

𐤀𐤊𐤒𐤔𐤌𐤕𐤌

The Zhodani Adventure

Of all the historical events that shaped Zhodani culture in its nearly 300,000 year history, few rival the plague event known as the **Dzaqtlas** (𐤀𐤊𐤒𐤔𐤌𐤕𐤌), which brought about the end of the first Industrial Age.

Prior to the **Dzaqtlas**, Zhdant was home to not one but two sapient species, the offshoot of humaniti that would later become known as *Homo Zhdotlas*, and a non-human species known as the *Chirpers* or **Qiknavrats**, as the humans of Zhdant called them.

The **Qiknavrats** (𐤔𐤌𐤕𐤌𐤕𐤌𐤕𐤌), like the Zhodani humans, had long been known to be alien to Zhdant. While their actual history was unknown at the time, they were, in fact, a regressed offshoot of another non-human species called the *Droyne*, themselves descendents of a long-dead species of creatures known only as the *Ancients*. The **Qiknavrats** were discovered on Zhdant's smaller continent, Qiknavra, and in the succeeding centuries, the humans of Zhdant traded and occasionally made war with them and both species prospered.

The cultural and technological exchanges between the two species brought unprecedented advancement and growth. The humans had technology to trade; the Chirpers had a unique skill that fascinated and intrigued the humans – psionics. Though to the technologically-focused humans this new skill was little more than amusing parlor tricks, it would later become critical to their survival.

By c. Imperial year -7980 (-550 by the Zhodani calendar, about 3500 BCE), when Terran humans were still discovering bronze tools, Zhodani humans and their Qiknavrats friends took their first steps into space. Orbital flights soon became routine, and exploration of Zhdant's moon **Viepchakl** (𐤕𐤕𐤕𐤕𐤕𐤕) had begun. To their surprise and mutual delight, the explorers discovered another species of *Chirper* living on Viepchakl, whom they named the **Viepchaklts** (𐤕𐤕𐤕𐤕𐤕𐤕𐤕), or *People of Viepchakl*. Intercultural exchanges began between the three species, with representatives of both **Qiknavrats** and **Viepchaklts** visiting each other's home planet.

Unfortunately, unknown to all three peoples, the Viepchakl explorations unleashed an ancient, long-dormant biological weapon left behind thousands of years earlier. Within a few years the entire Chirper population of both worlds was extinct and nearly two-thirds of the human population was dead.

The **Dzaqtlas**, as the plague would be called, erased nearly all the technological and socio-economic gains of the previous millennia. Because of their alien biology, neither the Zhodani nor the Chirpers had any prior experience with serious diseases. Medical technology was underdeveloped due to the lack of necessity. As a result, human civilization on Zhdant reverted to barbarism as entire cities were emptied in a futile attempt to avoid the plague's effects. For the next thousand years Zhdant experienced a Second Dark Age during which the population slowly recovered.

It is not clearly known when psionics rose to prominence, but it is likely that it played a role in the recovery. At some point during the Second Dark Age, some tribes or kingdoms discovered that certain psionically adept individuals could resist the effects of the **dzaqtlas**, which had remained dormant years later. Others could use their mysterious power to heal others. Eventually the western kingdoms of Dleqiats began embracing psionic healers and other psionic adepts and using them to expand their influence and power. A code of ethics and service like the Terran code of Chivarly was developed – the **Tavrziansh** (𐤕𐤕𐤕𐤕𐤕𐤕𐤕), or *Morality's Path* that defines Zhodani culture even today.



The empire building through psionic development and moral guidance enabled the newly-emergent Zhodani society to recover and prosper again, and within a few hundred years of the end of the Second Dark Age, Zhodani humans had once again achieved space flight and began returning to Viepchakl and beyond¹.

This supplement will cover how to create characters for play during the time of the Zhodani Second Dark Age. You will need a copy of both the core rules and Mongoose Alien Module 4: Zhodani.

CREATING A SURVIVOR CHARACTER

Stats: Generate the basic statistics (Strength, Dexterity, Endurance, Intelligence, Education, Social Status) as per Alien Module 4, 2D each.

Social Status: At the time of the Second Dark Age, the social structure of the modern Consulate has not been established. However, among some communities, notably, the western feudal kingdoms, the beginnings of a society based on psionic talent are emerging.

Birthplace: Characters are either from one of the kingdoms of Western Dleqjats (Kaznad, ᠵᠡᠷᠴᠠᠨᠳᠤ) or Drifters (Baz, ᠪᠠᠵ).

Psionics: Nearly everyone who survived the dzaqtlas has some measure of psionic ability, but not all to the same level. All characters roll 2D for Psionic strength (optionally, 6+1D for higher powered games). Then, roll 8+ on 2D + DMs based on Psi talent and the learning DMs below for each talent known.

For example, a character with Psi-10 gets a +1 for natural talent plus the Learning DM for the Discipline desired. The first talents to check for should always be Awareness, Healing, and Telepathy. All talents begin at skill level 0.

Talent	Learning DM
Telepathy	+4
Clairvoyance	+3
Telekinesis	+2
Awareness	+1
Teleportation	+0
<i>Psychic Transfer</i>	-1
<i>Empathic Healing</i>	-1
<i>Machine Symbiosis</i>	-1
<i>Blocking</i>	-2
Healing	-2
<i>Mimic</i>	-2
<i>Teleprojection</i>	-3
Per talent already learned	-1

Characters with Psi-9 or higher who are automatically become Dlenchiepr (ᠳᠡᠨᠴᠢᠡᠫᠢᠷ), The Chosen, and become part of a noble's retinue as Priests, Healers, or Agents (either Bringers of the Word – the Tozjabr - or Guardians of the Word - Tavrchedl).

¹ Mongoose Traveller Alien Module 4: Zhodani, pp. 57-61