

The mysterious figure who calls himself Tempus Khan claims to be from a far future epoch, where science has unlocked secrets present-day "primitives" can scarcely begin to imagine. Unfortunately, in his view, it has also extinguished the fire of the human spirit. His time is a place of perfect peace ... and utter boredom. No place for a man with the heart of a warrior and the spirit of a conqueror!

So the brilliant Tempus Khan sought out the one frontier remaining to him: time itself. He unlocked the secrets of time-travel and ventured back to eras better suited to his temperament, worlds that had not yet lost their war-like ways, worlds where he could conquer!

Khan, playing the role of gentlemanly warlord, offers his conquests the opportunity for honorable surrender to join his vast empire, spanning different cultures and times. Still, he much prefers when they choose defiance over meek capitulation. His legions are recruited from amongst the finest soldiers in history, and his war-machines will not yet be seen on this world for centuries to come. Tempus Khan prefers to role of general, but is still willing to step out onto the front lines, protected by an invisible—and invincible—force shield.

He always wears a futuristic suit of advanced armor which covers him completely. Tempus Khan says his helm is now his true face. None may know him as he was, for it is dangerous for a time-traveler to reveal too much of his personal history.

## AOVENTURE IOEAS

- Tempus Khan materializes in the midst of a meeting of the UN General Assembly to announce his intentions: The leaders of the world will surrender and recognize him as Supreme Ruler of Earth, joining his Temporal Empire, or else his legions will march on the worlds' capitols in 24 hours and take them by force! His force field deflects any attempt to harm or capture him, and his temporal technology whisks him away once his ultimatum has been delivered. Can the heroes find a way to prevent the invasion, or turn back the tide once it has begun?
- One of Tempus Khan's time-sphere appears and shanghais the heroes to the time of the Crusades! Once they have spent their anger on his protective shield, the Chronal Conqueror explains that he has brought them to aid him against invaders from a parallel universe attempting to alter Earth's history! Khan refuses to explain precisely why the era is important to him, only that the invaders must not be allowed alter the course of history at this particular time and place.
- In a massive explosion of temporal energy, a horribly wounded superhero appears suddenly inside the PC heroes' headquarters. She's drifting in and out of consciousness, but after the PC heroes revive her, she knows them all -- including their secret identities. She says that she is Ultrawoman -- a member of the PC hero group, and a friend of the PCs for years. She says that they don't remember her because Tempus Khan has altered the timeline, changing the present -- and that in a last ditch effort to stop him, she used technology provided by a high-tech PC or NPC to jump the timeline and warn them. Is she telling the truth? Did Tempus Khan change history, and for what purpose? Perhaps she's lying, and has been planted there by Tempus Khan in order to get the PC heroes to undertake some action that he needs done....
- Rex Mundi (Icons, page 108) notes certain similarities between himself and Tempus Khan and takes it upon himself to open negotiations with the time-traveling warlord. Surely the whole of the space-time continuum is large enough for them to divide between them? Of course, both villains are plotting against each other, and Tempus Khan may have additional hidden motives. Perhaps they decide on a contest: a team of champions chosen by each to recover parts of a lost artifact scattered through history. The heroes could make up one team, or they might be split up between the two! What is the real relationship between Rex Mundi and Tempus Khan? Only the Game Master knows for certain...