

The Anatomy Of: An OI

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First Written: 12th May 2025

Last Edited: 12th May 2025

Original Post: ([Tumblr](#))

Content Warnings:

- Spoilers for Deltora Quest 1 (Novel) and Deltora Quest (Anime)
 - Discussion of species dysphoria.
 - Death + murder mentions.
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The Anatomy Of: An OI

This is another installment in our Anatomy Of series, focusing on a fictional being from the Deltora Quest novel series called an OI. An OI is a shapeshifting being, created by an entity known as the Shadow Lord. Their true form resembles white smoke or flames, but they can shapeshift into almost anything. Of course, this page will contain spoilers for both the Deltora Quest novel (only Deltora Quest 1) and the Deltora Quest anime. This page is co-written by the three that are in this system, and on occasion our writing may be separated where our experiences differ—just like it is below as an example.

Dain (He/It) - I'm Dain, a fictive of... Well, Dain! From Deltora Quest of course. I was an OI created specifically to be a spy and infiltrator for the Shadow Lord. My storyline is fairly close to canon, though it leans more toward the anime canon as opposed to the novel. I've actually been in this system for around 15-16 years at the time of writing this, but I've also had a long period of dormancy in here. I'm a grade 3 OI.

Del (He/Him) - I'm another fictive of Dain, though I have some differences between myself and the other within this system. Like canon, I was created by the Shadow Lord to be a false heir to the throne in order to keep the true heir away and keep the Shadow Lord in power. I'm also a grade 3 OI.

Ether (He/Him) - I am Ether Mir, a non-canon OI who was stationed in the city of Rithmere to keep eyes on activity there. I decided I disliked the Shadow Lord and secretly refused to follow his orders. Instead, I mostly chose to blend into the society within that city and became a professional charmcrafter and jeweler. I am grade 2.

Unless specifically stated, or defined in the “differences from source media” section, information here may be purely canon to our identity as opposed to the source material. This is not a wikipedia page and is mainly about our experience as OIs, not a document on every canon fact or appearance.

Basic Anatomy

OIs are shapeshifting entities, with a “true” form that’s more of a shifting mass than anything tangible. You could hardly call it a body. Their true form resembles floating white smoke, boiling liquid, or flames—a barely tangible, flickering white substance. Whether ones true form more resembles flames or smoke or liquid depends on the OI itself.

They tend to have some vague semblance of shape—like something that could be described as a head or maybe some arms—but these attributes can move and flicker in and out or shift around on the body, so aren’t reliably definable. They have eyes in this form, which can either be glowing red lights or holes where eyes “should” be. Some might have what resembles a mouth, but like with most other features, these shift in and out of existence. Watching an OI’s true form and trying to define its shape and parts is similar to looking at a cloud and deciding if it’s actually a cat or a shoe, there isn’t really much of anything *definite* about it.

One definite thing about an OI is that when shifted, its heart will always be on the right side of its body, as opposed to the left. This is crucial knowledge for defeating one, because in order to do so, it’s a requirement to pierce their heart. When an OI is killed, its form falls apart back into something closer to its true form state, but wavers with flashes of the forms its previously taken.

The only other definite thing about the true form of an OI is its mark. The Shadow Lord leaves his mark on all things he has created or things he deems belonging to him, and that includes an OI. It’s the shape of a hand with a black ring around it, and a glowing light in the palm. The mark on an OI is held at the core of its body in its true form—and in that form, the mark doubles as its “heart”.



The mark of the Shadow Lord as it appears in the novel. [Image via Deltora Quest Wiki.](#)

A mark is separate from its heart in most cases of an OI that's shifted into something other than its true form. The mark is an external brand, while its heart is internal and in a way is its "true" mark.

As for the shapeshifted forms, depending on the grade of an OI, it can look like almost anything. OIs will always have their mark displayed on their body somewhere, however. They can sometimes disguise it—strangely coloured areas, moles, scars and more can actually be hidden marks—but it will be there somewhere, even if under clothing. There's types of OIs, grade 1-3, and their shapeshifting abilities differ.

Grade 1 OIs

The weakest type of OI, and due to this almost exclusively travel in pairs. They can take the shape of any person they've personally seen and looked at enough to know what they look like in detail—if they don't study, they will get details wrong and may look uncanny.

Their mark is usually easier to spot, and they can't pretend to eat/drink, nor can they make their body have any body heat or other regular functions. They feel cold to the touch, lack the ability to sweat, and their skin may feel like it lacks texture overall. They might forget to blink, or might struggle to talk, walk, or do other things in their shapeshifted form that would out them as being an OI.

They cannot hold their form forever, and must take a break at least every 3 days or ~72 hours, where their form wavers and flickers back to its true state for a moment. This is called the Tremor.

Grade 2 OIs

Stronger than grade 1s, and therefore able to travel alone. They still need to take a break every 3 days and experience the Tremor, but their forms are more reliably realistic and overall they don't need to focus as much to retain their forms.

They can usually feign eating and drinking, and they tend to be able to produce body heat and have the correct texture. They're also much better at hiding their marks overall. There still may be some mistakes that are made, but overall they're largely much more reliable in their abilities.

Grade 3 OIs

The strongest type of OI. They're able to shapeshift near flawlessly into both people they have seen, people they made up, animals, or even objects. They're almost always flawless in the realism of their forms, and their marks are usually very well hidden.

They also don't experience the Tremor and can hold their form for as long as they'd like, but this comes at a price. Due to just how realistic ones form is, if a grade 3 OI is shifted into the form of a person or an animal, it is able to be injured or die just as easily as its form would.

They require a large amount of energy from the Shadow Lord to create, so there's less of them than other types of OIs.

The Tremor

Ether is the only one of us to experience it and there's no canon information that goes super in-depth about this process to confirm or deny here, so Ether will take this one.

Ether (He/Him) - The Tremor is when an OI (grade 1 or 2) loses its shape temporarily due to being shifted into a form for around 72 hours. 72 hours is considered the upper limit for an OI of these grades to hold their form, though some may waver sooner, usually between 55-72 hours. Weaker grade 1s may only make it to around 48, especially if they are inexperienced.

Around the 48 hour mark of holding a form, you start to feel "off". A creeping sense of what could be called dread, and the feeling of intense exhaustion starts to form. Holding your shape takes effort, and doing it for so long is very very taxing. As the hours drag on from this point, you may feel disoriented, shaky, out of breath, too hot or too cold, dizzy, anxious, sick, experience aches and pains, find it hard to walk or talk, feel like your body is trying to escape you, and more. The longer you hold your form, the worse, more intense, and more numerous the symptoms get.

Eventually, you are so disoriented that you cannot focus mentally on holding onto your shape anymore—and for just a moment, you let it go. This results in your form wobbling, wavering, flickering or fading for a moment—which is more than enough to reveal that you are an OI, so if the need to Tremor arises, finding somewhere secluded and private is important.

The time leading up to the Tremor is incredibly uncomfortable and painful to experience. Letting go, however, feels like bursting a cyst or something similar. All the built up pressure, pain, disorientation, anxiety and general discomfort melt away in an instant—it is one of the biggest reliefs to possibly feel.

You are able to voluntarily shift into your true form to avoid experiencing Tremor symptoms before they arise, but this is not always reliable as you do need to be absolutely alone in order to not be discovered. Voluntarily entering your true form at any time resets the “timer” and relieves any Tremor symptoms you may be experiencing.

Reproduction and Sexes

OIs have no reason to have a sex as they're manually created by the Shadow Lord, and largely lack what would traditionally be considered a “gender”. Some OIs have preference in what shapes they'd prefer to take, but beyond that, there's no purpose of these concepts to an OI, other than methods to blend in. Pairs of grade 1s are known to pretend to be a husband and wife, for example of a relevant usage of the knowledge.

More on our relation to gender and body sex in the dysphoria section under “in this world”.

Social Life

Language

OIs were inherently able to speak the main language in Deltora upon creation, and could learn to speak in other ways too if necessary. They had no set linguistic differences, but grade 1s and 2s sometimes struggled a little more with sounding organic with their speech and their flow of words. Sometimes they used uncommon words, or sounded clunky—but these things weren't really a sign that they were an OI, seeing as regular people also had differences in their speech.

Place in Society

OIs were created by the Shadow Lord to do his bidding. Considering the Shadow Lord was always trying to take over Deltora and harm the people of the country, OIs weren't an accepted part of society nor were they recognised as any form of tribe or people, and were killed if seen or discovered. Not everyone knew about the OIs existence, and the fact that they weren't largely known helped grade 1s with their slip-ups, and made it even harder for 2s and 3s to ever be detected. But certain resistance groups who were in-the-know of their tells and the Tremor made a point to hunt and kill as many as they could.

Dain (He/It) - Which is so funny because guess who doubled as a resistance member....
(Spoiler, it's me!)

Del (He/Him) - (Me too.)

Ols were known to attack people, though, so the fear and reaction to discovering one wasn't largely unwarranted. Ols were loyal to the Shadow Lord and would carry out his (and only his) bidding. They were tortured or otherwise killed by him at the first hint of betrayal or after a failed task—or a few failed tasks, if he liked you or thought you were useful enough—so most were desperate to do their absolute best to please him.

They often closely mimicked the styles of clothing, appearance, and any extra cultural details of the people they were attempting to appear as with their forms. Some Ols spent time around cities and similar spaces with lots of people, hidden as general nobody-looking people or small animals to get an idea of what they needed to mimic to fit in.

Ether (He/Him) - I personally quietly went against the Shadow Lord and stopped following his orders while he was not checking on me at my station in Rithmere. I was never tasked with much aside from reporting my findings to him, so I had time to integrate myself into society. I killed and took the shape of a man, and integrated myself into his life he lived before, including taking over his workplace. I considered myself more a part of the Mere people—those who lived there—than I did an Ol, from that point on. I did not want to do what was asked of me any longer.

I was a grade 2, so I experienced the Tremor. There were plenty of times I had to slip away to go through it, but I was never caught. I opened my charm + jewellery shop on 3 days of the week, so I would have the other 4 as open slots for me to take a break from my form in a private space—which was usually the back room of my workshop. I loved the job and loved providing charms to people who wanted to purchase them.

I came to love the city of Rithmere and its people more than anything. I have never in my time—here nor before—met another Ol who ever dared question the Shadow Lord, let alone lived as a member of society in any genuine way, but I decided that the people of Deltora were beautiful and his plan to destroy them was disgusting. I wanted no part in it, so I lied about my “findings” to him and seeing as Rithmere was not a large focus of his, I got away with it.

Social Relationships

Ols largely got along amongst themselves on a professional basis—all sharing the common goal of pleasing the Shadow Lord. Grade 1s were known to travel in pairs for their own personal safety, and often developed strong bonds between their pairs—possibly similar to some form of what people might consider a “partner”, but not entirely.

Other than that, Ols didn't tend to develop any sort of relationship with each other and largely kept to their assigned tasks. Friends were an understood concept but largely considered irrelevant, and lifelong partners were out of the question—there wasn't a need for doing anything or desiring anything other than carrying out orders.

Dain (He/It) - I understood human emotion enough to toy with people about it. I feigned friendships after watching others interact, and feigned a crush on a girl both to get my way and for fun. I have different morals now and even have two QPPs, but before it was such a foreign concept to even think I could be connected to anyone other than the Shadow Lord. It's like... For lack of better phrasing, connection to others wasn't a programmed-in feature, it had to be added once I got here. I still struggle with empathy to this day, honestly—I'm a bit slow on some social things.

Del (He/Him) - I was a pretty weird case because I ended up with what I *think* is a romantic crush on a human of the Del tribe. I didn't know what that was or why I felt so attached to him, but he was—aside from the Shadow Lord—the only person I ever felt any genuine connection to. Ols had no need for romance or anything that comes with it, so I'm not sure if what I felt was a crush or if it was friendship, or maybe respect? But I felt some connection to that man that I still can't place even today. I am very apathetic toward people in general, even here, so it was definitely a strange occurrence.

Naming

This is a section where all three of us differ in some way, so we'll write mostly separately for this part.

Dain (He/It) - Ols were rarely given names, but some that were particularly liked by the Shadow Lord received names—I believe Fallow and Prandine, being two in a line of the Shadow Lord's right-hand men, received their names as gifts. I chose mine myself to reflect the task I had been assigned, and it doubled as being a helpful alibi and point towards me being the “true” heir to the throne (which I absolutely wasn't) because it's an anagram of the first king's name.

Del (He/Him) - Ols weren't really given names. I actually picked the name “Dain” in my exomemories because it was an anagram of Adin, the first king of Deltora. The Shadow Lord couldn't be bothered to name us so we had to fend for ourselves on that front, and picking a name was one of the main steps to being successful at integrating into society as a spy. If you picked a bad name like, I don't know, “breadstick” or “plank of wood”, you were absolutely more likely to be outed as an Ol and killed.

Ether (He/Him) - I was assigned my full name, Ether Mir ('i:θə mɪə – seeing as I have been asked how to pronounce it multiple times) by the Shadow Lord. Other Ols were also named in this way. He chose named based on our assigned task or station. I was assigned to the city of Rithmere as a pair of eyes on the city for him, so my name is an anagram of Rithmere. Most other Ols were named in this way by him—Dain being an example of an Ol named not after location, but task. He was tasked with stopping the operation of sending the heir to the throne to restore Deltora, and the first king of Deltora was named Adin.

Diet

Ols have no desire to eat and no way to actually consume anything tangible. While shapeshifted, grade 2 and 3 Ols can pretend to eat, but the food is just stored as-is inside of their form for them to throw out later—the same goes for anything else ingested.

However, they do still need energy to live and sustain themselves. The amount of energy the Shadow Lord uses to create Ols will greatly influence their grade, and after creation they're tied almost inseparably to him. They just by the act of existing as a portion of his energy are both separate and a part of him. If the Shadow Lord were to die, all of the Ols would too, as their source of life would have been depleted. They don't need to do anything to consume the energy, but if it were to be depleted they would fade into nothing.

Del (He/Him) - Ols in my canon while not required to eat, *could* have the ability to taste things they "ingested" if they were a particularly skilled grade 2 or a grade 3. This made reactions to tastes more realistic and put less guesswork on us.

For instance... If we accidentally ate spoiled food, we wouldn't need to rely on not-always-accurate appearances of "this looks fine", and could tell by the actual taste to then react accordingly. After all, offering someone a bite to eat and not knowing you're offering them spoiled food that tastes horrible can pretty easily raise suspicion if you're happily eating the same thing. It also helped us to be able to develop a sense of "liked" and "disliked" foods, because it gets a little weird if you get asked what your favourite food is and you have to find a way to say "I don't care about food" without sounding a little off.

I didn't get to speak to many Ols about little things like their taste preferences so I'm not sure if our tastes tended to differ or if we had the same sort of "template" for what we were supposed to enjoy. Regardless, I personally preferred meat—any I could get my hands on, really. I also liked very sweet things, like honey. There was a particular brand of honey I really liked, actually, which had the added benefit of having medicinal properties. While being shifted into a humanoid form I was able to be injured and got injured often enough, so it definitely helped to carry some with me.

As an added note, seeing as Ols don't need any energy aside from the Shadow Lord's, they also don't need to sleep.

Habitat

Ols come from the Shadowlands, the domain of the Shadow lord, but they're often sent into Deltora to aid in his plan to take over the country. Deltora is a country bordered by ocean to the south and mountains to the north, acting as a barrier between it and the Shadowlands. There's 7 territories in Deltora, most with greatly differing terrain, biomes, and people who live there. They are the Diamond, Emerald, Lapis, Topaz, Opal, Ruby and Amethyst territories—and yes, that *does* actually spell Deltora.

There's mountains with thick, dense forests... A vast desert with red sand, constantly changing shape due to violent winds... Wide rivers that lead to churning seas... Grasslands that stretch far into the horizon... Caverns and caves... Deltora has a lot going for it in terms of different terrain types, and if we were to talk about all the different tribes, cities, cultures and species of flora and fauna alike, we'd be here all week.

Ols are able to move freely throughout Deltora and don't have any environmental limitations to what habitats they can traverse. Their shapeshifting abilities tend to make travelling even easier, sometimes shifting into birds or other species to fly to other locations without being detected. They're more common closer to the barrier mountains and to the west of the country, as well as around one of the major rivers—the river Tor—but can be found anywhere.

Dain (He/It) - One of my least favourite areas to traverse was anything with water. While I could keep my form pretty easily, I had to put conscious effort into getting my body to react perfectly to water. Fingertips wrinkling at the right time, the right amount of water my hair held after being splashed, etc. I'm not sure why I struggled with it personally! I know I hated the texture in general so maybe it was something to do with my mental state being more distressed when forced to interact with it that made it harder to keep my form perfectly accurate.

I'm not sure if any other Ols had issues that were similar! It really just seemed to be a me issue. Oops!

Ether (He/Him) - In my timeline, Ols were generally stationed at specific areas. We could wander, and there were some wanderers for certain, but the majority of Ols who were grade 2 or above had a designated task which usually revolved around a place like a city. I was stationed at a city called Rithmere, to keep an eye on the people there and keep watch for certain people the Shadow Lord wanted to be killed or captured.

I could move from my station if required and/or desired—nothing physical bound me to it, I simply stayed due to my loyalty to the Shadow Lord, and then continued to live there after I decided to act against him for my love of the people and the culture I had become a part of.

In This World

In-Body Euphoria

We're overall pretty satisfied that this body is human. It's a useful shape to be—hands that are useful, for one! We're also fairly tall so we don't feel the need to shapeshift and grow taller—most things are accessible to us this way.

We get euphoria from coming off as visually “strange” in any way, too. If there's something we can do to give of an uncanny sort of feeling, we absolutely will do it. Here, being “weird” poses no threat to revealing ourselves as OIs, so we're a lot more lax on how we act. We can't shapeshift, so being “off” is the next best thing to making us feel like ourselves. We don't really have a reliable way to do this unfortunately! But always a treat when someone comments on anything similar.

In-Body Dysphoria

Shapeshifting

We're all so dysphoric about being unable to shapeshift. It's our collective #1 issue with this body. We feel confined to one shape that we don't even *like*. It's sad, disorienting, and overall wildly unnatural.

Dain (He/It) - I have on multiple occasions, lost balance while walking in-body and reflexively went to shapeshift an extra limb or tendril or extend my arm to balance myself without falling, but... That only results in a phantom shift and losing balance even more. Horrible, especially when the phantom shifts feel so realistic!

Ether (He/Him) - I still feel the need to Tremor here, both in front and in headspace. If I front for 2 days, I start feeling uneasy and begin feeling the symptoms, until I get close to the 72 hour mark and I become incredibly, horribly uncomfortable. However, instead of experiencing the Tremor, my body does nothing. It cannot change shape, of course. So the feeling does not go away while I front, and only gets worse. I need to fully leave the front and enter headspace to properly experience the Tremor.

I do not know if it is some sort of disconnect between my mind and body, but if I do not feel my physical body waver while I am in front, the need for the Tremor does not go away. It would be much easier if I could shapeshift at all. It upsets me that I still have this limit even here, yet it is somehow worse because my instincts and limits cannot comprehend that I am not holding this physical form.

Sex and Gender

We're also largely dysphoric about the body's sex. While OIs don't have sexes, a reproductive cycle or even genders, we know now that the three of us are either masculine or androgynous-leaning in how we like to present, and that doesn't line up with our body (yet!). In some ways, we're dysphoric we even *have* a sex at all—we're not *meant* to have one, these parts and shapes are simply meant to be a part of a disguise, not literally a part of us!

Del (He/Him) - I'm agender for the purpose of.. Well, yeah, of course I am. I like the aesthetics of the form I chose in-source and kept that here, but regardless of pandering my disguise as a man and using he/him as pronouns? I'm not a man, woman, or any gender—I'm an OI. I still find it hard to grasp what gender even *is*. Or why people care so much about it.

Ether (He/Him) - I decided I am male when I chose the body I wanted to appear as. I fit in with the other men in Rithmere, and liked it that way. I feel similar about it here. I do not think I thought about gender as a concept much, if at all, I just decided "yes, I am this one, I want to look like this one", and went with it. It does not mean much to me, it is just a part of what my body I chose is, that's about it. This body here is *not* what I have chosen.

Phantom Shifts

Our phantom shifts largely reflect what we're currently shaped like in-headspace, though not always. Since joining the system and enabling ourselves to shapeshift more, our instincts tend to shapeshift us on command where beneficial, and so when fronting, we get phantom shifts of relevant things pretty easily.

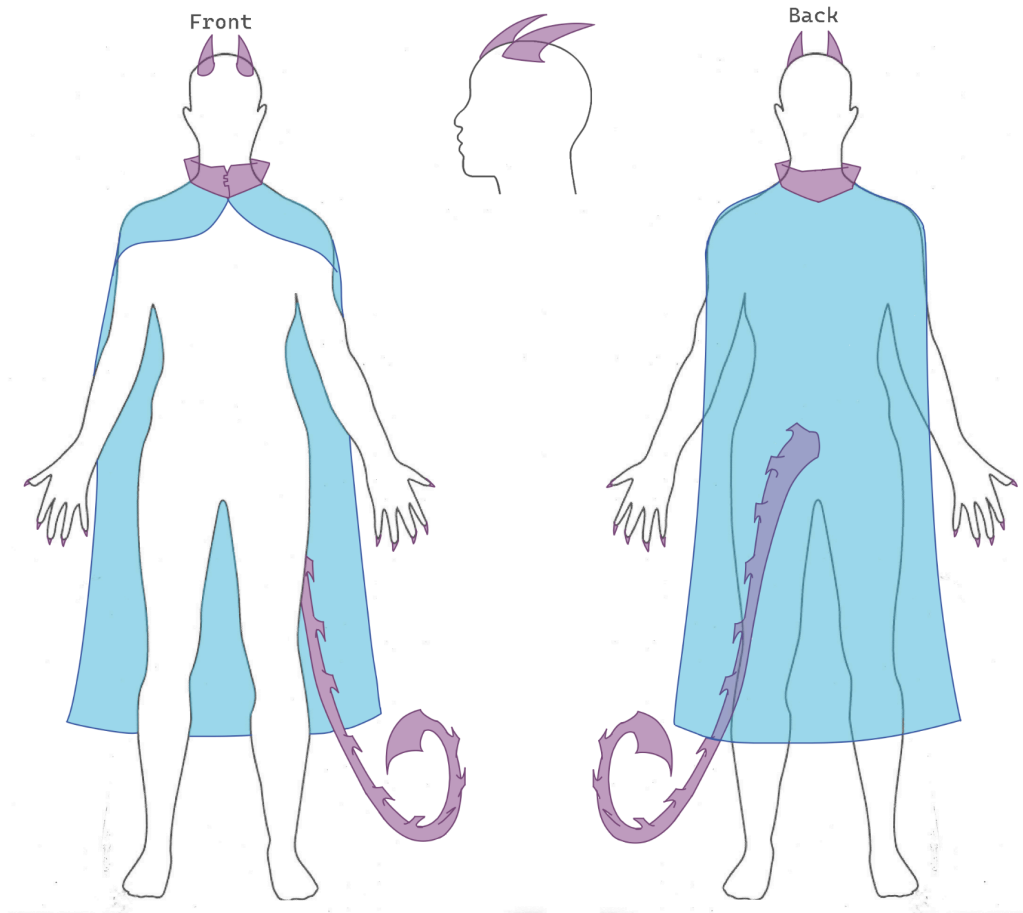
Our experiences differ to some degree though, because our chosen forms are all at least a little different from each other. So... Below, we're going to document our experiences separately (as we've already been doing in a lot of places).

Del (He/Him) - I don't really get phantom shifts of my body unless it's something instinctual, so I won't be making a phantom shift map. I think I've gotten maybe one or two phantom shifts of my cloak hood resting against my neck, or my belt around my waist—but that's about as shifty as I get, phantom-wise.

Dain (He/It) - I personally get phantom shifts of my chosen form, which includes horns, a spiked tail, and my cloak. My cloak and other clothing are actually a part of my shifted form, they're not literal clothes!

Phantom Shift Map: Dain (01)

(Interstellarsystem)



- Very Common (present 60-70% of the time)
- Uncommon (present 20-30% of the time)

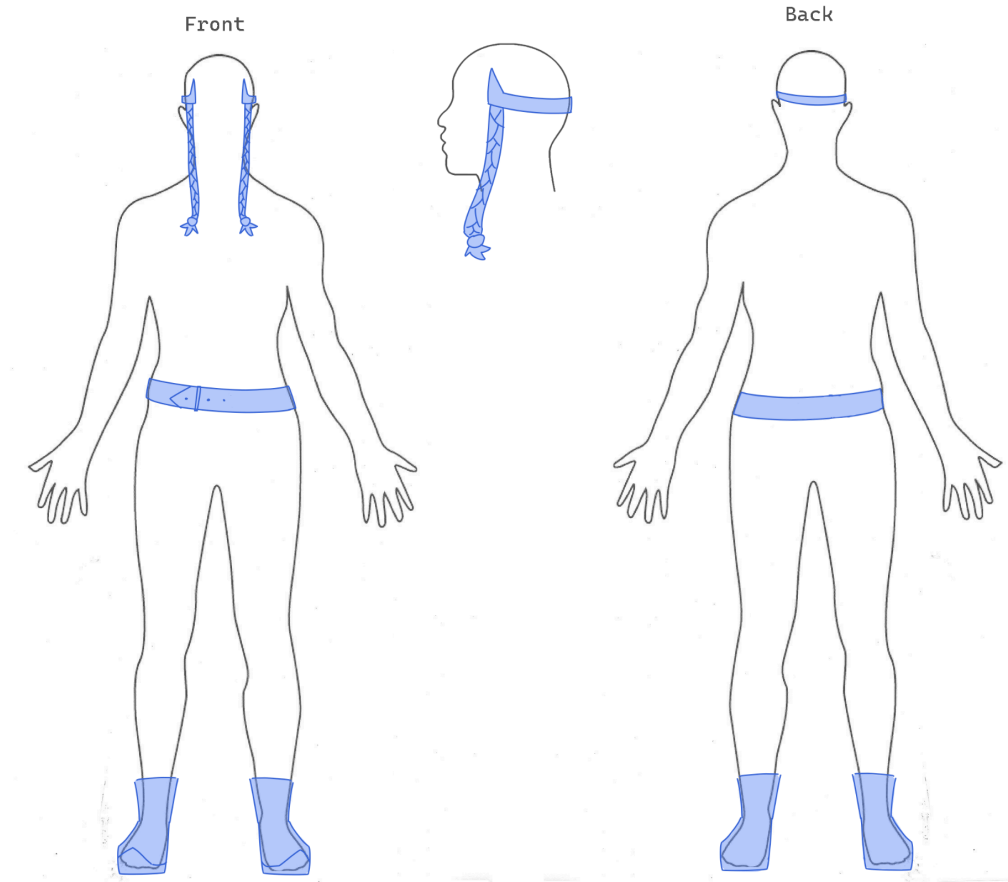
Notes:

- My phantom shifts feel pretty physical—especially my claws and tail. Sometimes they feel a little weird or off, but they tend to feel similar to my physical body parts, just faded.
- My tail feels more realistic closer to the base where it connects to my body. Nearer the tip, it feels more faded and... I guess I could describe it as see-through in a way? The actual barb on the tip though is more realistic in how it feels.
- My cloak doesn't have feeling in it itself, the phantom shift feels more like weight on my back or as if I was actually wearing a cloak with it brushing up against me.

Ether (He/Him) - I do not shift often, but I do sometimes.

Phantom Shift Map: Ether (01)

(Interstellarsystem)



All phantom shifts are uncommon, being present around 20-40% of the time I am fronting.

Notes:

- My braids do not have sensation in them themselves, nor do any of the clothing items on this image. They feel like a presence of weight.
- I believe I feel phantom boots because mine were very, very heavy with charms, other decoration, and being steel-toe boots. They feel more like weight on my feet than actual shoes.

In-Headspace

We don't live too differently in-system than we normally would anyway—well, the way we'd live if we didn't have the Shadow Lord before, anyway. We kept our previous forms as we've all grown attached to them and how they look, though we do shapeshift for fun or other purposes pretty often.

Del and Dain both still feel a pull to please the Shadow Lord, but he's no longer here, so that leaves us both feeling a little lost.

Del (He/Him) - I have chosen to treat another headmate of ours in a similar way I would the Shadow Lord, though our relationship is closer to that of a caregiver and the person they're caring for than it is an evil overlord and his servant. It's complicated to describe, but it's been good for both of us. It's especially been immensely healing to me to be able to act on my instincts to be commanded and to serve an authority, with someone who is safe and there to support me and my wishes at the same time. He doesn't command me to kill people or really "command" me at all. I guess he's more of a form of guidance. I need that, though, because it's ingrained into me to follow someone else's lead on a species-level.

Ether still experiences the Tremor as he mentioned, but other than that and the fact we can be more open and have some things to navigate, we don't really do anything too differently.

We have some images of our headspace forms we'll share below.



The above image is of Del, drawn by us (he doesn't have a proper ref yet, oops).



Image above is of Dain, using a base by Bakawasemi, edited by us.

Dain (He/It) - Some of the details on the above reference are outdated (such as the cloak design on the collar and its length), but it's largely accurate. My hair is also a lot more similar to Del's hair, the one on the reference is just what was available to me on the base and I didn't end up drawing it myself. This image might end up getting updated later with a better reference, but for now this works well enough.

Little side-note: My clothes are also a part of my form I shifted into. They're not actual clothes. And the dagger pictured is generally what I choose to look like when shapeshifted to look like a dagger.



Image above is of Ether, drawn by us.

Ether (He/Him) - Unlike the other OIs in my system, my clothes are not a part of my body, they were actual items of clothing I had in my exomemories. I chose to wear clothes like other people, instead of pretending to wear them by shapeshifting them onto myself.

Differences from Source Media

The anime and the novel have some differences in OIs between them, as well as storyline plots for Dain as a character. Nothing is hugely different between us and one or the other (or both!) variations of source, though, aside from smaller personal details that aren't elaborated on in-canon.

Canon facts that differ from our experiences:

- OIs have no desire to eat. (Some of us liked certain foods for the taste!)
- OIs have defined arms used to strangle their victims in their true form. (Whereas we *can*, but this isn't a definite trait.)
- OIs have toothless mouths in their true forms. (Novel canon mainly, but once again—no definite traits of true forms here.)

In Conclusion

This sums us up fairly well—albeit in a pretty long winded way. We'll likely update this in the future if we make big revelations about ourselves or our functioning, but if we gain more OIs in the system and they're motivated enough, they'll likely make a part 2 document separate from this one instead. We'll see!

We've never seen anyone else who has an alterhuman identity related to our source before, so lately we're absolutely trying to put out some experiences and resources about ourselves. Maybe someone down the line will see this and feel less alone about being from such an obscure source, or maybe this will end up being some sort of awakening for someone. You never really know. We wanted to get this out anyway—our memories of Deltora and our lives are fairly in-depth compared to a lot of our systemmates and their exomemories, so we're really happy to be able to share some of it. We have more things to muse about and more things to detail, but those are less Anatomy Of and more primed for individual posts. Hopefully motivation strikes again and we can write some more about our exomemories and noemata.