



PHRENIC CREATIONS

MEMORY CRYSTALS

Author: Jeremy Smith

Editor: Andreas Rönnqvist

Proofreading: Michel Fiallo-Perez, Philip J Leco, II, Sérgio da Silva

Design / Layout: Jeremy Smith

Interior Illustrations: V. Shane

Cover Illustrations: John Milner, V. Shane

Requires use of the *Dungeons & Dragons*® Third Edition Core Books and the *Expanded Psionics Handbook*, published by Wizards of the Coast, Inc.

This book utilizes updated material from the v. 3.5 revision.



“d20 System” and the “d20 System” logo are trademarks of Wizards of the Coast, a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at <www.wizards.com/d20>. This edition of *Phrenic Creations: Memory Crystals* is produced under version 1.0a, 5.0, and/or draft versions of the Open Game License, the d20 System Trademark Logo Guide, and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license, guide, and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Dreamscarred Press logos and identifying marks and trade dress, such as all Dreamscarred Press product and product line names, including but not limited to *Phrenic Creations: Memory Crystals*, *Untapped Potential: New Horizons in Psionics*, any specific characters, monsters, creatures and places; proper names and names of places, artifacts, characters, countries, specific creatures, geographic locations, gods, historic events, organizations, and abilities; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

Open Game Content: The entirety of this work with the exception of the above-mentioned Product Identity is designated as Open Game Content.

Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999, 2000, and 2001 Wizards of the Coast, Inc. The remainder of the Open Game Content portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE “*Phrenic Creations: Memory Crystals*” ©2007 Jeremy Smith. This material is protected under the copyright laws of the United States of America. Any reproduction, re-transmission, or unauthorized use of the artwork or non-Open Game Content herein is prohibited without express written permission from this book’s authors, except for purposes of review or use of Open Game Content consistent with the Open Game License. The original purchaser may print or photocopy copies for his or her own personal use only.

This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Some images contained within are copyright John Milner or V. Shane and are used with permission. All rights reserved.

MEMORY CRYSTALS

Throughout the course of history, the generations of psions, wilders, psychic warriors, society minds, and other manifesters have unlocked their own psionic abilities to harness that internal wellspring of power inherent deep within themselves. Yet, although each individual follows a unique path, many later discover that their own findings mimic the results of those who came before or come after them. Similarities in the manner of unlocking this power, thought to be a truly unique experience, forced some sects to evaluate the manner of learning and self-discovery.

HISTORY

Some time ago, the exact date still debated by scholars of the subject, a group of telepaths, long having an affinity for memories and minds above and beyond that of other psionic individuals, discovered that, along with the other uses available for crystals, such as the storing of psionic power in the form of cognizance crystals, or powers in power stones, that certain stones could, in fact, have memories or experiences impressed within the crystalline matrix. This discovery was purely accidental, yet led to explosive development of ways to refine and develop this unusual trait of crystals.

Initially, these telepaths closely guarded the secrets to imprinting memories and experiences, refusing to share their findings with others within the psionic communities or other organizations. It was feared that less scrupulous individuals would use the techniques to create memory crystals of an offensive design, stealing others' memories. The telepaths took extreme efforts to guard their new creations and the methods used to make them, earning the ire of other manifesters. To many manifesters, the hiding of this knowledge was seen as selfish, for in the realm of manifesters, knowledge is power and, while some wanted the secrets for personal gain, others desired the new creations to ensure they would not be victims of memory theft. For years, the telepaths that discovered the secret to these memory crystals successfully guarded the techniques of creation and use, perfecting the methods and learning the intricacies before they would share their findings with other psionic practitioners.

In a stealthy burglary, a small sect of nomads bypassed the safeguards put in place by the telepaths and discovered some of their lesser memory crystals, exiting with the purloined gems before they could be discovered. For decades thereafter, there have been attempts by the telepaths to recover their stolen property, while other groups seek to gain the items and learn to harness gems

in new ways.

Eventually, the stolen memory crystals changed hands and the secrets of their creation were unlocked. However, the varied groups that acquired the gems discovered differing techniques to create and harness the power of the gems. This led to the creation of a variety of memory crystals: crystals used to store memories, crystals used to steal memories, and even crystals used to implant false memories. It is believed that through this research, the psionic item known as the *mindstone* was also developed.

Although most valuable crystals have some ability to store memories and experiences, the rarer violet spinel gemstones have the strongest affinity for such storage and are prized by creators of these items for their incredible capacity.

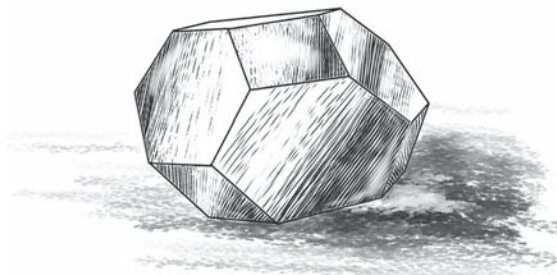
Over time, a variety of different uses for memory crystals have been discovered. Races such as the Chromites, where a hive mind mentality exists, might use them as ways to preserve the vast array of knowledge each hive maintains, while psionic organizations might use them as ways to store lessons or histories, preserving them in a form less vulnerable to the ravages of time.

In addition, more insidious uses for memory crystals have been discovered, including the ability to steal an individual's memory, or to impart a false memory into an individual's mind.

Memories gained from an implantation or memory crystal are treated as if the individual's own memories.

CREATION

Memory crystals are created by first finding an appropriate gemstone with sufficient quality to hold memories or experiences. While virtually any



crystal or gemstone can hold memories or experiences to a degree, only the more precious gemstones can hold them with sufficient clarity to be usable as a memory crystal. Any gemstone worth more than 50 gold can be used as a foundation for a memory crystal. The more valuable gemstones can typically hold more memories, as the increased clarity results in a better crystalline matrix to contain the memories. Larger gemstones do not automatically equate to larger storage, as it is the intricacy of the crystalline matrix within the gemstone that defines how large a capacity the crystal has.

Those who seek to create a memory crystal must have the Craft Cognizance Crystal feat. This grants them the ability to impart psionic power into a gemstone, the groundwork needed to then enhance the stone into a true memory crystal. Each type of memory crystal has specific creation steps, as described in each items' entry.

DESCRIPTION

Resembling typical crystals and gemstones, all varieties of *memory crystals* have a faint inner glow when an individual gazes deep into the crystal (DC 10 Spot check). The specific size and coloration of each individual memory crystal varies, although many of the different subsets of *memory crystals* share the same coloring for ease of reference. *Memory crystals* have been known to range from larger than a fist, such as a quartz-based crystal, to as small as a half-carat diamond.

CRAFT COGNIZANCE CRYSTAL [ITEM CREATION]

This feat originally appeared in the *Expanded Psionics Handbook*. It is expanded here.

Prerequisite: Manifester level 3rd.

Benefit: In addition the effects listed for this feat in the *Expanded Psionics Handbook*, you gain the following benefits:

You can create *impression crystals*, which store imprinted forms for use with Formbound effects. You may also create *mindstones*, which allow a manifester to use a psionic power that he does not otherwise know.

In addition, you can craft the different varieties of *memory crystals*, including *implantation crystals*, *instructional crystals*, and *thieving memory crystals*.

This feat also lets you mend any broken or damaged *cognizance crystal*, *impression crystal*, *mindstone*, or *memory crystal* that you could create. Doing so takes half the XP, half the raw materials, and half the time it would take to craft the item in the first place.

For more information on *impression crystals* and *mindstones*, as well as the Formbound descriptor, see *Untapped Potential: New Horizons in Psionics*.

physical size of the crystal makes no difference in what the memory crystal can do.

ADAPTATION

Introducing the different varieties of memory crystals into your game might involve creating a specific psionic store or organization that specializes in altering and utilizing memories. These stores might sell crystals already encoded with certain knowledge, or sell blank crystals ready for encoding. Ready-to-use crystals should carry additional cost, with rarer knowledge, skills, or information carrying a higher price tag than commonplace information. The more nefarious crystals, such as *thieving memory crystals*, might only be available to trusted clients, as the local law might now allow such an item to be purchased.

INSTRUCTIONAL CRYSTALS

A subset of *memory crystals*, *instructional crystals* grant creatures knowledge, rather than specific memories. Some might grant advanced martial ability, while others might grant the knowledge on how to perform a job, such as carpentry. Presented below are three varieties of *instructional crystals*. More varieties might exist at your GM's discretion.

Instructional crystals in their many varieties may not be used to fulfill any prerequisites or entry requirements to feats, prestige classes or the like.

While *instructional crystals* are flushed after use, the crystal can be encoded again at no additional cost.

There may be times that an individual wishes to store knowledge within an *instructional crystal*, but does not possess the appropriate skill in Psicraft. In such a situation, the abilities of two individuals may be pooled; so long as both individuals maintain physical contact with the *instructional crystal*, one may supply the knowledge, while the other makes the appropriate Psicraft checks.

INSTRUCTIONAL CRYSTAL, KNOWLEDGE

Prized by psionic organizations devoted to learning, these crystals hold instructional knowledge of a wide variety of subjects and can be used on a group instead of a single individual. Larger psionic organizations with a variety of information often create entire libraries out of instructional crystals, as they are less prone to decay or damage as standard books.

Description: Mostly used for instructing large groups of individuals, *knowledge instructional crystals* also serve as a knowledge base for use during research. A

typical *instructional crystal* is a block of crystal roughly the size of an adult human's fist. The crystal is typically clear, white, or translucent and is faintly warm to the touch.

Activation: Activating a *knowledge instructional crystal* to store a lesson is a full-round action that provokes attacks of opportunity. Activating a *knowledge instructional crystal* to recall a lesson is a standard action. The *knowledge instructional crystal* must be held for one minute without interruption to gain the knowledge contained within.

Alternatively, by taking an additional full-round action, the knowledge contained within the *knowledge instructional crystal* can be shared with a group of individuals.

Effect: Similar to *implantation crystals*, *knowledge instructional crystals* must be in close proximity to the individuals who are going to receive the knowledge contained within the gem.

Storing a Lesson: Perhaps the longest process among the variety of *memory crystals*, storing a lesson within a *knowledge instructional crystal* first requires addressing the instruction crystal, similar to the process of addressing a power stone. This process requires a full round action that provokes attacks of opportunity and a successful DC 20 Psicraft check. Once the stone has successfully been addressed, an individual can begin the process of storing the lesson. While storing a lesson in an instructional crystal, the individual addressing the crystal must spend 8 hours devoted to only encoding the crystal.

Once the lesson has been fully stored, the individual must then make another successful DC 20 Psicraft check. If the second Psicraft check is successful, the lesson is stored and can be used at a later date. If either Psicraft check fails, the process must be restarted.

The individual storing the lesson within a *knowledge instructional crystal* must have the knowledge to be contained. For example, storing a lesson on the physiology of brain moles can only be performed by someone who already knows the physiology of brain moles. Treat this as requiring 5 or more ranks in the appropriate knowledge skill.

Recalling a Lesson: Activating a *knowledge instructional crystal* to recall a stored lesson is a standard action, although if the information is going to be shared with a number of individuals at the same time, such as during a school lesson, the individual activating the crystal must take an additional full-round action.

Once activated, the *instructional crystal* begins an automated lesson. This lesson can involve a single subject or a variety of subjects, as determined at time of creation.

Knowledge instructional crystals grant a +2 circumstance bonus on Knowledge checks if the lesson

stored pertains to the information being sought.

Aura/Manifester Level: Moderate telepathy, ML 9th.

Construction: Craft Cognizance Crystal, *mind link*, *read thoughts*, 300 gp, 24 XP, 1 day.

Variants: Single-use *knowledge instructional crystals* have been known to be created for messages that are not meant to be known by anyone except the intended individual (**Price:** 60 gp. **Construction:** -270 gp, -21 XP).

Price: 600 gp.

INSTRUCTIONAL CRYSTAL, MARTIAL

This variety of instructional crystals grants insight and knowledge into martial studies. Typically, this allows an individual to use a weapon or armor they might not have been trained to use.

Description: *Martial instructional crystals* are typically red in color and the size of an adult human's knowledge

Activation: Activating a *martial instructional crystal* to store a lesson is a full-round action that provokes attacks of opportunity. Activating a *martial instructional crystal* to recall a lesson is a standard action. The *martial instructional crystal* must be held for one minute without interruption to gain the knowledge contained within.

Effect: When a properly encoded *martial instructional crystal* is used, the individual who activated it gains a single weapon or armor proficiency, as determined at the time of encoding. This proficiency lasts for one day, after which, the individual loses access to the knowledge unless it is gained in some other way.

Martial instructional crystals must first be encoded with the instructions before the knowledge contained within can be passed on to the recipient.

Storing a Lesson: Storing a lesson within a *martial instructional crystal* first requires addressing the *martial instruction crystal*, similar to the process of addressing a power stone. This process requires a full round action that provokes attacks of opportunity and a successful DC 20 Psicraft check.

Once the stone has successfully been addressed, an individual can begin the process of storing the lesson. While storing a lesson in a *martial instructional crystal*, the individual addressing the crystal must spend 10 continuous minutes devoted to only encoding the crystal.

Once the lesson has been fully stored, the individual must then make another successful DC 20 Psicraft check. If the second Psicraft check is successful, the lesson is stored and can be used at a later date. If either Psicraft

check fails, the individual must wait 24 hours before the process can be tried again.

The individual storing the lesson within a *martial instructional crystal* must have the knowledge to be contained. For example, storing a lesson on proficiency with bucklers can only be performed by an individual who already knows how to use bucklers.

Recalling a Lesson: When a *martial instructional crystal* is activated, once the individual has held it for the full minute, the lesson is wiped from the crystal and the individual gains the knowledge stored within. However, such knowledge is fleeting and the individual loses the proficiency granted by the crystal after 24 hours.

Aura/Manifester Level: Moderate telepathy, ML 9th.

Construction: Craft Cognizance Crystal, *mind link*, *read thoughts*, 1,000 gp, 80 XP, 2 days.

Price: 2,000 gp.

INSTRUCTIONAL CRYSTAL, SKILL

Designed to allow individuals to perform tasks they would normally not know how to do, this variety of instructional crystals is crafted to grant greater expertise with certain skills. Prized by crafters and professionals to get their apprentices doing quality work faster, these crystals have a much wider range of uses than the mundane life of a shopkeeper.

Description: Intended to be held by a single individual, *skill instructional crystals* are usually a block of crystal roughly the size of an adult human's fist. The crystal is typically a translucent yellow and is faintly warm to the touch.

Activation: Activating a *skill instructional crystal* to store a lesson is a full-round action that provokes attacks of opportunity. Activating a *skill instructional crystal* to recall a lesson is a standard action. The *skill instructional crystal* must be held for one minute without interruption to gain the knowledge contained within.

Effect: When a properly encoded *skill instructional crystal* is used, the individual who activated is treated as having a specific number of ranks in one skill, as determined at the time of encoding. These ranks last for one day, after which, the individual loses access to the knowledge unless it is gained in some other way. The standard *skill instructional crystal* stores exactly 4 ranks in a single skill.

If the individual gaining the skill ranks encoded within a *skill instructional crystal* already has ranks in the specific skill, he is treated as having the higher of the two, they do not stack. An individual cannot gain more ranks than would normally be allowed of his total Hit Dice, although he may treat the knowledge contained as a class skill, rather than cross-class.

Skill instructional crystals must first be encoded with the instructions before the knowledge contained within can be passed on to the recipient.

Storing a Lesson: Storing a lesson within a *skill instructional crystal* takes a varying amount of time, depending on the number of skill ranks being stored. This process first requires addressing the *skill instructional crystal*, similar to the process of addressing a power stone. This process requires a full round action that provokes attacks of opportunity and a successful DC 20 Psicraft check.

Once the stone has successfully been addressed, an individual can begin the process of storing the lesson. While storing a lesson in a *skill instructional crystal*, the individual addressing the crystal must spend a number continuous hours devoted to only encoding the crystal. The number of hours is equal to the number of skill ranks being stored.

Once the lesson has been fully stored, the individual must then make another successful Psicraft check, with a DC equal to 15 plus the number of skill ranks being stored. If the second Psicraft check is successful, the lesson is stored and can be used at a later date. If either Psicraft check fails, the individual must wait 24 hours before the process can be tried again.

The individual storing the lesson within a *skill instructional crystal* must have the knowledge to be contained. For example, storing 4 ranks in Autohypnosis can only be performed by an individual who already has at least 4 ranks in Autohypnosis.

Recalling a Lesson: When a *skill instructional crystal* is activated, once the individual has held it for the full minute, the lesson is wiped from the crystal and the individual gains the knowledge stored within. However, such knowledge is fleeting and the individual loses the skill ranks granted by the crystal after 24 hours.

Aura/Manifester Level: Moderate telepathy, ML 9th.

Construction: Craft Cognizance Crystal, *mind link*, *read thoughts*, 800 gp, 64 XP, 2 days.

Variants: Alternate versions of *skill instructional crystals* can be created that store varying ranks of a single skill, although none have been created that grant fewer than 4 ranks in a skill (+450 gp, +36 XP, +1 day for 5 ranks; +1,000 gp, +80 XP, +2 days for 6 ranks; +1,650 gp, +132 XP, +3 days for 7 ranks; +2,400 gp, +192 XP, +5 days for 8 ranks; +3,250 gp, +260 XP, +7 days for 9 ranks; +4,200 gp, +336 XP, +8 days for 10 ranks).

Price: 1,600 gp.

MEMORY CRYSTAL

The original, base form of memory crystals, this variety of crystal is capable of storing an individual's memories. The most basic of *memory crystals* can typically store a single memory.

Description: *Memory crystals* come in a variety of sizes and colors. Typically, they are blue or purple gemstones, roughly the size of a small coin.

Activation: Activating a *memory crystal* to store a memory is a full-round action. Activating a *memory crystal* to recall a memory is a standard action.

Effect: Memory crystals have two uses: storing a memory and recalling a stored memory.

Storing a Memory: Storing a memory first requires addressing the memory crystal, similar to the process of addressing a power stone, requiring a full round action that provokes attacks of opportunity. The individual storing the memory must make a successful DC 15 Psicraft check. If the check is successful, the individual may then begin the process of storing the actual memory. This process requires an amount of uninterrupted time equal to the time of the memory being stored. Once the appropriate time has passed, the individual must make another DC 15 Psicraft check to ensure the encoding of the memory is successful. After all of these requirements are met, the memory is successfully stored within the crystal. If either Psicraft check fails, the process must be restarted. The memory being stored may range from real to entirely fictitious, as desired by the encoder.

Recalling a Memory: After a crystal has had a memory stored within it, any psionic creature may attempt a DC 15 Psicraft check to try to recall the memory stored within; the memory is not restricted to the individual who stored it. A stored memory can be recalled any number of times, it is not flushed from the crystal once it is recalled. Treat this as a successful Autohypnosis check to remember a saved memory.

Aura/Manifester Level: Faint telepathy, ML 5th.

Construction: Craft Cognizance Crystal, *read thoughts*, 800 gp, 64 XP, 2 days.

Price: 1,600 gp.

MEMORY CRYSTAL, IMPLANTATION

Used to impart false memories in creatures, these gemstones are not necessarily sinister in nature. In some instances, they have been used to treat severe mental trauma or duress, although they have become better known for manipulating individuals for greed. Unscrupulous manifesters have been known to use these items to cause those in power to believe the manifesters

is a close friend or ally, gaining in power or wealth in the process.

Description: Unlike typical *memory crystals*, *implantation memory crystals* are physically designed to be as inconspicuous as possible. Typically, an *implantation memory crystal* is no larger than a small button. Easily lost, such crystals are typically kept in pouches or cases until they are needed.

Activation: Activating an *implantation memory crystal* to embed a memory into the crystal is a full-round action. Activating an *implantation memory crystal* to implant the stored memory into another mind is a standard action.

Effect: Before an *implantation memory crystal* can be used, a false memory must first be stored within its crystalline matrix. Once the memory is successfully stored, it can then be used on an intended target.

Storing a False Memory: Encoding an *implantation memory crystal* is a process that requires a full-round action to address the *implantation memory crystal*. The individual encoding the crystal must then spend five minutes in concentration, attuning the crystal to the memory to be implanted. At the end of this time, the individual must make a successful DC 20 Psicraft check. If the check is failed, the process must be restarted. The memory being stored may range from real to entirely fictitious, as desired by the encoder.

Transferring a False Memory: Implanting a false memory requires the *implantation memory crystal* be in physical contact with the intended target. A psionic individual must first succeed on a DC 20 Psicraft check to activate the *implantation memory crystal* to transfer the memory.

The next individual touched by the crystal must then make a Will save to resist the false memory, with a DC of 14. The subject does not realize what has happened if the memory is successfully implanted or not, although on a successful save, they do realize something tried to affect them, feeling a hostile force or tingle, just as if making a save against a hostile psionic power.

Once the memory has been triggered, whether it was successfully transferred or not, the *implantation memory crystal* is flushed and ready to have another memory encoded.

Aura/Manifester Level: Moderate telepathy, ML 7th.

Construction: Craft Cognizance Crystal, *psionic modify memory*, 18,000 gp, 1,440 XP, 36 days.

Price: 36,000 gp.