

# Uniltiranyu Olo (The Dreamwalker Clan)

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## Synopsis

A long-forgotten clan of philosophers that had sought the deepest connection to Eywa. They had lived underground in isolation for generations, honing their psionic connection but have resurfaced and are forced to ask for help. Something is severing their psionic link to Pandora. Someone is taking over their bodies. (This will be revealed to be a group of humans.)

## Location

The Root Maze - The clan has been living underground, in a large cave network brimming with the roots of ancient trees. It houses roughly a hundred Na'vi and is their primary abode. The roots that grow in the maze can be cultivated to create artifacts that enable 'wireless' connections and consciousness transfers.

## Prominent Characters

**Olo'eyktan (Clan Leader) - Tewewu**

**Tsahik (Spiritual Leader) - Tiewnse**

While they are initially lost in stasis and cannot be contacted by anyone, Tewewu and Tiewnse are travelling souls who would often share their bodies with the clan and each other. They are like happy, loving grandparents and seek connection and happiness for the clan. Tewewu is an unusually playful clan leader who teaches his strongest lessons through trickery and pranks. "Failure, after all, is a part of life" they will often say, with a chuckle. Tiewnse is a philosopher

through and through, preferring to teach through difficult riddles: “Growth cannot be given, only earned,” is their motto.

### **Representative - Zuke**

The first clan member who managed to escape the intrusive psionic control of their unknown enemy. Son of Tiewnse, Zuke is a warrior-poet who was expected to be the next clan leader. Intelligent and proud, he finds the playfulness of the clan’s leadership a little embarrassing but enjoys a good prank and slapstick humour. He’s even taken pranks and dirty tactics as part of his fighting style. Overall, he sees the calamity that has struck the clan as a failure on his part to protect his people and is now in a state of somber grieving. His shame carries him forward, and he lets poetry and song be his way of expressing lament.

After combat he can often be heard remarking on the skills of his friends and foes, muttering potential situations that are running through his mind. “Your opening strike was decisive. Good work.” “A close fight. Good thing it wasn’t raining.” “What powerful weaponry...”

He takes killing deeply seriously and whenever someone is killed, he tends to become more philosophical. He offers prayers and peace to the dead. “Human... Give peace to those who grieve for you.” “May Eywa greet you with open arms.” “Let death be the seed of peace.”

## **Function in Game**

The Uniltiranyu are simultaneously a clan to be saved and an antagonist faction within the game. The player characters are able to meet them and, as they help the clan by disabling the corrupted Na’vi and solving the issue, the Uniltiranyu will be willing to teach the player new skills. The Uniltiranyu simply seek to recreate the severed connection to Eywa and save the rest of the clan from external psionic control.

Members of the Uniltiranyu currently fall under five categories:

- **Lost in Stasis** - Their souls are outside of any bodies and cannot be contacted at all. Their Na’vi body is accounted for and is in stasis.
- **Lost & Captured** - Their souls are outside of any bodies and cannot be contacted at all. Their Na’vi bodies are missing or being psionically controlled.
- **Stuck in Stasis** - Their souls are stuck in the body of an animal and can be communicated with. Their Na’vi body is accounted for and is in stasis.
- **Stuck & Captured** - Their souls are stuck in the body of an animal and can be communicated with. Their Na’vi body is missing or being psionically controlled.
- **Escaped** - Due to luck or circumstance, they managed to return to their body.

In the beginning, only Zuke managed to escape and sought the help of other clans to find the answers. However, those who have escaped still have their techniques and are able to swap bodies with other Na’vi and creatures of Pandora. The artifacts and techniques of the Uniltiranyu

are not easily shared since there is a worry that it would cause other clans to succumb to the same catastrophe, but they are willing to share them in return for assistance.

## Primary Questline

The primary questline of the Uniltiranyu is about finding the source of corruption and saving the clan from them.

### **Quest 1 - A Hundred Walking Nightmares**

After meeting Zuke and the situation is explained to the player, Zuke is looking to find out what the source of the corruption is and how his clan has been taken over. He wants to return to his clan home, the Root Maze, to find more information but knows that it will be dangerous.

This is an 'escort' mission with combat and navigation puzzles. Zuke and the player travel to the Root Maze and find corrupted Na'vi at the entrance. They defeat the enemy, but then Zuke is hit with a psionic attack and cannot move. The player must navigate through the root maze with Zuke's instructions and enemy notes. Deep inside, they find humans beside a strange antenna. Defeating them allows the player to destroy the antenna, which stops the psionic attack.

It turns out that the Root Maze is almost entirely empty and that many of the Na'vi from there have been relocated elsewhere. It is clear that humans are the source of this corruption and the antennas have something to do with it, but what's important is finding the captured Na'vi.

### **Quest 2 - Silent Wings Drink Deep**

As the player has been retrieving members of the Uniltiranyu and destroying antennas that have been popping up, there is news of more and more corrupted Na'vi activities.

This is a stealth mission with navigation puzzles. The first part is locating the corrupted Na'vi by following trails that lead to a small laboratory. Zuke has taught the player how to connect with animals and the player controls a small stingbat into the clearing. The laboratory is full of corrupted Na'vi and there is a large antenna in its core. Using the stingbat as recon, the player goes in to destroy the large antenna. Zuke stays back, afraid of losing control at a crucial moment due to a psionic attack like last time. The player reaches the antenna and breaks it.

This leads to all of the corrupted Na'vi collapsing. The Na'vi are brought to safety and the research is looked through - it seems like there are multiple of these laboratories. However, there is one core compound with a Primary Antenna that is the storage location of the captured Na'vi, at a currently unknown location.

### **Quest 3 - Let Death Be The Seed of Peace**

The heavily defended storage location of the Captured Na'vi has been found, and it is time to retrieve them. Zuke and the player have already given a receiver device to a hammerhead titanother, who accepted it. It is time for the final attack on the compound.

This is a purely combat mission. The player starts by controlling the hammerhead and their attack on the Primary Antenna within the compound severs the connection to the captured Na'vi and allows them to attack without worry of causing too much collateral damage. This attack forces several humans in AMP suits to arrive who function as difficult opponents. At one stage, realising that they are going to lose, the antagonists try to enact a scorched earth tactic and begin to attack the storage themselves. The player must now defeat the antagonists while protecting the captured Na'vi.

Either way, the antagonists are taken care of and they are no longer able to use the Uniltiranyu to cause havoc. Those still 'in stasis' are brought to safety and there is either a celebratory party or a mourning one, depending on whether there was a significant amount of loss on the clan.

### Repeatable Quests

- Collect various resources in Pandora to build Uniltiranyu wireless devices.
- The antagonists are using antennas to help take over the Uniltiranyu. Destroy these antennas to weaken the antagonists/prevent them from being reused in the future.
- There is news of strange acting animals in an area. It is likely to be a Stuck soul. Locate them and bring them to safety.
- A single/team of Captured Uniltiranyu Na'vi is scouting the area. Defeat this Na'vi without killing them, so a Lost or Stuck soul can return to it later.
- Recover Lost souls by listening to the hints of where the physical location of their souls are. This ranges from cryptic clues to clear descriptions of areas. Locate these souls, use a device to house them, and bring that device back to safety.

## Lore & Background

### History

When the Na'vi first met the Avatars, they called them ketuwong (alien). When knowledge was shared and more was understood about how the avatar project worked, the humans were called tawtute (Sky people) and the avatars dubbed uniltirantokx (dream walker), a reference to the Uniltiranyu Olo, the old and hidden clan of dreamwalkers.

Originally named Stawmtswo Olo, the Hearing Clan, they are peaceful philosophers who revered the angtsik, the Hammerhead Titanotheres. They sought deeper and deeper ways to understand Eywa and to commune with nature and this transformed from music to the creation of the ritual to transfer consciousness. At first, this ritual was used within the clan to help people foster an understanding of each other's lives and also to assist in practical matters, such as to help munsna vitra (twin souls, or similar to what humans would understand as transgender people) and saryop vitra (travelling souls, similar to what humans would understand as nonbinary or genderfluid people) exist in the body that they find comfortable.

They soon refined this method and used it as a way to become closer with Eywa and began to not just bond with creatures of Pandora through connecting their queues but to transfer consciousness between Na'vi and animals. They still take the action of bonding or transferring consciousness very seriously when it is with animals who only bond once in their lifetime.

A spiritual leader saw a vision of the whole clan within a strange cavern full of roots and, with the clan leader, made the decision for the whole clan to find this new place and hide themselves to deepen their commune with Eywa. They explained the journey they were going to take to the other clans and taught them the basic way to transfer consciousness for the musna vitra and saryop vitra before finally disappearing entirely from the face of Pandora. They were renamed by the other clans into the Uniltiranyu, the dream walkers and were almost entirely forgotten. There were quiet whispers among the Na'vi that it was not only Eywa who helped them in the fight against RDA in the Assault on the Tree of Souls, but that the Uniltiranyu, residing in the bodies of animals, also heard the call of the sixth Toruk Makto.

## Now

Suddenly, after generations have passed, the Uniltiranyu resurfaced. Some have been seen with human armor and weapons. Animals with strange growths in their queues tried to signal messages and, when connected to, it was found that Na'vi souls were stuck inside the animal bodies. Finally, a lone Na'vi, Zuke, found his way into another clan's home.

Something had corrupted the Uniltiranyu's connections to Eywa. They were living in a state where they were communing with their ancestors and animals, but were suddenly cut off. Members of the clan, including their clan and spiritual leaders, cannot return to their body and are lost. Some found themselves stuck in an animal's body, but can be communicated with through a bond or developing a rudimentary communication system (tap once for yes, twice for no). Most worryingly, many have entirely disappeared and or have been seen doing nefarious deeds.

## Paired & Travelling Souls

Paired souls and travelling souls are of distinct cultural importance to the Uniltiranyu. As a clan of peaceful philosophers, they put major importance in both personal and group happiness. However, they soon found that there were Na'vi who were not happy with their body in a fundamental way and could only find happiness when they were bonding/sharing bodies with another Na'vi of a different gender. This led to them searching for a deeper way to understand their connection with Eywa and seeking to balance things out themselves.

To the clan, it was initially theorised that for every Na'vi who feels what humans would call gender dysphoria, that there is another who is their 'pair'. By finding pairs and using the ritual of consciousness transfer, they could then move them to the body they were 'meant' to be in.

Later on, the theory of travelling souls came into existence when a young Na'vi who was initially thought to be of paired soul did not find happiness when given their supposed 'paired' body. After much work was done, the category of travelling souls was created. Some souls seek to travel fast, others prefer to travel slowly. Not all travelling souls sought to use the rituals, but that option was always available to every member of the clan. To the Uniltiranyu, a soul should feel belonging and there were many paths to do so. Something of note is that the categories do not exclude each other. A soul could be both 'paired' and 'travelling'. Awareness of these overlaps, and lack of distinctions, helped the Uniltiranyu to develop their philosophy of playful acceptance of, and interaction with, the world around them.

## Psionic Powers

The Uniltiranyu can create psionic devices made out of roots and crystals that can attach to a queue. These devices have multiple functions and can both allow inward and outward traffic, depending on how they have been built. Nearly all of them have been built to allow both kinds of connection and this is what is being exploited and allows them to be 'captured'/'corrupted'.

The simplest of these devices requires a receiver device to put onto another being or animal which allows someone with a sender device to wirelessly ride the body of the receiver. There are more complex devices, which allow a Na'vi to take over animals with queues even without a receiver device. They are difficult to create and are also deeply taxing on the mind of the user. One of the few Na'vi who can wield such a device is Zuke.

These devices don't work the same way with Avatars, since the connection that an avatar and a Na'vi can feel is slightly different. Due to the existing psionic link between human and avatar, adding an extra layer of connection is often restrictive. This can range from duller sensations from the link to a shorter functional distance.

These devices also work very differently when directly linked up to humans. Humans directly receive the sensations much like they do with Avatars, but without a filter. A human mind can find it difficult to deal with all of the alien sensations of a Na'vi, so the mind often just ignores new sensations. This means that 'captured' Na'vi have human-ability senses and reactions, but the toughness of a regular Na'vi. They also taste food as if they were tasted by a human tongue.

If a creature dies when it is receiving a psionic rider, in general, all pain is directly transmitted and can cause the body to go into shock and die, even though it has not actually been harmed.