

Sleep Aid Descriptions

Unassisted: Though not recommended, it is possible for an operative to go to sleep counting on only his training and instincts to keep enough conscious presence to control his in-dream behaviour. When no options are available, a dreamer can attempt an unassisted operation.

Alcohol: Drinking oneself into unconsciousness hardly seems like a wise recommendation, but alcohol-induced sleep is easier to navigate than normal slumber. If a character needs to operate in the subconscious and has no other option, a bender is better than nothing.

Narcotics: Narcotics include any strong drugs the dreamer would take without medical supervision. The best candidates are opiates like morphine and heroine, but some dream operatives have had success with hashish, quaaludes, or even concentrated painkillers.

Prescription Drugs: The dreamer is in a hospital bed closely monitored by a medical professional. The anaesthesiologist makes certain that the sleep level maintained is ideal for dream operations.

Thaumically Enhanced Drugs: Similar in process to 'Prescription Drugs,' except the otherwise normal drug has been magically enhanced specifically for the purpose of dream operation. The Laundry utilises a number of different drugs for the purpose, but the most common is Pentothol Mysteriis.

Sorcery: Spells may be used on their own to enhance an operative's ability to achieve an active dream state. For every spell level applied to the dreamer, they get a +3% bonus to Dream Navigation rolls.

Artefact: There are a handful of artefacts that can guide the dreamer into a functioning dream state.

Executing Dream Operations

There are three types of dream operation: Morpheo Meetings, Dream Reconnaissance, and Dream Infiltration. This section details the initiation and execution of these operations. All of these operations require the operative or dream guide to make a Dream Navigation roll. To aid this roll, most operatives use some kind of sleep aid.

Operation Type 1: Morpheo Meetings

Morpheo meetings are the simplest and safest type of dream operation. Morpheo meetings fall into two categories: standard morpheo meetings, and dream briefings. A morpheo meeting is a meeting set up by a single host in which all the attendees are asleep. A dream briefing is when an active dreamer enters the sleeping mind of a single passive target to deliver information or instruction.

Meetings

To establish a morpheo meeting, the host and all attendees must be sleeping at the same time. The host must then make a Dream Navigation roll.

- If the host's Dream Navigation roll is successful, the invited attendees do not need to make rolls. The meeting occurs as planned.
- If the host's Dream Navigation roll is a failure, the host sleeps and has a passive dream experience. The invited attendees can still meet in the host's subconscious with their own Dream Navigation rolls, but the host will not be able to participate in or remember the experience.
- If the host's Dream Navigation roll is a fumble, the host must roll on the Dream Navigation Fumble Table on page 49. The invited attendees cannot meet at all and have a passive dream experience until they wake up.

Once the meeting is successfully established, it may be conducted like any other meeting – except, of course, that it is happening in the subconscious mind of the host.

Dream Briefings

To perform a dream briefing, the operative must sleep at the same time as the intended target. The target may be in normal, passive sleep.

To find the target and enter his subconscious, the briefing operative must make a Dream Navigation roll. The target's relationship to the operative modifies this roll per the following table.

THE MORPHEO SECTION



Target Relationship Table

Relationship	Description or Examples	Dream Nav
Bound	Target is bound to operative through a magical link or other thaumic entanglement.	+50%
Intimate Connection	Target is operative's spouse, family member, close friend, business partner, or immediate subordinate.	+25%
Personal Connection	Target is the operative's friend or co-worker.	+10%
Acquaintance	Operative has met target at least once.	+0%
Known	Target is known to operative through celebrity, substantial research, or historical renown.	-10%
Stranger	Operative knows minimal details of target, such as might be included in a standard dossier.	-25%

- If the briefing operative's Dream Navigation roll is successful, the operative finds the target and delivers the briefing. This pushes the target into an active dream state so that he remembers the briefing after waking up.
- If the briefing operative's Dream Navigation roll is a failure, the operative sleeps and has a passive dream experience. The target is unaffected.

- If the briefing operative's Dream Navigation roll is a fumble, the host must roll on the Dream Navigation Fumble Table on page 49. The target is unaffected.

Twists and Wrinkles

Though Morpheo meetings and dream briefings are relatively simple operations, complications are still possible.

A Crasher: An uninvited dreamer may attempt to 'crash' a morpheo meeting. To crash a morpheo meeting, the dreamer must successfully infiltrate the dream of the host (see *Dream Infiltration*). If successful, the crasher has found and slipped into the morpheo meeting, and is present with all the other attendees. Next, the crasher must either conceal or explain his presence. This may be done with a variety of skills depending on the crasher's intention, but it will always be opposed by the highest relevant skill present.

Example: If the crasher wishes to use *Fast Talk* to deceive the attendees into believing that the crasher was invited and welcome, the roll would be opposed by the highest *Insight* at the meeting.

A Hostile Host: Albeit willingly and through invitation, the host of a morpheo meeting or a dream briefing is aware that their dreams are 'occupied.' This means that the host can use any of the defensive tactics listed under 'Expelling Infiltrators' in the *Dream Infiltration* section on the intruders.

Dream Combat: Usually morpheo meetings and dream briefings are benevolent events, but if tempers get strained there's no reason the participants can't start whacking each other as described under *Dream Combat*.

Stranded: Given that all participants in a morpheo meeting are willing and aware, a stranding is not very likely, but it can happen. If the host wakes up in an untimely manner and an invitee is not able to escape, he may be stranded in the host's subconscious until the host's next sleep.

Gamemaster Tip: Morpheo meetings and dream briefings can be great ways to introduce information and move a story along. Dream operations of this type are single-scene events.

Operation Type 2: Dream Reconnaissance

In morpheo meetings and dream briefings, the dreamers enter the dreams of a single host. Dream reconnaissance is more complex. The dreamworld is a composite landscape created by the collected subconscious of all dreamers. Through dream reconnaissance, an operative can explore the darkest Congo, trek the frozen wastes of Antarctica, or even scale the slopes of Olympus Mons on Mars.