

The Doohickey

Description: it's this... thing? You can hold The Doohickey easily in one hand, and it's barely too heavy and bulky to attach to a keychain. There are buttons, or at least protrusions, and a couple of small lights - no, wait, they're just colored glass, maybe? Oh, and there's this toggle switch, here in the back. Hard to say, because The Doohickey is hinged in a few places, so you can fold it, sort of...

Basically, it just looks neat. It also registers as being psionic in nature. It does *not* register as being evil.

[There's a prop](#) in Hollywood that's been used in a variety of science fiction productions, mostly because it also looks neat and people like a good in-joke. The Doohickey is not an in-joke; it's real, powerful (although not *too* powerful, thankfully), and a little worrisome. That last part is because the item had been present at every revolutionary technological breakthrough of the Twentieth Century. That includes all the *nasty* technological breakthroughs, too.

But the real question is, what does The Doohickey *do*? It's definitely not a piece of technology itself; you can hook it up to pretty much anything mechanical or electronic, but it won't actually serve an obvious function. It won't hurt or

restrict the device it's attached to, either. In fact, most people don't notice it at all, even when they're absent-mindedly installing or uninstalling it. The effect is psionic in nature, so a strong-willed or trained person can block that particular effect, but it takes constant concentration (or persistent psionic shielding) to keep paying attention to The Doohickey.

So why do people care? Psychometry. The Doohickey sucks up psychometric radiation like nobody's business, to the point where it's constantly recording the thoughts of anybody within five feet of the artifact. Normally these thoughts are still too faint to understand, but in times of great emotion -- like, say, at the moment of a revolutionary technological breakthrough -- the thoughts are 'loud' enough to be recorded properly. And replayed later. This makes The Doohickey remarkably valuable. And, unfortunately, worth fighting over.

So, where did it come from? Well, nobody's saying that it's aliens. But, yeah, it's probably aliens. And when are they coming *back* for The Doohickey? ...Why, what an *interesting* question.

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