

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

akopatlicha ㄅㄛㄘㄞㄘㄞㄘㄞㄘㄞㄘㄞ
iadlajem ㄧㄞㄘㄞㄘㄞㄘㄞ
tchipl ㄘㄞㄘㄞ
qietsfatli ㄘㄞㄘㄞㄘㄞㄘㄞ

rail line; railroad
skycar (speeder)
a small robotaxi common on Zhdant
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 **kliazharnad** 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.

Modern shipping, of course, relies on more advanced

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

klizzdikialki
kliazhbreyayotl
fechadlaflyotl

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sailboat
hydrofoil
submarine

Air Travel (Oyanqad lieniaash)

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 ᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃ
omplotl ᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃ
dlozhlienmiztlenz ᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃ
ololitlas ᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃ

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

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	ᠵᠣᠨᠳᠠᠵᠠ	glider
lienzakayotl	ᠯᠡᠨᠵᠠᠵᠠᠶᠣᠲᠤᠯ	aeroplane
omqrebreiyotl	ᠣᠮᠴᠢᠷᠡᠪᠢᠶᠣᠲᠤᠯ	helicopter

Gravitic Vehicles (Kitlaliadrayotl)

The discover and development of gravitic technology on Zhdant changed transportation and trade in unprecedented ways. The basic principles of **zhdantadras** *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 Zhodani 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 **zdobrdievl** nobility and those with consistent need.

kitlaliadras	ᠵᠢᠲᠯᠠᠯᠢᠠᠳᠷᠠᠰ	gravity, generally
ki-jem	ᠵᠢᠵᠡᠮ	grav car/air raft
iadlajem	ᠶᠠᠳᠯᠠᠵᠡᠮ	speeder
t'chipl	ᠲᠡᠴᠢᠯ	a robotic grav taxi
ki-memqeyotl	ᠵᠢᠮᠡᠮᠴᠢᠶᠣᠲᠤᠯ	a grav carrier, generically
ki-memqienz	ᠵᠢᠮᠡᠮᠴᠢᠵᠢ	a military grav carrier
ki-memqine	ᠵᠢᠮᠡᠮᠴᠢᠨᠡ	a civilian grav transport

