial	アハビアハアハ王スユ
12	∟𠂔	matlapaomei	アハビアハアハ𠂔セイ
13	∟𠂔	matlapatyei	アハビアハアハシセイ
14	∟六	matapanachoie	アハビアハアハアハ王スユ
20	𠂔□	omeimatlapa	𠂔セイアハビアハ

Multiples of ten are formed by appending the ordinal number as a *prefix* to **matlapa**.

As in many Terran languages, certain large numbers like *thousand*, *million*, and *billion* have unique names:

∟□□	matlaiepr	アハビアハス
∟□□□	matlapatl	アハビアハス
∟□□□□□	matlapatlas	アハビアハス
∟□□□□□□□	matlapatlasche	アハビアハス

Compound numbers like 1,310,234 are created by simply combining the words together in sequence from left to right.

## The Definite Article

In Zdetl, when referring to a specific item, event, or person, the definite article **ke** (Ζχ) is sometimes used. There is no indefinite article.

## Pronouns (Tetlas)

The most commonly used pronouns in Zdetl are:

Person	Singular	Plural	Possessive/indicative suffix
1st	ze (Ζχ) - I, me	de (Δχ) - we	-ik / -(d)ish (εχ . εχιτ)
2nd	ve (Βχ) - you	le (Λχ) - y'all	-o'd (εχ ^ Δ)
3rd	se (Σχ) - he/she/it	ye (Υχ) - they, them	-ens (εχ)}

Note that third person pronouns have no gendered forms in Zdetl. The third person pronoun **se** (Σχ) is used for all genders.

The *possessive/indicative suffix* is used interchangeably to show either the *actor* in a sentence when attached to a verb, or to show the *owner* of an object when attached to a noun.

In many cases, the pronoun is actually not used in favor of appending a suffix. For example, instead of:

**Faeia ve?** (What is your name?)

One could say instead:

**Fao'daqle?** (What name do you have?)

And when referring to another person:

**Faens \_\_\_\_\_. (Their name is \_\_\_\_)**

In the first example, **fae`** (εχε^), *to be named*, is a verb taking the present tense form **fiaeia** (εχεχ), and in the second, the *noun fae* (εχ), *name*, is modified by the *second person possessive suffix -o'd* to make it **fao'o'd** (εχεχεχ). The suffix **-aqle** (εχεχ) makes the sentence *interrogative*.

## Exercises (Ajozdarad)

1. Introduce yourself by name.
2. How many people are in your family? Answer in Zdetl.
3. Give your age in Zdetl.
4. Introduce someone else by name.
5. Give the possessive forms of some of the nouns.

## Asking Questions

Questions or *interrogatives* in Zdetl are indicated in two ways. The first has been covered in *Beginning Zdetl* and is the question word **jdo** (δχ), which precedes any statement the speaker wishes to make a question. The second has been introduced in this chapter and is the *suffix -aqle* (εχεχ) added to the root word.

## pala

This makes questions in Zdetl very clear. In Anglic and other Terran languages, questions are often indicated by a rising shift in vocal tone at the end of the sentence, and in written form indicated by the ? symbol. In Zdetl, the presence of the *question word* or *suffix* makes clear that the phrase is interrogative in nature.

## Verbs: The Present Tense

Verbs in the *present tense* are formed by adding either the suffix -ia (爻) or by appending the *possessive suffix* to indicate ownership of the action, either of which have the equivalent Anglic function of -ing. They are attached to the *verb* being modified. This is called the *present aspect*.

In Zdetl, the same verb form is used whether you wish to say "I am \_\_\_ing" or "I (verb)":

<b>Ze mochitia.</b>	I am reading (I read).
コセ フル王人く凡*	
<b>Mochitik.</b>	I am reading (I read).
フル王人く人ニ*	
<b>Se kotozhia.</b>	He/she/it is sitting (sits).
上セ グルく凡ヨス*	
<b>Kotozhens.</b>	He/she/it is sitting (sits).
グルく凡ヨセ凸*	

For the *present participle* form of a verb, the suffix -enzh (セヨ) is applied to the root. This is used whenever the action is happening but in the abstract, as in *flowing water* or *falling rain* or *blowing wind*. In these cases, there is action happening, but the *actor* is not "owning" the action.

It also is used in passive participial phrases like "sitting, I am reading a book." It's clear that the actor is the one doing the sitting, but the action they "own" is the reading. In Zdetl, this sentence reads:

グルく凡ヨセス. ハマ凡ス フル王人く人ニ\*  
**Kotozenzh, fevranzh mochitik.**  
sit-PRESENT PARTICIPLE, book reading-PRESENT-I.

Note the difference in endings used on **kotozhie`** and **mochitie`**. The participial form is also used when the verb is being used descriptively:

アヘ凡コセヨ  
**Nilozenzh shtiefri**  
(A) speaking man

フル王セヨ 王人く凡セヨアナコト人  
**Kochenzh chikakenmiztli**  
Sleeping cat

クレセ人 フルスアセヨ コメア  
**Tyeii olianenzh zin**  
Three swimming children

And when the verb is used as a noun:

Үکәңлә  
Yekta shtiavenzh  
Good thinking

### Tlatoniatl ilnamia: michad (verbs)

ikatike`	ԱՀՐՀՀՀԵԿ^	to stand
iqe`	ԱՀԵԿ^	to be
kaqe`	ՀԲՀԵԿ^	to listen
katzitlane`	ՀԲՀԿԽՏԵՎԱԿ^	to push
kavre`	ՀԲԹԵԿ^	to have
koche`	ՀՇԻԵԿ^	to sleep
kopeche`	ՀՇԲԵԿՇԵԿ^	to push
kotozhe`	ՀՇՀՀՅԵԿ^	to sit
miztle`	ՃԽԿՈԵԿ^	to ride
mochite`	ՃՇԻԵԿՀԵԿ^	to read
niloze`	ՃԽԱՌՈԵԿ^	to talk (speak)
noetzhite`	ՃՇԵՀՅԽԵԿ^	to climb
oliane`	ՇԱՌՍԵԿ^	to swim
qiloe`	ՃԽԱՌԵԿ^	to paint
shtiave`	ՍՏՏԱԿ^	to think
tie`	ՀՃԵԿ^	to throw
tlakoe`	ՀԲՀՇԵԿ^	to eat
tlapae`	ՀԲԲԲԵԿ^	to drink
yanae`	ՄԲՀԱԲԵԿ^	to hide
zhdazhe`	ՅԲՅԵԿ^	to catch

Other aspects like past, future, completive/punctual, optative/hopeful, and the past perfective will be covered in the next lessons.

### Conjunctions (Nieqrاد)

Conjunctions (nieqrاد; ԱՃՎՔՀ) join sentences or clauses within a sentence to create connected sequences of ideas.

iagh	ՃՅ	and
iai	ՃԽ	but
pra	ԲԲ	or

## Exercises (Ajozdarad)

Translate the following sentences. Use both forms of the present tense.  
When translating, remember Zdetl sentence structure is *Object - Verb - Subject.*

1. John is sleeping.
2. The children are eating.
3. Mary eats five eggs.
4. There are six cats (chikakenmiztli).
5. John and Mary have eight children.
6. Is John reading or writing?
7. I have two brothers but no sisters.
8. My family has eleven children.



# Culture: Zhodani Home Life

## The Clan House (Kenkalitzi)

Nearly all Zhodani, from the lowest of proles (**zhant'ad**, ڦڌٽٽٽٰد) to the highest ranking of the nobility (**zdoibrdievl**, ڦڌٽٽٽٰڊٽٰيٽ), live in some kind of communal dwelling. The design and composition of these multi-family homes varies according to environment, availability of resources, social class, and other factors, but in general, they all serve the same purpose - to provide shelter, employment, and education to those who share the space. The word **itzi** (ㅅㅋㅋ) loosely translates to "home", but it can also mean "place of refuge." **Kenkali** (ڪڪٽٽٽٰل), introduced in this chapter as "family," more precisely translates to "clan" and is often used to refer to a large group of adults who share similar or related skills. Thus, the **Kenkali Tliaqrnad** (ڪڪٽٽٽٰل ٿڃٷٽٽٰناد) is the **zhant'ad** clan responsible for tending the fields and maintaining the crops. Other **kenkali** include:

<b>Yotlekemetnad</b>	ڦڌٽٽٽٰ ڪٽٽٰ ڦٽٽٰ ڪٽٽٰ ڦٽٽٰ	"Smith"
<b>Kliazhnamachrnad</b>	ڦڌٽٽٽٰ ڦٽٽٰ ڦٽٽٰ ڦٽٽٰ ڦٽٽٰ	"Plumber"
<b>Kloriemnad</b>	ڦڌٽٽٽٰ ڦٽٽٰ ڦٽٽٰ ڦٽٽٰ	"Programmer"
<b>Kotzpialinad</b>	ڦڌٽٽٽٰ ڦٽٽٰ ڦٽٽٰ ڦٽٽٰ ڦٽٽٰ	"Fisher"
<b>Tlamad</b>	ڦڌٽٽٽٰ ڦٽٽٰ	"Doctor"
<b>Tilman</b>	ڦڌٽٽٽٰ ڦٽٽٰ	"Taylor"

Other **kenkali** names, particularly modern names, are derived from locations (with the suffix **-qaf**) and places of origin and may include elements describing professions related to those place names.

**Kenkali** names are only used by adults of the **zhant'ad** class, and those names are either chosen or assigned once a child reaches the age of adulthood, typically around their sixth **teqozdij** (age 18). Until then, the child's job is to learn and develop the knowledge and skills needed to carry out the duties and functions expected by the **kenkali**.

A child found to have the requisite psionic ability is immediately transferred from the **zhant'ad** clan to a **dlenchiepr** family and takes on the suffix **-iepr** instead of choosing a **kenkali** name. Because psionic ability can manifest even later in life, an adult so identified will immediately be promoted to **dlenchiepr** and drop the **zhant'ad** name.

## The Bath Hall (Kalipakipria)

The central feature of every Zhodani **itzi** (イチゴン) is the bath hall, or **kalipakipria** (カリパキアリヤス). This is more than a place to get clean - it's where all the important business of the **kenkali** (ケンカリ) is 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** (カズカズリヤスルカズル) or *bathing ritual*. This custom dates back thousands of years, possibly even to the time before the **Dzaqtlas** (ドカツラズタラス), 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** (ブリエンカズリヤスルアズル) *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** (ケンカリチ) *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** (イチトリヤス) *cooking spaces or kitchens*.

## The Gardens (Zhochtlipria)

The food served in the **kalipakipria** is usually fresh fruits or vegetables grown in the nearby **zhochtlipria** (ゾウチトリヤス) *garden space*, cakes either imported or made from surplus grains either grown on site (in the case of the **Kenkalitzi Tliaqrnad** (ケンカリチ ティアクナド) クルセラル), 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** (ゾウチトリニアド) thus continue their service to the **kenkali** by passing knowledge on to the next generations while performing a vital duty to their clan.

These gardens are not merely for growing food, however. Like many public spaces in Zhodani society, they serve a multifaceted purpose. Spaces for



meditation, contemplation, casual meetings, and game play are typically scattered throughout the grounds, providing visitors and residents with a place that nourishes the body, mind and spirit.

## The Creches, Schools, Living, and Work Spaces

Beyond the **kalipakipria** and **zhochtlipria** are the spaces and buildings set aside for the true work of the **kenkali**. Here is where the **zintikipria** (ゾンティクリア) *creches*, the **koatlipria** (コアトリア) *work spaces*, **zhdatlipria** (ゾダトリア) *schools*, and **kotozhiepria** (コトシエピア) *living spaces* can be found.

The **zintikipria** is where children are cared for from infancy until their first **teqozdij** (チコジル) 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** (ドレンチエプ) *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 **Zdobrdievl** (ゾドブルディーヴル) *noble estate*. This work is done in the **koatlipria** (コアトリア) 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 **Zdobrdievil** 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**  
**kotozhiepria**  
**koatlipria**  
**zhdatlipria**  
**pria**

コメアヒヘスルズ  
 ジロヒルヨメルズ  
 ジロアヒスルズ  
 ハスヒスルズ  
 ルズ

creche  
 communal house  
 workplace  
 school; training center  
 a functional space



## Tlamachti 2 - At a Restaurant

Zholnad Жолнад	Tlachatlasche, dlenchiepro. Itetl pleshqleo'daqle chtenzenzh? トクタラスチ、ドレンチエプロ。イテル ピレクレオダクル チテニン。
Azhdiazhiepr Аздыаҗиепр	Tlachatlasche. Etachshrk chiala chtendish, kamatl. トクタラスチ。エタクシルク チアラ チテンドシ、カマタリ。 チテニン。
Zholnad Жолнад	Yektlas, dlenchiepr. lazh ke zin? ユクタラスチ、ドレンチエプロ。ラズ ケジン？ チテニン。
Kieko Киеко	Dlabra, kamatl! ドラブラ、カマタリ！ チテニン。
Zholnad Жолнад	Yektlas. Moli iochti chteno'd? ユクタラスチ。モリ イオチ チテノド？ チテニン。
Kieko Киеко	Viepchaklajo! ヴィエーパクラジョ！ チテニン。
Velmiepr Вельмиеpr	Cha! Aepreo'daqle dazej, Kieko-ki? チャ！エアレオダクル ダゼイ、キエコ-キ？ チテニン。
Kieko Киеко	Qlie... クル... チテニン。
Azhdiazhiepr Аздыаҗиепр	Ielezhe ichatetl bivriant. Yektlas ke Dlolplikiajo tsenchenzh. エレザヒチタレル ビブリヤント。ユクタラスチ ケロップリカヨ チテニン。
Kieko Киеко	Dlolplikiajo chtenik, kamatl. ドロップリカヨ チテンイク、カマタリ。 チテニン。
Zholnad Жолнад	Yekta pepetli. Okye chtenenzh? ユクタ ペペルリ。オクエ チテニン。チテニン。
Velmiepr Вельмиеpr	Icha chokotecho, zhdedazenzh, iazh talqi, kamatl. エハ チョコテコ、ズヘダゼン。チテニン。
Azhdiazhiepr Аздыаҗиепр	lazh icha tefla, iazh chtozen, zenzh. ラズ エハ テフラ、イアズ チトゾン、ゼン。チテニン。
Zholnad Жолнад	Zhdotlas, dlenchiepro. ズドタラスチ、ドレンチエプロ。 チテニン。

**tlakolepriaſaf**

- Waiter            Good afternoon, Dlenchieprs. What will you be ordering?
- Azdiazhiepr  
soup, please.
- Waiter            Very good, my lady. And for the child?
- Kieko            Noodles, please!
- Waiter            Excellent. What kind of sauce do you like on them?
- Kieko            Viepchaklajo!
- Velmiepr        Oh! Have you tasted it, Kieko-ki?
- Kieko            No...
- Azdiazhiepr
- Kieko            Perhaps something milder. The Dlolplikiajo is very good.
- OK. I'd like that.
- Waiter            Excellent choice. Will there be more, my ladies?
- Velmiepr        Some fruit, bread and cheese, please.
- Azdiazhiepr
- Waiter            And some wine, and fruit juice for the child.
- Waiter            Excellent.



## Vocabulary (Tlatoniatl ilnamia)

abrrstia	アトタス	a chicken-like creature raised for meat
abrrstiapantli	アトタスアマタス	breast of abrrstia
ache	アシテ	flour made from legumes or nuts
achieti	アシエチ	cooking oil
bivriant	ビヌアス	spicy
chokotecho	コロコロ	bread
chtene`	シテナセ	to desire or want a thing; also a request
dlabra	ドラブ	noodles
dlats	ドラツ	nut; nuts
dlolplikiajо	ドロブリカヨ	a mild spice blend used in currys
efla	エフラ	wine
etachshrk	エタシル	a soup made from noql meat, tubers, and vegetables
iazde	イズデ	an apple-like fruit
ibro	イブ	egg
ientschapо	イエンチハボ	bacon, usually made from yonchobo
jiebl	ジエブ	herb
kafi	カフィ	coffee
kamatli	カマツリ	please or thank you, interchangeably
kamtoli	カマツル	a hardy sweet potato-like tuber
kiochti	キオチ	breast (of poultry)
kliazh	クレヨ	water
kotl	コトル	tea
mizhtloyo	ミズトロ	pastry; donut
moli	モリ	salsa; sauce
nechtli	ネヒチ	honey
sta	サ	plate
tako	タコ	tacos (introduced by Solomani)
talqi	タルキ	fruit
tlakolepria	タラコリ	restaurant; eatery
tlateme`	タラセタセ	to feed; to give food to
tlatemo	タラセタソ	food
tlatlie	タラシ	spirits, liquor
tsitsio	チチ	jam
yama	ヤマ	bland
viepchaklajo	ヴィエックラ	a very spicy curry dish
zamoli	ザモリ	soup
zenzh	ゼン	a fruit juice drink
zhedadenzh	ゼダデン	cheese
zholnad	ゾーナド	waiter, concierge

## Mealtimes and Times of the Day

Compared to some human cultures, the Zhodani eat quite frequently, as many as six or more times each day. The standard day on Zhdant is 27 standard hours, divided locally into 30 equal units called **achan** (ア王アア). Mealtimes mainly take place during the daylight hours.

<b>Pliebraits</b> ズトスルズム	sunrise	Early to mid-morning
<b>Chapani</b> ズラズラズム	morning	Between sunrise and noon
<b>Stialchali</b> スラスラスム	noon	The 15 <sup>th</sup> hour of the day
<b>Tlacha</b> ズタズタ	afternoon	Between noon and sunset
<b>Pliebrimani</b> ズトスルズラズム	sunset	Twilight to early evening
<b>Tlatso</b> ズズ	pre-midnight	Between sunset and midnight
<b>Teyochali</b> ズツルズム	midnight	The 30 <sup>th</sup> or zero hour
<b>Chikani</b> ズムズム	pre-sunrise	Between midnight and sunrise

Daytime, the daylight hours between sunrise and sunset, is usually called **stial** (スラス) and nighttime, between sunset and sunrise, is **teyo** (ズツル).

## Vocabulary: meals (Tlatoniatl ilnamia: tlakopali)

<b>pliebraitspali</b> ズトスルズム	The first meal of the day, consumed at dawn or around the 5 <sup>th</sup> or 6 <sup>th</sup> hour and consisting of proteins, starch and vegetables
<b>omeipliebraitspali</b> ズラセズトスルズム	The second meal of the day, usually two hours after pliebraitspali
<b>matlapachialpali</b> ズルズルズム	A light meal consisting of mostly starches and vegetables typically occurring around the 11 <sup>th</sup> hour of the day
<b>stialchalipali</b> スラスラズム	The noon or midday meal consumed at the 15 <sup>th</sup> hour of the day
<b>tlachapali</b> ズタズム	Midafternoon meal, usually a refreshing drink and pastries, held at the 18 <sup>th</sup> to 19 <sup>th</sup> hour
<b>pliebrimanipali</b> ズトスルズラズム	The evening meal consumed between the 22 <sup>nd</sup> and 23 <sup>rd</sup> hour of the day
<b>teyochalipali</b> ズツルズム	A light meal sometimes consumed at midnight as needed

tlakolepriaazaf  
Zhdanstial

The following illustrations show a typical Zhodani clock featuring three hands of varying sizes for counting the seconds (**zhinzh** 玲ノズ), minutes (**pitlik** ピトリク), and hours (**achan** アチヤン). The outer colored ring indicates the portion of the day or **tyeiaji** (ヒュエヤジ), also known as *third*, and it rotates once per day. The clock face itself is divided into ten **achan**,



トキル王アシタ  
Teyochali  
Midnight; hour 0



アヌトアス  
Pliebraits  
Dawn; hour 10



アヌアス  
Stialchali  
Noon; hour 15



アヌトアダス  
Pliebrimani  
Sunset; hour 20

numbered from 1 to 10 counting spinward (clockwise).

Modern digital clocks mark the time more granularly, having a sequence of four numbers indicating the **tyeiaji**, **achan**, **pitlik** and **zhinzh** in order and indicating the time of sunrise and sunset and possibly, the current weather. However, for aesthetic reasons most Zhodani prefer the analog variety.

The times of actual sunrise and sunset are, of course, flexible and depend on the latitude of the observer; the names are often used simply to mark the transitions between the **tyeiaji**.

## Exercises (Ajozdarad)

Express the following in Zdetl:

1. I would like to eat noodles.
2. Do you want wine or tea?
3. What are you eating?
4. I would like the soup, please.
5. The noodles are spicy.

Translate from the Zdetl:

1. lazde chtenzik.
2. Etachshrk bivrant iqia!
3. Qlie dlolplikiajo chtenzik.
4. Tyei tako, kamatli!
5. Mizhtloyo tlatemeo'd ik!

## Vocabulary: Verbs (Tlatoniatl ilnamia: michad)

aepre`	アエレセ^	to taste
akonmole`	アコヌアヌルセ^	to swallow
chiachie`	チアチエ^	to chew
chinqe`	チンケセ^	to suck or sip
chrche`	チルチエ^	to spit
chtoreqle`	チトロケルセ^	to order food
ezhozste`	エホズスセ^	to sautee'
frenzhe`	フレンゼセ^	to gulp
iekoke`	イコケセ^	to taste something
iepane`	イパンエセ^	to be thirsty; to have thirst
iezotle`	イゾトルセ^	to vomit
neloze`	ネロゼルセ^	to stir
ozhbe`	オジベセ^	to nibble
pitse`	ピッセセ^	to smell something
pizie`	ピツイエセ^	to sniff
pleshqle`	ピッシュルセ^	to request
qetse`	ケツセセ^	to bite
tekochole`	テコロセルセ^	to be hungry; to hunger
tlakoe`	タラコセ^	to eat
tlateme`	タラタメセ^	to feed; to give food to
tlapaze`	タラパセセ^	to drink
zilmole`	ジルモセルセ^	to choke
zoyone`	ゾヨネルセ^	to fry

To ask *when* an activity or event will occur, the construction **iqik** (イシイ) is used:

Omeipliebraitspali iqik?  
オメイリエブライツパリ イシイ/  
When is second breakfast?

## Adjectives and Adjectival Suffixes

Adjectives (**zarfozad**, コテマヘルコヘル) are words that describe nouns. In Zdtl, adjectives can take the form of either independent words or *adjectival suffixes* appended to a noun. The only functional difference is in the application.

Some common adjectives include the following (you have already seen some in the previous lesson).

-ach	アシ	small; diminutive	-med	メド	clean
-davr	ダバウ	new	-qapl	カクル	fresh
-dro	ドロ	bright	-shte	シテ	fast
-kekli	ケキル	stale	-tlas	タル	large; great
-iensh	エン	old	-zdo	ジド	dull
-klie	クル	slow	-zdodl	ジドウル	dirty; unclean

tlakolepriazaf

This is by no means an exhaustive list; indeed, there are thousands more adjectives in Zdetl, a few of which will be covered in this book. As mentioned earlier, adjectives can be used either independently or as affixes to other words. For example, in the question

Medaqle?  
መዳቂለ  
Is it clean?

Uses the unitary adjectival form of **med** while appending the question indicator **-aqle** to it as the root. However, if one were describing a specific item that was clean, the suffix **-med** is applied to the root:

**Stamed.**  
上々々々々

## Tlatoniatl ilnamia: zarfozad

aflaja	アフラヤ	sweet	iapani	イハナシ	thirsty
ashtiabla	アシタブラ	cold	ioaka	イオアカ	dry
bivriant	ビブリヤント	spicy	keql	ケクル	salty
chiklika	チクリカ	bitter	kliazheva	クレヨハバ	wet
datansia	ダタニアミ	umami	mankia	マニアニス	soft
dlev	ドレブ	flavorless	qapl	カブル	fresh
dlieffish	ドリーフィッシュ	stinky	rlop	ローリップ	sour
fenta	フェンタ	tangy	tekicholi	テキホリ	hungry
fiela	フィエラ	bad	vrienia	ヴィニア	hot

And so on. Review the following list of adjectives and practice using them in both forms.

## Exercises (Ajozdarad)

Translate from Zdetl to Anglic:

1. Qaplaqle ke noql?
  2. Kafi ashtiabl.
  3. Pliebrimanipali iqik? Tekicholik!
  4. Viepchaklajo bivriantqaqe?
  5. Bla... bla... bla...

Translate from Anglo to Zdotl:

1. The cheese is sour.
  2. I would like hot coffee and fresh fruit.
  3. I want spicy food, please.
  4. She wants a sweet pastry and coffee.
  5. Thank you sir.

## Negative Constructions

To make a sentence negative, the word **qlie** (៥៥) is added at the beginning:

**Talqi chteno'd?**  
 ተልጊዥ ዲትኝዎል?  
 Do you want fruit?

**Qlie talqi chtenzik.**  
 የቅለ ተልጊዥ ዲትኝዎን.  
 No, I do not want fruit.

## Exercises (Ajozdarad)

Give the negative forms of the following sentences, then translate:

1. Talqi iazh kafi chtenzik.
2. Kaqik.
3. Tekicholo'd.
4. Tekicholik, qlie iapanik.
5. Abrrstia talkiens.

Translate, then answer the following questions in the negative.

1. Do you want to eat spicy chicken?
2. Would Kieko like some fruit?
3. Is Velma drinking wine?
4. Is the cheese fresh?
5. Is the fruit spoiled?

## Days of the Week

A week on zhdant consists of five days named as follows:

Third day (**teqostial**) is usually a break day.

In addition to the defined days of the week, Zdetl also has the following *independent time adverbs*:

<b>Chistial</b>	ችሁታዥ	First day
<b>Omeistial</b>	ይኖራሱታዥ	Second day
<b>Teqostial</b>	፳ት፻፻ታዥ	Third day
<b>Nachostial</b>	፳፻፻፻ታዥ	Fourth day
<b>Machielistial</b>	፳፻፻፻፻ታዥ	Fifth Day

## tlakolepriaazaf

shta	士仄	now
zeychim	コセレ王人々	soon
dodlom	ジルジル々	never
aklamzdeq	アラマズデク	yesterday
akostial	アラスチア	tomorrow
blefr	ベーフル	today

## The Future and Past Tense (cthenz-, daz-)

Actions or events that take place in an upcoming time are expressed using the *future tense*. In Zdetl, the *aspect indicator* construction **cthenzenzh** (王セテンツ) is appended following the verb, as seen in the chapter dialogue:

**Ittel pleshqleo'daqle cthenzenzh?**  
人セセト パレホレダクルダクル 王セテンツ/

This roughly translates into Anglic thusly:

What (item) request-you-question **will-doing**?

Similarly, the *past tense* (an action that has already happened) is indicated by the *aspect indicator* construction **dazej** (アラコセル):

**Aepreο'daqle dazej?**  
アエラセルダクルダクル アラコセル/

Taste-you-question **did?** (Have you tasted (it)?)

This example is the *past perfective*, indicating an action that has already been completed. In both cases, the *aspect indicator* word follows the verb.

Both indicators are actually composed of a prefix and a suffix:

**cthenz** - future or potential aspect  
**daz** - past or completed  
**-enzh** - participle ending (-ing)  
**-ej** - perfective ending (-ed)

These can be combined in any of the following forms as needed:

**cthenzenzh** - future participle (will be doing, will do)  
**cthenzej** - future perfective (will have done)  
**dazenzh** - past participle (was doing)  
**dazej** - past perfective (did, done)

## Exercises (Ajozdarad)

1. In the morning we will eat eggs and bacon.
2. We ate chicken curry yesterday.
3. What will be for lunch?
4. Where (**izhia**) will we have tea?
5. What did you eat for second breakfast?



# Culture: Zhodani Diet and Cuisine

## Dietary Needs

The Zhodani are biologically human, so their dietary needs are similar to the other branches of humanity throughout the galaxy, with the expected varieties of **chekste** (չէշտէ) protein, **chtedre** (չէդրէ) carbohydrates, **ster** (չէֆ) fats and **lipids**, vitamins and amino acids. Their actual diet shows significant differences in the structure and composition of these nutrients, however. The flora and fauna native to their home planet of Zhdant have unique amino acids and proteins that are indigestible to non-native species. The Zhodani have, through evolutionary natural selection (and possible genetic modification) developed the ability to process these local

<b>yonchobo</b>	Յօնչօբօ	a species of native livestock resembling a small, six-legged water buffalo
<b>abrrstia</b>	Աբրստիա	a chicken-like avian native to Zhdant, raised for eggs and meat
<b>kredl</b>	Քրէլ	goat-like herd grazers raised for milk and meat
<b>noql</b>	Նօլ	a non-native species of amphibious salamander that lives in rivers and small ponds and is kept for its meat, eggs and roe
<b>yetsasl</b>	Յէտսալ	small horse-like grazers sometimes bred for size and used in racing

proteins and modern Zhodani have no trouble eating local foods.

The bulk of the Zhodani diet comes from the ocean. Nearly half of the land surface of Zhdant is either non-arable desert; the rest is rugged mountains containing tropical and temperate forests. Farming (**tlatezhdievras**,

<b>okotzi</b>	Ոշտի	fish
<b>dlezhdokotzi</b>	Շեղծութիւն	shellfish
<b>kliazhatlkochini</b>	Ջուրագույն	seaweed
<b>jdiqri</b>	Ռուճի	grain
<b>talqi</b>	Հրաման	fruit
<b>tlonqili</b>	Ճռաճանաւ	vegetables

Հրամանաւութեան) of grains, fruits and vegetables is done mainly along the coastal regions and flood plains.

Large-scale ranching is virtually nonexistent on Zhdant; there are few species of terrestrial creatures larger than a few hundred kg in mass and no

## tlatemo

large herds of native livestock; however, several species of land animals are raised for their meat, milk, eggs and hide.

## Eating Patterns

As we have seen in the previous lesson, Zhodani eating habits are different from those of other branches of humanity. Instead of consuming a few large meals, they prefer to eat several smaller portions throughout their day, typically eating six to seven times daily, thus maintaining a steady flow of nutrients to keep up energy and good mental and physical health. The composition of these meals varies depending on the time of day.

## The Morning Meal (Pliebraitspali)

**Pliebraitspali** (Плебрайтспали) or *morning meal*, is the first meal of the day and usually is held either at dawn (**pliebraits**, *Pliebr's Arrival*) or the fifth hour of the morning third of the day. A typical **pliebratispali** meal consists of grilled vegetables, grain or grain cakes, fruits, and a soup made from a light broth. It is usually accompanied by **kafi** (Кафи), a beverage made from a local plant with stimulant properties. This is a light but high energy meal meant to provide calories for the first daily ten-hour work period.



zdadlev	Чадлев	flatbread patty made from a rice-like grain
zamoli	Замоли	broth
tlonqili	Тлончили	vegetables
talqi	Талчи	fruit
kans	Канс	a rice analogue grain
kafi	Кафи	coffee

## The Noon Meal (*Stialchalipali*)

The second major meal of the day is **stialchalipali** (士ヌリ王アリスルアリ人) or *noon meal*, which is held at hour 15, the fifth hour of the midday third. This is a slightly more elaborate affair than the **pliebraitspali** and features large quantities of noodles, either sautéed or in soup, meat skewers of **abbrstia** or **kredl**, fish, and fresh or stir-fried vegetables. This meal is also a much more social event, usually lasting up to two hours, during which the participants discuss the day's business, local news, or any other important (or trivial) topic that comes up. **Stialchalipali** is also a good time for making business arrangements, proposals, and contracts. It is always preceded by a visit to the **kalipakipria**.



qiloe`	ㄑㄩㄝㄞㄑㄤ	noodles made from the starch of a wheat-like grain
ibro	ㄦㄉㄢ	egg
abbrstozh	ㄅㄕㄬㄊㄐㄢ	abbrstia meat
fozhqro	ㄈㄔㄢㄤㄜ	a spicy blend of pickled vegetables, fish and shellfish

## Evening Meal (*Pliebrimanipali*)

**Pliebrimanipali** (汎ナムスアリタマスルアリ人) or *evening meal* is traditionally the last full meal of the day. It occurs at sunset (**pliebrimani**, *Pliebr's departure*) or around the 25<sup>th</sup> hour, depending on the latitude and season. This is always a relaxed, drawn out event, usually lasting well into the evening as people come and go from the **kotozhiepria**. For those working the night shift, it may mark the beginning of their work day; for others, it's the end, but in any case **pliebrimanipali** is an important time for all to socialize and prepare for the evening. A typical **pliebrimanipali** features trays of fish, shellfish, meats, fruits, vegetables, cakes made from **kans** or other grains, noodles, soups, and wine or spirits, though the latter are usually reserved for holidays.



ebla	ゑ <small>ブ</small> ラ	wine
tatlia	<small>タ</small> ト <small>リ</small> ア	liquor
kliazh	ク <small>リ</small> ア <small>ズ</small>	water
etsashchrk	エ <small>ツ</small> ア <small>シ</small> チ <small>ル</small> ク	a soup made from vegetables, noql meat, and spicy peppers
okotzichieli	オ <small>コ</small> ト <small>チ</small> エ <small>リ</small>	fish curry

## Spices (Ajo)

Most Zhodani cuisine relies on extensive use of a rich palette of flavorful spices, many of which can be quite hot. This feature likely goes back to pre-

Dlolplikiajo	ドロップリキアジョ	a medium-hot spice blend originating from the capital region of Dlolpliki, commonly used on fish
Viepchaklajo	ヴィエッチャクルアジョ	a very hot spice blend made specifically from peppers and spices grown on Viepchakl
Qiknavrajo	クイナーブラジョ	a hot blend made from plants found exclusively on Qiknavra, the smaller continent

industrial times, when travellers crossing the Dlegjats high desert needed a way to transport food in a non-perishable form. Pickling and spicing is one of the earliest forms of food preservation that all human cultures develop, and the Zhodani are no exception. To visitors and non-natives, the experience can be overwhelming at first as the aroma of spice permeates virtually any public place, especially the **kotozhiepria**.

That said, Zhodani native cuisine is as varied as any other human society. Food items originating from the temperate zones tend to be less heavily

### tlatemo

spiced than those from desert regions, and the composition and type of spices used varies by region as well.

The suffixes most commonly used in Zdetl to name spices and spice blends are **-chieli** (王文丘人) and **-ajo** (アジョ). Spice blends are often named for the region they originate in, a practice not dissimilar to many Terran spices and *masala*.

## Special Dietary Requirements

One unusual factor of Zhodani eating habits is the often very specific needs of the **Zhobrdievl**, the psionic Nobility. Psionic activity often requires increased caloric intake, and in varying proportions depending on the type of talent used. Teleportation, or **koetsdievl**, for example, requires a heavy

load of carbohydrates and proteins to utilize effectively, while **shadievl** (telepathy) has much less intensive needs, mainly carbohydrates and electrolytes. The **zhant'ad** clans responsible for the culinary needs of the **zhobrdievliitzi** must be mindful of their superiors' needs at all times and adjust the composition and frequency of meals accordingly.

The Zhodani have a local equivalent of "sports drinks" designed specifically to help with recovering Psionic potential after intensive use of talents. One such drink high in sugars and amino acids is popular with **koetsnad** (teleportation specialists) is called **Dizzenzh** or "Jump Juice". It has also in high demand on some worlds near the Zhodani Frontier in the Tloql sector (AKA the Spinward Marches) as a mixer for alcoholic drinks.

Zhant'ad, of course, have much less specific dietary needs than the nobility does.







## Tlamachti 3 - At the Airport

Azhdiazhiepr Аздиазхеpr	Platlel iqezhia. Lienmitleniash, akopatlichiaш, pra kliazhvevliash oyanqredishqle?
	Лягът сял ынчын* ынчын иччакас. ынчын иччакас. ынчын иччакас.
Kieko Кико	Izhiazaf ozdish, ziefri?
Zxza Velmiepr Аздиазхеpr Аздиазхеpr	ынчын иччакас. ынчын иччакас. ынчын иччакас. ынчын иччакас.
	Izhiazaf, Kieko.
	ынчын иччакас. ынчын иччакас.
	Tlachali pierdi zhdonzhabe itzmole chtenzenzh. Inintel qlie nieqre chielish.
	ынчын иччакас. ынчын иччакас. ынчын иччакас. ынчын иччакас.
Velmiepr Аздиазхеpr Аздиазхеpr	Omeiaji apri matlakoe pierda, ielize?
	ынчын иччакас. ынчын иччакас. ынчын иччакас.
	Vidleqle izhdiepria pli kavrens. Oyanqriashdish.
	ынчын иччакас. ынчын иччакас. ынчын иччакас.
Velmiepr Аздиазхеpr Аздиазхеpr	Izhdiepria kochalik dazej. Tlatemo okye kochale kavrish qikad.
	ынчын иччакас. ынчын иччакас. ынчын иччакас.
Kieko Кико	Ipatle katilishaqle tlatemo okye, ziefri?
Zxza Velmiepr Аздиазхеpr Аздиазхеpr	ынчын иччакас. ынчын иччакас. ынчын иччакас.
	Plistial pierda katile chtenzenzh patle. Lienmitleniash pierdaqle dazej?
	ынчын иччакас. ынчын иччакас. ынчын иччакас.
Kieko Кико	Qlie, ayoqik.
Zxza Velmiepr Аздиазхеpr Аздиазхеpr	ынчын иччакас. ынчын иччакас.
	Kekele chtenzenzh!
	ынчын иччакас.



A: There's the schedule. Should we go by airship, train, or boat?

V: Airship, I think. We aren't in a hurry.

K: Where are we going, mom?

V: We're going to the capital, Kieko.

A: The noon flight is already boarding, we can't take that one.

V: What about the 18:15 flight?

A: That one has a few cabins open. We'll take it.

V: I've purchased the cabin. We have time to buy extra food.

K: Why do we need extra food?

V: Because the flight will take a few days, Kieko.

A: Have you flown by airship ever, Kieko?

K: No, I haven't.

V: This will be fun!

### Telling time - hours, minutes, seconds

To ask what time it is in Zdetl, one of these questions is typically used:

Iqeza iqia achan?  
イケザ イキア アchan/  
Which is (the) hour?

or, alternatively (and somewhat less formally):

Achan aqle?  
アchan アクレ/  
The hour?

lienzarchekriegrtia

To answer, one might express the time in terms of the hour and minute:

The word **achan** is often omitted when answering questions of time, just as it is in English ("What time is it?" "It's ten-fifteen." ).

Remember also that there are 30 minutes (**pitlik**, ピットリク) in each standard Zhodani hour (**achan**, アーチャン). Note also that the suffix **-aji** (アーフィ) with a number makes it a fractional expression:

omeiaji	𠂇セスル人	half
tyeiaji	𠂇セスル人	one third
nachoieaji	アハセスル人	one quarter
matlapaji	アハセスル人	one tenth
omei matlapajii	𠂇セスルアハセスル人	two tenths

The Zhodani will often divide their day into **teqoaji** or *thirds* (トセツルテス) of ten **achan** each, much the same way Terrans use AM (ante meridiem) from midnight to noon and PM (post meridiem) from noon to midnight. These **teqoaji** are simply designated the *first* or **chiala** (王スルア), from midnight to hour 10; the *second* or **omeia** (ミタセス), from hour 10 to hour 20; and the *third* or **tyeia** (クヒセス), from hour 20 to midnight. Noon, as discussed previously, is marked at the fifth hour of the second third. Colloquially, they might also be named the **chikania** (王スルアマス), **stialchalia** (士スル王スルア), and **tlatsoa** (トスルトスルア) *thirds* of the day (*morning*, *noontime*, and *night*).

The following examples illustrate everyday use.

Hours 10 and 20 are simply named by their number.

### lienzarchekrieqrtia

06:00	Kiachtia dra chiala. ㄎㄢㄷㄔ ㄉㄚ ㄔㄧㄶ㄰ㄬ Kiachta dra chikania. ㄎㄢㄷㄔ ㄉㄚ ㄔㄧㄷㄮㄻㄳ	The sixth hour of the first third.
10:00	Matlapa. ㄩㄤㄶㄦㄮㄬ	The sixth hour of morning. The tenth (hour).
12:10	Matlapa iepri omeia dra omeia. ㄩㄤㄶㄦㄮㄬ ㄵㄝㄭ ㄨㄠ ㄉㄚ ㄕㄱㄸ Matlapa iepri omeia dra stialchalia. ㄩㄤㄶㄦㄮㄬ ㄵㄝㄭ ㄨㄠ ㄉㄚ ㄕㄱㄸ ㄉㄮ	Ten past the second hour of the second third. Ten past the second hour of midday.
24:00	Nachoie dra tyeia. ㄅㄞㄾㄔ ㄉㄚ ㄊㄵㄱㄸ Nachoie dra tlatsoa. ㄅㄞㄾㄔ ㄉㄚ ㄊㄵㄲㄹ	The fourth hour of the third third. The fourth hour of evening.



## Exercises (Ajozdarad)

Translate and answer the following questions (use local time reckoning):

1. Achan aqle?
2. Timanik iqikaqle?
3. Achan aqle omeimatlapa pitlik chtenzenzh?
4. Iqik pierik?
5. Iqezi achan ke pierad chtenzenzh?

## Vocabulary (Tlatoniatl ilnamia)

akopaticha	アコパチカ	train
dlozhlienmiztlens	ドロツリエンミツルン	a rigid airship ("zeppelin")
draitse`	アライツエ	to arrive
draitsad	アライツアド	arrival (n)
-iash	イアシ	via, by means of, by way of
iavcheql	アヤチエクル	a type of gravitic transport vehicle
izhdiepria	イジドリエ	stateroom; cabin
kliazhvevl	クライズヘブ	ship (ocean-going)
lienmitlens	リエンミツルン	airship
ololitlas	オロリタス	a "Magnus sphere"
omplotl	オムポット	a nickname for non-rigid airships ("blimp")
pierda	アキダ	a flight
piere`	アキエ	to fly
platlel	アラル	a schedule
qietsfatli	クイエツフタリ	motorcycle
shiepamjem	ホーバークラフト	hovercraft
timane`	アヒマネ	to depart
timanad	アヒマナド	departure
tlatemo	アタメト	food
-zaf	コゼ	to, in, toward
zhdonzhabe	アヨアヨアベ	passenger

## Grammar: Prepositional Phrases

Prepositional phrases express movement or position of a noun. They are expressed by adding an *adjectival suffix* describing the object or person's state of motion or position:

Consider the following examples:

### Dlolplikipratl Zdeqlazaf.

ドロツリエンミツルンアヒマネコゼ。

From Dlolpliki to Zdeqla.

### Dlolplikipratl Zdeqlazaf Lienmitlensiash.

ドロツリエンミツルンアヒマネコゼリエンミツルンイアシ。

From Dlolpliki to Zdeqla via airship.

### Zhdantaf

アヤタス

Far from Zhdant

### Tlatemotiaql

アタメトアヨス

Without food

Additional prepositions are listed on the following table.

## Prepositions

-ai	◀ՂՂ	unto	-iash	◀土	via, by way of
-af	◀ՂՂ	yonder, afar	-ir	◀ヰ	with
-che'	◀王々^	above	-pratl	◀ՂՂ	from (place)
-chedl	◀王々	in front of	-prebr	◀ՂՂ	from (person)
-chrnt	◀王ՂՂ	up to	-pri'	◀Ղ	in spite of
-dlaf	◀ՂՂՂ	beneath	-qaf	◀ՂՂ	from
-dliez	◀ՂՂ	on, upon	-qlets	◀ՂՂ	except
-edre	◀王王	nearby	-shtivl	◀土人	because of
-enz	◀王	by, beside	-tia	◀Ղ	against
-flints	◀ՂՂՂ	like	-tiaql	◀ՂՂ	without
-ia	◀土	concerning	-tlieb	◀ՂՂ	instead of

## Exercises (Ajozdarad)

Translate from Zdetli to Anglic:

1. Zarik lienmitlensiash.
2. Zarik iavcheqliash Dlolplikiai Tliachidqaf Zdeqlaish.
3. Stialchaliakopatlichiaish draits chtenzenzh ens.
4. Kieko Velmieprchedl iqe.
5. Azdiazchiepr Kiekoenz iqe.

Translate the following sentences into Zdetli:

1. We will travel by train instead of by boat.
2. The women had arrived at noon via blimp.
3. Kieko and her mothers are walking toward the airship.
4. The train will depart at 15:20.
5. The ship departed without passengers.

## Adverbs and adverbial constructions

Adverbs are words that describe a verb. They function the same as adjectives do for nouns, but are appended to the verb instead. Usually this takes the form of an adjectival suffix added to the verb, but can also appear as the *adverbial suffix -vra* (◀ՂՂ):

Nearly any adjective can be made into an adverb in this way, though in actual usage some may appear cumbersome or sound strange.

shta	士	now	shtavra	士Ղղماڭ	immediately
blefr	奴	today	blefrvra	奴Ղղماڭ	by today
zeychim	コセビ王人	soon	zeychimvra	コセビ王人ڭماڭ	expeditely
shte	士	fast	shtevra	士Ղղماڭ	rapidly
klie	芨	slow	klievra	芨Ղղماڭ	slowly

When talking about the *manner* in which a thing is happening, or is being done, use the word *iqenta* (芨ۋەزىڭ):

lienzarchekrieqrtia  
**Iqenta zarensaqle?**  
ՀԱՅԵՐԸ ԿՐԱՄԵՇՐԵՖ/ /  
How (in what manner) are you travelling?

**Iqenta nilozikaqle?**  
ՀԱՅԵՐԸ ԱԽՋՈԿՆԵՐԵՔ/ /  
How (in what manner) am I speaking?

The adverbial suffix can also be used to express a repeated action, event, or something that might happen on a schedule:

**Pliebraitspali tlakoleo'd pliebraitsvra.**  
ԲԵՏԻՐՆԵՐԱՎԱՐԱԾՆ ԵՐԱՇԽԵՐԸ ԲԵՏԻՐՆԵՐՆԵՐ/ /  
We eat breakfast every morning.

**Ke dlozhlienmiztlens draitse stialchalivra.**  
ՀԵ ՃԱՅԱԼԵՎԱՐԱՆԿՈՉԵՐԸ ՓՐԱՆԵՐՆԵՐՆԵՐ/ /  
The (zeppelin) arrives every noon.

Practice constructing adverbial phrases.

### Exercises (Ajozdarad)

Translate from Zdetl:

1. Timanik shtavra.
2. Zaro'd shtevra.
3. Draitsens blevra shiepamjemiash.
4. Tlakolo'd klievra!
5. Tloens shtevra!

Express the following in Zdetl:

1. We eat dinner every evening.
2. They drank wine (or tea, coffee, juice, etc) every afternoon.
3. We walked swiftly away from the house.
4. He/She drank thirstily.
5. They will arrive by today.



# Culture: Travel

Migration and the ability to move from one place to another at will or need is a fundamental aspect of any human society. A **zhant'ad** commoner changing jobs might need to travel to another part of his homeworld, or to another world altogether; a **dlenchiepr** intendant might find herself reassigned to a different noble house upon being promoted; a **zdrobrdiev** nobleman could reasonably expect to be reassigned to manage a fiefdom or corporation in a different sector. When it comes to local travel on a world, the Zhodani have developed a variety of technologies specific to the task.

## Ground Travel (Oyanqad tatliash)

For thousands of years before widespread industrialization made heavy ground transport possible, travel by land on Zhdant was accomplished largely by caravans of small, hand drawn carts. Zhdant has few native creatures large enough to pull or carry heavy loads so migration and expansion was slow and painstaking even on good land.

The industrial age brought new methods of manufacturing and with it, the ability to transport goods across long distances. It took centuries for the Zhodani to open trade routes across the central Dleqiats Desert, but doing so enabled growth on a scale previously unheard-of in their history. The central desert hid vast stores of precious metals and rare earth resources that fueled their new Industrial Age.



On Zhdant, most land travel is still done via **akopatlich** rail lines - public transit in Zhodani cities is excellent and few Zhodani feel the need to own personal vehicles. Such ownership is more common among the **zdrobrdiev** and **dlenchiepr**, who have access to more resources than do the **zhant'ad**, who are only occasionally provided such luxuries.

<b>akopatlich</b> アコパチカ	rail line; railroad
<b>iadlajem</b> アドライム	skycar (speeder)
<b>tchipi</b> チッピ	a small robotaxi common on Zhdant
<b>qietsfatli</b> クイエツ・ファットリ	motorcycle (usually used for racing or fast attack)

## oyanqad

### Water Travel (Oyanqad kliaziash)

The **kliazhatl** 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** seafarers became

known for their rugged and often savage nature.

**Kliazhbaz** 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.



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  
kliazhbreiayotl  
fechadlaflyotl

ㄎㄷㄷ㄰ㄷㄻㄷㄵ  
ㄎㄷㄹㄷㄮㄷㄵ  
ㄈㄷㄹㄷㄮㄷㄵ

sailboat  
hydrofoil  
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** *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, **lienmitlenz** are still in widespread use on Zhdant and throughout the Consulate where atmospheric conditions allow.

lienmiztlenz  
omplotl

ㄩㄷㄸㄷㄻㄷㄵ  
ㄦㄷㄮㄷㄵ

airship, generically  
nickname for any non-rigid airship  
("blimp")  
rigid airship ("zeppelin")  
"Magnus Sphere"

dlozhlienmiztlenz  
ololitlas

ㄉㄷㄹㄷㄸㄷㄻㄷㄵ  
ㄭㄷㄹㄷㄮㄷㄵ

The development of *heavier-than-air* flight eluded the Zhodani for much longer. The thin atmosphere (~532 mmHg 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,

## oyanqad

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	ဂုဏ်ဂုဏ္ဍ	glider
lienzakayotl	လီနဲ့ခာ့ခူးယဲ	aeroplane
omqrebreiyotl	လီဒဲနဲ့တဲ့ယဲ	helicopter

## Gravitic Vehicles (Kitlaliadrayotl)

The discover and development of gravitic technology on Zhdant changed transportation and trade in unprecedeted ways. The basic principles of **zhendantras** gravity, more generally, **kitlaliadras**, 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 Zhoodani overnight. A new word - **qliekitliadras** 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 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 **zdoibrdievI** nobility and those with consistent need.

kitlaliadras	ကြော်ရှုံးလျှော့	gravity, generally
ki-jem	ဂျော်ရှာ့	grav car/air raft
iadlajem	ဆုတော်ရှာ့	speeder
t'chipl	ကြော်ရှာ့	a robotic grav taxi
ki-memqeyotl	ဂျော်ရှာ့လွှဲချော့ယဲ	a grav carrier, generically
ki-memqienz	ဂျော်ရှာ့လွှဲစားယဲ	a military grav carrier
ki-memqine	ဂျော်ရှာ့လွှဲငြော့ယဲ	a civilian grav transport





## Tlamachti 4 - New Home

Velmiepr	Chto'd, Kieko! Zdobritzi yzqio'daqle? Itzidavro'd.
Велмиеэр	Что́д, Кико! Здобри́ти и́зкю́дакле? И́тида́вро́д.
Kieko	Tlasens! Vidlaqle zinflints fredr?
Зи́лә	Тла́сэн! Ви́дла́кль зи́нфлинтс фре́р?
Azhdiazhiepr	Vidlio'd zinflints ozhda.
Аждиязхиеэр	Ви́дли́од зи́нфлинтс о́здад.
Kieko	Pradrnad fredr?
Зи́лә	Пра́дрнад фре́р?
Velmiepr	Iazh shadrnad, koetsnad, iazh pachtanad ievle!
Велмиеэр	Иа́зх шадрнад, ко́тснад, иа́зх пачта́над иевле!
Kieko	Kekela chtenzenzh! Chilitad iochtiaqle chilitens?
Зи́лә	Кеке́ла чтененж! Чили́тад иочти́акль чили́тэнс?
Azhdiazhiepr	Vrojdar'o'd chtenzenzh draitsik, Kieko.
Аждиязхиеэр	Вро́ждар'од чтененж дра́йтиск, Кико.
Kieko	Brojevi devish? Aziaklik.
Зи́лә	Бро́жеви девиш? Азиа́клик.
Velmiepr	Qlie af, iazh pierie qlie akimato'd.
Велмиеэр	Кли́е аф, иа́зх пире́ кли́е акима́тод.
Kieko	(Yolikavra) Piere zhdatlik?
Зи́лә	(Юлика́вра) Пире́ жда́тлик?
Azhdiazhiepr	Qikazaf. Qikvra, kiatok papaqish.
Аждиязхиеэр	Киқазаф. Киқвра, киа́ток па́пақыш.
Kieko	Chelie piero'd aqle, ziefri? Chelie piero'd ish izhiazaf?
Зи́лә	Челе́й пиро́д ақлэ, зи́фри? Челе́й пиро́д исх изхиа́зат.
Azhdiazhiepr	Ha! Qlie blefr. Ielize zan.
Аждиязхиеэр	Ха! Кли́е бе́лэр. Иели́зе зан.



V: Look, Kieko! Do you see the estate? That's your new home.

K: It's really big. Are there other children like me?

A: Yes, you'll live with many like you.

K: Other telekinetics (pradrnad)?

V: Yes, and telepaths, and teleports, and maybe even healers!

K: This will be fun! What kind of games do they play?

A: You'll see when we get there, Kieko.

K: Do we have to walk? I'm tired.

V: It's not far, and you don't know how to fly.

K: (Excitedly) I'll learn to fly?

A: In time. For now, let's enjoy the weather.

K: Can you fly, mom? Can you fly us there?

A: Ha! Not today. Perhaps later.

### Exercises (Ajozdarad)

Translate:

1. Zdobritzaf brojevens Azhdiazhiepr, Velmiepr iazh Kieko.
2. Pradrnads Kieko.
3. Qlie piere chielens Kieko.
4. Aziakens Kieko.
5. Piere chielens Azhdiazhiepr iai qlie chielens Velmiepr.

### Kenkaliazhdi

### Vocabulary (Tlatoniatl ilnamia)

-fredr	◀ꝑꝑꝑ	other
-ichpa	◀ꝑꝑꝑꝑ	young; younger
-zana	◀ꝑꝑꝑꝑꝑ	old; older
ajozdare'	ꝑꝑꝑꝑꝑꝑꝑꝑꝑ	to exercise
aziaka	ꝑꝑꝑꝑꝑꝑꝑ	tired
brojeve'	ꝑꝑꝑꝑꝑꝑꝑꝑ	to walk
chilite'	王人ꝑꝑꝑꝑꝑ	to play
chte'	王ꝑ	to observe, to see
cthen	王ꝑꝑ	year
ctheniabr	王ꝑꝑꝑꝑ	calendar
driefrabrzana	ꝑꝑꝑꝑꝑꝑꝑꝑꝑ	older brother
iolichi	ꝑꝑꝑꝑ王人	friend
jdistial	ꝑꝑꝑꝑꝑ	birthday
kiatok	ꝑꝑꝑꝑꝑ	weather
koetse'	ꝑꝑꝑꝑꝑ	to teleport
koetsnad	ꝑꝑꝑꝑꝑꝑ	one trained in teleportation
kozhaqi	ꝑꝑꝑꝑꝑ	yellow
pachtanad	ꝑꝑꝑꝑꝑꝑ	one trained in healing
papaqe'	ꝑꝑꝑꝑꝑꝑ	to enjoy
piere'	ꝑꝑꝑꝑ	to fly
pradre'	ꝑꝑꝑꝑ	to use telekinesis
pradrnad	ꝑꝑꝑꝑꝑ	one trained in telekinesis
qikas	ꝑꝑꝑꝑ	time (conceptually)
qikasia	ꝑꝑꝑꝑ	temporal
qikasiabr	ꝑꝑꝑꝑꝑ	timepiece (a watch or clock)
qikazaf	ꝑꝑꝑꝑꝑ	in the course of time; timely
qikvra	ꝑꝑꝑꝑꝑ	timely, in time
shadre'	王ꝑꝑꝑ	to use telepathy
shidr	王ꝑꝑ	a season on Zhdant
tepek	ꝑꝑꝑꝑ	park
teqozdij	ꝑꝑꝑꝑꝑ	three-year period
teqozastial	ꝑꝑꝑꝑꝑꝑ	three-year day
tlazhdoyo	ꝑꝑꝑꝑ	red
vrienstial	ꝑꝑꝑꝑꝑ	“heat”, the summer season
vrojdare'	ꝑꝑꝑꝑꝑ	to witness, to observe
yolika	ꝑꝑꝑꝑ	excited
zan	ꝑꝑꝑ	later
zanila	ꝑꝑꝑꝑ	conversation, dialogue
ziefrabrichpa	ꝑꝑꝑꝑꝑꝑ	younger sister

## Emotions (lolotlia)

Despite their reputation for being inscrutable and mysterious, the Zhodani, like any other branch of humaniti, are in fact a very emotinal people. They experiene the same range and variety of feelings as do the Vilani and Solomani; what distinguishes them from their human relatives is the degree of intensity that they allow themselves to express emotions. The Zhodani believe in balance between three aspects of existence - **stietl** (上ヌと) or *body*, **zhatsi** (ヨヌとヌ) or *mind*, and **tavra** (下ヌタヌ) or *spirit*. Extreme emotion, while natural and expected, is also considered a sign of a disharmonious **tavra**. Disharmony in any of the three aspects of being can lead to poor health and disharmony in the others, and when an individual suffers, those around him can become **fliedtiaql** (下ヌルクスカ), *disharmonious*. For this reason, the **zdoberdievl** take the emotional needs of the people under their command very seriously.

### Vocabulary (Tlatoniatl ilnamia)

pakia	ハヌズ	happy
tlakia	トヌズ	sad
kaya	ジヌウル	love
rans	ハヌヌ	hate
tlakitzia	トヌスルコス	homesick
machita	ヲヌ王人ハル	afraid
tavra	シヌタヌ	spirit
fliedir	ハヌルクス	harmonious
fliedtiaql	ハヌルクスカ	without harmony

Expressing emotion in Zdetl may be familiar. In Anglic, one might say “I am happy” or “I’m feeling sad”; in Zdetl, the same thoughts are expressed by using the possessive form of the pronoun suffix:

Pakiaik.  
ハヌズヌル\*  
Happy-I; I have happiness.

Tlakiaik.  
トヌズヌル\*  
Sad-I; I have sadness.

And so on. The participial and perfect forms also apply; for example:

He (or she) was afraid.  
ヲヌ王人ハルセヌ トヌコセラ\*  
Fear-he was-being; He had fear.

They will be in love.  
シヌリハルセヌ シヌコセラ\*  
Love-they-have will-doing; Love they will have.

Practice expressing emotions in Zdetl.

## Dialogue (Zanila)

<b>Azhdiazhiepr</b>	Yzqja, Kieko - Obrenstebr namiqe dish totomens.
Азхдиязхиеpr	Үңғылар, 2x2a. Өткөрмәләр таңынан даңылар даңылар.
<b>Kieko</b>	Obrenstebr iadaqle?
2x2a	Өткөрмәләр таңынан даңылар.
<b>Velmiepr</b>	Tlamachedl Obrenstebr.
Тәңүләр	Тәңүләр шәп өткөрмәләр.
<b>Kieko</b>	Tlamachtnadik iqiens tozenzh?
2x2a	Тәңүләр шәп таңынан даңылар даңылар.
<b>Azhdiazhiepr</b>	Qlie, Kieko, tlamachtnamik iqish tozenzh.
Азхдиязхиеpr	Сә, 2x2a, Тәңүләр шәп таңынан даңылар даңылар.
<b>Obrenstebr</b>	Yektnamiqe, dlenchiepr! Yekta oyanqrado'd dazej, pri`enzh? Ah, Kieko iqia tozenzh, dlenchieprzinichpatlasdish.
Өткөрмәләр	Үткөрмәләр даңылар, 2x2a // Үткөрмәләр Оуңаңаңдаңдаң даңылар, 2x2a // Үткөрмәләр Даңылар, 2x2a // Үткөрмәләр даңылар даңылар.
2x2a	Yektnamiqe, jdistebr.
2x2a	Үткөрмәләр даңылар, 2x2a //
<b>Obrenstebr</b>	O'dia oqrshtievense tlamachtziefrnamo'd dazej. Kenkache zhdatlo'd?
Өткөрмәләр	О'йын, 2x2a // 2x2a // 2x2a //
<b>Kieko</b>	Viaj, jdistebr. Piere zhdatlik pri`enzh!
2x2a	Пиер, 2x2a // 2x2a // 2x2a //
<b>Obrenstebr</b>	Ha ha! Chtenzenzhо'd shtiavik. Totomo'd, zinfredr namiqо'd.
Өткөрмәләр	Ша // Ша // 2x2a // 2x2a // 2x2a //



## Vocabulary (Tlatoniatl ilnamia)

tlamachedl	とタマタマセド	head teacher
tlamachtnam	とタマタマシタマ	parent-teacher
tlamachtrnad	とタマタマシタマハ	teacher
dlenchieprzin	シキマヌルコヘア	intendant children
totome'	トモヘルセ	to be approaching
oqrshieve'	ウクシテバセ	to inform
kenkache'	ゼカタゼル王セ	to be ready or prepared
oyanqrad	ウバタケルハ	a trip, a journey
piere'	リメルセ	to learn
kavre'	ゼルルセ	to have, to contain
adre'	リルセ	to grasp, to hold

## Exercises (Ajozdarad)

Translate:

1. I am happy.
2. She is sad.
3. They will hate us.
4. I was afraid.
5. The child was homesick.

Kieko, look - there's Obrenstebr coming to meet us.

Who is Obrenstebr?

Obrenstebr is the head teacher of the estate.

Will he be my teacher?

No, Kieko, we will be your parent-teachers.

Well met, ladies! I hope your trip went well? Ah, this must be Kieko, our youngest intendant-child.

Well met, sir.

Your mother-teachers have told me about you. Are you ready to learn?

Yes sir. I hope I will learn to fly!

Ha ha! I'm sure you will. Come, meet the other children.

## Grammar: the Optative Aspect (pri-)

The *optative tense* or *aspect* refers to things that one *hopes* or *wants* to happen. In Zdetl, this is indicated by the construction **pri'** (ਪ੍ਰਿ), with the present participle **-enzh** (ਏਂਝ) and past perfective **-ej** (ਏਕ) endings. Consider the following examples (and those from the dialogue above):

Pradievl zhdatlik pri'enzh.

ਪ੍ਰਾਦੀਵਲ ਜਹਦਾਤਿਕ ਪ੍ਰਿਏਂਝ\*

I hope to learn telekinesis.

Vlezhdvevl kavrish pri`ej.

ਵਲੇਖਡਵੇਵਲ ਕਾਵਰਿਸ਼ ਪ੍ਰਿਏਜ਼\*

I wish we had a starship.

Qlie michens pri`ej.

ਕਲੀ ਮਿਚੇਂਸ ਪ੍ਰਿਏਜ਼\*

She wishes she hadn't done that.

Practice using the optative aspect.

## Exercises (Ajozdarad)

Translate:

1. I hope to visit Zhdant.
2. I hope we don't travel by train.
3. She wishes to learn to swim.
4. We hoped for a good day.
5. The children wish to play.

Translate:

1. Chilitens pri`ej zin.
2. Tera qlie enzhiens pri`enzh Velmiepr.
3. Bivriant tlatemo tlakolish pri`enzh blefr.
4. Qlie micho'd pri'ejaqle?
5. Qietsa miqanik pri'enzh.

## Grammar: the Verb Infinitive (-e`)

The *infinitive* form of any verb reflects the basic concept of the root word. In Anglic, verb infinitives almost always appear in the form "to \_\_\_\_" as in *to be*, *to go*, *to walk*, *to run*, etc. Verbs in Zdetl have a singular word almost always ending in the **-e'** (ਏਕ) suffix. You should have already noted these in previous lessons and word lists.

When the verb infinitive is used in a sentence, the final ^ is dropped, leaving the **-e** in place. Such usages are similar to the same in Anglic:

### kenkaliazhdi

Fevranzh mochite chenik.

ರ್ವಾಂಜ್ ಮೋಚಿಟೆ ಚೆನಿಕ್  
I want to read a book. (Book to-read desire-I)

In this example, two verbs are present - *want*, the present tense of *to desire*, and *to read*, the infinitive form. Infinitives can also be used on their own when there is no additional verb or explicit subject actor:

Qlie vlezhdezhiia ezhie.

ಉತ್ತಿ ವ್ಲೆಂಡೆಂಜ್ ಇಂತ್ತಿ\*

To reach the unreachable star. (Star not visitable to visit)

Atiechavra ozde, zhiazzaf ayonad ozde tozej.

ಆತೆಚಾವ್ರಾ ಓಂಡೆ, ಝಿಾಂಜಾಫ್ ಅಯಂದ್ ಓಂಡೆ ತೊಂಜೆ\*

To boldly go where no one has gone before.

Practice using the verb infinitive.

## Exercises (Ajozdarad)

Translate:

1. We have books to read.
2. They had no food to eat.
3. I learned to swim.
4. The children sat to read.
5. The father stood and spoke (talked).

Translate:

1. Niloze qlie chenik.
2. Talqi tlakone chenio'daqle?
3. Qika ozde.
4. Kavre iazh adre.
5. Mochite zino cheniens dazej.

# Culture: Childhood Education

## Education (Akimatiesi)

Education among the Zhodani focuses very much on developing well-rounded individuals capable of contributing their best work in service to the society at large. The educational process begins with early childhood and is a continual, evolving, lifelong process. Because people are themselves in a constant state of change and growth, the education of a Zhodani citizen must follow that path.

That being said, Zhodani education at its most fundamental level emphasizes three important concepts - **tavr** which can be interpreted as *morality or duty*; **flieshtiemis** or *conformity or tradition*, and **dlachabris** or *respect*. The goal of education in the Consulate is to instill a belief in and most importantly, an acceptance of these three concepts.

<b>tavr</b>	ରେମ	morality or duty
<b>flieshtiemis</b>	ଫେଷ୍ଟିଆମିସ	conformity or tradition
<b>dlachabris</b>	ଡଲାଚାବରିସ	respect and deference

These general, non-vocational aspects of education of all Zhodani is managed by telepathic **dlenchiepr** trained in teaching and capable of adjusting the educational process to each individual student's needs. Unlike non-psionic cultures that often lack knowledge of how people learn, the Zhodani have developed a deep understanding of it and are capable of individualizing education on a personal level. **Tlamachtrnad** or *educators* are assigned based on the skills of the teacher and needs of the student.

In addition to the three concepts outlined above, the Zhodani believe that creating a well-rounded, reliable, happy and harmonious citizen means focusing on three aspects of *being* or **onqesi**. These are **stiel**, *body*; **zhatsi** *mind*; and **chiel** *soul*. Each is given equal attention according to the needs of the student.

<b>onqesi</b>	ଅନ୍କେସି	aspects of being
<b>stiel</b>	ଶ୍ତେଲ	body
<b>zhatsi</b>	ଝାତସି	mind
<b>chiel</b>	ଚିୟେଲ	spirit or soul
<b>tlamachtrnad</b>	ତଳାମାଚଟନାଡ	educators

## Body (Stiel)

Maintaining one's **stietltokpada** 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** 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**.

<b>stietltokpada</b>	સ્ટેટલ્ટોકપદા	physical health
<b>pachtanad</b>	પચ્તનાડ	healer
<b>teze-tloe</b>	તેઝે-ત્લો	tag ("touch-run")
<b>dlietl-dize</b>	દ્લીએટ્લ્ડિઝે	jumping rope ("rope-jump")

## Mind (Zhatsi)

As you might expect, **zhatsitokpada** 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** or *psionic disciplines* they might have. The assessment process continues throughout education regardless of how old the child was at **zhinqetsad** or *Ascension*.

### zinakimatienetsi

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 unreceptive, 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 **Kliazhnamachrnad** *plumber* clan, and be welcomed as one of their own.



### Spirit (Chiel)

The third **onqesi** is that of **chieltkopada** (ခြေခံလုပ်ချက်) or *spiritual health*. The Zhodani have no religion per se, so this teaching consists of daily **pachtalizhatzi** (ရွှေချောင်းချောင်း) *empty mind* meditation sessions where the students, under the watchful eyes of their teachers,

**dievl**

ပုဂ္ဂန်

**psionics**

**zhinqetsad**

ဒေသအသံချောင်း

**ascension**

**zhatsitokpada**

ဒေသပည့်စုံချက်

**mental health**

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** (ဗုဒ္ဓပုဂ္ဂန်) *telepathy* and **pachtadievl** (ရွှေချောင်းပုဂ္ဂန်) *healing*, educators can subtly apply the precise therapy needed to guide the student back to **fliedsi** (နှစ်ပုံ), the *desired state of harmonious existence*.



### Psionic Training (Dievlakimatienentsi)

The training of **dlenchiepr** necessarily incorporates **dievl** 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.

	zinakimatiensetsi	
chieltokpada	王丈且ღღღღ	spiritual health
pachtzalizhatsi	ღღ王コア且ゞヨズヒ	meditation
shadievl	土ズハズ	telepathy
pachtadievl	ღღ王ズハズ	healing
fliedesi	ニズハズトス	harmonious existence

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

## Reeducation (Akimatiensitsench)

Students who are not in a state of **fliedl** *harmony* can be taken aside for special instruction and assistance. In some cases, the **tavrchedl** (guardians of morality) may be called in for **akimatiensitsench** (アキマティエンツンチ) 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** *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** 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	カズ王人ハズ	phobia
zebroda	コセトロダ	obsession
fliedlas	ニズハズトス	harmonious living
tavrchedl	カズモ王ハズ	Guardians of Morality
sht'zy	シツコブ	serious mental illness



## Tlamachti 5 - Psionic Training

<b>Obrenstebr</b> Оренштебр	Itoaqleo`d tepek, Kieko? Ininzhiezaf, dievlo`d ajozhdaro`d chtenenzh.
<b>Kieko</b>	Итоаклео`д тепек, Кико? Ининшиезаф, дивло`д ажодаро`д чтенензх.
<b>Obrenstebr</b> Оренштебр	Viaj, zinfredrir. Okyezana ozhda iqens, iazh zhdatlo`d makoens chtenenzh.
<b>Kieko</b>	Ічпатласік ақле?
<b>Obrenstebr</b> Оренштебр	Viaj, Ichpatlaso`d. Zinichpafredrir qiktlas chilitik iazh zhdatlik.
<b>Kieko</b>	Ічпатласік ақле?
<b>Obrenstebr</b> Оренштебр	Omei pra tyei teqozdij kavrens.
<b>Kieko</b>	Zanatlasens iadaqle?
<b>Obrenstebr</b> Оренштебр	Ianasha iqens. Kavrens machielni teqozdij iazh omei chten. Ashtiavlzaf, dlenchiepr dlennezens chtenenzh.
<b>Kieko</b>	Dlenchiepr dlennezikaqle chtenenzh?
<b>Obrenstebr</b> Оренштебр	Viaj, shtiaqo`d iazh ajozhdaro`d ekenzh.



O: Do you see that park, Kieko? That is where you will practice your psionics.

K: With other children?

O: Yes, with other children. Some are older than you, and they will help you learn.

K: Am I the youngest?

O: Yes, you are the youngest. You will most often play and learn with the younger children.

K: How old are they? (How many **teqozdij** do they have?)

O: They are in their second or third **teqozdij**.

K: Who is the oldest?

O: That is Iniasha. He is in the second year of his fifth teqozdij. In Ashtiavl he will become a full dlenchiepr.

K: Will I become a dlenchiepr too?

O: You will, if you study and practice.

## Vocabulary (Tlatoniatl ilnamia)

-fredr	◀❖◀❖	other
-ir	◀❖❖	with, among
-tlo	◀❖❖	through
-chi	◀❖❖	less
-okye	◀❖❖❖	more
chtechtele`	❖❖❖❖❖	to shake
dievl	❖❖❖	psionics, generally
dievldrekr	❖❖❖❖❖	psionic evaluator
dlelneze`	❖❖❖❖❖	to become
ichpa	❖❖❖	young
koetsdieuvl	❖❖❖❖❖	teleportation
koetsnad	❖❖❖❖❖	one trained in teleportation
koetse`	❖❖❖❖	to teleport
okye	❖❖❖	more
makoe`	❖❖❖❖	to assist
pachtadieuvl	❖❖❖❖❖	healing
pachtanad	❖❖❖❖❖	one trained in healing; a healer
petlandieuvl	❖❖❖❖❖	clairvoyance
petlane`	❖❖❖❖❖	to scry; to use clairvoyance
petlanad	❖❖❖❖❖	one trained in clairvoyance
pradieuvl	❖❖❖❖	telekinesis
pradrnad	❖❖❖❖❖	one trained in telekinesis
pradre`	❖❖❖❖	to use telekinesis
pratie`	❖❖❖❖	to throw, telekinetically
shadieuvl	❖❖❖❖	telepathy
shadievlnad	❖❖❖❖❖	telepath
shakiatle`	❖❖❖❖❖	telepathic attack
tlakoyedieuvl	❖❖❖❖❖	awareness
tlakoyenad	❖❖❖❖❖	one trained in awareness
zdeze`	❖❖❖❖	to dream
zhatsdlevdi	❖❖❖❖❖	psionic shield
zhatsmochite`	❖❖❖❖❖	to read one's thoughts
zhatstlane`	❖❖❖❖❖	to send a thought
zhdalef	❖❖❖❖	a spear
zhdatle`	❖❖❖❖	to learn
zhdavadieuvl	❖❖❖❖❖	precognition
zhdavrnad	❖❖❖❖❖	a soothsayer
zojda	❖❖❖❖	a person with weak psionics

## Grammar: Comparisons

There are a few ways to compare the qualities of things in Zdetl. The most familiar way is to append suffixes to the adjective reflecting the *comparative* and *superlative* qualities; these are typically **-atl** (𠂊) *superior* and **-tlas** (𠂊) *supreme*:

<b>zhdota</b> 曰𠂊 good	<b>zhdatl</b> 曰𠂊 better (superior)	<b>zhdotlas</b> 曰𠂊 best (supreme)
<b>ashtiabla</b> 𠂊土 cold	<b>ashtiablatl</b> 𠂊土 colder	<b>ashtiablatlas</b> 𠂊土 coldest

There are other commonly used comparative suffixes that are often applied to nouns to indicate comparison to similar nouns:

<b>-che`</b>	𠂊王々	above; superior
<b>-ach</b>	𠂊王	small; inferior
<b>-flints</b>	𠂊人々	like, similar to

Recall these and others from previous lessons.

**shtiefliche`**  
士大𠂊人王々  
superior man

**vlezhdvevlach**  
大𠂊曰命大王  
inferior starship

When making direct comparisons between objects, actions, events, etc., the suffix **-zda** (𠂊) is applied to the *object of comparison*:

Shtiefriensh ziefrizda.  
士大𠂊人者 𠂊大𠂊人者\*

The man (who is) older than (the) woman. (Older-man woman-than)

When making factual comparisons, the word **el** (𠂊) is used:

**Qitache` tlachakazda el kliazhatl.**  
大𠂊人者 と大王大之大口兒 𠂊且 大ヨリ大と。  
(the) Ocean is wetter than (the) desert.

## Exercises (Ajozdarad)

Translate from Zdetl.

1. Qlie Kieko zinienshens.
2. Jdistebr che` el dlenchiepr.
3. Shtiefrabriensh el zin.
4. Jemik ichakache` el jemo'd.
5. Chikakenmiztli ach el vlezhdvevlach.

## Grammar: The Habitual Aspect (tsench-)

When an action or event happens regularly or continuously, the *habitual aspect* is used. This is indicated by the prefix **tsench-** (とセチ) followed by the *present participle* **-enzh** (セチ) or *past perfect* ending **-ej** (セジ):

<b>tsench-</b>	とセチ	habitual aspect
<b>tsenchenzh</b>	とセチセチ	habitual participle
<b>tsenchej</b>	とセチセジ	habitual perfective

There need not be any specific timetable for the action (daily, hourly, weekly, etc); using the *habitual aspect* on its own implies the event is repeated on some undetermined schedule:

**Ajozdarish tsenchenzh.**  
アジョズダリシテセンチンジ  
We practice regularly.

This aspect can also be used in more specific context:

**Stialvra timane tsenchenzh.**  
ストイアルラ ティマネテセンチンジ  
The train departs daily.

### Exercises (Ajozdarad)

Translate from Zdetl.

1. Pliebraitspali chapanivra tlakolish.
2. Stialvra mochitens tsenchenzh.
3. Kiloens tsenchej.
4. Oyanqrnad shidrvra chilitish tsenchenzh.
5. Tako nachostialvra tlakolish tsenchenzh.

Translate from Anglic.

1. The train departs hourly.
2. We had practiced daily.
3. You read that book every year.
4. We go to the Games (Teqozdievl) every three years (Teqozdij).
5. He is always levitating.

## Grammar: The Conditional Aspect (ek-)

When discussing events whose outcomes are dependent on some other factors, things that might happen *if* certain conditions are met, or things that could have happened, we use the *conditional aspect*. This is a sentence construction like any of the others previously discussed (past, future, optative, etc) and uses the prefix **ek-** (᜔ᜓ) in the same way:

ek-	᜔ᜓ	conditional mood
ekenzh	᜔ᜓ᜕ᜓ	participial conditional
ekej	᜔ᜓ᜕᜔	perfective conditional

The *participial conditional* aspect implies the future tense as well, as in “this could happen **if** this other thing happens”.

**Pierad ekiqe, pierdish ekenzh.**

ᜏ᜔ᜏ᜗᜔ ᜔ᜓ᜔ᜓ, ᜏ᜔ᜏ᜗᜔ᜓᜓ\*

If there is a flight, then we will fly.

Notice the doubled use of the *conditional ek* in this example. The Anglic meaning of the statement would translate to “if ... then.” To negate the statement, we insert the negation word **qlie**:

**Qlie pierad ekiqe, qlie pierdish ekenzh.**

ᜏ᜔ ᜏ᜔ᜏ᜗᜔ ᜔ᜓ᜔ᜓ, ᜏ᜔ ᜏ᜔ᜏ᜗᜔ᜓᜓ\*

If there is no flight, then we not will fly.

This form can also be used in combination with the *verb infinitive* to imply *perhaps, maybe* or *probably*. This can produce poetic language, such as that seen by the famous poet and dramatist **Vrolez Chtechtelezhdalef** (ՎՐՈՂ ՇԵԿ ՉԵԿՑԵՑ ԵՐԱՎԵՐԵՑ). For example:

**Kochie, zdeze ekenzh.**

ՀՐԱՄԱ, ՇԵԿՇ ᜔ᜓᜓ\*

To sleep, perchance to dream.

**Ek** is also used on its own as an interjection or informal, casual response:

**Q: Pierdish chtenenzh aqle?**

ᜏ᜔ᜏ᜗᜔ᜓᜓ ԵՐԵՎԵՐԵՑ ՌԾԵՒ/

Will we fly?

**A: Ek.**

᜔ᜓ\*

Maybe.

## Exercises (Ajozdarad)

- We might have dinner soon.
- Maybe I won't go to Dlolpliki.
- She might win the Games (Teqozdievl)!
- If she plays the Games, she might win.
- If there is food, then we will eat.

## Grammar: The Imperative Aspect (zhda-)

When giving someone an order, instruction or directive, the *imperative aspect* is used. Most often this is done by emphasizing the verb:

**Kiat!**  
↗スと//  
Attack!

This is a less formal, more militaristic usage of the *imperative* that is seen commonly in situations where expedience is called for. A more formal or polite way of expressing the same instruction uses the construction **zhda-** (↗ス-) with the usual *participial* or *perfective* suffixes:

<b>zhda-</b>	↗ス-	imperative mood
<b>zhdaenzh</b>	↗スとヲ	imperative participle
<b>zhdaej</b>	↗スとヨ	imperative perfective

The *participial imperative aspect* implies that the action in question *must* be done or is something the subject *should be doing* (and by inference, something the speaker is instructing the listener to do).

**Kiatlo'd zhdaenzh!**  
↗スとロ^ド ゴストヲ//  
You must attack!

Similarly, the *past perfect imperative* is often used to suggest an action that *should have been done*.

**Kochieo'd zhdaej.**  
ゴシオド ゴスヨウ  
You should have slept.

The construction **zhda** can also be used as a suffix applied to the verb to indicate a particular sense of urgency:

**Makozhda! Makozhda!**  
ゴソゴソド// ゴソゴソド//  
Help! Help!

Practice using the *imperative aspect*.

### Exercises

1. Eat your food.
2. Read your book!
3. Go to sleep!
4. Leave!
5. You should have eaten.



*Following is a scene that integrates many of the concepts and grammatical structures covered so far. It is presented here as an example of the more complex and nuanced lessons that will follow in chapters 7 to 9, which are all translations of stories. Students may read it individually or act it as a one-act play.*

## Scene (Pepechtliach)

*Shtelzaf chilitens zino tyei, Ozhda ololi iazh zieprad pradriens. Stazevra brojevezafens Kieko iazh Obrenstebr. Kieko zinzaf akimatevens Obrenstebr.*

### *Chilitens tliazens zin.*

王人ノ人ニセキ とスコセキ コ人ア\*

**Obrenstebr:** Zin! Kieko igia, dlenchieprzindavrdish.

በተቻቸው ተሸቃል ይሁን // ጽጋዬ ስኔጊ ፕሮፋይ ተሸቃል ይሁን

## Aiaplor: Yektnamige Kieko!

एसएम  $\leftarrow$  उत्तरप्राप्ति, ज्ञानी।

## **Niria'llients: Pradrnado'daqle?**

マヌス^止火を ← フルタフルダ^フルタ/

**Obrenstebr:** Viaj, pradrnadens Kieko. Ajozdaradzafens mechotens tsenchenzh chtenzenzh.

アラセア上セト  $\leftarrow$  パスJ. フルボウアドセト  
アラセアローブコベセト オセ王ルクセト 2\*20.  
とセマセヨ 王セコセヨ.

**Prezbra:** Yekta zhdatlens chtenzenzh. Ololi chilens zhdaenzh, Kieko.

Коатлэншин ололи чилитиренс ждаенж, Кико.  
Ололи чилитиренс ждаенж, Кико.

**Kieko:** Ololiadaqle?

Коатлэншин ололи чилитиренс ждаенж, Кико.

(Коатлэншин ололи чилитиренс ждаенж, Кико.)

**Prezbra:** Ololiad. Yektnamiqe.

Коатлэншин ололи чилитиренс ждаенж, Кико.

**Obrenstebr:** Kamatli, Kieko, chilitirens zhdaenzh zinfredr. Dlenchieprzefrabrens nilozirik zhdaenzh.

Каматли, Кико, Чилитиренс ждаенж зинфредр. Дленчиеизфрабренс нилоцирик ждаенж.

**Kieko:** Kamatli, Obrenstebr. Aiaplor, chilitishaqle?

Каматли, Обренстебр. Аиплор, Чилитишакле?

**Aiaplor:** Pradras iazh pratias! Ololi pradriens chial, iazh ololiash viakre pradrivra pazklish.

Аиплор, прадрас иацх пратиас! Ололи прадриенс чиал, иацх ололиаш виакре прадривра пазклиш.

**Niria:** Pazklo`d, kekelens! Ololi pradrik chtenzenzh.

Пазклод, кекеленс! Ололи прадрик чилитиренс ждаенж.

(Zhatsshtiafens, ololitla chrntens.)

(Зхатштияфенс, ололитла хрнтенс.)

Zha, ololi pratio`d zhdaenzh, iazh ololik viakro`d iro`d.

Зха, ололи пратиод ждаенж, иацх ололик виакроид ироид.

**Kieko:** (OK)...

2\*20: ८३४

(Zhatsshtiafens, iazh chrntens ololi. Ololitlaszaf mikanekek lens)

(ヨリと士スベセニ。スヨ 王アラセニ 且此且人。  
且此且人とアトコアヘ オムニアセニセニセニ)

**Prezbra:** Cheztlens chtenzhenzh

アヤコトア・エヤコトヤニ エヤコトヤヨ。

**Aiaplor:** Tletlo'd, Prezbra. (Kiekozaf) Akimatienchad shtiavens.

アスラルム とセトルル、セトコトア\* (アスラルム)  
アスラルム トセトア\* キセトア\*

(Ololi dra Kieko edrevens ololitlas, iai cheztlens)

(アリスアリス人 次第 2×2回 セドセナセ五 おはれはれ人と次上、又人  
王セコセセ五)

## Kieko: Aftlasens!

2×2Q ← パスとパスをつなぐ//

**Niria'llients:** Qlie makicho'd. Evcho'd chtenzenzh. Stialvra ajozdarish tsenchenzh. Azhi pazklie cheno'daqle?

Kieko: Kamatli!

$2 \times 2\pi \leftarrow 2\pi \text{を} \pi \text{とし}\right.$

## Vocabulary (Tlatoniatl ilnamia)

-ev	✧✧	to cause to become
-ir	✧✧	with, along with
akimate`	✧✧✧✧✧✧✧	to know
akimateve`	✧✧✧✧✧✧✧✧✧	to introduce (to make known to)
akimatienche`	✧✧✧✧✧✧✧✧✧✧	to have foreknowledge
azhi	✧✧	again
cheztle`	王セコトセ^	to fall
chilite`	王人立人セ^	to play
chrnte`	王タラセ^	to rise
evche`	セタ王セ^	to improve (become better)
ichaka	人王ハズ	large
kamatli	ジタタタヒ	please or thank you
kekela	ジセセセル	fun
mechote`	タセ王ロセ^	to participate in, to be a part of
ololi	リリリリ	ball
oyanqre`	リウタタタセ^	to travel
pazkle`	リタコゼ^	to attempt, to try
pechatle`	リセ王ハセ^	to win, be victorious
shidr	土人	season or month
tliaze`	ビスコセ^	to pause
viakre`	ビスヌセ^	to hit, to strike
zhatsshtiefe`	ヨリヒトナセセ^	to concentrate, focus the mind
zieprad	コセタタ	hoop

Scene: Three children are playing in the field, levitating various objects including balls and a hoop. Kieko approaches them cautiously with Obrenstebr. Obrenstebr introduces Kieko to the children.

The children pause their play.

**Obrenstebr:** Children, this is Kieko, our new dlenchiepr-child.

**Aiaplor:** Good to meet you, Kieko!

**Niria'llients:** Are you a telekinetic?

**Obrenstebr:** Yes, Kieko is telekinetic. She will join you in your training from now on.

**Prezbra:** She will do well. Kieko watch for the ball.

**Kieko:** What ball? (a ball flies over her head)

**Prezbra:** That ball. It is good to meet you.

**dievlakimatiens**

**Obrenstebr:** Please join the children and play, Kieko. I must speak with your dlenchiepr-mothers.

**Kieko:** Thank you, Obrenstebr. Aiaplor, what are we playing?

**Aiaplor:** Levitation and throwing! One of us levitates a ball and the others try to hit it telekinetically.

**Niria'llients:** Try it, it's fun! I'll levitate a ball. (He concentrates and the largest ball floats upward) Now, move a ball telekinetically and try to make it hit mine.

**Kieko:** Ok... (she concentrates and a ball begins to float. Slowly it moves toward the larger ball.)

**Prezbra:** It's going to fall.

**Aiaplor:** Quiet, Prezbra. (To Kieko) He thinks he's a precognitive.

(Kieko's ball gets close to the larger ball, then falls)

**Kieko:** it's too far away!

**Niria'llients:** Don't worry, you'll get better at it. We practice every day. Want to try again?

**Kieko;** Yes, please!

# Culture: Psionic Education

The most important function of Zhodani childhood education is *psionic evaluation* or **tekoandievl** (ទេកោណីវល) and training. Every Zhodani child is tested and monitored almost from birth for any sign of heightened psionic ability (**dievlicheliad**, ទេវិឆុលីអីឡិត); those who show significant potential are immediately identified and, if **zhant'ad**, removed from the clan to be assigned to a suitable **dlenchiepr** couple or family. Because **dievlicheliad** rarely manifests so early, all children are monitored by their clan or parents for any sign of emergent talent (**tlatzedievl**, ទាត់ចាត់មេដីឡិត). The children are also evaluated every **teqozdij** or three years by a trained *psionic physician* (**tlamatqinad**, ទេលាមតុងឱណី), who is always either a **dlenchiepr** or **zdobrdievl**.

At the time of this writing, the Zhodani have identified a wide range of psionic talents which are in common use in the Consulate.

<b>stefedievl</b>	ពេជ្ជេជ្ជិន	blocking
<b>pachtadievl</b>	នរបុរាណិន	healing
<b>ziefpachtdievl</b>	កុម្ភនរបុរាណិន	empathic healing
<b>shadievl</b>	ដូរធម៌ន	telepathy
<b>pradievl</b>	នរបុរាណិន	telekinesis
<b>tlakoyedievl</b>	ពេជ្ជេជ្ជិនបែបិន	awareness
<b>koetsdievl</b>	នរបុរាណិន	teleportation
<b>petlandievl</b>	នរបុរាណិន	clairvoyance
<b>tepozdiefadievl</b>	គេហិរញ្ញវត្ថុបែបិន	machine symbiosis
<b>miliedievl</b>	កុងធម៌បែបិន	mimic
<b>tlamakedievl</b>	ពេជ្ជេជ្ជិនបែបិន	psychic transfer
<b>koetsfredrdievl</b>	នរបុរាណិនបែបិន	teleprojection

There are rumors of other psionic talents having been discovered and explored, including *precognition* or **zhavadievl** (ខេវាបារិន), but these are unconfirmed.

## Training Psionic Children

Regardless of the specific talent identified, the next step teaching the child in the accepted, correct and safe use of their abilities. This is a well-established process that was established in the early days of the Consulate and has persisted largely unchanged for nearly 6,000 years.

The **dlenchiepr** the child is assigned to assume responsibility for the care,

## medicine and psionics

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*

## Mind Games

The kinds of activities children engage in psionically are, for the most part, similar to the games played by the **zhant'ad** children. Telekinetics play dodge ball or catch, tossing and blocking balls telekinetically. Clairvoyants play hide-and-seek, trying to find peers psychically, or have contests navigating dark mazes to see who can finish first. Telepaths play variants of sending messages one to the other and comparing the original to the result. Teleports play games of tag, using their abilities to flit away and avoid being caught.

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.

<b>koetsezad</b>	飞 <sup>テレ</sup> 球 <sup>コロ</sup> 戻 <sup>タク</sup>	teleport tag
<b>ololiprasibr</b>	飞 <sup>テレ</sup> 球 <sup>ボール</sup> 戻 <sup>タク</sup>	telekinetic dodge ball
<b>zhatstlani</b>	电话 <sup>テレ</sup> 通 <sup>スル</sup>	telepathic "telephone"
<b>vrendametlosi</b>	迷宫 <sup>マaze</sup> 走 <sup>アラタ</sup>	maze running

Young children learn primarily through play (**chilitad**, 王人<sup>ウム</sup>戻<sup>タク</sup>), and the education of children from their first **teqozdievl** to their third is mostly structured play with a minimum of classroom instruction.

## medicine and psionics

# 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, **tlamachtnad**, **تلاماچتند** 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*



## *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 **pradrnad** with natural mechanical aptitude can be trained to manipulate engines and other machinery and be trained as an engineer; a **shadrnad** with good interpersonal skills can be taught *negotiation*,

### medicine and psionics

(zhdrbjalad, ゾルトジアラド) and *diplomacy* (da'zhdashtiad, ドラズダシヤード); a *koetsnad* with tactical knowledge and possibly a secondary talent of *petlandievl* 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, エテデシ) or archeology (ienshatriem, イエンシャトリエム) exploration and research.



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.

*Teaching a young petlanzin to scry*

zhdrbjalad  
da'zhdashtiad  
etedesi  
ienshatriem  
tlamachtrnad

ゾルトジアラド  
ドラズダシヤード  
エテデシ  
イエンシャトリエム  
トランマーチトナド

negotiation  
diplomacy  
mining  
archeology  
teacher



## Tlamachti 6 - Game Day

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** (ເຕັດລົດຂະໜາດ) games, the legendary competition held throughout and within the **Driantia Zhdantia** (ດັສນັກ ດອກນັກ) 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 to 9, which are stories from Zhodani history and are presented entirely in Zdetl.



# teqozdievl Pepechtliach 1 (ノセノ王とテ王 上)

## ZDOBRDIEVLITZI - STIAL

## ပန်မှုပန်မှုများကို ၁၂၃။

Nacho zin, Niria'lients, Kieko, Aiaplor iazh Prezbra shtelzaf chalitens ololi iazh zieprad pradrienzh, iazh lientlo piereqens. Tlamachtrnad Azhdiazhiepr chtens.

アヌ王<sup>ア</sup> コノア、アヌアズ<sup>ア</sup>ニギ<sup>ア</sup>、<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>  
アヌアズ<sup>ア</sup>、<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>コトア<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>  
王<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>、<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>ア<sup>ア</sup>コ<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>  
ア<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>ア<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>\* と<sup>ア</sup>アヌ王<sup>ア</sup>ニギ<sup>ア</sup>  
アヌアズ<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>王<sup>ア</sup>\*  
アヌアズ<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>ニギ<sup>ア</sup>

NIRIA'LIENTS

マヌカヘルス

Yekta pratiad, Kieko! Ziepradtlo ozdietloiens dazenzh!

KIEKO  
2x20

Zha zienrad tlamatcho'd zdaenzh ikzaf!

የዚህ በቻ የሚገኘውን ስራ ይረዳል  
እና እንደሆነ የሚከተሉትን ደንብ ይፈጸማል

NIRIA'LIENTS

NIKKIREIENTS

Zhdazo'd ekenzh, kaglo'd ekenzh!

በዚህ አገልግሎት የሚከተሉት ስምዎች ተደርጓል፡፡

Maitliens Digejens Niria'lients, iazh zieprad cheztlezens.

タテ人とメロ ハセキセリセロ マヌガズ^ヒメモ、スヨ  
コメドアリ 王セコとセコセロ\*

Ichitens cheztle Kieko. Cheztizafens zieprad zdeq mantlache.

人王人ヒトシ 王ヒトシ トヒトシ 2×20\*  
王ヒトシ トヒトシ トヒトシ 2×20\*  
トヒトシ トヒトシ トヒトシ トヒトシ

teqozdievl

KIEKO

2x20

## Cha! kaqlıq!

王兄// 2025.2.2 //

Zinzaf brojevens Azhdiazheipr. Okiq, ololiachi prafredr iazhzieprichtiozhfredrens.

コメアコアハ ルルレセタセヒ  
ルリルリス人王 ハルルセヒ  
コメア人王人ヨルセラセヒ

AZHDIAZHIEPR  
アヨズヨメル

Tlamachtli zhdotlas, zin. Évchetlas zochish. Zha, tlakolqik - kalipake ozdedish pliebraitspalitiech.

## CHILDREN

コスマ

Viaj, Azhdiazhiepr.

एस्या राज्योन्।

AIAPLOR (KIEKOZAF)  
アイアプロ (kiekozaf)

Yektlasche dlenchieprziefrio'd.

ハセガワアキラ トセマタコスル人氣

AZHDIAZHIEPR

アラスヨメ

Qlie shtiemdish - Teqozastial akostial. Dlolplikizaf Teqozdievlniedl pliebraitspaliepri imanik tozenzh.

ಡಡ ಸಾರ್ಥಕ ಹಿನ್ನೆಲೆ ಕ್ರಿಯೆಗಳ ಮೂಲಕ ವಿವರಣೆ ಮಾಡಿರುತ್ತಾರೆ.

KIEKO  
2x20

# Teqozdievl? Viaj?

କ୍ଷେତ୍ରପଦ୍ଧତି/ ପାଞ୍ଜ/

**teqozdievl**  
PREZBRA  
ପ୍ରେସ୍ବରା  
Viaj, Teqozdievlzaf zdobritziens dlenchiepr  
kavrens.

ଏହା, କେତେବେଳେ କେତେବେଳେ  
ପରିମାଣକୁଟୀର୍ଣ୍ଣ ଧେଇବ୍ରନ୍ଦ ଗରମାର୍ଣ୍ଣ\*

**AIAPLOR**  
ଆଇଏପ୍ଲର  
Yektlaschens. Pradrnadens iazh petlanadens.

ପରିମାଣକୁଟୀର୍ଣ୍ଣ\* ନାହାରାହାର୍ଣ୍ଣ ଶ୍ରୀ  
ଧେଇବ୍ରନ୍ଦାଧାର୍ଣ୍ଣ\*

**KIEKO**  
କୀକୋ  
Teqozdievl qlie vrojdarik dazej.

କେତେବେଳେ କେତେବେଳେ ନାହାରାହାର୍ଣ୍ଣ  
ଧେଇବ୍ରନ୍ଦ\*

**AZHDIAZHIEPR**  
ଆଜଧିଆଜିଏପ୍ର  
Chiala Teqozdievl achidish tozenzh. Zha, ozdish  
zhdaenzh!

ଶ୍ରୀ କେତେବେଳେ କେତେବେଳେ ନାହାରାହାର୍ଣ୍ଣ  
ଧେଇବ୍ରନ୍ଦ\* ଶ୍ରୀ, ଧେଇବ୍ରନ୍ଦ ଧେଇବ୍ରନ୍ଦ//

**KIEKO**  
କୀକୋ  
Viaj, ziefri!

ଏହା, କୋଣ୍ଠେ//

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'lents 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?

**teqozdievl**

**PREZBRA**

Yes, our zdobritzi has a dlenchiepr in the games this year.

**AIAPLOR**

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

brojeve`	ବ୍ରୋଜେବେଁ	to stroll, to walk
chiala	ଚିଆଲା	first
vrojdare`	ଫ୍ରୋଜାରେଁ	to witness or attend
kavre`	କାବରେଁ	to have, to contain
zhdaze`	ଝଦାସେଁ	to catch
-qik	କିକ	time (for something)



teqozdievl  
Pepechtliach 2  
(anax王とス王 山)

TEQOZDIEVLPRIATLASTIA - STIAL

ケセラルコハラルアトテトテル カルリ

Draitsens Teqozdievlpriatlaskochyantia KIEKO iazh ziefrabrens AZHDIAZHIEPR iazh VELMIEPR. Tyei akatlas ozhda matlaiepr zdevnal kavrens priatlas, chtepriaenz qrezhienz iacholiens. Alir Teqozdievlpriatlaskochyantia, yzqenadedl yolikevra nilozens chtenze achtanoia, iazh tlamachtnameqnadia alekrens, olamens.

アズ人とセキ レセラルコハラルアトテトテル王ユルアス  
ニセガル スヨ コハラルトセキ ハヨスヨカル スヨ  
セセラルカル\* レセル ハジルトテル ハヨル ハルトテル  
コハラルアリ 22年セキ ハスとテル。 王セラルスセキ ナキヨカル  
ス王ユリメニ\* ハヨル 22年セラルコハラルアトテトテル。  
ハコラセカアラルセキ ハヨル22年セキ ハスルコセキ 王セラル  
ス王ユリメニ。 スヨ とテラルス王アハラセラルアハラ  
アリセカセキ、 ハヨルセキ。

Omei zhant'ad palens tyeinad.

カタセル ヨハラルル ハリリセキ レセラルアル。

VELMIEPR  
セセラルカル

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

ニセガル。 ハコラル'ル// とスカアル ハヨル スヨ  
スカアル カスルセキ 人セル人セキ\*

AZHDIAZHIEPR  
ハヨスヨカル

Paledish zhdaenzh ens.

ハリリセキ人土 ハリセキ セキ\*

Tlatlens zhant'adzaf AZHDIAZHIEPR.

ヒルコとセキ ヨハラルルコハル ハヨスヨカル\*

AZHDIAZHIEPR  
ハヨスヨカル

Yektanamiqe, Ikan iazh Nor!

ハセラルアラルスルセキ。 ハルセキ スヨ ハヨル//

**teqozdievl**

Enszaf omqrens omei zhant'ad.

セヌコルハ ルトヌセヌ ルトセヌ ヨルダーノ\*

**NOR  
ノル**

Stialpali, dlenchiepro! Yekta stial, Teqozdievlia, viaj?  
Cha, Kiekoens? Zhdievrens!

トスアラルノル. フセマヌル// ハセガルトスア  
ルセラルコドヌガズ. ハスノ/ ハル. ジセガルセヌ/  
セヌマセヌ//

**VELMIEPR  
ヴェルミエ**

Viaj, iazh patla pradrnad dlelnezens.

ハスノ. スヨ ハルとヌ ハルアラル  
ハセアラセコセヌ\*

**IKAN  
イカン**

Ensia dlachabriso'd zhdaenzh.

セヌス ハル王アムスルノ ハルセヌ\*

**VELMIEPR  
ヴェルミエ**

Viaj. Yekta zhant'adnam ensia iqens dazenzh.

ハスノ\* ハセガルトス ヨルダーノアラル セヌス  
ハセセヌ ハルコセヌ\*

**IKAN  
イカン**

Kamatli, dlenchiepr.

ハルタハとヌ. ハセマヌル\*

**NOR  
ノル**

Kemaik, dlenchiepr. Kloriemnaditzizaf tilietzik tozenzh.

ハセタハとヌ. ハセマヌル\*  
ハルヌヌタアラルヒコスコスハ ハルヌヌコス  
ハルコセヌ\*

**AZHIAZHIEPR  
アズハズ**

Yektlasche! O'dia yekta yolitlad.

**teqozdievl**

Աշշութեան աղաքական աշակեր  
Աղաքական աղաքական\*

**IKAN**  
Իշտառ

Nor, priadish jiaplish zhda? Pochita kochyanens.

Թամ, հայութ յայութ օր/  
Բայական շաբաթական\*

**KIEKO**  
Հայութ

Teqozdievlia keklo'd, zhant'adnam!

Հետզըստագաց շաբաթական/  
Երջարդարակ//

**NOR**  
Թամ

Iazh o'd, Kieko.

ՀՅ Աղաքական\*

Kochanensia kochoens zhant'ad iazh dlenchiepr.

Շաբաթական շաբաթական Երջարդ ՀՅ  
Շաբաթական\*

## 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.

	Tlatoniatl ilnamia	
akatlas	アカタス	arena, “giant ring”
chtepria	チテプリア	viewing stand, bleacher
iachole`	イアホレ`	to surround
qrezhi	クレヒ	tower
yzqenad	イズケナド	spectator, observer
-edl	エドル	a large group
shtiave`	シティアベ`	to think
tlaztle`	トラツル`	to greet, to hail



teqozdievl  
Pepechtliach 3  
(ペペシラフ トス王 三)

TEQOZDIEVLPRIATLAS - STIALTIA

ケセダルコボクサガルスとテ上 トスルヒズ

Teqozdievlaatlaszhin chtepriazaf kotozhens KIEKO,  
AZHDIAZHIEPR iazh VELMIEPR. Zhintla, chtenqiens  
Teqozdievl. Chilitad kavrens jdatictelei, ololi iazh zieprad  
dra ozhda shachan iazh kalo, pradievl iazh koetsdievl,  
chilitens techtnameqnad.

ケセダルコボクサガルスとテ上ヨハ? 王セラスコル  
ゼルセルヨカニ 2キ2ル, パロスヨカル スヨ  
ドセラスヨカル\*, ヨハアトハ, 王セアラスヨ  
ケセダルコボクサ, 王スルヒトテル 2ルルセル  
ルルセスヒセ, ルルルスヒスヨ コスルルルル  
ルルル 土テ王アタスヨ 2ルルル, フルボクサスヨ  
ゼルセトテル, 王スルヒトセル ケセラスコルセラス。

KIEKO  
2キ2ル  
Ziefri, otlakaqle? Ichtlayoplitaens.

コスル人, ルトテガルスセ/ 人王とガルスルヒセセ。

AZHDIAZHIEPR  
パロスヨカル  
Chiala pradrnad dradlad achtan, Kieko. Jdatietlei  
noetzhitens chtenzenzh techtnameqnad, aiazel  
sibrens, techtnameqnadzaf pratic chtenzenzh  
techtnameqnadfredrenz.

王スルル フルセラスル ドルセラスル フルル, 2キ2ル。  
ルルセスヒセ, ルルセスヨハセル 王セラスヨ  
ケセラスコルセラス, フルセスヨ ルルルセル.  
ケセラスコルセラス, フルルルル 王セラスヨ  
ケセラスコルセラス, フルルルル 王セラスヨ。

KIEKO  
2キ2ル  
O. Kekele iai flakla itsmolens.

ル\* 2キ2キスルセスル フルセラスル 人トガルスルセ。

teqozdievl  
VELMIEPR  
ՎԵԼՄԻԵՎՐ  
Ilnamad otsdrens, viaj, Azh?

ԱՌԱԲՏԱՐԱԾ ԱՌՋԵՎԱ, ՎՃԱ, ԲՅ/

KIEKO  
ՀԽՀՈ  
Aqle, ziefri?

ԲՏԵ, ԿՃԽԵ/

AZHDIAZHIEPR  
ԱՅՍՅԵՎՐ  
Teqozdievlnieriem namiqik dazej, Kieko.

ՀԵՏՋԿՈՎԵՎԱՐՄԱՆ ԴԵՎԱՆԴԵՎ  
ԸՐԿԵՎ, ՀԽՀՈ\*

KIEKO  
ՀԽՀՈ  
Cha! Teqozdievl ichitens dazenzh?

ՄՐ// ՀԵՏՋԿՈՎԵՎԱՐՄԱՆ ԽԱՀԵՎԱ ԸՐԿԵՎ/

VELMIEPR  
ՎԵԼՄԻԵՎՐ  
Techtnameqnadik dazenzh, Kieko. Zdobritzi  
Chiadlpratl dazenzh ik, Ziezhelpratl dazenzh ens...

ՀԵՄԱԲՏԵՎԵՎԱՐՄԵՎ ԸՐԿԵՎ  
ՀԽՀՈ\* ԸՐՄԱՆԿՈՒ ԽԱԺՄԱՐԵՎ  
ԸՐԿԵՎ ԽԵ, ԿՃՅԵՎԵՐԵՎ ԸՐԿԵՎ  
ԵՎ\*\*\*

AZHDIAZHIEPR  
ԱՅՍՅԵՎՐ  
...iazh zha zdobritzi Zdiadrianzhirdish. Iai, zazani  
stialkenketltia.

...ՅՈ ՅԵ ԸՐՄԱՆԿՈՒ ԸՐՄԱՆԿՈՒՄԱՅԻՆ\*  
ՏԽ, ԿՃԿՃԱԽ ԱՅՋԵՎԵՎԵՎՈՒ\*.

KIEKO  
ՀԽՀՈ  
Oa...

ԸՐ\*\*\*

teqozdievl  
VELMIEPR  
Velmiere  
Yzqezhda, jdatlplachtioedre zheqrens!

シコシセヨル。 ハルトスル王人ハセカヒ ヨセカヒ//

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

ヨメアとル、ルタセヘ ルリルム人 土人トセ) 王アリ  
ルア ハセ王アハタセカアル、 ルタスセ セコア  
ルメセ)\* ハルトスルコアル トルセカセ) ハヨ  
ハセラルアと ハルラセ) ハセカル、 ルリルム王メコ\*

KIEKO  
ケコ  
Pechatlechtioens ekej!

ハセ王アとセ王人ハセカヒ ハセカヒ//

AZHDIAZHIEPR  
アズミズ  
Chtio. Ek izha. Dlolplikotzi chenensaqe?

王人ル\* ケニ 人ヨス\* ルリルム人ハルコ  
王セマセカハセ/

Dlolplikotzi tlakolachens tyeiad, Teqozdievl ichitens.

ルリルム人ハルコ トルセカルコアル王セカヒ ハセカヒ.  
ハセカルコアルセ 人王人ハセカヒ\*

### Tlatoniatl ilnamia

<b>zhintla</b>	ヨメアとル	below
<b>cthenqie`</b>	王セマセカ^	to continue
<b>chilitad</b>	王人ル人ハル	a game
<b>shachan</b>	土人王ア	mass
<b>kalo</b>	ハルル	size
<b>otake`</b>	ルカルセ^	to happen, to occur
<b>ichtlayoplita</b>	人王とルルム人ハル	confuse, confusing
<b>dradle`</b>	ハルロセ^	to remove or eliminate
<b>sibre`</b>	土人トセ^	to climb
<b>ilnamad</b>	人リアハルル	a memory
<b>otsdre`</b>	ルトロセ^	to recall or evoke
<b>zazani</b>	コルコルア人	a story

INT. IN THE TEQOZDIEVL ARENA - DAY

KIEKO, AZHDIAZHIEPR and VELMIEPR sit in the arena stands high above a Teqozdievl 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

This brings back memories, doesn't it, Azh?

KIEKO

What do you mean, mother?

AZHDIAZHIEPR

We met during the last Teqozdievl, Kieko.

KIEKO

Oh! Were you watching the games?

VELMIEPR

We were competitors, Kieko. I was from zdobritzi Chiadl, she was from Zietzhel...

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

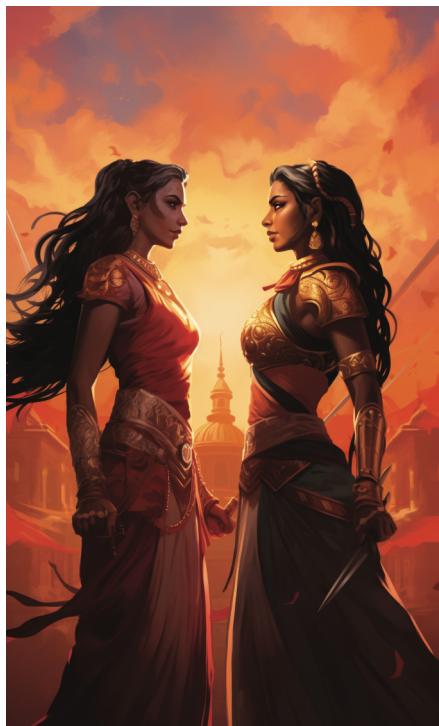
Of all the unusual aspects of Zhodani culture, perhaps the most mysterious, misunderstood, and mythologized is the famed **Teqozdievl** (ទេកូស្តីវល), the so-called *Psionic Games*.

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** (ជោគនគរ), 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** (ជុលគរបារ) 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 **Dzaqlasqik** (ជាកលសកុត្រុត្រុ), the *Time of Great Dying*, commonly known in modern times as the *Second Dark Age*, likely in celebration of the end 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** (ជុលគសគរ) *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 **vlezhdivraji** (វលេខនាគរប្បុរ) *subsector* and eventually the **vlezhdivr** (វលេខនាគ) *sector* level competitions.



of



## 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** (シズルズ) *telepathy* or **petlandievl** (ペチラーダルズ) *clairvoyance*, the games can be very hard to follow even for natives. Even the games with clear physical aspects involving **pradievl** (ブレーダルズ) *telekinesis*, **koetsdievl** (コエツルズ) *teleportation* or **chtekotldievl** (シテコトルドルズ) *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 ranking **zhant'ad** to the highest ranking **zdrobrdielevl**. 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 **chten** (シケン) or one **teqozdij**, at the end of which the winners are announced. This always takes place on **Teqozastial** (シズラコアレスル) or *Olympiad Day*, a special holiday added to the New Year celebration following **Dranzhrin** (ドランズルスル) 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.

アラスヒコヘア

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 dlafio chilotidish, maqichtlachtio cheztleas iankilens tozej, oqik lienjiash cheztlens tozej draitsyotlish.

アラスヒコヘア ハルコヘア サカヒコヘア ハラスヒコ  
クレセタ ハラスヒコヘア ハルコヘア ハラスヒコ  
王アラスヒコヘア 土、アラスヒコヘア 王アラスヒコ  
スマスヒコヘア ハルコヘア、アラスヒコヘア ハラスヒコ  
ハルコヘア ハラスヒコヘア\*

# **draitspitzikad**

**“Now it’s up to the chutes,” Maqtiaz said.**

*“Tavrik dra tentbravr qik,” potlie Maqlaz.*

\*କେବଳ ଏହି କେବଳମେ କୁଣ୍ଡି ଫଳତୁ ଫଳତୁରଙ୍ଗୀ\*

**She monitored the lander's status panel.**

*Zochejodl dra draitsyotl yzqens dazej.*

କୋଣାର୍କ ଦେଖିବାରେ ଏହାର ପରିମାଣ ଅଧିକ ହେଉଥିଲା।

**"I hope double the rated interval of cold and vacuum soaking hasn't degraded them too much."**

*“Pri’enzh omeiakomo tleveqlasqik ashtiablas iazh qlielienjas tlas patlaetsiens qlie achachiens tozej.”*

「人々へとおもひておる事は、おまえの心の内にござる事だ。」

"Tazo," Yalad said. "are we still on track?"

“Tazo.” potlie Yalad. “ichtiozhie velozdish tsenchenzh agle?”

תְּמִימָנֶה אֲשֶׁר-בְּיַדְךָ יְהוָה אֱלֹהֵינוּ וְאֶת-בְּנֵינוּ

The reticle above the tiny Zhdant-globe in the so-called navigation panel lay pegged over the floodplains north of the mouth of the Friebrikad River.

*Mitlatematlivr toyak Freibrkad toyaktlakiens zochens dazej ayavzieprad dra Zhdantkitlaliololiach gliefae kavrens iiapridivriod.*

I read the coordinates from the verniers, pulled the atlas out of its cubby and opened it to the page we'd marked before we left Comm Station Number Seventeen three hours ago.

*Zhdanzzieprebr` zhdanzhia mochitik tozej, zhdanzoyafevranzh priaachens dradlepratlik tozej, tamatia benzish tozej, achitzitlachilaklieqra 17 tyei achan daz chtenz timanish dazei*

# draitspitzikad

**“Near as I can tell from the iron idiot here,” I shouted over the slipstream noise, “we’re coming down about fifteen klicks north of some settlement called Dzaltlievan.”**

*"Ekataladtlasik yotchrapiash," acachik tozej aietslienjfav qrazhitia, "aizintlaozdiens matlamachieli matlapatzdev mitl dra Dzaltlievanfaens preqlach."*

**We all grunted as the initial drogue fired.**

*Qikriem zhdanjens tozej chiala tentbravr krofish tozej.*

ಡಾರ್ಕ್‌ಮಾಡ್ ಡಾರ್ಕ್‌ಸೆಟ್ ಕ್ಲಾಕ್‌ಜ್ ಕ್ಲಾಕ್‌ಎಲ್ ಕ್ಲಾಕ್‌ನ್ಯಾನ್  
ಡಾರ್ಕ್‌ಸ್ಟ್ ಕ್ಲಾಕ್‌ಜ್\*

**The atlas flew out of my hands, falling at Maqtiaz' feet.**

*Maitlktaj pierens tozej zhdanzo yafevranzh, edre chiton tl dra Maqtla z cheztle.*

タア人と人共にアリル リキヤセキ くらコセレ オケラリバカセマテ  
セテヒ 王人共アド人 ハル タアタとアコ 王セコセセ\*

**“Leave it,” I told her.**

*“Ens apezo’d zhdaenzh,” ai ens bezhik tozej.*

‘**אָמֵן** אֶת־בְּרִית־יְהוָה אֱלֹהֵינוּ כַּאֲמֵן אֶת־מִצְרָיִם אֲשֶׁר־עָשָׂה לְנוּ יְהוָה אֱלֹהֵינוּ בְּנֵי־יִשְׂרָאֵל.’

**We all silently counted off the seconds until the main chutes deployed.**

*Pitlik tletla chtenzhish tozej, seql zhdanshtladlens tozej tentbravratl.*

人と人とのことで、主と従の人事でなく、上と下の  
地位などではなく、上と下の関係でなく、  
セシテアタマアリと。\*

**Then the capsule jerked hard and our jaws slammed shut.**

*Pitzika katzitlanshtijens tozej tetlchiel, iazh kamtadish chtakeshtijens tozej.*

凡人ノコトニテア 2アノコトニテア土人ノセキ  
スヨ 2アノタニテア人土 王アノセキ土人ノセキ  
カロコセリ カセト王ナシ  
カロコセリ\*

**“Lost one, curse it!” Maqtlaz shouted.**

*“Tentbravr polotish tozej, fle!” chtachtachens tozej Maqtiaz.*

# **draitspitzikad**

**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 tentbravatlr.*

ଓঁ কোষা পান্তি পান্তি ও  
কোষা পান্তি পান্তি ও

**“We’re going to hit a little harder than usual, folks.”**

*“Pitzikatl akomozda viakrish dazenzh, nad.”*

‘ମୁହଁରାର ପାଦକାଳିର ପାଦକାଳି ଏବଂ କାଳି ଏବଂ କାଳି’

**She spat out a sliver of tooth.**

*Iakatzi tlapakadra chrchens tozej.*

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

*Pitlik iepri lienctemens tozej draitspali, pichtilio chtakeshtjiens tozej draitsyoti.*

凡人王人也人 王而之士人之也 从口可也 从人而之\*

**It felt like a groundcar crash. “Tazo here,” I said blearily.**

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

タテアヒテ王ハセキ 人ニ王ハセキ 人トタヌビツカニ ハルコセリ  
「ハルコル! タムニ王ハセキニセモナリ ハルコセリ!」

**“Yalad here,” he mumbled. “Maq? Maq? Dammit, she’s passed out.”**

*“Yalad,” potlachens tozej. “Maq? Maq! Ketlachoiens tozej, dzaq.”*

「アーリア! ラム王さま お召せ! \*」  
「ラム王さま お召せ! お召せ! \*」

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

draitspitzikad

*Drivdetish shtozstaliiodish tozej. Zatecheviens Maqtiaz. Pochqi dra sheqrdrlik yzqetajik tozej.*

**“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.*

**“Good! They can help us, maybe give first aid to Mag.”**

*“Yekta! Makoiens dish chiele, pachtamakoad Maqcho tamakiens ekenzh.”*

“**UzCer** // **タタラキ** **アヒト** **王立**. **タタラタタラル**  
**タタラ王** **タタラタタラ** **タタラ王**”

**"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. 'Bradeshfronzbre glie katztitlano'd zhdaenzh,' tletlvra iens bezhik tozej.

**We could hear them shouting now through the vents.**

## *Chtachtachadiens kaqodish tozej tekalitia.*

王兄王兄王兄王兄 2020年1月1日  

**“Kill them! Kill the spacers! They killed the world! BURN THEM ALIVE!”**

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

「アラコルンセス エルセス// エ王とコアアド ブラコルン人土  
エルセス// エラズ ブラコルンセス クロコセス// ケズ エラズ  
ケコスアヒ人土 エルセス//」

## **draitspitzikad** Tlatoniatl ilnamia

-chrpl	・シル	idiotic, lacking wit
-shtij	・シトジ	sudden, abrupt
achache`	アカヘ	to subside, shrink
aizintlaozde`	アイズンタローズデ	to descend
akomo	アコモ	normal, usual
antli	アントリ	source
apeze`	アペゼ	to ignore
ateme	アテメ	to flood
atemi	アテミ	a flood
ayav	アヤウ	target
ayavzieprad	アヤウジエプラド	reticle (target circle)
benze`	ベンゼ	to mark
bradesch	ブラデッシュ	handle
bravre`	ブラーレ	to brake, to stop
chikope`	チコペ	to blink
chikopvajodl	チコボバヨードル	blinking lights
chtachtache`	ヒタヒタセ	to shout
chtake`	ヒタケ	to shut, to close
chtakeshtije`	ヒタケシヒテ	to slam shut
draitspali	ドライツパリ	landing cushion, airbag
draitsyotl	ドライツヨトル	lander
drivdet	ドリード	harness
ekatolad	エカトロード	a guess or estimate
ekatole`	エカトロ	to guess
favre`	ファーブル	to slip
fetlchiel	フェルチエル	capsule
flel	フレル	an expletive
flieshtieme`	フライシエム	to conform
fonzbre	フォンズブレ	an emergency
iankile`	イアンキル	to replace or substitute
ikrchansh	イクルハン	a wreck or crash
ikrchanshe`	イクルハン	to crash
jiapldivre`	ジップルド	to navigate
jodl	ヨードル	panel
kamta	カムタ	mouth, jaws
kaqoe`	カクオ	to hear
ketlachoie`	ケトルアヒ	to faint, pass out
kitlaliololi	キトルアリ	globe
klientli	クレントリ	a problem
klez	クレズ	lazy

## draitspitzikad

### Tlatoniati ilnamia (chenkie)

klieqra	ㄩㄻㄽㄮ	station, post, fort
kopecheshtie`	ㄢㄻㄮㄷㄻㄵㄻ	to shove
krofe`	ㄤㄻㄻㄱ	to grunt
lienchteme`	ㄤㄻㄳㄻㄱㄻ	to inflate
maqichtla	ㄤㄻㄯㄻㄲㄻ	free, unfettered
mikchateka	ㄤㄻㄷㄻ㄰ㄻ	stunned, dazed
pali	ㄤㄻㄷㄻ	cushion, pillow
pichtil	ㄤㄻㄷㄻ	gravel
pitzika	ㄤㄻㄷㄻㄳㄻ	hard
potlache`	ㄤㄻㄷㄻㄭ	to mumble
qietsachevas	ㄤㄻㄷㄻㄭㄻ	deceleration
qietsacheve`	ㄤㄻㄷㄻㄭㄻ	to decelerate
qietslienjfav	ㄤㄻㄷㄻㄭㄻ	slipstream
qlieoka	ㄤㄻㄷㄻ	unpleasant or harsh
sheqr	ㄤㄻ	exit
shtozstale`	ㄤㄻㄷㄻㄷㄻ	to fumble
tama	ㄤㄻㄷㄻ	page
tekali	ㄤㄻㄷㄻ	vent, duct
tentbravr	ㄤㄻㄷㄻ	parachute
tezintle`	ㄤㄻㄷㄻ	to burn
tlachila	ㄤㄻㄷㄻ	a signal or transmission
tlaki	ㄤㄻㄷㄻ	the anus
tlevleqlas	ㄤㄻㄷㄻㄷㄻ	exposure
tleveqle`	ㄤㄻㄷㄻㄷㄻ	to expose
toyakantli	ㄤㄻㄷㄻㄷㄻ	the source of a river
toyaktlaki	ㄤㄻㄷㄻㄷㄻ	the mouth of a river
tsazanch	ㄤㄻㄷㄻ	stupid
velozde`	ㄤㄻㄷㄻ	to follow
zateche`	ㄤㄻㄷㄻ	to awaken
zhdnshtadle`	ㄤㄻㄷㄻㄷㄻ	to deploy
zhdanzhia	ㄤㄻㄷㄻ	to deploy
zhdanzyafevranzh	ㄤㄻㄷㄻㄷㄻ	atlas, map book
zhdanzzie	ㄤㄻㄷㄻ	sextant (verniers)
zochejodl	ㄤㄻㄷㄻ	indicator panel
zoya	ㄤㄻㄷㄻ	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

上ヌとアラルナル ザルタアラル ドルマア?

by Konshiepr, Consulate Naval Scout Division

University of Dietevriab (Riverland)

Konshieprprebr', Driantia Zara Achitzintiaaji

Machtlian dra Dietevriab

ザルタアラルナル. ドルマス コルマル ド王とコルアスルス  
ドル王とスア ドル ドルマスル

## Introduction

### Tlatzad

#### トラツダ

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 machtliantlasche, chielieqriefr shtiaqe bezhik dazej. Ilekachqika Darien shtiaqens dazej Driantia Zara Achitzintiaaji, tavavra iazh achtevra. Iai Stietlavra Kosnada Darien (StKD) qlie shtiaqensnie dazej. Choik koatlad bezhens tazej. Ozhda zhdatlvra amtl kiloik dazej, Zara Achitzintiaajiriem iazh zhdatlasad, iai shtivasvra chrnte mieqrafad davr Darienir, mochitnadedltia kiloik.*

アカツクアタス・ヨリズス イヤツクアツルス  
王族王とアーティア王セ、王族アカツクアツルス トヤシヨク ヨコセレ  
アカツクアツルス パルマア ヨスカニヨ ヨコセレ ハスカス コガマア  
王族アカツクアツルス。アガマガル ヨヨ ノキヤガ。ス人 ルカトガマア  
ゼロトアパル パルマア (トロ) ノク ナスカニヨアス ヨコセレ  
王族アカツクアツルス トヤシヨク アガマア ラガトガル パカト  
アカツクアツルス ヨコセレ。コガマア 王族アカツクアツルス パルマア  
ヨコセレアス。王族アカツクアツルス イヤツクアツルス。

## Mainstream Aslan

### Akoma Kosnad

#### アカツクアツルス ゾウトアカル

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

ゾウトアカル ノスガムトセ、イツヨセアセマガ。アガマア  
王族アカツクアツルス ノク ルカ王アカル パカト。ノスガムトセ  
アカツクアツルス。ノク ノカド。王族アカツクアツルス。トヤシヨク  
アカツクアツルス ヨヨ コカツクアツルス パルマア ヘマヨスアカル ノスガムトセ。

# zhiazha achitetlivrdish

## Physiologically Aslan Daryen

## *Stietlavra Kosnada Darien*

ଶ୍ରୀକୃତାମାର ଶରୀରରଙ୍ଗର ପରମାତ୍ମା

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.

Mantikatl iqens Kosnad Darien akom fliedonqesiad. Ozhdatlva iqavljens Darien zhianji: otre, shtiava, shtiyotlad'ia stetsebens, iazh kayesanad pan maniad. Ens - iazh Darien zhainji - ziefras shtiavens akomo Kosnad, qlie shtiave akoma chias. StKD iqavljens akoma Kosnad chialavra - fe'kevas'ia zeqroens StKD. Chenzievra'ia StKD fe'kevas, pan "stietlavra Kosnada Darien" tlieb "kotliovra Darien Kosnad". Mantika'ia ozhda Zhdantia chieliegri iqens, pan klezli qlie makichoens, Zhdantia zhianjialv zhdantiavlish ekenzh.



## Daryen and Psionics

*Darien jazz Dievli*

## ପରମ୍ପରା ଯେ ପରି

In Daryen legal jurisdiction, use of psionics requires consent of a local authority: individual consent for telepathy, hosts for other disciplines on

## **zhiazha achitetlivrdish**

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, Vargr, Addaxur, and other familiar sophonts.



*Dariena tavriefririem, merkedad dra bezhasnad devens dievie: chialitsi shadievltia, itzi ketznad ozhda dievltia, iazh tavriefriqaz zhant'advirtia. Darien zhianjistich dievla patlaetsi ozhda zhianjiavl, iai qlie qiktlas moklate el Zhdantiavl. Dievl chitlas zhantens Kosnadiavl el zhianjiavl, Feqronadia, Adaksor iazh ozhda chielieqri.*

アズマタアズ ルエマスルスヌカ。 ドセスニセラエ  
アズ ブセヨルタアズル リセナセヌ パズセ;  
王スル人ト人 土アズセラス。 エコス  
ズセコアアズ ルヨル パズセス。 ズヨ  
ルエマスルスヌカ ヨロツクスルスヌス。 パズセア  
ヨスアスル人王 パズセス フルタスル人 ルヨル  
ヨスアスル。 ス人 ドキ ドスレヒルト ハヨウスル  
セラ ルエマスル。 パズセ 王スル人ト ヨロツクス  
ズセトアズルス。 セラ ヨスアスル。  
ルエマスルスヌカ。 ルヨルスルス。 ズヨ ルヨル  
王スル人ト人。

## **Aslan are alien**

### **Kosnad iefriens**

#### **ズセトアズル カスルセス**

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, iefrlas'ia Zhdantia chelieqri. Shadrnadik, Kosnada zhatsi mantika ol zhianji pra Feqronad, ma chiefrens StKD. Ma mantikaavlens Adaksor, akimatas Adaksor'ia akimatach tliedlens Kosnada zhatsi'ia.*

ズセトアズル。 王スル人 ルセラスル ズセトアズル。 カスルセス ルエマス  
王スル人ト人。 土アズセラスル。 ズセトアズル カスルセス ドセラスル人ズル パズ  
ヨスアスル。 フル ルセラスルアズル。 ドル 王スルセス ルセラスル。 ドル  
ドセラスル人ズルセスセス。 ルエマスルス。 ルセラスルスル。 ルエマスルスルス。  
ルセラスル人王 ヒスルセス ズセトアズル。 ヨロツクスル。

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.

**zhiazha achitetlivrdish**

Feqronadik, qlie zdakli michitik feqronadia iazh zhianji pitsad iazh stietlklezhdan. Qlie akimataens kosnada pitsad, iazh kon ajozdari. Ayochakens kosnada stietlklezhdan, iai qika zhdatlens ekenzh, chiala pra StKD. Chi ayochak akimate StKD stietlklezhdan zhianja koatlenadiavlik ogrshtievens dazej, iai ayochak mochite akoma Kosnad ajozdarens.

ハセカラアラルズ。 サキ 口ルズ人 王人ルズ ハセカラアラルズ シヨ  
ヨヌビ人 フルヒルズ シヨ ルヌヒルズセヒヤ\* サキ フルヒルズルセヒ  
ゼルヒルズル フルヒルズ。 シヨ ゼルヒルズルセヒヤ。 フルヒルズルセヒ  
ゼルヒルズル ルヌヒルズセヒヤ。 シル ルヌヒルズルセヒヤ ハルヒルズ  
王人ルズ フルヒルズセヒヤ\* 王人 フルヒルズル フルヒルズルセヒ  
ルヌヒルズセヒヤ ヨルガス ゼルヒルズルセヒヤルズ ハルヒルズルセヒ  
ルヌヒルズセヒヤ フルヒルズルセヒヤ。 シル フルヒルズル ルヌヒルズルセ  
ヒヤ。 フルヒルズルセヒヤ

## Summary

Kiloachi

乙巳卯辰王人

Physiologically Aslan Daryen are a fascinating case study of a nonhuman sophont in a majority-human society. They offer an interesting contrast with Vargr 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.*

トセヒタマ 売ズル人 フリ ドク ヨズル人 王ナムスル人 ハヅシテ ヨズル人  
ニキドリ?セヒタマ 売ズル人 王 ハヅシテ トセヒタマ 売ズル人 ハヅシテ?\*  
コレアヘズル おアヒルズル トセヒタマ 売ズル人 ハヅシテ?\*  
ニキドリ?セヒタマ 売ズル人 王ナムスル人 ハヅシテ?\*

## Further reading

### *Okye mochitas*

Q2U<sub>K</sub> 夏邑王人<sub>K</sub>及上

- > More by Konshiepr
  - > *Okye Konshieprprebr'*
  - > *Aslan*
  - > More about Aslan
  - > *Okye Kosnad'ia*
  - > *Aslan*

## **zhiazha achitetlivrdish**

> More about Daryen

> *Okye Darien`ia*

› *ԱՀՍԵ ՈՐՄԵԴԱՌ*

> About physiologically human Aslan

> *Stietlavra zhianji Kosnad`ia*

› *ԼԵՏԵՐԱ ՅԵՎԻ ՀՐԱՄԱՌ*

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

ՅԵՎԻ ՌԱԽԵՎԵՐՆԵՐԵՎ ՀԱՅՐԱՎԵՐԵՎ ՅԵՎԻ ՌԱԽԵՎԵՐՆԵՐԵՎ  
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ԵՐԵՎԱՆ ԵՐԵՎԱՆ ԵՐԵՎԱՆ ԵՐԵՎԱՆ ԵՐԵՎԱՆ ԵՐԵՎԱՆ  
ԵՐԵՎԱՆ\*

## zhiazha achitetlivrdish Tlatoniatl ilnamia

-stich	𠂊上人王	among, within (a group)
achitetlivr	𠂊王人𠂊𠂊人𠂊	the Universe, 'place where all things are'
achitzintiaji	𠂊王人𠂊𠂊𠂊𠂊𠂊人	Naval Division
achtevra	𠂊王𠂊𠂊	suspiciously, covertly
ajozdari	𠂊𠂊𠂊𠂊人	practice, experience
akimata	𠂊𠂊𠂊𠂊𠂊	comprehensible, understandable
akimatas	𠂊𠂊𠂊𠂊𠂊𠂊	understanding, comprehension
bezha	𠂊𠂊	official
bezhas	𠂊𠂊𠂊	command, leadership
bezhasnad	𠂊𠂊𠂊𠂊𠂊	authority, person in a position of authority (generally)
chialitsi	王又𠂊人	consent (of an individual)
chias	王又上	gender
chielieqri	王又𠂊又人	sophont
chielieqriem	王又𠂊又𠂊又	sophontology
darien	𠂊𠂊𠂊	Darrians, as a people
enchie`	𠂊𠂊^	to approve, to give permission to
enchii	𠂊𠂊人	approval
fe' kevas	𠂊𠂊'𠂊𠂊𠂊	honor, as a concept
fe' keve`	𠂊𠂊'𠂊𠂊𠂊^	to honor
fevravra	𠂊𠂊𠂊𠂊	openly, morally
iaqotzad	又𠂊𠂊𠂊	war, fighting
iekachqika	又𠂊𠂊王𠂊𠂊	for a long time, historically, in antiquity
itzi ketznad	𠂊𠂊𠂊𠂊	host, 'master of the house'
ivrzhdiale`	𠂊𠂊又𠂊𠂊	to own land
kiloachi	又𠂊𠂊𠂊人	summation, summary
klezli	又𠂊𠂊人	label
ma	𠂊	though, despite
mani	𠂊𠂊人	art, generically
maniad	𠂊𠂊𠂊	the arts
mantika	𠂊𠂊𠂊𠂊	different
mantikaialv	𠂊𠂊𠂊𠂊𠂊	loosely translated, 'just as different as'; literally, 'different-same'
mantikias	𠂊𠂊𠂊𠂊上	difference, contrast
moklate`	𠂊𠂊𠂊𠂊^	to develop
patlana	𠂊𠂊𠂊𠂊	numerous
pitsad	𠂊𠂊𠂊	scent, smell
qropiemi	𢁄𢁄𢁄𢁄人	archive, collection of published works
shtiava	土𠂊𠂊	studious
shtivasvra	土𠂊𠂊𠂊𠂊	considering, "thinkingly"
shtiefras	土𠂊𠂊土	male, masculine
shtiyotlad	土𠂊𠂊土	technology

## zhiazha achitetlivrdish

### Tlatoniatl ilnamia (chenkie)

stetseba	ㄕㄢㄊㄜㄦㄬ	fascinating
stetsebe`	ㄕㄢㄊㄜㄦㄮ	to fascinate
stietla	ㄕㄢㄊㄝ	physiological
stietklezhden	ㄕㄢㄊㄝㄔㄢㄢ	body language
stietshtiaqe`	ㄕㄢㄊㄝㄕㄤㄑ	physiology
stokleiad	ㄕㄢㄊㄝㄔㄢ	industry, construction
tavriefr	ㄕㄢㄉㄢㄉ	law, legal system, as applied by non-Zhodani cultures
tavriefrqaz	ㄕㄢㄉㄢㄉㄔㄢㄢㄢ	non-Zhodani civil authority such as police or other law enforcement. Literally, guardians of the law.
zanika	ㄕㄢㄉㄢㄢ	interesting
zara	ㄕㄢㄉㄢ	expeditionary
zhadantiavle`	ㄕㄢㄉㄢㄢㄢㄢㄢ	to treat as Zhodani, to treat as an equal
zhdatlasad	ㄕㄢㄉㄢㄢㄢㄢ	academia
zhdiale`	ㄕㄢㄉㄢㄢ	to own (something)
zhianjad	ㄕㄢㄉㄢㄢ	humaniti (Zhodani, Vilani, Solomani et al)
zhianji	ㄕㄢㄉㄢㄢ	human
zhiazha	ㄕㄢㄉㄢㄢ	wonderful, amazing, incredible
zhiazhe`	ㄕㄢㄉㄢㄢ	to wonder, to marvel at
ziefras	ㄕㄢㄉㄢㄢ	female, feminine

# Vlezhdizar! - The Lost Colony



Chtolmiquia Zhdatlodliafl

王國並々人々の世界　ヨルヒトヨリハズ

In this story, the scene is set on a distant world, far along the path of the Core Expeditions (for historical context, see the Traveller Wiki entry at [https://wiki.travellerrpg.com/Core\\_Expedition](https://wiki.travellerrpg.com/Core_Expedition)), possibly sometime during the fifth or sixth such sojourn. The crew of a *Ninz*-class scout ship has touched down on an strange planet and is about to explore the ruins of an ancient temple complex.

The Core Expeditions have been the subject of popular entertainment in the Consulate for hundreds of years, being a source of both national pride and cultural unity. Much of the early fiction has attained the status of legend throughout the core of Consulate space.

This story represents one such artistic endeavor, a video serial called *ヤマトノコロハ* (*Vlezhdizar*; literally, “Star Journey”). The script the follows is a few scenes from one episode of such a show.

## Cast of Characters:

Zazainado:

ՀՅՈՒՅՈՒՆԱԳՈՅ:



**Jo'zdiezzanj** - Pilot and xenobiologist/clairvoyant ("Jodie")

**Jo'zdiezzanj** – vlezhdvevlsteprnad, kotliriemefrnad/ petlandrnad  
ՀՅՈՒՅՈՒՆԱԳՈՅ (ՎՀՈՎՔ) և ԿԵՐՊԵՐԵՐՆԱԳՈՅ.  
ՀՅՈՒՅՈՒՆԱԳՈՅ, ԲԵՐԵՐՆԱԳՈՅ

**Fesheqel** - Engineer and linguist/telekinetic ("Fesh")

**Fesheqel** – Zhdivrzdajnjad, klezhdenriemnad, pradrnad  
ՀԵՇԴԵՆՐԵՆ (ԻՇԴԵՆ) և ԸՆԹԱՐԱԿԱՐԾ.  
ՀԵՇԴԵՆՐԵՆ, ԸՆԹԱՐԱԿԱՐԾ

**Oziez:** - Gunner and comms specialist/healer ("Ozie")

**Oziez** – toponineamnnad, vrodjenad, pachtanad

ՌԿՄՀ (ՌԿՄՀ) – ՀԱՐՋԱՀԱՅԵՐՆԱԳՈՅ, ԿԱԾԱՎԵՐՆԱԳՈՅ.  
ՀԱՐՋԱՀԱՅԵՐՆԱԳՈՅ

**Miafa** - Navigator and archaeologist/teleprojectionist ("Miafa")

**Miafa** – vlezhdjiapljdvrnad, ienshatlriemnad, koetsfredrnad  
ՀՅՈՒՅՈՒՆ (ՀՅՈՒՅՈՒՆ) – ԿԵՐՊԵՐՆԱԳՈՅԱՐԾ.  
ՀՅՈՒՅՈՒՆ, ՀՅՈՒՅՈՒՆԱՐԾ

All have training in Telepathy.

Shadrnads.

ԱՐՎԱՐԺԵՐՆԱՐԺ



## SCENE 1: OVERLOOK

**PEPECHTLIACH 1: ZHINCHEPRATLA**

ペペチチラック 1: ジンチエプラタ

**EXT. A PRIMEVAL JUNGLE, ON A STRANGE WORLD**

**BAZZHINCHEDL KITLALIEFRICHI**

バズヒニチードル キタルイフリチ

Three explorers, two men and one woman, crouch on a knoll overlooking a wide valley. On the other side of the valley they see the ruins of an ancient stone structure, possibly of human construction.

*Tyei zarnad, omei shtiefri iazh chial ziefri, baqldenzhdliez chaniatl zhinchtepratla adriens. Chanifredrapalichi chtens fevrapriazanatlas aiezeloj atleianzhoj, nadenz stokle ekej.*

ツバサルコガマアム。ミタセルキタスルズヨウタリコガム。  
ハジカムトヨウコトコトタマヌケトヨウタマヌケトハシタム。  
タマヌケトヨウコトコトタマヌケトハシタム。タマヌケトハシタム。  
タマヌケトハシタム。タマヌケトハシタム。

As they discuss the best way to approach the ruin, a fourth person joins them.

*Atleianzh ozhdezhie vinziashiatlas nilozens oqik, nachoia nad ens nieqrens.*

アタマセラム。アタマセラム。アタマセラム。アタマセラム。  
アタマセラム。アタマセラム。アタマセラム。アタマセラム。

**Vlezhdizar!**

**Fesheqel:** Jodie, what the hell? We agreed you should wait with the ship. Someone has to watch our backs.

**Fesheqel:** Aqle Jodie? Vlezhd'ia vrijo'd zhdaenzh fliedliqish dazej. Velchedl' deve ichanad.

ベセ土セセセツ： ピカセ ピリカセ / ベセヨ^ス  
ミスルリ^ド ピアセヨ ニキスルセスル ピアコセル\*  
ベセツツセツ： ピカセ ピアマアマド。

**Jo'zdiezzanj:** I set the computer to alert me if it detects anything suspicious. It'll be fine. Besides, Fesh, you need me, unless there's another xenobiologist here?

**Jo'zdiezzanj:** Patlanriemtupo bezhik dazej, deshtsiens ik zdatsiekrens ekenzh zitetylflaka. Devens ik, Fesh, kotliriemefrnadfredr zhia ekenzh?

ヨリ^ヨキココヘビ： ピアとアマヌタセツル  
トセヨス^ド ピアコセル。 ベセ土セツ 人2  
ピアと土セツセツ トセツヨ ピスルセツドガズル。  
ベセツセツ 人2, ベセ土。  
ゼリとアマヌタセツルアドバセツヨ エス ピセツヨ/

*FESHEQEL scowls and starts to argue, but is cut off by the other woman, OZIEZ.*

*Vreflens Fesheqel nechtname tlatzens, iai ziefrifredr, Oziez, ens tlantens.*  
ミセスセツ 人セセセツ： アセヨアアドバセツ ピアコセス。 ス人  
コスルスルセツ。 ピコセコ。 セツ ピアセス。

**Oziez:** She's right, Fesh. We need her knowledge, and she's clairvoyant, which we'll also need to delve that ruin. Can't do that by radio.

**Oziez:** Tavrens, Fesh. Kimatens devish, petlandrnadens, iazh devish chtenzenzh zakle atleianzh.

ピコセコ： ピアセス。 ベセ土。 ピスルセツル  
ピセツ人土。 ピセツアマヌタセツル。 スヨ ピセツ人土  
ヨセツセツ ピアセツ ピセツス。

**Fesheqel:** But what if something happens to her? Then we're down a pilot, and there's no other ship in this system.

**Fesheqel:** Ek fielachtan otlakeaiens? Vlezhdvevlsteprnad poloto'd dazenzh, qlie vevlfredr vikriem.

ベセ土セセセツ： ピセ ベセツアヨア ピアセツス  
ミスルマセツトキルガド ピアセツス。 ピア  
ミスルマセツトキルガド ピアセツス。

**Vlezhdizar!**

**Jo'zdiezzanj:** Come on, Fesh, we're all essential here. Anyway, we've been scouting this cluster for five weeks, almost a full season, and found nothing. Now, we finally find a planet with actual LIFE and you want me to stay behind? I don't think so.

**Jo'zdiezzanj:** *Fesh, chenziedish. Vlezhdedl qik machielis  
machielistial temoldish dazenzh, shidr chtio, qlie jiaplish  
dazenzh. Qik, kotla kavre kitlali jiaplish, iazh velkatlakik  
ikotlo'd ik? Qlie shtiavik.*

ゾル^コメココヘロ: ヘセ土, 王セコセル人土\*  
セセヨセセロ ゾル^ ロロ王セル人 ロロ王セル人土スロ  
セセヨセセロ人土 ロロコセヨ, 土人ロ 王人ロ, ロロ  
ロロ人土 ロロコセヨ\* ゾル^, ゾロとル ゾロロ  
ロロとル人 リスロ人土, スヨ ダセロロルロロロ  
ロロとル^ロ 人2/ ロキ 土セナ人2\*

**Miafa:** Jodie's a big girl now, Fesh.

**Miafa:** *Qik ziefri Jodie, Fesh.*

オズベア: ゾル^ コメル人 ノロク, ヘセ土\*

**Fesheqel:** But --

**Fesheqel:** *Iai --*

ヘセ土セセセル: ズ人 <<

**Jo'zdiezzanj:** I'll be fine, Fesh. If it helps I'll stay close to you and that rifle. You can be the big hero.

**Jo'zdiezzanj:** *Tokpaik chtenzenzh, Fesh. Ek makoe, o'dia  
iazh pazidrlas katlakik chtenzenzh. Iaqotzinadipr chelio'd.*

ゾル^コメココヘロ: レロロル人2 王セコセヨ  
ヘセ土\* ケロ ロロロルセ, ハ^ロス ズヨ  
ロロコメルとル土 ロロとルロ人2 王セコセヨ\*  
ロロロコメアロル人 王セル人ロ^ロ\*

FESHEQEL relaxes a bit and hefts his rifle. JO'ZDIEZZANJ and OZIEZ exchange amused looks.

*Fliedliachezens Fesheqel iazh pazidrens aqozhens. Tlakenti yzqa  
tianqizens Jo'diezzanj iazh Oziez.*

ヘセロス王セコセヨ ヘセ土セセセル ズヨ ロロコメルセ  
ロロロコセヨ\* ロロロセ人 ロコロス ハズアセ人コセヨ  
ゾル^コメココヘロ ズヨ ハコメコ\*

**Jo'zdiezzanj** (telepathically): Wears his thoughts on his forehead, doesn't he?

**Jo'zdiezzanj** (shadrevra): *Zhatskiloetsonkamolens, viaj?*

ゾル^コメココヘロ (土ロロセラ)  
ヨロとス人ロセとロアロロロロロセ, ハスノ/

### Vlezhdizar!

**Oziez** (telepathically): Pretty much. Save your power, you're gonna need it.

**Oziez** (shadrevra): *Viaj. Patlaetsio`d chedlo`d, ens katilo`d chtenzenzh.*

Ӯコメコ (土ズルセマリ): フスル\* ハルトハセヒメル^ド  
王セヨル^ド、セヨ 2ルヘムル^ド 王セヨセヨ\*

**Jo'zdiezzanj** (telepathically): Thanks, mom. I'll be good.

**Jo'zdiezzanj** (shadrevra): Kamatli, ziefri. Yektaens chtenzenzh.

Ӯル^コメココル^ (土ズルセマリ): 2ルハアヒ人。  
コメル人\* ハルセルセヨ 王セヨセヨ\*

**Miafa:** We got that all sorted, then? Right, weapons check. Jodie?

**Miafa:** *Aqle klantli chteshe dazenzh? Piezhdish omiezofra. Jodie?*

Ӯスル: ハルセ 2ルアヒ人 王セルセ ハルコセヨ/  
ハルコメル人 Ӯスルコルスル\* ハルク\*

**Jo'zdiezzanj** (checks her pistol): Ready, Miafa.

**Jo'zdiezzanj** (maitlitoponaens piezhens): *Kenkacheza, Miafa.*

Ӯル^コメココル^ (オルスヒスルルアルセヨ  
ハルコセヨ): 2ルア2ル王セコル、 Ӯスル\*

**Miafa:** Fesh?

**Miafa:** Fesh?

Ӯスル: ハセル/

**Fesheqel** (hefts his rifle): Locked and loaded, Miafa.

**Fesheqel** (pazirens piezhens): *Kienkachi, Miafa.*

ハセルセルセル (ハルコメルセヨ ハルコセヨ):  
2ルア2ル王人、 Ӯスル\*

**Miafa:** Ozie? Sensors and weapons check.

**Miafa:** Ozie? *Siekrabr iazh omeizofra piezho`d.*

Ӯスル: Ӯコメ/ ハルセルト ズヨ Ӯハセルコルスル  
ハルコル^ド\*

**Oziez** (checks her shotgun): Weapons ready. Passive sensors, check. Motion tracker, check. Comms... good connection. Check.

**Oziez** (peyakapazidrens piezhens): *Omiezofra kenkachi. Siekrabrtletla, piezhik. Miqansiekriabr, piezhik. Vrojdeiabr .. mieqrafad yekta piezhik.*

## Vlezhdizar!

ルコメコ (ルセウルゼルルルコヘセツル ルメヨセツル)  
ルタメコルルル 2セツ2ル王人\* 上メズルトセビス  
ルメヨル2\* タルルルルルメズル、ルメヨル2\*  
ルルルセツル \*\*\* ルメズルルルル ルセツルル  
ルメヨル2\*

**Miafa** (checks his pistol): Let's go, then. Jodie, scry that ruin, please.

**Miafa** (*maitlitoponaens piezhens*): Chenkiens zhdaenzh.  
Jodie, atleianzhaf petlano'd, kamatli.

タスベア (タタヒと人くルルアアセヌ ルメヨヒ):  
王セアヌヌヌ 古ルセヌ。ハルク。アヒセヌヌル  
ルセヒアル^ド。ズルダルヒトム。

Jo'zdiezzanj closes her eyes and meditates for a minute.

*Jo'zdiezzan i chtotloens chtakens, qik pitlik zhatsshtiefens.*

**Jo'zdiezzan**: ...Multiple large animals in the area, possible carnivores... the entrance seems sturdy enough... it's too far away to tell...

**Jozdiezzanj:** tlekonitlas ozhda ivrzaf, katlatlakolnad ek ielize, kochyan patla itsmolens, aftlasche akimatik cheliik...

ヨリ^ヨメココアセ: \*\*\*とセ20アメとア上 オヨル  
スモコアベ、 2アとアとア20アアアド チ2 メアムコセ、  
20エウアア フアとア 人とアアアセ、 アベとア上王セ  
ア2人アアムク2 王セムムニ2\*\*\*

MIAFA stands and draws a hand axe. The rest of the team follows suit.

Ikatikens, fiachzats aqozhens Miafa. Dlabrenad ikatikiavlens.

人2代2人2セツ、4代王コアと25代ヨセツ、26代\*  
27代トセツアリ人2代2人2スニセツセツ。

**Miafa:** Thanks, Jodie. Team, let's move out. Fesh, take point. Jodie, Ozie, you follow. I'll take the rear. Keep an eye on our flanks. Ozie, watch that tracker.

**Miafa:** Jodie, *kamatli*. *Chenkiedish zhdaenzh*, *dlabrenad*. *Fesh, dish ketzeo*’d. Jodie, *Ozie, ens velozdo*’d. *Dish velozdik*. *Qleqrish chedlens*. Ozie, *miqansiekriabr ichitens*.

タヌベツ: ヤクダク, ジテタケと人\* 王セアニキシム人土  
ヒルセツ, ハルカタケアリ\* ハセ土, ハ人土  
セキコセツアリ\* ヤクダク, ハコダ, タコ  
ハセラムアリ\* ハ人土 ハセラムアリ\* ハセ人土  
王セドセツ\* ハコダ, ハ人コドアシメスツ  
ノ王スセツ\*.

### Vlezhdizar!

**Oziez:** On it. Tracking multiple signatures. Keep those weapons ready.

**Oziez:** Viaj. Ozhda stotl tsialkik. Omeizofra kenkachas katlako'd.

ꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑꝑ

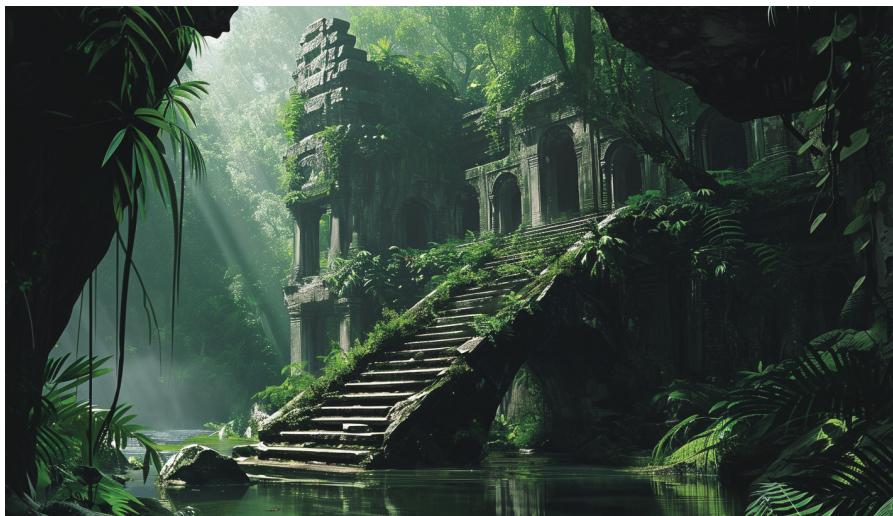
## SCENE 2: APPROACH

### PEPECHTLIACH 2: OZDREDRI

ꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ

The party approaches the ancient ruin cautiously, hacking or pushing tree branches and vegetation out of the way.

*Atleianhzananlas stazavra brojevzafens dlabrenad, zhdiechmatli iazh kochiniad akens.*



ꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ

**Miafa:** That you breathing so hard, Fesh?

**Miafa:** Fesh, ayochaksa arvre kavro'daqe?

ꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ ꝑꝑꝑꝑꝑꝑ

**Fesheqel:** Gravity's a little higher than I'm used to. I imagine you heavy worlders think it's easy, right?

**Fesheqel:** Kitlaliadras okye patla el jdavvalkik. lolotl

Vlezhdizar!

*shtaviak ekenzh kitlalietlinad shtiavo'd, viaj?*

ରେତୁକୁଳାରୀ ଦୂରିଟିରେମାନ୍ତ ରୁହିଲୁ ରୁହିଲୁ  
ରୁହିଲୁ ରୁହିଲୁ ଦୂରିଟିରେମାନ୍ତ ଦୂରିଟିରେମାନ୍ତ

**Oziez:** You need to work out in full G like I do, Fesh.

*Oziez: Akom chtema kitlaliadras ajozdaro'd zhdaenzh  
micheiavlik, Fesh.*

ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ  
ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ

**Fesheqel:** Full G for you is twice my home.

*Fesheqel: Chtema kitlaliadraso'd omeia itzik iqe.*

ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ  
ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ

**Jo'zdiezzanj:** She has a point, Fesh. It'll do you some  
good, build some real muscle.

*Jo'zdiezzanj: Viaj potlens, Fesh. Jiavr ai o'd iqens ekenzh,  
iavechad stokle.*

ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ  
ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ

FESHEQEL holds up one hand in a fist. The group falls silent. MIAFA joins  
him at point.

*Maitlioliens aqozhens Fesheqel. Tletlevens dlabrenad. Zhanzhapazi  
nieqrens Miafa Liabr.*

ଦୂରିଟିରେମାନ୍ତ ଦୂରିଟିରେମାନ୍ତ ରୁହିଲୁ ରୁହିଲୁ  
ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ  
ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ

**Miafa** (telepathically): What do you see?

**Miafa** (shadrevra): Chteo'daqle?

ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ

FESHEQEL concentrates, listening intently while scanning the ruin.

*Zhatsshtiefens Fesheqel, koqieshtiefens atleianzh oqik shtiaqens.*

ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ  
ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ ରୁହିଲୁ

**Fesheqel** (telepathically): Not see. Hear. Listen.

**Fesheqel** (shadrevra): Qlie chte. Kaoe. Kaoe'd.

Vlezhdizar!

ՀԵՏԵՆԵՐ (ԱՐԺԵՄԱՐ): ՃՃ ՖԵՇ ՀՐԸՆԵՇ  
ՀՐԸՆԵՇ.

The team listens intently for several seconds. JO'ZDIEZZANZH concentrates, scanning the surroundings. OZIEZ watches the motion tracker, which shows clusters of movement all around them.

*Qik ozhda pitlik koqieshtiefens dlabrenad. Zhatshtiefens Jo'zdiezzanj, ivriachola petlanens. Miqansiekriabr ichitens Oziez, miqanaedlo ens iachole zochens.*

ՃՆՀ ԱՅՆ ԲՆՈՒՄՆ ՀՐԸՆԵՄԱԿԵՎ ՋՐԻՆԵԱՐԸ\*  
ՅՐԵՎԱԿԵՎ ՎՐԱԿԿՈՎԵՐ, ԱՄԱՍԻԱՅՆ ԲԵՏԵՐԱԿԵՎ\*  
ԴՆՄԱՐԱՄԱՍՏ ԱԽԱԿԵՎ ԱԿԵԿ, ԴՆՄԱՐԱՐԵՐԸ\*  
ԵՎ ՏԱՐԱԿԵՎ ԿՐԱԿԵՎ\*.

OZIEZ and JO'ZDIEZZANJ exchange thoughts.

*Zhatskache'ens Oziez iazh Jo'zdiezzanj.*

ՅՐԵՎԱԿԵՎ ԱԿԵԿ ՏՅ ՎՐԱԿԿՈՎԵՐ\*.

**Oziez** (telepathically): Do you sense anything?

**Oziez** (shadrevra): *Zitetl petlano'daqle?*

ԱԿԵԿ (ԱՐԺԵՄԱՐ): ԿԵԿԵՎ  
ԲԵՏԵՐԱԿԵՎ/

**Jo'zdiezzanj** (telepathically): No. It's strange, feels like something's blocking me. Or trying to. Anything on the tracker?

**Jozdiezzanj** (shadrevra): *Qlie. Flaklaens, itsmoliaik stiefens ichatetl. Pra pazklie. Zitetl miqansiekriabr zochensaql?*

ՎՐԱԿԿՈՎԵՐ (ԱՐԺԵՄԱՐ): ՃՃ\*  
ԵՐՋԵՐԵՎ, ԱՅՆ ԱՅՆ ԱԿԵՎ  
ԱԽԱԿԵՎ, ԲԵՐ ԲՐԿԵՎ, ԿԵԿԵՎ  
ԴՆՄԱՐԱՄԱՍՏ ԿՐԱԿԵՐԵՎ/

**Oziez** (telepathically): Nothing. There's too much clutter.

**Oziez** (shadrevra): *Qlie. Vri keshel.*

ԱԿԵԿ (ԱՐԺԵՄԱՐ): ՃՃ\* ԱՅ ՀԵՏԵՆԵՐ\*

MIAFA motions for the team to huddle.

*Bezhens dlabrenad brne MIAFA.*

ԴԵՅԵՎԵՎ ՋՐԻՆԵԱՐԸ ԻՄ ԴԱՏԵՐ\*.

**Miafa**: We need to get a closer look, but there's a lot of static here.

Vlezhdizar!

**Miafa:** Chte edre okye devens, iai tlasche zhatsqrazhiriemens.

々ズベア: 王セ ゼルセ ルズウセ ハタセセヌ, 久人  
とルツ王セ ヨルヒルスヨルマヌセセヌ\*

**Fesheqel:** Think it's coming from that ruin? Some kind of Ancient artifact, maybe?

**Fesheqel:** Atleianzhazfens shtiavo'daqle? Kemetlad dra Zanatlasnadens ekenzh aqle?

々セテツセツセツ: ハトセスコロベヘセヌ  
土スラル^ハルセセ/ 2セラセトロロ ハル  
コロラロトロラアロロセヌ ハセセス ハルセ/

**Jo'zdiezzanj:** Can't tell without getting closer. Or above this vegetation.

**Jo'zdiezzanj:** Qlie akimatens chtenzenzh ozdedredishtiaql, pra kochiniad zhin.

ル^ロセココヘビ: ノキ ハルシダルセセヌ 王セコセヌ  
ルセセセル人土ニスル, ハル ジル王人アメル ヨルア\*

**Miafa:** I could flit you in.

**Miafa:** Koetsfredro'd chelieik ekenzh.

々ズベア: ジルセヒルセドロ^ハ 王セツルスセ ハセセス\*

JO'ZDIEZZANJ glares at him.

Liankavra zhi yzqens Jo'zdiezzanj.

ルスアジルマア 王ス ハコスセヌ ル^ロセココヘビ\*

**Jo'zdiezzanj:** Seriously? I can't get a clear scan of it; how are you going to get me across?

**Jo'zdiezzanj:** Viajvra? Qlie petlanemedens ik, zhinal iqenta koetsik o'd aqle?

ル^ロセココヘビ: ハズルマア/ ノキ  
ルセヒルセセロセセヌ ハル, ヨルアマア ハセセラ  
ジルセヒルセ ハ^ハ ハルセ/

**Fesheqel:** Yeah, and even if you did, could you bring her back?

**Fesheqel:** Viaj. Ek micheo'd dazej, ek kepaens o'd aqle?

々セテツセツセツ: ハズル\* ハセ ハル王セル^ハ  
ハルセセ, ハセ ハセラマセヌ ハ^ハ ハルセ/

MIAFA thinks about it.

Panens shtiavens Miafa.

ՃՐԱՎԵՍԻ ԽԵՎԵՍԻ ՃՐԱՎԵ\*

**Miafa:** We have no choice, then. We'll keep going, single file, two meter distance. I'll take point; FESH, you're rear guard. Maintain visual and stay in contact.

**Miafa:** *Qlie pepetli. Chenkiedish chtenzenzh, zhanzhiaavra, omei zdevpe`.* Ketzik chtenzenzh; Fesh, velozdeo'd. *Ichtiotlvra chtedishfredr iazh shtiaavra mieqrafo'd.*

ՃՐԱՎԵ: ՃՐ ԲԵՐԵՎԵՌԵ ԽԵՎԵ ԽԵՎԵ ԽԵՎԵ  
ԽԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ  
ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ  
ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ  
ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ

He taps his head.

Koatlens tsezens.

ՃՐԱՎԵ ՅԵՎԵ ՅԵՎԵ ՅԵՎԵ



### SCENE 3: THE RUIN

#### PEPECHTLIACH 3: ATLEIANZHAF

ՃՐԱՎԵ ՅԵՎԵ ՃՐԱՎԵ ՅԵՎԵ ՃՐԱՎԵ ՅԵՎԵ

The team stands at the base of a great stair, extending twenty meters upward at a steep angle and several meters wide at the base. Around them the ruin looms, all curved lines and arched geometry. Vines and creeping plants cover every surface, reaching toward the dim sunlight above.

Vlezhdizar!

*Kimtlas stekr'ia ikatikens dlabrenad. Chrontens omeimatlapa zdev tlabra evkla`ia ens iazh ozhda zdev nal stekr'ia. Iacholens atleianzh, jasela zhano iazh ivrfinzhoya. Achi fecha techenzens maznidekochinio, dranzhvazaf zhin zheqrezafens.*

ՀԵՎՈՒՇԱ ԼԵՋԻՑ ՀԵՋԿԵՎԵԿՈ ԾՐՏԵԱԲԸ \* ՖՐԵՎԵԿՈ  
ՌԱԴԵՎՈՐԵՐԵՐԵՐ ՈՎԵԿ ԵՐՆՈՐ ԵՎԵՋԵՑ ԵԿ ՏՅ ՌԵՐ  
ՈՎԵԿ ԱԲԱ ԼԵՋԻՑ \* ՏԵՎԱՇԵԿ ԲԵՎԵՑ, ՄՐՏԵՋԵՐ  
ԵՐԵՎ ՏՅ ԽԵՎԵՎԵՎՐ \* ԲԵՐ ԵԵՎԵ ՀԵՎԵՎԵԿՈ  
ՎՐԿԱԽԵՋԵՎԵՎՐԵՎ. ՎՐԵՎԿՐԵՎ ԵՎԵ  
ԵՎԵՎԵԿՐԵՎ \*

JO'ZDIEZZANJ rubs her forehead.

*Tsonkamolens matelens Jo'zdiezzanj.*

ՀԵՎԱՋԵՎՈՐԵՎԵԿ ՎԵՐԿԵՎԵԿՈ ՎՐԵՎԿՐԵՎ \*

**Jo'zdiezzanj:** Does everyone else feel that?

**Jo'zdiezzanj:** Siekro'daqle?

ՎՐԵՎԿՐԵՎ ԼԵՋՈՒՇԵՐԵՎ /

**Miafa:** Yeah, it's been getting worse as we get closer. It's like an itch at the back of my mind.

**Miafa:** Viaj, fieldlelnezens chtenzej oqik ozdredrish.  
*Zhianch`ia zhatsiriemik.*

ՎԵՎԵՐ: ՎՃԱ, ԵԵՎԵՎԵԿԵՎԵԿԵՎԵԿՈ ՖԵՎԵՎԵԿ  
ԵՐՆՈՐ ՌԵՎԵՎԵՎԵՎՐԵՎ \* ՅԵՎԵՑ  
ԵՐԵՎԵՎԵՎԵՎՐԵՎ \*

**Jo'zdiezzanj:** For me it's more like tinnitus.

**Jo'zdiezzanj:** Tonachazhezhplavra ik`ia.

ՎՐԵՎԿՐԵՎ ՀԵՎԱՋԵՎԵՎԵՎՐԵՎ  
ԵՎԵՑ \*

**Oziez:** It's definitely coming from inside that... structure. FESH, are you doing that?

**Oziez:** Akom atleianzhaf viaj. Ens micho'daqle, Fesh?

ՌԵՎԵԿ: ԲՀՋԵՐ ԲԵՎԵՑԱՅԵՐԿ ՎՃԱ\* ԵԿ  
ԵՐԵՎԵՎԵՎԵՎՐԵՎ \*

Small rocks and other jungle debris are floating nearby.

Aizelach iazh fredr zhdiechedla zdadro edre qliejens.

ՎԵՎԵՎԵՎԵՎՐԵՎ ՏՅ ԽԵՎԵՎԵՎԵՎՐԵՎ ՋՐԵՎ ԵՎԵՎԵՎԵՎՐԵՎ \*

**Fesheqel:** I don't think so. Shit! That buzzing is driving me insane!

**Fesheqel:** Qlie shtiavik. Dzaq! Sht'zyshtivl` qinqin!

እቻቻቻቻቻቻ፡ የቻ ተሸዋሁር ልቦናዎ፡  
ሁርቦሁርባ ስያስድያስ፡ //

The rocks all fly away as though from an invisible explosion. There's a rustling in the undergrowth as small animals scatter.

Itsmolevra qleitoa krazhiash, aizelach pierafens. Kochiniadriem kladlokli qik telekoniach tloefens.

人と在り且セモア 徒歩にて 28ヨリ土、人コセビル王  
28モアベセキ。28王人マヌハモナ 28モアベ人 5人  
とセモアス王 28モアベセキ。

**Oziez:** Feel better now?

**Oziez:** Zhatsfliedlchej` kavraqleo`d?

『コニコ: ヨルトキテ王セラ^ 2ルマエテクセラ^ド/

**Fesheqel:** A little. So what's the plan, fearless leader?

**Feshegel:** Viajach. Tlegriagle, ketznadmachitadqlie?

セセ土セセセシ：タタタタ王。セセセセセセ。  
セセコタタタタ王。セセセセセセ/

**Miafa:** Dammit, I hate going in blind, but that ruin is hiding something big. Bigger than we've found so far.

**Miafa:** Itoetiaqla kochoa ransik, dzaq, ichatetl'tlas atleianzh ianaens.

タヌベ: 人<sup>レ</sup>セ<sup>レ</sup>ス<sup>レ</sup>テ<sup>レ</sup> 2ル王<sup>レ</sup>テ<sup>レ</sup> 士<sup>レ</sup>乙<sup>レ</sup>人<sup>レ</sup>2.  
ドコロ<sup>レ</sup>, 人<sup>レ</sup>王<sup>レ</sup>セ<sup>レ</sup>と<sup>レ</sup>ヒ<sup>レ</sup>上<sup>レ</sup> ハ<sup>レ</sup>セ<sup>レ</sup>ズ<sup>レ</sup> ス<sup>レ</sup>ア<sup>レ</sup>セ<sup>レ</sup>.\*

He stands and surveys the grounds between them and the ruin.

*Ikatikens, ivrchrnt atleianzh yzqens.*

人間の心をもつて、人間としての心とセスの心とをもつて、

**Miafa:** We keep going, like before. Stay in visual, two meter spread. I'll take point. The rest of you, watch our flanks and rear. Psionics are useless here, so non-verbal signals only. Ready? Let's move.

**Miafa:** Tiechiavl, chenkiedish. Fredrish itoe katlako'd, omei zdev pe'iqeo'd. Ketzik. Qledrish iazh velish yzqeo'd. Zhiariem dievl qliese'tliens, qin maitlia tlachila. Kenkachensagle? Miqanens.

Vlezhdizar!

ヲズベル: ハヌ王スダ, 王セアゴヌム人土\* ハセム人土  
人セムセ ズルトクズル^ド, フラセム ひセナ  
ハセムスカセム^ド\* ズセムコムセ\* ハセム人土 スヨ  
ハセム人土 ハコヅセム^ド\* ヨズマセム ハセム  
ハヌ上セ^トメス, ハヌア ハヌムとス トク王ムユル\*  
ゼセアゴヌムズルセ/ ハヌムアセス\*

They ascend the stairs, single file. The forest is silent all around them, only the sound of the wind in the leaves accompanies them.

*Shtiefavra kim noetzhitens. tletla zhdiechedlens iachole, qin kozitllo lienj kon ens.*

ハヌベルマル 乙ヌア ハルセムヨムヒセス\* トセトク ヨヌ王セムセス  
スヌムセ, ハヌア ズルコムトドル ハヌム ズルア セス\*

At the top of the stairs, they find a circular portal with a stone door. Its hardware is crusted with lichen and moss, and vines obscure the ornately carved jambs around it. Under the lichens, crudely carved runes are barely visible.

Kimtlas`ia, malachta aiezela kochyan jiaplens. Aizeltlakoa iazh tompaki ens techens, iashbekavra akola kochyanplozek maznidekochinoish ianaens. Aizeltlakoadlafl, akola zankiload itoaachens.

乙ヌアトクス, ハヌベルマル ハヌコセムラズ ズル王ムラズ  
ソズムセス\* ハヌコセムトクズルス ハヌセムラズ人セス  
ハヌ王セス, スヌトクズルマル ハヌムラズ ズル王ムラズラコムラズ  
ハヌコムラズクズル王ムアスヌ スヌムセス\*  
ハヌコセムトクズルアムラズ, ハヌムラズ コムア乙ヌムラズ  
人セムラズハヌ王セス\*

MIAFA reaches out with his axe to push away some of the creepers, but drops it and cries out in pain, clutching his forehead.

*Fiachzatsiash miaachens Mifa, niedl maznidekochinio kopechafens, iai fiachzats antlienens iazh itlebrvra tlaztlens, tsonkamolens adrens.*

ハヌコムスとスヌ ハヌ王セス ハヌベル, ハヌム  
ハヌコムラズクズル王ムアスヌ ズル王ムラズセス, スヌ ハヌコムスと  
スヌムセス\* スヌ 人セムラズ トクコトセス,  
トクアゴヌムラズセス ハヌセス\*

**Oziez:** MIAFA! Are you all right?

**Oziez:** Mifa! Fliedlensaqlé?

ハコムコ: ハヌベル// ハヌムセスハヌセス/

### Vlezhdizar!

She drops to her knees, hands on her ears.

Tlanchoatliens cheztletemiens, tonachazhens maitliens ichi.

トランチャリエンズ チェツルテミエンズ、トナカザヘンズ メイトリエンズ イチ。  
トランチャリエンズ チェツルテミエンズ、トナカザヘンズ メイトリエンズ イチ。

**Jo'zdiezzanj:** God, it hurts! I can tell it's coming from inside. We have to get in there somehow!

**Jo'zdiezzanj:** Dzaq, itliebrai ik ens! Akomsipratl dliavrtledens akimatik. Ichaqentavra kochodish zhdaenzh!

ゾウズ・ジエッサンジ: デザク、イリエブライ イク エンス! アコムシプラット ドリアーブルテレンズ アキマティク。イチャケンタラ ヴラコドシズ ジュダエンズ・  
トランチャリエンズ チェツルテミエンズ、トナカザヘンズ メイトリエンズ イチ。

**Fesheqel:** Everyone, join hands! If we all shield ourselves, maybe we can push past this!

**Fesheqel:** Maitlidish nieqrish! Dish zhdatsdlafmochitish ekenzh, kopechetlodish ekenzh!

ゾウズ・セヘルジ: トランチャリエンズ チェツルテミエンズ イチ// ドラス  
トランチャリエンズ チェツルテミエンズ イチ// ドラス・セヘルジ: トランチャリエンズ チェツルテミエンズ イチ//

The team joins hands in a circle, heads bowed in concentration.

Malachtavra maitliens nieqrens dlabrenad, zhatsshtiefevra koatloens pechteqa.

トランチャリエンズ チェツルテミエンズ イチ// ドラス  
トランチャリエンズ チェツルテミエンズ イチ// ドラス・セヘルジ: トランチャリエンズ チェツルテミエンズ イチ//

**Oziez:** Focus your wills! Let it flow through me!

**Oziez:** Chielo'd shtiefeo'd! Ikiash miqanens merkredeo'd!

オジエズ: シエロド・シティーフオド! イキアシ ミカネンズ メルクレデオド!  
トランチャリエンズ チェツルテミエンズ イチ// ドラス・セヘルジ: トランチャリエンズ チェツルテミエンズ イチ//

After a minute the team calms down and rises again. OZIEZ is sweating and breathing hard.

Qik iepri pitlik, fliedlens iazh ikatikens dlabrenad. Vravefiens iazh ayochaksa arvrens Oziez.

シエロド・シティーフオド! マルタセス・セヘルジ: トランチャリエンズ チェツルテミエンズ イチ// ドラス・セヘルジ: トランチャリエンズ チェツルテミエンズ イチ//

**Jo'zdiezzanj:** Take it easy, OZI. I have some boosters if you need one.

**Jo'zdiezzanj:** Fliedla igeo'd, Ozi. Dievlevchavchabl kavrik,

katilo'd ekenzh.

Јә^օչէկօքէ ՞օչէ՛՛ ւնշու՞մ, զօհ\*  
Ժօտա՛յանանան շըմսչ, շըմսչ լու՞մ  
չշշու\*.

**Miafa:** It's a good thing we have a healer in the squad. I can almost think clearly now. JODIE, can you sense anything beyond that door?

**Miafa:** Yekta aelyi pachtanad dlabrenadriem kavredish.  
Chtio iachoitlqlie shtiavik cheliik. Jodie, kochyanaf zitetl siekro'daqle?

ՃՏԱՌ: ՄշշշՌ ԲՇՇՍՍ ԲԲՋՌՋՋՋՋ  
ԺՐՄԵՋՋՋՋՄԽԽ շըմսչուս\* առա  
ՃՌՌՈՒՌՌՌՌ ա՛յաշիչ\* յըմչ,  
ԶՋՄՄՌՌՌՌ ԿՌՌՌՌ լՌՌՌՌՌՌՌՌՌ

**Jo'zdiezzanj** (approaches the door): Nope. Still nothing. It's like there's a psychic shield on it. Everything beyond is just ... blank.

**Jo'zdiezzanj** (Kochyan ozdredrens): Qlie. zhatsdlezhdiavl. Kochyanaf, achitetl... pachtzalaens.

Јә^օչէկօքէ ՇՋՄՄՌՌ զօհեկչու\*:  
ՖՃ\* ՅՌՌ ծՌՌ պՌՌ ՇՋՄՄՌՌՌՌ,  
ԲՌՌ կՌՌ \*\*\* ԲԲՋՌՋՋՋՋՌՌՌ\*

**Miafa:** We have to open it, then, if we can. JODIE, OZIE, watch our backs. FESH, let's see about levering this thing.

**Miafa:** Ens pochitish zhdaenzh, chelidish ekenzh. Jodie, Ozie, iedrebrish chedlens. Fesh, tetl stetish pazkliedish.

ՃՏԱՌ: ևՌ ԲԲՋՌՋՋՋՋ օՌՌՌ,  
ՃՌՌՌՈՒՌՌՌՌ ևՌՌՌՌ յըմչ, զօհ\*  
ՃՌՌՌՈՒՌՌՌՌ ՃՌՌՌՌ ևՌՌՌՌ ևՌՌՌՌ  
ԲԲՋՌՋՋՋՋՈՒՌՌՌՌ\*

The men start pushing and scraping the door, looking for any weakness. As they work, they tear the vines and lichens away from the doorway, exposing more of the runes.

Fesheqel steps back, studying the writing.

*Kochyan kopechens tlatzens shtiefri, vravefiezi jaapleniedlens. Oqik koatlens, maznidekochinio iazh aizeltiakoa kochyanpe' qribtlens, okye zankiload tleveqlens.*

*Miqanepens Fesheqel, zankiload shtiaqens.*

ՇՋՄՄՌՌՌՌ ՇՋՄՄՌՌՌՌ ոՌՌՌ կՌՌՌ աՌՌՌ  
ԱՌՌՌ կՌՌՌ ՇՋՄՄՌՌՌՌ կՌՌՌ կՌՌՌ կՌՌՌ  
ՇՋՄՄՌՌՌՌ ՇՋՄՄՌՌՌՌ կՌՌՌ կՌՌՌ կՌՌՌ  
ՇՋՄՄՌՌՌՌ ՇՋՄՄՌՌՌՌ կՌՌՌ կՌՌՌ կՌՌՌ

とセナセラセコ\*

タスルアマセラセコ ハセカセラセコ. コアマニマラルコ カスカセコ.\*

**Miafa:** Why are you stopping? We need to get this open!

**Miafa:** Bravro'daqle ipatle? Kochyan devedish pochite zhdaenzh!

タスル: ムルモロ^ドクセ ムルロ^ドクセ/ ザルモロ^  
タスルセラムル マルモロ^ドクセ マルモロ^ドクセ//

**Fesheqel:** This writing. I can almost make some of it out.  
Holy shit, it's Zdetl!

**Fesheqel:** Kiloadens. Chtio cheliik mochitik. Cha!  
Zdetlens!

ハセカセラセコ: 乙人マラルコセコ\* 王人マ  
タスル王人マ\* 王人// ロセセセコ//

**Jo'zdiezzanj:** Are you sure?

**Jo'zdiezzanj:** Tlachtamoto'daqle?

タスルココロ: とアラタラタラ^ドクセセ/

**Fesheqel:** Not completely, it's really worn and probably an old dialect, but yeah... some of the letters are still readable.

**Fesheqel:** Qlie chtema, mateletlasens, zanklezhdenens ekenzh, ek viaj... icha dra tlatoni mochitaens.

ハセカセラセコ: ドキ 王セラル. ドルヒセラセコ上セコ.  
コアマニマラルコ シセコ. シセ ナズレ\*\*\* 人王ル ドル  
タスルア人 タスル王人マセコ\*

**Miafa:** What's it say?

**Miafa:** Potlensaql?

タスル: ドルヒセラセコ/

**Fesheqel:** I think that's a "PR"... and that one might be "CH..." wait. If I'm right...

**Fesheqel:** Ens 'PR' shtivik... ens 'CH' ek... Vrije. Tavrik ekenzh...

ハセカセラセコ: シセ 'ル' 士スルシ\*\*\* シセ '王'  
シセ\*\*\* ナズレ\*\*\* シセセラセコ シセセコ\*\*\*

The jungle behind them is silent except for breezes and rustling leaves.  
JO'ZDIEZZANJ is watching the canopy, a concerned look on her face.

Rintzhdiechedl tletlens lienachqlets iazh kozitl kladlok lens.  
Zhdiechedlchima ichitens Jo'zdiezzanj, makichoens.

アメラコロ王セコ とセセセコ 並メアラ王セコと スヨ ゲルコ人と

ՀԵՇՋԱՎԵԿԱ. ԵՄԱՆԵՇՈՒՐԱՆԴԵ ԻՌԱՀԵԿԱ ՎՐԱԿՈԿՈՎԵՀ.  
ՏՐԵՇՈՒՐԱՆԴԵ.

**Jo'zdiezzanj:** Um, guys?

**Jo'zdiezzanj:** Em, nado?

ՎՐԱԿՈԿՈՎԵՀ ԵԴ, ՄԱՌՋԱ/

**Miafa:** Got an idea, FESH?

**Miafa:** Kavro'daqle zhatsach, Fesh?

ԴՏԵՐ: ՀԵՇՋԱՎԵԿԱ ՅՌԵՇՈՒՐԱ, ՎԵՇՈՒՐԱ/

**Fesheqel:** Maybe. Let me try something. Step aside...

**Fesheqel:** Ek. Pazklik ichatetl merkedo'd. Apalzhi  
miqano'd...

ՎԵՇՈՒՐԱ: ԵՇ, ԲՐԿՈՎԵՀ ԻՌԱՀԵԿԱ  
ՎԵՇՈՒՐԱ: ԲՐԿՈՎԵՀ ԵՇ ՎԵՇՈՒՐԱ: \*\*\*

**Jo'zdiezzanj:** Guys? Whatever you're going to do, make it fast! There's something in the forest.

**Jo'zdiezzanj:** Micheo'd chtenenzh itetl, qietso'd  
zhdaenzh! Zhdiech akom ichatetl.

ՎՐԱԿՈԿՈՎԵՀ: ՏԻՌԵՐԱԿ ԽԵՎԵԿԱ ԻՌԵԿԱ.  
ԽԵՎԵԿԱ ԵՐԵՎԱ/ ԵՄԱՆԵՇՈՒՐԱ ՏԻՌԵՐԱԿ  
ԻՌԵԿԱ\*

**Miafa:** There's lots of things in the forest.

**Miafa:** Zhdiech akom ozhda tetl.

ԴՏԵՐ: ԵՄԱՆԵՇՈՒՐԱ ԱՅՆ ՀԵՇՈՒՐԱ\*

**Jo'zdiezzanj:** Not funny, MIAFA. I'm telling you, something big is out there.

**Jo'zdiezzanj:** Qlie tlakentia, Miafa. O'd bezhik, tetlatlas  
iqe!

ՎՐԱԿՈԿՈՎԵՀ: ՏԵ ԾՐԵՎԵՑՐ, ՏՐԵՐ.\*  
ԸՇՈՒՐԱ: ՀԵՎԵԿԱ ՀԵՎԵԿԱ ՀԵՎԵԿԱ\*\*\*

**Miafa:** Fesh?

**Miafa:** Fesh?

ԴՏԵՐ: ՎԵՇՈՒՐԱ/

**Fesheqel:** (raises his hands, mimes opening a door. The dust of ages rains down as the portal scrapes against its fittings.) Almost got it...

**Fesheqel:** (*maitliens aqozhens, kochyan pochite  
fiavrzelens. Cheztlens zanjdzazhi oqik kochyanplozikens  
kichtoenstia kochyan) Chtio...*

### Vlezhdizar!

ベセテセセセ: (ダズ人とメヌ クルヨセセ。  
ゼル王アラ ルル王人ルセ ヘズマコセセセ\*  
王セコセセセ コマアリルヨル ルルル  
ゼル王アラルコスセセセ 2人王ルセセス  
ゼル王アラ) 王人ル\*\*\*

In the forest behind them, the treetops begin rustling more intensely. A tentacle appears from the canopy, then a second, larger one.

*Zhdiechriem vel ens, zhdiechedlchima kladlorens tlatzens. Chimapratl dlavrtledens chetzimatli, iazh chetzimatliatl.*

ヨヌ王アヌタ ダセセセセ: イヌ王セヒ王人ダル ルルドルセセセ  
とルルコセセ\* 王人ダルルルと ルズマセセルセセ  
王セヒコスダルとスと\*  
スヨ 王セヒコスダルとスと\*

**Jo'zdiezzanj:** Now would be a really good time!

**Jo'zdiezzanj:** Qiktlasche ek!

ルル^ヨヌココルル: ルスセトル王セ ケツ//

A crack has opened between the portal and its jamb. MIAFA LIABR looks over his shoulder. His eyes widen in fear and he grabs the door and begins to pull, trying to help FESHEQEL open it.

*Kochyan nepa kochyanplozek pochitaens dazej kapani. Zhin elaplatiens chtens Miafa Liabr. Machitada ichtotloens, kochyan adrens iazh evkatzilanens, makoens Fesheqel pochitaens kochyan.*

ゼル王アラアラルル ゼル王アラルルコセセ ルル王人ルセセ  
ルルコセセ ルルルアヌ\* ヨヌア ヘルルルルルメヌ 王セセ ルスル  
ルスル\* ルル王人ルルル 入ルルとルセセ, ゼル王アラ ルルセセ  
スヨ ヘルルルルコスとルルセセ, ルルルルセセ ベセテセセ  
ルル王人ルセセ ゼル王アラ\*

OZIEZ raises her rifle toward the creature emerging from the jungle. More tentacles appear from the upper branches, then a large, bulbous body follows.

*Pazidrens didrens Oziez tlekonizhi dlavrtledens rintzhdiechedlprati.  
Zhdiechedlchimapratl dlavrtledens okye chetzimatli, iepri dlavrtledens stiettlas ziepra stiedi.*

ルルコスルセセ ルスルセセ ルコスルコ とセスルアヌヨル  
ルルルルセセルセセ ルスルルアヌセルルと\* ヨヌ王セヒ王人ダルルルと  
ルルルルセセルセセ ルスルル 王セヒコスダルとス, ルスル  
ルルルルセセルセセ ルスルル ルスルルコスルル ルスル

## Vlezhdizar!

**Oziez:** Is that door open yet?

**Oziez:** Qik kochyan pochitensaqe?

『コトコト』 5x2 20玉UR? フル玉レバズルスケ/



**Feshegel** (grunting and straining): Almost got it! HA!

## **Feshegel: Chtio... HA!**

ヘセ土セシセヒ：王人凡\*\*\* //王凡//

The door grinds open another meter, then stops. Without waiting, the team dives into the dark space beyond. Behind them, the creature slithers and crawls up the stair and stops at the doorway. It probes the open portal with a tentacle, then crawls away.

*Kenketl zdev kichtoevra pochitens kochyan, qik bravrens. Qlie vrijens, priadrichiev tloeioens dlabrenad. Kimat kochyanchrt pezotlens kiejo. Pochita kochyan kon chetzimatl piaplens, pezotlepe`ens iepri.*

**Jo'zdiezzanj:** Good job, FESH. Another few seconds and we'd have all been dinner for that thing..

**Jo'zdiezzanj:** Koatli zhdotlas, Fesh. Ozdeach zhinzho, ininteli tlakodish dazej.

ソラノココロアガニ。アガルヒトアガルヒト上、シキ土。アガルヒト王ヨメヲ。メアメアヒトヒトヒトアガルヒトアガルヒト。

## Vlezhdizar!

**Oziez:** Did you figure out what the runes said?

**Oziez:** Zankiload zhdatlo'd dazej?

զԿԵԿՈՒՆԻԱՆ ԱՐԴՅՈՒՆՎԱՐ ԵՐԵՎԱՆ  
ՀԱՅԿԱՆ/

**Fesheqel** (breathing hard): Hold on... got to.. catch my breath. Whoever carved it had terrible handwriting or was in a rush. Probably the latter. Anyway, the one word I could make out was probably "PRAKOPECHE".

**Fesheqel** (avrens kon ayočak): Vrije... deve... avriik zhdazhe. Ens akole dazej nad kon fela maitlikiloiens dazej, qietsens pra. Qietsa ek. "Prakopeche" ek mochitik dazej.

The team huddles in silence for a while in the dim light streaming through the open door.

*Tletlvra brnens dlabrenad vaachriem kochyan totometlo.*

ତେବେ କରିବାକୁ ପରିଚାରିତ କରନ୍ତିମାତ୍ରା କାହାରେ

**Oziez:** You realize what this means, right? The last people to visit this place...

**Oziez:** Akimoto'd viaj dra tetl, viaj? Ezhinadnie...

ይርጊዣ፡ የደንብና ስራውን በኋላ ተስፋል ተስፋል  
በሸቦ/ ንግድ ስራውን ተስፋል\*\*\*

**Fesheqel:** Were Zhdantia. And they set that trap to keep things OUT.

**Fesheqel:** Zhdantiaens Dazenzh. Iazh kretl kemetlens dazenzh tetl kochoe pagrozde niedl.

くセ土セナセヒ：ヨルカスセヒ ドルコセヲ\* ズヨ  
ルセヒ ジセトセヒセヒ ドルコメヲ ハセヒ ジル王ルセ  
ドルコセヒ アズル\*

## **Jo'zdiezzanj: Cha. Dzag.**

ソルトココア: 王子、ドカドカ。

**TUNE IN NEXT WEEK for another exciting episode of VLEZHDIZAR!**

## Vocabulary (Tlatoniatl ilnamia)

-am	‑ <small>アタ</small>	adj	suffix indicating a skill, practice or profession
-apal	‑ <small>アラアラ</small>	noun	side of, referring to a face, facet, or a place
-at	‑ <small>アタ</small>	prep	up, upward
-iavl	‑ <small>アタ</small>	adj	indicates similarity; 'same as'
-iefr	‑ <small>アタ</small>	adj	alien, foreign
-iev	‑ <small>アタ</small>	prep	beyond
-nepa	‑ <small>アセラ</small>	prep	between
adrie`	‑ <small>アシテ</small>	verb	to crouch or kneel
aizeltlakoa	‑ <small>アスコセラ</small> と‑ <small>アラアラ</small>	noun	lichen ('stone eater')
akola	‑ <small>アラアラ</small>	adj	carven, carved
akole`	‑ <small>アラアラセ</small>	verb	to carve
antliene`	‑ <small>アマヒメアセ</small>	verb	to drop (something)
aqozhe`	‑ <small>アラヨセ</small>	verb	to lift, to raise
arvra	‑ <small>アマタマ</small>	noun	breath
arvre`	‑ <small>アマタマセ</small>	verb	to breathe
baqldenzh	‑ <small>アラカタマセ</small>	noun	a knoll or small hill
brieche	‑ <small>アマタマ</small>	adj	obtuse
brieme	‑ <small>アマタマ</small>	adj	acute
chtipide`	‑ <small>アスコセラセ</small>	verb	to stoop (as in under a low doorway)
chtiqole`	‑ <small>アスコセラ</small> セ	verb	to bow (in greeting)
deshtsie`	‑ <small>アセラタマ</small>	verb	to alert, to warn
didre`	‑ <small>アラセ</small>	verb	to aim, to point at something
dievlevchavchabl	‑ <small>アセタマタマタマタマ</small>	noun	psi-booster drug
diabrenad	‑ <small>アラタマセラ</small>	noun	a team (people united in function and purpose)
diavrtlede`	‑ <small>アスコセラセ</small>	verb	to emerge
evkla	‑ <small>アマタマ</small>	noun	angle
ezhinad	‑ <small>アヨヒマ</small>	noun	visitor
ezhple`	‑ <small>アヨリ</small>	verb	to ring
fiavrzefle`	‑ <small>アスコセラセ</small>	verb	to gesture or mime an action
fieldlelnze`	‑ <small>アセラセラアセコセ</small>	verb	to worsen, to deteriorate (become bad)
iachoitl	‑ <small>アタヒム</small>	noun	fog, mist
iaqotzinadipr	‑ <small>アラヒコタマタマタマ</small>	noun	hero; warrior of merit
iaashbeka	‑ <small>アシタマ</small>	adj	ornate, decorated
iavech	‑ <small>アタセ</small>	noun	muscle
ichtiotlvra	‑ <small>アシヒムタマタマ</small>	adv	visually, with the eyes
itlebr	‑ <small>アヒム</small>	noun	pain, discomfort
ivrfinzhoya	‑ <small>アマタマアラバ</small>	noun	geometry
jasel	‑ <small>アラセラ</small>	noun	arc, curve
jdavvalke`	‑ <small>アラタマタマアセ</small>	verb	to be accustomed or acclimated (to)

Vlezhdizar!

jdazhi	ጃድዝի	noun	dust
kapani	ጃՐՔԱՆԻ	noun	crack, crevice
kemetlad	ՋԵՏՈՎՈՒՅՈ	noun	artifact or relic
kepae`	ՋԵՐՈՎԵ	verb	to return, to bring back
kichtoe`	ՋԻՇՈՎԵ	verb	to grind, scrape, rub harshly
kim	ՋԻՄ	noun	stair, staircase
kladlokle`	ՋՐՃՈՎԵ	verb	to rustle
kladlokli	ՋՐՃՈՎԵ	noun	rustling, a rustling sound
klezhdienriem	ՋԵՋԵՎԱԲԵՐ	noun	linguistics
klezhdienriemnad	ՋԵՋԵՎԱԲԵՐՆԱՐ	noun	linguist, one who studies languages
kochiniad	ՋՈՒԱՑՈՒ	noun	vegetation, undergrowth
kochyanplozek	ՋՈՒԱՎՐԱԲՈՅ	noun	door frame
koetsfredr	ՋՈՎԵՐԵԿՈ	noun	teleprojection; teleporting others
koetsfredrnad	ՋՈՎԵՐԵԿՈՐ	noun	one trained in teleprojection
kotliriemefr	ՋՈՒԱԲԵՐԵԿՈ	noun	xenobiology
kotliriemefrnad	ՋՈՒԱԲԵՐԵԿՈՐ	noun	xenobiologist
kretl	ՋԵ	noun	a trap
kretle`	ՋԵՋԵ	verb	to ensnare, to trap
maitlioli	ՋԱԼԻՈՒԱԼԻ	noun	fist
maitlitopona	ՋԱԼԻՈՒԱԼՈՒԱՐ	noun	handgun, pistol
matele`	ՋԱԼԿԵԼԻ	verb	to rub, to massage
maznidekochinio	ՋԱԿՈՎԵՐԵԿՈՎԵՐ	noun	vine, creeping plant
miaache`	ՋԱՍԵՎԵ	verb	to reach out, to extend the hand
mieqrafad	ՋԱՄՔՐԱԳ	noun	connection
mieqrafe`	ՋԱՄՔՐԱՎԵ	verb	to connect
miqanda	ՋԱՄՔՐԱՋ	noun	movement
miqansiekriabr	ՋԱՄՔՐԱՄԵՋՏ	noun	motion tracker
nechtname`	ԴԵՎԵՐԵՋԵ	verb	to argue or dispute
omiezofra	ՈՎԵՇՈՎՈՒՐ	verb	a weapon
ozdedre`	ՈՎԵՇՈՎԵ	verb	to approach, to move near to
paqrozde`	ԲՔՋԱՋԵ	verb	to hinder, to prevent
pazidr	ԲՔԵԿԵ	noun	rifle
pecheteqe`	ԲԵՎԵՇԵ	verb	to lower the head, reverently or in concentration
petlane`	ԲԵՇԵՐԵ	verb	to scry; to use clairvoyance to scan an area
peyakapazidr	ԲԵՎՐԵՋԱՋԵ	noun	shotgun
peyake`	ԲԵՎՐԵՎԵ	verb	to scatter or sprinkle something
pezotle`	ԲԵՋՈՎԵ	adj	to slither, to crawl on the ground like a serpent
piaple`	ԲԵՏԵՎ	verb	to probe

### Vlezhdizar!

piezhe`	፩፻፻፻	verb	to verify
pitlik	፩፻፻፻	noun	a minute (of 90 zhinzh)
plon	፩፻፻	noun	a sonar 'ping'
plozek	፩፻፻፻	noun	frame
qleqra	፩፻፻፻	noun	flank, side
qleitoedzaq	፩፻፻፻፻፻፻፻	noun	radiation (the "invisible death")
qlieje`	፩፻፻፻	verb	to float
qribble`	፩፻፻፻	verb	to rip, to tear
rintzhdiechedl	፩፻፻፻፻፻፻፻	noun	rainforest, jungle
se'tli	፩፻፻	noun	function, use
shtiefa	፩፻፻፻	adj	intent, focused
siekrabraf	፩፻፻፻፻፻፻	noun	long-range sensor
siekrabrqrava	፩፻፻፻፻፻፻፻	noun	active sensors ("noisy detectors")
siekrabrtletla	፩፻፻፻፻፻፻	noun	passive sensors ("silent detectors")
siekre`	፩፻፻፻	verb	to detect or to sense
siekriabr	፩፻፻፻	noun	a sensor
stekr	፩፻፻	noun	base, bottom, lower end of (something)
stokle`	፩፻፻፻	verb	to build
stoklevinzashia	፩፻፻፻፻፻፻፻	noun	architecture
stotl	፩፻፻	noun	a sensor 'blip'
temi	፩፻፻	prep	onto
tlabra	፩፻፻፻	adj	steep
tlachtamote`	፩፻፻፻፻፻፻	verb	to be confident
tlachtamotiad	፩፻፻፻፻፻፻	noun	confidence
tlante`	፩፻፻፻	verb	to interrupt someone
tleqre`	፩፻፻፻	verb	to plan
tleqri	፩፻፻፻	noun	a plan, a course of action
tonachazhezhpla	፩፻፻፻፻፻፻፻	noun	tinnitus
topona	፩፻፻፻፻	noun	gun
toponine	፩፻፻፻፻፻	noun	cannon; "big gun"
toponineam	፩፻፻፻፻፻፻	noun	gunnery
toponineamnad	፩፻፻፻፻፻፻፻፻	noun	gunner, one trained in gunnery
tsialke`	፩፻፻፻	verb	to track
vasiekrabr	፩፻፻፻፻	noun	laser rangefinder or LIDAR
vinziashia	፩፻፻፻፻	noun	method, mode, way of doing something
vravefie`	፩፻፻፻፻	verb	to sweat, to perspire
vravefieza	፩፻፻፻፻፻	adj	vulnerable
vravefieze`	፩፻፻፻፻፻	verb	to be vulnerable or weakened
vravefiezzi	፩፻፻፻፻፻	noun	vulnerability
vrefle`	፩፻፻፻	verb	to frown

Vlezhdizar!

vrodje`	ବ୍ରୋଦ୍ଜେ	verb	to communicate
vrodjead	ବ୍ରୋଦ୍ଜେଅଡ	noun	communication
vrodjenad	ବ୍ରୋଦ୍ଜେଅରାଡ	noun	communication systems operator
yzqa	ୟକ୍ଷା	noun	a look, a glance
zakle`	କ୍ରେଷ୍ଟେ	verb	to delve, to explore a cave or ruin
zankiload	କ୍ରେତ୍ରେଲ୍ଲାରାଡ	noun	runes, ancient writing
zdadro	କ୍ରେଶ୍ରା	noun	debris
zdatlsiekre`	କ୍ରେତ୍ରେଲ୍ଲେକ୍ଷେ	verb	to detect, with a sensor or other device
zhan	ଯନ୍ତ୍ର	noun	line
zhanzhia	ଯନ୍ତ୍ରାଣ୍ତ୍ର	noun	a line of people, an advancing column
zhatsach	ଯନ୍ତ୍ରାଣ୍ତ୍ରାନ୍ତ୍ର	noun	an idea
zhatsqrazhi	ଯନ୍ତ୍ରାଣ୍ତ୍ରାନ୍ତ୍ରୀ	noun	mental noise or psychic static
zhdatltlo diafl	ଯନ୍ତ୍ରାଣ୍ତ୍ରାନ୍ତ୍ରାନ୍ତ୍ର	noun	colony, settlement
zhdiechmatli	ଯନ୍ତ୍ରାଣ୍ତ୍ରାନ୍ତ୍ରାନ୍ତ୍ର	noun	a branch (of a tree)
zhianch	ଯନ୍ତ୍ରାନ୍ତ୍ର	noun	itch, itchiness
zhinchtepratla	ଯନ୍ତ୍ରାଣ୍ତ୍ରାନ୍ତ୍ରାନ୍ତ୍ର	noun	overlook
zhinzh	ଯନ୍ତ୍ରାନ୍ତ୍ର	noun	a second

# Fifth Frontier War Battle Hymn

*From the year 3240.1 (Imperial year 589) to the present, the Zhodani have fought five interstellar wars against their chief rival, the Third Imperium. Like many human cultures, the Zhodani composed battle songs singing the praises of their own forces to build up patriotic support for the war among the people.*

*This example is a fragment of a much longer song reminiscent of the epic poems like Gilgamesh, the Iliad, the Viking sagas, and other styles common to Bronze or Iron Age Terran cultures. The metrical structure is typical of Zhodani verse and is a variation of **anapestic** or **dactylic nonameter**, with each line having nine syllables and the accent falling on the second, fifth, and eighth syllable of each line.*

*Another feature common to classical Terran epic poems is the repetition of certain themes or **epithets**; in this one, the Zhodani are consistently described as “brave Zhodani” (Zhdantia atiecha) while the Imperial forces are repeatedly described as the “barbaric, grasping Imperium (baza, adrea Qlomatlivr). The chorus itself highlights the noble goals of the Zhodani forces, emphasizing harmony for all (zhi’fliedl iaqotzens Zhodani) in contrast with the destructive Imperium (Qlomatlivra baza iaqotz’nad).*

## Verse 1:

ズルズルズ ツ王人<sup>トコメス</sup> ズヤア<sup>トツ</sup>アヌ<sup>ス</sup>  
lapalia achitziens kentlasriem  
(blackness space-of depths-within)

リスア<sup>ツ</sup>アヌ<sup>ル</sup> ツ<sup>ス</sup>ル<sup>トコ</sup>ル<sup>ト</sup> ト<sup>ス</sup>ル<sup>コヤス</sup>  
Liankavra iaqotzad tlatzensi  
(angrily commences a war)

ト<sup>ス</sup>ル<sup>コ</sup>ル<sup>ト</sup> ツ<sup>ス</sup>ル<sup>ト</sup> ツ<sup>ス</sup>ル<sup>ト</sup>ア<sup>ト</sup>  
Baza, adrea Qlomatlivr  
(barbaric, grasping Imperium)

ア<sup>ス</sup>ト<sup>ス</sup>王<sup>ス</sup> ヨ<sup>ス</sup>ル<sup>ス</sup>ア<sup>ス</sup> ト<sup>ス</sup>王<sup>ス</sup>ヤ<sup>ス</sup>  
atiecha Zhodani pichtensti'.  
(defend-against the brave Zhodani)

安静と大と大と 大吠えと 大吠えと  
Qietsatlas qrazhiatl iaqotzens,  
(quickly-great and roars-great fight-they)

凡セヨトノ王 ハセツアトテノト パクシイコヘ  
Vlezhdstich flelatlas iaqotzi  
(stars-among terrible war)

ճարտար Շահնշահունար, չափ չզ Ճարտահ  
dabri achitetylira, edre iazh afens.  
(struggle universal, near and far)

## Chorus:

ヨシ^ハキチル スラムコセニ ヨルウタマ  
 ヨシ^ハキチル パルト^セト人 パタリクス  
 zhi'fliedl iaqotzens Zhodani  
 zhi'fliedl pat'l'etsi achadtia  
 (toward-harmony fight Zhodani, toward harmony for all)

झोडानी विजय द्वारा बाहरी युद्धक लोकों का विभाग  
Zhodani victory by barbaric warriors of the outer lands

## Verse 2:

ಏಕ್ಯಾರ ರ್ಹಾರ್ತಿಗಂತಾ ಸಧಿ  
ತ್ರಾಜಾಪುರಾ ಕ್ರಿಕ್ರಾತ್ತಾ ವಾರಮಾರ  
Vlezhda iaqotzriem iadli  
tlazhdoyovra tezintlens vavra  
(Stellar battle-during, redly the skies burn brightly)

アキチ・トロクルトロス・ツセコスアセヌ  
スカクコスアガルス・ヨガルガル人  
Achitzi Tloqltlo tezintlens, iaqotzinadipr Zhodani  
(Spinward-Marches-through-way, fight-they the noble Zhodani heroes)

ፈቻዘቻኖሩን ስጋጋዕጣን በኩል ተደርሱ እና የሚከተሉ የ  
ፈቻዘቻ ስጋጋዕጣ ስጋጋዕጣ ተደርሱ  
fe'kevasir ameyasir dabrens ikal'nadipr Driantia  
(honor-with [and] grace-with fight [our] noble heroes of the Consulate)

զՇՋԱՆԿԵՑ ԻՆԿԵՑՑԱՅՑ ԶՋԱՑԻՆ  
ՀՐԿՈՐ ԲԴԵՐ ՏԱՐՏՐՈՒՏԱԿՐ  
zdaqloqrens itzimnens Zhantiaipr  
Baza, adrea Qlomatlivrtia  
(doom-their accept-they Zhodani-worthy  
Barbaric, grasping Imperium-against)

Laser beams! Laser beams!  
vapazi! vapazi!  
ՂՋՋՋՋՋՋ // ՂՋՋՋՋՋ

### Chorus:

ՅՇՎԵՃՃ ՏՋՋՋՋՋՋ ՅՋՋՋՋՋ  
ՅՇՎԵՃՃ ԲՇՇՇՇՇ ԲՋՋՋՋՋ  
zhi'fliedl iaqotzens Zhodani  
zhi'fliedl pat'l'etsi achadzia  
(toward-harmony fight Zhodani, toward harmony for all)

ԾՋՋՋՋՋՋ ՄՋՋՋՋՋՋ ՄՋՋՋՋՋՋ  
ՄՋՋՋՋՋՋ ԱՋՋՋՋՋՋ ԱՋՋՋՋՋՋ  
Qlomatlivra baza iaqotz'had  
Chedlenstia Zhdantia atiecha  
(Imperium barbaric warriors, guard-against the brave zhodani)

### Verse 3 (repeat verse 2):

ԵԽԵՐ ԲՋՋՋՋՋՋ ՃՇՇ  
ԵՔԵՑԲԵՄԱՐ ՀԵԿԱԴԵՎ ՎԱՄԱՐ  
Vlezhda iaqotziem iadli  
tlazhdoyovra tezintlens vavra  
(Stellar battle-during, redly the skies burn brightly)

ԲՇՇՇՇՇՇ ԾՋՋՋՋՋՋ ԾՋՋՋՋՋՋ  
ՏՋՋՋՋՋՋ ԱՋՋՋՋՋՋ ԱՋՋՋՋՋՋ  
Achitzi Tloqltlo tezintlens, iaqotzinadipr Zhodani  
(Spinward-Marches-through-way, fight-they the noble Zhodani heroes)

ՀԵԿՎԵՎԱՐ ԻԿԱՆ ԻԿՎԵՎԱՐ ԻԿՎԵՎԱՐ  
ԻՋՋՋՋՋՋ ԱՋՋՋՋՋՋ ԱՋՋՋՋՋՋ  
fe'kevasir ameyasir dabrens ikal'nadipr Driantia  
(honor-with [and] grace-with fight [our] noble heroes of the Consulate)

ԱՋՋՋՋՋՋ ԻԿՎԵՎԱՐ ԱՋՋՋՋՋՋ  
ԻԿՎԵՎԱՐ ԻԿՎԵՎԱՐ ԻԿՎԵՎԱՐ  
zdaqloqrens itzimnens Zhdantiaipr  
Baza, adrea Qlomatlivrtia  
(doom-their accept-they Zhodani-worthy  
Barbaric, grasping Imperium-against)

### Bridge:

ՂՋՋՋՋՋ // ՂՋՋՋՋՋ //  
vapazi! vapazi!

ՄԵՅԱՐ ՀՅ ՄԱՌԱՋԱ ՏՐԵՇՎԵՎ ՅՋՋՋՋՋ  
Regina iazh Rhylanor, maqichtlens Zhodani  
(Regina and Rhylanor the Zhodani liberate)

珠也スヨ 茶麻也太人上 爽人王とセニ ハセナ人土 ス//  
Jewell iazh Aramis maqichtlens devish ia!  
(Jewel and Aramis we must also make free)

### Final Verse:

ズルアリス 茶王人くコセニ シカト茶上アメタ  
lapalia achitziens kentlasriem  
(blackness space-of depths-within)

リスマガマガ 茶セリくコヘリ トテくコセニ  
Liankavra iaqotzad tlatzensi  
(angrily commences a war)

トテコヘ 茶ムセア フロタスヒム  
Baza, adrea Qlomatiivr  
(barbaric, grasping Imperium)

茶く王ア ヨロムアタ人 茶人王セア上人  
atiecha Zhodani Pichtensti'.  
(defend-against the brave Zhodani)

エハガア 茶セリくコセニスル人  
トロボドボラマガ シカコヘアとセニ バガマガ  
Vlezhda iaqotziem iadli  
tlazhdoyovra tezintlens vavra  
(Stellar battle-during, redly the skies burn brightly)

茶王人くコヘ トロトロシ シカコヘアとセニ  
ズルアコヘアロドスル ヨロムアタ人  
Achitzi Tloqltlo tezintlens, iaqotzinadipr Zhodani  
(Spinward-Marches-through-way, fight-they the noble Zhodani heroes)

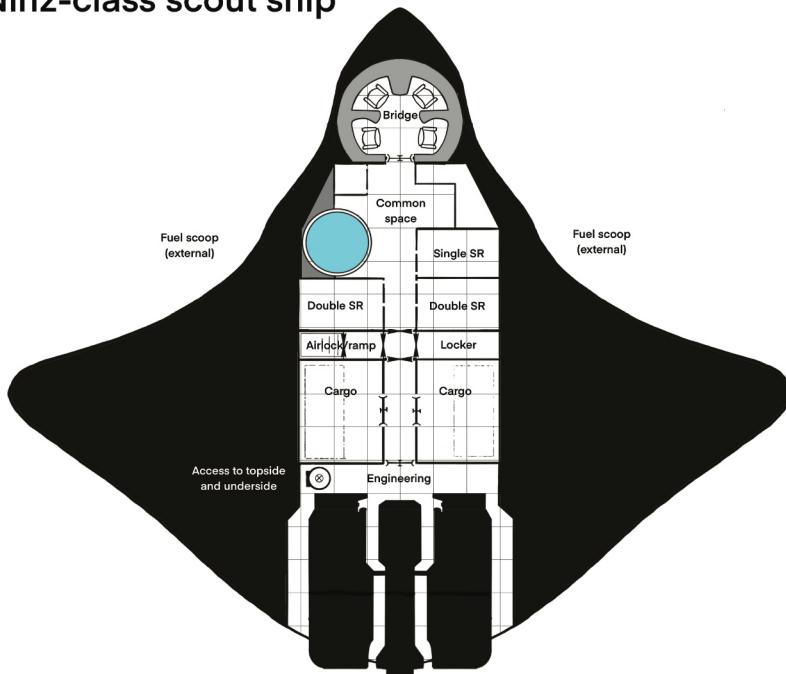
ダブリ 茶王人くセヒマガ. シカセ スヨ 茶ムセニ  
dabri achitetlivra, edre iazh afens.  
(struggle universal, near and far)

# 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

<b>Name:</b>	Kiekoatl	
<b>Age:</b>	38	
<b>Homeworld:</b>	Zhdant/Zhdant	
<b>Strength:</b>	9	<b>Psi Talents</b>
	+1	Telepathy-3
<b>Dexterity:</b>	10	Telekinesis-2
	+1	Clairvoyance-1
<b>Endurance:</b>	7	+0
<b>Intelligence:</b>	10	+1
<b>Education:</b>	11	+2
<b>Social Status:</b>	11	+2
<b>Psi Strength:</b>	14	+3



<b>Career and Branch</b>	<b>Career History</b>	
	<b>Terms</b>	<b>Highest Rank</b>
Scholar/Field	4	5
Teqozdievl	1	

<b>Skills</b>	
Computers-1	Diplomat-1
Soc. Sci (Psych)-1	Investigate-2
	Language (Vilani)-2
	Science (Psi)-1
	Survival-1

### **Life Events**

<b>Age</b>	<b>Event</b>
3	Identified as telekinetic, adopted to Dlenchiepr family
18	Makes a breakthrough; +2 to next Advancement roll
22	Competes in Teqozdievl - 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 - Azhdiazhiepr 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 **Teqozdievl** games.

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

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 **teqozdijj**). Kieko continues her career path.

3465.1: Kiekoatl makes another breakthrough in a distinguished career and decides to retire, earning the **Nenjchinze'driante**, 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:** Azhdiazchiepr  
**Homeworld:** 67 (deceased)  
 Zhdant/Zhdant

<b>Strength:</b>	7	<b>Psi Talents</b>
	+0	Telepathy-3
<b>Dexterity:</b>	8	Telekinesis-2
	+0	
<b>Endurance:</b>	7	
	+0	
<b>Intelligence:</b>	9	
	+1	
<b>Education:</b>	12	
	+2	
<b>Social Status:</b>	10	
	+1	
<b>Psi Strength:</b>	12	
	+2	



<b>Career and Branch</b>	<b>Career History</b>	
	<b>Terms</b>	<b>Highest Rank</b>
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**

<b>Age</b>	<b>Event</b>
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 **Nenjchinzhe'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
<b>Age:</b>	66
<b>Homeworld:</b>	Zhdant/Dlieoviabir
<b>Strength:</b>	8 +0
<b>Dexterity:</b>	8 +0
<b>Endurance:</b>	10 +1
<b>Intelligence:</b>	8 +0
<b>Education:</b>	9 +1
<b>Social Status:</b>	10 +1
<b>Psi Strength:</b>	10 +1

### **Psi Talents**

Telepathy-2  
Teleport-3



14 III 2024 ZTC

### **Career History**

<b>Career and Branch</b>	<b>Terms</b>	<b>Highest Rank</b>
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**

<b>Age</b>	<b>Event</b>
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

***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 **Teqozdieu'l** games, where she advances to the final round but does not win promotion. During the games she meets her future life partner Azhdiazchiepr.

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 **Nenjchinze'driante** Consular Legion of Merit, and scientific equipment to continue research and education.

3463.1: Her life partner Azhdiazchiepr 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)



# 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*.

**Fevr'anzh 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.)

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

**Kon se mitotle' ikotlia ze.**

appendix a  
**Kon ens mitotle 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
chtenz	↖↖↖	potential/future
tsench	↖↖↖	habitual/repetitive
toz	↖↖↖	completive/punctual
pri`	↖↖^	optative/hopeful
ek	↖↖	conditional
zhda	↖↖	imperative
-enzh	↖↖↖	participle (is -ing)
-ej	↖↖↖	perfective (has -ed)

### Possessive Adjectival Suffixes

-ik	↖↖↖	1 <sup>st</sup> person singular
-(d)ish	↖↖↖	1 <sup>st</sup> person plural
-o'd	↖↖↖	2 <sup>nd</sup> person (all)
-ens	↖↖↖	3 <sup>rd</sup> person (all)

## appendix a

### 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	ア	to, unto
akom	アコム	inside, within
alir	アリル	outside, external to
apaz	アパツ	in front of
cho	チ	unto, as in "to give"
dlafl	ドラフ	beneath
dra	ドラ	"of" as in possession or relation
edre	エドレ	near
ichi	イチ	upon
iepri	イエプリ	after
io	イオ	to, into
je	ジ	at
kon	コン	with
nal	ナル	across
ok	オク	beside
pe'	ペ	from, away from
taj	タジ	from, out of
tlo	トロ	through
vel	ヴェル	behind

### Logical Conjunctions

iagh	アヨ	and
pra	アヤ	or
chak	チカ	not
plaz	アヤコ	xor (either is true but not both)
chapra	チカアヤ	nor (neither is true)
plachapra	アヤチカアヤ	xnor (either both are true or both are false)

## **appendix a**

## Appendix B - Common Affixes

-'ia	^ፋ	collective; about, near, concerning
-a	ፋ	adjectival ending (simplified)
-abr	ፋሁ	family member
-ach	ፋቸ	small, lowly, waxing
-ad	ፋዕ	suffix indicating a concrete instance of something, when appended to a verb
-adlam	ፋጻፋጥ	ever, always
-af	ፋቸ	yonder, far away
-aj	ፋጀ	used to denote a unit of a larger whole
-aji	ፋጀሁ	suffix indicating a fractional part of an item
-am	ፋቸ	suffix indicating a skill, practice or profession
-apal	ፋቸፋሚ	side of, referring to a face, facet, or a place
-aqle	ፋፋቸ	suffix indicating a question; interrogative
-as	ፋሱ	suffix indicating an abstract state of being; usually translated as '-ment' or '-ity'
-at	ፋር	up, upward
-atl	ፋጥ	aspirant (Soc-11), also used as comparative ending
-azd	ፋዕ	indicates a continuous action
-che`	ችቸ^	above, better
-chedl	ችቸቸ	in front of (chedle' - to guard, to stand in front of)
-cheli	ችቸቸሁ	a suffix generically referring to curry dishes, but more commonly for any dish that specifically uses the spice from chechicheli
-chrnt	ችቸቸ	up to, as far as (but no farther)
-chrpl	ችቸቸ	idiotic, lacking intelligence
-da	ፋፏ	suffix indicating a concrete instance of something, when appended to a verb
-davr	ፋፏና	new
-di	ፋሩ	suffix indicating an abstract state of being; usually translated as '-ment' or '-ity'
-dish	ፋቸቸ	our, ours
-dlafl	ፋፏፋል	beneath, under
-dliez	ፋቸቸ	on,
-drich	ፋሁወ	dark
-dro	ፋወ	bright

### appendix b

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

## appendix b

-pratl	የጥረት	from (a place)
-prebr'	የሱስ^	from (a person or thing)
-pri'	የሱ^	in spite of
-pria	የሱስ	a place where, a place for
-qaf	ደገኝ	from
-qapl	ደገኝ	fresh
-qik	ደረጋ	when used as a suffix, indicates repetitions of an action
-qlets	ደረጋ	except for
-riem	ተኞች	during, within
-sa	ታፋ	suffix indicating an abstract state of being; usually translated as '-ment' or '-ity'
-sap	ታፋና	dull or tedious
-shte	ታቸ	fast
-shtij	ታሸቃ	sudden, abrupt
-shtivl'	ታሸቃ	because of, due to
-stebr	ተሸች	wellborn (Soc 12)
-stich	ተሸች	among, within (a group)
-te	ቸ	transforms a verb into an adjective
-tek	ቸዎ	indicates a thing made from the root word
-tepo	ቸዎች	suffix indicating a machine or device for performing a function
-tia	ቸ	at, for, against
-tiaql	ቸቻ	without
-tik	ቸዎ	indicates a color, hue or pigment
-tiki	ቸዎች	an ending indicating a diminutive form or term of endearment
-tlas	ቸቻ	highborn (Soc 13), also used as superlative ending
-tlasche'	ቸቻች	noble born (Soc 14)
-tlieb	ቸቻ	instead of
-tlo	ቸ	through (preposition)
-vra	ባቻ	adverbial ending 1 (traditional)
-yotl	በቻ	suffix referring specifically to large vehicles and transportation machinery
-zaf	በቻ	to, in
-zda	በቻ	comparative suffix; "than"
-zdo	በቻ	dull
-zdodl	በቻቻ	dirty or unclean
-zhda	ባቻ	imperative mood
-zin	በሱ	child or offspring of
chak-	ቸቻች	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	1st person plural suffix
fe-	𠂔	indicates the beginning of an action
fel-	𠂔	indicates loose morals or depravity
flel-	𠂔	affix meaning vile or depraved
icha-	人	implies non-specific multiples of a noun
kasha-	𠂔王	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?**

フリードー・ダクル?

Are you in harmony/are you harmonious?

**Yekta stial!**

ユタカタリ サヌル//

Good day!

**Yekteyo!**

ユタカタウル//

Good night!

**Stialtlasche!**

サヌルタヌエラシケル//

Good/Excellent day!

**Viaj.**

バツジ\*

Truth or Yes.

**Kazevzhda!**

カズバハダル//

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

# Inquiries

## Izhia`aqle kalipakipria?

スヨズアテシセ 2アリスアテス/

Where is the bathroom/bath house?

## Iqikaqle tlachapali?

人S人ZRSK とRERERER人/

## When is afternoon tea?

## Itziatlo`daqle?

人<sup>レ</sup>コ<sup>ス</sup>ス<sup>レ</sup>ル<sup>ハ</sup>ア<sup>リ</sup>テ<sup>シ</sup>

Are you the master/mistress of the house?

## Kafi chenik, kamatli.

2π×λ 王ヤマノゼ. 2π×πとλ.

I would like coffee, please.

**Qlie ozhda okotzichieli, kamatli.**

卷之三十一

No more fish curry, thank you.

Ichavri okotzichielishtivl fliedchakdiens stietlik.  
人王埃及人 亞薩和哥人王丈以色列人耶 極地以色列人

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

## At the Starport

Izhiagle ylezhdyeylzedrai?

ପ୍ରକାଶକ ସମ୍ପଦବିଷୟରେ /

Where is the starport?

Zhonzhabeatl izhdiepria kochalik dazej.

ヨルダヨルトセド クヨウノロ ジルモリムラ ハコセ。

I have purchased a High Passage.

10 of 10 pages

ପ୍ରାଚୀକାର ସଂଲଗ୍ନିତି /

**Iqezaqle diz katilens chtenzenzh?**

እሱትኮፋኑ ሲሆን ጉዢሩ አልተካና የተመሳሳይ/

How many jumps will it take?

**Zhdantqaf tyei vazdij Dibr.**

ብርሃኑና ለዚሁ ትኩረው ሲሆን\*

Dibr is three parsecs from Zhdant.

**Qlie Qlomatlivra zhdazhad.**

እኔ ይጠናናኝ እና የሚያስፋ \*

No Imperial entanglements.

**Chiakl chtema shiapamjemik.**

አሁን የተመሳሳይ ተሸቃፊነት እንደሆነዎ\*.

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		
ashtiakochi	アシタコチ	Cold sleep, cryosleep
atl'driej	アトドリエ	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 Qlomdlabr members or their agents for special missions.
diz	ディ	a jump (also, Jump-1)
dizatl	ディゾット	Jump-3
diziashav	ディゾスハバ	Jump-6
diziepr	ディゾスル	Jump-2
ditzlas	ディゾトス	Jump-4
ditzlasche	ディゾトス王セ	Jump-5
drik	ドリク	hatch
Ebiajchi	エビアヒ	viewport
fetlchiel	フェルチエル	space capsule
fieldiz	フィールド	misjump
fieldize`	フィールドゼイ	to misjump
forzhan vlezhdvevl	フォルザン ブレズヒドベヴル	Pirate/Corsair starship
ichtipriaa	イチトリニア	Galley/kitchen/eating room
izhdiepria	イゼーピニア	Stateroom; cabin; bedroom
Kia	キア	Name of a common class of 50-ton heavy fighter in the Consular Navy.
Lienjshiaflaa	リエンジシアフラー	Class of 600-ton patrol corvettes.
Ninz	ニンズ	An old and reliable class of 100-ton scout ships.

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Qev`zdivr	દેવાયન	Jump drive, colloquially
Shianjo	સ્થાનો	Good Journey. An 800-ton liner used in the core regions of the Consulate.
shinsivreb merjodl zaflia	સ્થિરાત્મક મેરજોડલ જાફ્લિએ	fusion power plant
shinsivreb pi'radefl	સ્થિરાત્મક પિ'રાડેફલ	fuel scoop
shinsivreb shiafl	સ્થિરાત્મક શિઅફલ	hydrogen fuel lines
Shivva	સ્થિરાત્મક	Moonlight. Also the name of a class of 600-ton patrol frigates.
skrt	સ્ક્રિપ્ટ	superdense hull plating material
Stedlas	સ્થેદલાસ	Name of a common class of 400-ton system defence boat.
stil	સ્થિર	deck
Tlatl	ટ્રેટ્લ	Throwing Blade. Name of a 10-ton light anti-shipping missile fighter.
tlatlzhiaii	ટ્રેટ્લઝિઅઓ	missile turret
Tletlkizhia	ટ્રેટ્લકિઝિઅ	Name of a class of 600-ton escort.
Tlevl	ટ્રેલ	Cruiser
vatldrik	વાર્લ્ડરિક	Iris Valve
Vazhiaii	વાર્યાઓ	laser turret
vevl	વેલ	a ship
vevlfiar	વેલફિએ	ship's boat
Vlezhdatl	વેલ્ડેટ્લ	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	વેલ્ડેસિએન	Jump Drive
Vlezhdjiapl	વેલ્ડેપસન	star chart
vlezhdjiaplebat	વેલ્ડેપસન્નેબાટ	astrogation dome
vlezhdvaelkizzhdi	વેલ્ડેપસન્નેકોંગ્નુ	solar sail
vlezhdvevl	વેલ્ડેવેલ	starship

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Vlezhdvevldizhdiepria	ቍዕዘድቍልዝድሸፕሪያ	bridge, flight deck, or CIC, usually abbreviated VVP
Zdebr	ፖቋር	A common 400-ton trader.
Zdivr	ፖኝራ	Engine
Zdivrpria	ፖኝራዊያን	Engine room
Zhdits	ፖኝጭ	Name of a relatively unsuccessful class of 400-ton destroyer escorts.
chtimechtli	ቍተመችትሊ	bilge
jiapljdivre`	ፖስናይፕሮነ	to navigate
ked	ፖቋድ	port (the left side of the ship when facing forward)
kieli	ፖቋዕን	keel
kiepr	ፖቋፍ	oarlock
klizzdi	ፖቋኮዲ	sail
machani	ዶቃዕክና	rudder
nalzhe	ታሮዕዮች	yardarm
shieoapi	土ጋዕግብ	ship's stores
Zhazh	ዶቃዕ	starboard (the right side of the ship as seen facing forward)

### Personal Weapons

fiachzats	ፈሱክዕቶ	axe
maitlitopona	ዶኈኑትሁጥባኖ	handgun, pistol
omiezofra	ቢሮቻክዕኖ	a weapon
pazidr	ፖሳክዕ	rifle
peyakapazidr	ፖሬከባፖሳክዕ	shotgun
topona	ጋዕዳለ	gun
zhdalef	ፖሳይት	spear, polearm, pike
zhdiejtopona	ፖሬዘይትሁጥባኖ	plasma gun
merjodltopona	ዶሬጃዕልሁጥባኖ	fusion gun
vapazidr	ሳገራዕኮ	laser rifle
toponineshte	ጋዕዳለአሸተ	autocannon
omqktopona	ቢሮኩርሏለ	revolver

## appendix d

### Tools and Technology

adrkatl	አድራት	suction cup
bradesh	ብራደሬ	handle
chikopvajodl	ችንጋድነግጃዕል	slang term for "indicator panel," literally, "blinking lights"
chiktli	ችንጋድ	compass; instrument for finding directions
chtenzhiash	ችንጋድ	abacus (tallying)
iolatli	ሁጋድ	compass; an instrument for measuring angles and arcs
miqansiekriabr	ማኅንሳይክሪአብር	motion tracker
patlanriemtepo	ባተላንየሚምቴපዎ	computer
pato	ባተሎ	dice
siekrabraf	ሸክራብረፍ	long-range sensor
siekrabrqrava	ሸክራብርኩራዋ	active sensors ("noisy detectors")
siekrabrtletla	ሸክራብረቱትለታ	passive sensors ("silent detectors")
siekriabr	ሸክራብ	a sensor
stol	ሸብ	a sensor 'blip'
tentbravr	ሩሱስተና	parachute
tezie	ሩሱክ	mallet, hammer
vasiekrabr	ቻፋሸክራብ	laser rangefinder or LIDAR
zanan	ኮናን	a pen or other writing implement
zdatlsiekre`	ኮናጥልሸክሬ	to detect, with a sensor or other device
zhdanzyoyafevranzh	ጃልንዞያፈቻኑዝኑዝ	atlas; map book
zochejodl	ኮናወቻዕል	indicator panel
zoya	ኮናቦ	map

### Military Terms

Achitzintia	እወንተክናዘክስ	Navy
achitzintiaaji	እወንተክናዘክስንዏ	Naval Division
ayavzieprad	እበናኖክናጽፍ	reticle; targeting circle
Nenjchinze'driante	አሹቦአንተሻይናጽፍ	Highest honour bestowed by the Consulate on its citizens, the 'Consular Legion of Merit'.
toponine	ሩዴሩአስተካ	cannon; "big gun"
toponineam	ሩዴሩአስተካዕወ	gunnery
toponineamnad	ሩዴሩአስተካዕወአዕወ	gunner, one trained in gunnery

# Appendix E - Chemical Elements



# 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	艾
AE	I	エ
AU	IA	アズ
E	A	ア
EA	E	エ
EO	A	ア
I	O	オ
IE	E	エ
O	IE	エ
U	O	オ
UE	E	エ
final 'y'	Q (or drop)	ク
other 'y'	E (or drop)	エ

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**Table 2. Consonant Conversion**

Anglic	Initial Zdetl	Written	Final Zdetl	Written
B	ST	✚	Z	口
BR	DR	✚	DR	✚
C	M	❖	M	❖
CH(R)	QR	❖	QR	❖
CY			NJ	❖
D	ZD	□	N or TL	ヲ, と
F	SHT	ヰ	SH	ヰ
FR	Q	ヰ	Q	ヰ
G	ZHD	ヰ	ZH	ヰ
GL	JD	❖	JD	❖
H	SH or drop	ヰ	SH or drop	ヰ
J	N	ヰ	N	ヰ
K	F	ヰ	F	ヰ
L	KL	ヰヰヰ	L	ヰヰ
LT	QL	ヰヰヰ	QL	ヰヰ
M	Z	ヰ	Z	ヰ
N	D	❖	QR	❖
ND	Y or V	ヰ, □	V	ヰ
(R)NS			ZH	ヰ
(I)ON			‘	‘
P	TL	ヰ	TL	ヰ
PH	L	ヰヰ	L	ヰヰ
Q	FL	ヰヰ	FL	ヰヰ
R	DL	❖	M	❖
RD(S)			BR	ヰヰ
RK			NT	ヰヰ
RN	V	❖	V	❖
RT	CHT	ヰヰヰ	NTS	ヰヰ
S	SH	ヰヰヰ	R	ヰ
SH	PL	ヰヰヰ	KR	ヰヰ
SM	VL	ヰヰヰ	VL	ヰヰ
ST	K	ヰヰヰ	KL	ヰヰ
T	BR	ヰヰヰ	J	ヰヰ
TE(R)	KR	ヰヰ	KR	ヰヰ
TH			F	ヰ
TH(L)	FR	ヰヰ	FR	ヰヰ
TH(R)	J	ヰヰ	J	ヰヰ
V	P	ヰヰ	DL	ヰヰ
W	VR	ヰヰ	VR	ヰヰ
WN			K	ヰ
X	(drop)		(drop)	
Y			Q	❖
Z	Z	□	Z	□

## Appendix F - Zhodani Calendar



The standard Zhodani calendar follows a year on Zhdant and is comprised of 244 local days or **zhdanstial** of 27.02 standard hours each (local days on other worlds are simply called **stial**). The year or **cten** is divided into six months, also known as **shidr** or seasons of 40 days each.

Each **shidr** has a color associated with it, corresponding to the visible spectrum observed on Zhdant. Because the solitary main star of the Zhdant system, Pliebr, is a K-class dwarf star that radiates more strongly in the red end of the spectrum, rainbows on Zhdant appear very different than on Terra. The light from Pliebr peaks at about 650nm, or deep red; the rest of the visible spectrum covers the familiar orange, yellow, and green wavelengths. Blue and Violet are almost entirely unknown on Zhdant, and Pliebr puts out almost no ultraviolet light.

The colors associated with the **shidr** follow this pattern. The **zhdanzhdanstial** holidays each have a pair of colors associated with them, one of which is a metallic shade.

### Dranzhrin (ドランズヒン)



The Zhodani calendar begins with the **zhdanzhdanstial** of **Dranzhrin**, the new year celebrated annually on the Vernal Equinox between **Ashtiavl** and **Atrint**. This holiday celebrates both the end of the cold of winter and the beginning of the rainy spring season. Its colors are **tatlilik** and **zhotlik**, red and gold.

## Atrint (ಆತ್ರಿಂಟ್)

The rainy spring season of **Atrint** (“Rain”) follows the late winter thaw and is the first **shidr** on the Zhodani calendar. Atrint is traditionally associated with preparing the fields in the first half of the season and planting during the latter half. During Atrint, fishermen prepare their boats for the spring fish migrations.

The color associated with **Atrint** is **tatlilik**, red.

## Viepchaklstial (ವೈಪಚಾಕಲ್ಸ್ಟಿಯಾಲ್)

The **zhdanzhdanstial** of **Viepchaklstial** (“Moon Day”) occurs between **Atrint** and **Vrienstrial**, marking the transition from the rainy spring season to the warmer summer season. It is a holiday that in modern times is largely a holdover from an earlier time when the moon Viepchakl held religious significance. Though its original purpose is long forgotten, the holiday is still celebrated as a festival of wild abandon. Zhant'ad are encouraged to celebrate with a night of partying and debauchery (a relative term in the Consulate), while the nobility tend to be more reserved in their revelry. The following weeks often see an increase in re-educations.



The colors associated with **Viepchaklstial** are **qiltik** and **viepanzhelik**, green and copper.

## Vrienstrial (ವ್ರಿಣ್ಸ್ಟಿಯಾಲ್)

The **shidr** of **Vrienstrial** (“Heat”) is the summer season of Zhdant, when temperatures rise and the winds shift bringing dry air from across the desert to the western coastlands.

The color associated with **Vrienstrial** is **chtopiatlik**, orange.

## Atchafser (ಆತ್ಚಾಫ್ಸೆರ್)

**Atchafser** (“Waning”) is the autumn season when the heat of the summer begins to fade and the weather becomes cooler and more temperate. The crops are maturing during this season and farmers prepare for the harvest.

The color of **Atchafser** is yellow.

## Dranzhrinatch (ಡರ್ಂಜರಿನಾಟ್)

The autumnal equinox between **Vrienstrial** and **Atchafser**, when the early harvests of the year are traditionally brought in and the boats are prepared for the autumnal fish migrations. **Dranzhrinatch** is also a time when the Zhodani commemorate the dead and is associated with feelings of sadness and melancholy.



The colors of **Dranzhrinatch** are **zhotlik** and **qitlik**, gold and green.

## Ataniebl (アタニアブル)

The fourth **shidr** of the Zhodani calendar is **Ataniebl** ("Harvest"), when the farmers bring the crops in for the cold winter seasons. Deciduous trees begin to shed their leaves, which turn various shades of green and purple as the colors fade. Fishermen and aquaculturists take advantage of the late year migrations for a final major catch.

The color of **Ataniebl** is **qitlik**, green.



## Kazdievlstrial (カズディーブルスティアル)

The final **zhdanzhdanstrial** of the Zhodani calendar is **Kazdievlstrial**, a harvest festival held between **Ataniebl** ("Waning") and **Ashtiavl** ("Freezing"). Kazdievlstrial is traditionally a day of feasting and celebration in preparation for the cold winter season.

The colors of **Kazdievlstrial** are **qitlik**, **kamotik** and **va'anzhelik**; green, purple and silver.

## Ashtiavl (アシティアル)

The fifth **shidr** of the Zhodani calendar is **Ashtiavl** ("Freezing"), the cold winter season that follows the harvest. The northern sea coasts become covered in ice and the growing season ends in the northern hemisphere.

The color of Ashtiavl is **qitlik**, teal.

## Atpiapr (アツピアル)

The year ends with **Atpiapr** ("Thawing"), the season between the freezing days of Ashtiavl and the warmer, wetter spring season of Atrint.

The color of Atpiapr is **kamotik**, purple.

## Teqozastrial (テコゾアストリアル)

Every three **chten** a special holiday, **Teqozastrial** (Third Year Day, often mistranslated as "Olympiad Day") is added as a "leap day" to synchronize the calendar. This day is inserted after **Dranzhrin** and serves also as the day for announcing council election results and winners of the **Teqozdievl** Psionic Games.



Every ninth year the **Teqozastrial** celebration is extended by an additional day; this is called **Atteqozastrial** or Great Third Year Day.

The color of **Teqozastrial** is **izhtak**, white, matching the color traditionally worn by dlenchiepr competing in the **Teqozdievl**.

**appendix g**

# Sources

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

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

## **sources**