

# INTRODUCTION

This book picks up where Midnight Legion Book Two, **The World Reborn**, leaves off. If you have already played **The World Reborn**, keep your character sheet and proceed to Section I. Retain all of the scores, Equipment, Meals, Memories, Insights, Implants, and Notes you gained in Book Two.

This book can also be played on its own. In that case, you will need to create a new character. Everything you need to know to get started is covered in the Quick Rules below.

## FOR NEW PLAYERS

To play **The Portal of Life**, simply start reading Section I. At the end of each section, you will either receive instructions about which section to turn to next, or see a list of choices. Select the choice that appeals to you and turn to the indicated section.

There may be additional choices in brackets. These choices are only available if you have certain Skills, Equipment or Insights; if you do, you may select one of those choices, or take whatever action was indicated when you gained the Skill, Equipment or Insight.

Your character lost his or her Memories after hundreds of years of stasis. Throughout the adventure, you will have the opportunity to recover lost Memories. Some Memories contain valuable clues about your mission and the world around you. When you choose to access a Memory, refer to the corresponding entry in the **Memory and Rulebook**, which was included in the **Midnight Legion Boxed Set**. If you don't have the **Memory and Rulebook**, you can still retrieve the same information: a Memories section, containing all the relevant memories, can be found at the back of this volume. If you are creating a new character for Book 3, you may add any three of these items **[from the list on page 210]** to your Agent Profile (character sheet) before you turn to Section I.

Good luck!

If you are creating a new character for Book 3, you may add any three of these items to your Agent Profile (character sheet) before you turn to Section I:

**1. Additional Meal** (+2 VPs, +2 Eps when eaten)

**2. Amulet of Temporal Improvisation:** Pay one Energy point to reroll one die at any time. May be used twice, immediately following which the Amulet disappears.

**3. Electric Dagger (Weapon):** CPs: +1, Damage: 2

**4. EMP Lens:** Disable (automatically defeat) one Bot. One use.

**5. Energy Battery (Counts as 2 items):** On any occasion during which you use Energy Points, you may pay an additional 1 Energy Point to store the equivalent number of points you used (up to 3) in the Battery. Subsequently, you may use those stored Energy Points at any time—they do not count toward your 3 Energy limit per round. You may use stored points all at once or on multiple occasions, but once the stored points drop to zero, the Energy Battery can no longer be used.

**6. Legionnaire's Armor (Armor):** You must lose by two points in order to take Damage during a Combat.

**7. Pulse Gun (Ranged Weapon):** CPs: +1, Damage: 1

**8. Recovered Brooch:** +20 Memory points at start of game

**9. Stealth Suit (Armor):** For each round of Combat during which you fight two or more opponents, make a Stealth test. If you win, no opponent other than the first attacks.

Once you lose a Stealth check, you may not use the Suit again during that battle.