TEACH YOURSELF ZDETL

**INTRODUCTORY LESSON**

Zdetl is the official language used throughout 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 the Final War when the surviving humans on Zhdant found themselves bereft of their Ancient masters for the first time. Over the millennia, Zdetl evolved gradually into its modern form, which was universally adopted as the official language in the 300th Olympiad, approximately the year -6055[[1]](#footnote-1).

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

**Characteristics of Zdetl**

**Most languages can be divided into three major parts:**

1. **Vocabulary, the collection of words that makes up the language**
2. **Spelling and Pronunciation, the sounds (also known as phonemes) that combine to form syllables, words, and phonological phrases**
3. **Grammar, Syntax, and Word order**

**In each of these areas Zdetl displays major simplifications when compared to other modern languages.**

***Spelling and Pronunciation* have been standardized and are phonetic in nature. Each of the major phonemes has a single symbol associated with it, and each letter has one sound. There are no “silent” letters; if a phoneme is unvoiced it is not written.**

***Vocabulary* has been regularized as much as possible. There are few “loan words” as is common in many Terran languages (and even in Imperial Bilandin); one function of the *Tavrchedl* (the Zhodani “Guardians of Morality” – the so-called “thought police” that monitor Consulate society) is to track linguistic developments and either assimilate or remove them from the social vocabulary as needed. New concepts that may lead to subversive thought are subtly but efficiently erased from the national consciousness.**

**The new student will observe that Zdetl uses many compound word forms. Most commonly these are nouns modifying nouns; as in Anglic the modifying noun comes first, then the main noun last**[[2]](#footnote-2)**. Zdetl makes widespread use of *affixatives*, which are usually Locative, Lative**[[3]](#footnote-3)**, and Comparative in nature. There are many others; they will be addressed in later lessons.**

***Grammar* and *Word Order* in Zdetl is unusual compared to most Terran languages. In Zdetl, sentences follow the structure *Object – Verb – Subject – Indirect Object(s)****[[4]](#footnote-4)***.**

**Unlike other languages, Zdetl does not have “gendered” nouns or pronouns. There is a single third-person singular pronoun – se - that is used regardless of the gender of the individual or creature it refers to. This greatly simplifies interactions with gender-fluid or gender-noncomforming humans and monogendered or multigendered non-human species. Concepts such as “mother” and “father” exist but are not limited linguistically to specific genders; similarly, Zdetl does not differentiate between male and female professionals.**

**How To Learn**

**Lesson One**

1. [Zdetl (language) - Traveller (travellerrpg.com)](https://wiki.travellerrpg.com/Zdetl_(language)) [↑](#footnote-ref-1)
2. [Zdetl (language) - Traveller (travellerrpg.com)](https://wiki.travellerrpg.com/Zdetl_(language)) - Morphology [↑](#footnote-ref-2)
3. [Lative case - Wikipedia](https://en.wikipedia.org/wiki/Lative_case) [↑](#footnote-ref-3)
4. [Zdetl (language) - Traveller (travellerrpg.com)](https://wiki.travellerrpg.com/Zdetl_(language)) - Syntax [↑](#footnote-ref-4)