

AD INFINITIUM  
ADVENTURES

# ICONS

SUPERPOWERED ROLEPLAYING



## THE RETCONQUEST



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# INTRODUCTION

*Time and time again...* In *The RetConQuest* the villainous Tempus Khan (from **The Villainomicon**), chrontal conqueror, has *already* defeated the heroes! Following a stinging defeat at the heroes' hands, Khan traveled back into their past and conquered the world *before* the heroes could gain their powers or band together to oppose him! Now the world—and the unknowing heroes—are ground under the heel of Tempus Khan's unyielding rule, but there is a spark of hope that the heroes can reclaim what they have lost and reverse their foe's changes to history before it is too late!

A somewhat offbeat adventure, heroes start out *The RetConQuest* not knowing what has happened or, really, who they were in the original timeline Tempus Khan conquered and changed. Through the intervention of a mysterious incorporeal entity known as "Master Tulku" the heroes regain their true memories and abilities, allowing them to challenge Tempus Khan's rule. Master Tulku tells them of the weakness in the conquest and how they can undo what has been done, if they act quickly. If not, then history will remain forever altered, and the world forever under Tempus Khan's rule!

## HEY, PLAYERS...

If you are *not* planning to act as Game Master for this adventure, **read no further!** You may spoil some of the surprises in the story for yourself and your fellow players by doing so. Game Masters should familiarize themselves with the entire adventure and its contents, particularly the capabilities of the main villain, before running it.

## YOUR FIRST ADVENTURE?

*The RetConQuest* makes for an offbeat, but surprisingly effective, first adventure for Icons. Given that history has been altered even before the adventure begins, it provides the opportunity for you and your players to jump right into the action, without any awkward set-up or introductory time. The fact that the heroes are working to change history back to its prior state allows you and your players to play around and get the hang of the game and how it is played in this first adventure without any "real" consequences, so long as the heroes win and erase everything that happened from history!

If this is the first adventure in your series, it offers a unique opportunity for hero creation. See the suggestions under the **Flashback** header in **Chapter 2** for some ways you can handle the players building their heroes in-play, allowing you to get the game going even before the players roll dice to determine the types of characters they'll play!

# CHAPTER 2: TRAPPED IN A WORLD NOT THEIR OWN...

The heroes discover something profoundly wrong with the world they know.

The world changed nearly twenty years ago, when Tempus Khan and his Chronal Horde invaded from the future. The conventional military could not withstand AI-driven mech-walkers and 27th century smart-clouds, much less memetic self-replicating computer viruses and soldier augments. In days, the conquest was over, and the nations of the world surrendered. They swore unending loyalty to Tempus Khan and his Eternal Empire, and failure to obey his edicts means death.

Now, you run... you have been running for what seems like forever, trying to escape the constantly watchful spy-flies and smart clouds linked to the drone networks, the panoptic panes of glass in every building, and the scanners at every street corner. You don't know why they are after you, but it hardly matters now. You've been lucky to get this far, but there is no escape. No hope. Nowhere to run beyond the reach of the power of Tempus Khan. Still, fortunate smiles upon you once again. The opening into the bombed out subway station *should* be sealed off. The dark, yawning passage seems to beckon to you, offering just a moment's reprieve.

It was like a dream—or a fatigue-induced hallucination—when the train pulled up to the station, a train that should not have, *could* not have, been there. Perhaps fate is merely toying with you but, with the sounds of pursuit not far behind, what choice do you have but to step on-board?

In the flickering light as it strobes past the moving train, you notice the others, huddled in the car with you, and a green glow emanating from the engine ahead, floating into your car, resolving itself into a humanoid form clad in flowing robes. A hood obscures most of his features, apart from the flowing beard and glowing eyes in its depths, hands folded in the long sleeves of his robe.

“Do no fear,” he says in a low, echoing voice. “I am Master Tulku, and you are this world's last hope.”

## FLASHBACK

Master Tulku approaches one of the heroes (start with the player to your left or just choose one at random), stretches forth his hands to place them just over the hero's head and says “Remember...” The green glow brightens around the hero and the scene shifts...



## New Heroes

If *The RetConQuest* is the first adventure of your series, then this scene is an opportunity for the players to create heroes within the context of the game. As Master Tulku urges each of them to remember, have each player go through the hero creation process described on pp. 10–15 of *Icons*, rolling to dice to determine who the hero was in the unaltered timeline, and coming up with the hero's background and different aspects. The other players may be able to offer suggestions and ideas, making the process cooperative.

If you have enough copies of the *Icons* rulebook or hero creation tables to reference, have all the players roll up their heroes at once, and then go through one by one and relate their origin scenes (see **Existing Heroes**, following) working with the players to establish some or all of the heroes' aspects as well. You can let players leave some aspects "blank" for the time being, saying their recollections are incomplete, and allow them to fill these in over the course of the game. See **Choosing Aspects During Play** on p. 78 of *Icons* for details.

## Existing Heroes

If the players already have established heroes, then Master Tulku's influence causes each hero to relive his or her origins, the pivotal moments that made the character into a hero. You can run this in a couple of different ways.

First, you can have each player relate the story of the hero's origin, particularly if that story is not well known to the other players. Alternately, you can play out the story of the hero's origin, giving the other players roles in it, from supporting

characters to antagonists (if there are any in the story). So, for example, if a hero's origin consists of inventing a device, then arguing with a colleague over it leading up to a betrayal by said colleague, have another player take the colleague's role and play out those scenes.

The idea is to bring the heroes' origins to life, enriching them in ways that don't necessarily show up in a summary on a character sheet. Even if the heroes' origins were part of a previous adventure in your series, take the opportunity to look at them from different angles, perhaps exploring some of what it was like for the heroes before or after the known story.

Lastly, if you and your players truly do not want to play out this backstory, you can gloss over it, simply saying Master Tulku reawakens the heroes' true identities, and move on to the next chapter and the fight with Tempus Khan's robots.

If your players do effectively relate their heroes' origins and backgrounds in some fashion, award them each an additional point of Determination and allow them to establish a Team Determination pool, if they have not done so already (see **Team Determination**, p. 19 of Icons).

## THE HEROES RETURN

Whether new or pre-existing heroes, once the process of recouting their origins is complete, the heroes on board the subway train with Master Tulku undergo a transformation, going from the poor, hunted inhabitants of the timeline ruled by Tempus Khan to their old selves. For the time being, they remember everything from both worlds: their original timeline and the current one they inhabit.

As the train approaches a station and slows, Master Tulku speaks to the heroes one last time. Read or paraphrase the following for the players:

*“Through the power of your memories, I have restored you to your rightful forms. Time is not as it should be, for Tempus Khan—he who imagines himself Master of Time—has altered the course of your history. This conquest should not be, but if it is allowed to continue, Khan’s quantum stabilizers will harden time’s flow into a fixed point, and nothing will be able to undo what he has done.*”

*“You must reach Tempus Khan’s fortress and disable the quantum stabilizers, for they are the dam holding back the natural flow of time. Once that is done, history will reassert itself and sweep away this altered timeline. It will never have occurred. The world as you knew it will be restored, and Tempus Khan will meet his fate... in due time. Act quickly: once this timeline stabilizes, even the respite I have given you will be undone and you will have no memory of your former selves, as they will never have existed. Would that I could do more, but it is up to you. Go with my blessings and the hopes of the future...”*

The robed and hooded figure fades from view as the train rolls to a halt and the doors hiss open to the sound of a heavy, clanking tread from the platform outside and an electronically filtered voice proclaiming “Targets relocated.”

## MASTER TULKU

Who is the mysterious Master Tulk? The heroes don’t get to find out in this Chapter. He is a ghostly presence with no game system traits, operating solely as a plot device to enable the heroes to recover their true identities and abilities. The hooded figure brushes off inquiries about his identity with (truthful) declarations about how there is no time for explanations and that the heroes have to trust him if the world is to be saved from Tempus Khan. Nothing the heroes do in this initial encounter can affect Master Tulk, as he exists “outside” of reality as they know it and is not “really” present. They will have the opportunity to learn more about him in the **Epilogue** of this adventure.

## EXTENDING THE CHAPTER

The introductory framing of this chapter is intended to put the heroes right into the action as quickly as possible. If you prefer a slower build-up, you could have Master Tulk appear to just one or two of the heroes, restoring their memories and abilities, and then tasking them with locating and restoring their teammates, currently living very different lives in the world under Tempus Khan’s rule. The heroes have to evade Khan’s patrols and threats like the robots from **Chapter 3** and **Chapter 4** until they have gathered everyone together. Only then does Master Tulk give them the guidance from **Heroes Return**, directing them to Tempus Khan’s fortress. This extended approach gives you more of an opportunity to show the players the reality of life under Tempus Khan’s totalitarian rule and the vital importance of undoing his changes to the timeline.

To truly extend this chapter, rather than simply restoring their true identities and abilities and sending them off the Tempus Khan’s fortress, Master Tulk can restore the heroes and set them on the task of saving their past selves from Khan’s temporal manipulations. The team actually *goes* to each hero’s origin (or some other pivotal point in history) to prevent or correct historical tampering. This adds a whole series of scenes, one for each hero, to the adventure, and can easily be a full game session (or more) in and of itself!

# CHAPTER 3: ROBOT RUMBLE

The heroes to announce their return with a bang!

Once the heroes began to reemerge from the bubble of spacetime created by Master Tulku, Tempus Khan's horde relocated them and moved to intercept. A group of combat robots equal in number to the heroes is arrayed on the subway platform, intending to deal with the fugitives on the spot. The Scimitar hunter-bots are in for quite a surprise!



## HEAVY METAL

The robots tracking the heroes are under orders to eliminate them as soon as possible. Tempus Khan has targetted the heroes' in his new timeline to ensure there are no challenges to his absolute rule. Of course, he assumes the heroes are currently powerless and unaware of what is happening, which turns out not to be the case. The robots coldly inform the heroes they will be eliminated by order of the eternal Tempus Khan, and move to execute the order. Unless the heroes launch an attack the moment they emerge from the subway car, the robots will go first. This gives the heroes their defensive reactions first before they take action.

## Scimitar Robots

PRO 3, STR 6, CRD 2, INT 1, AWE 2, WIL 0 •  
Stamina 6

**Specialties:** Blaster Expert, Military Expert

**Armor:** Scimitar robots have protective plating, giving them Invulnerability 4.

**Immunities:** As robots, the Scimitars have Life Support 10 and are immune to mental powers and effects that work solely on living beings, such as toxins or diseases. They do not feel pain, fatigue, or have any ability to do other than they are programmed to do.

**Weapons:** The Scimitars are equipped with shoulder-mounted rapid-fire blaster cannons (Blast 6 damage) in addition to their considerable Strength.



Heroes can use various tactics to take on the robots: in addition to simply hitting them with whatever damaging attacks they've got, the good guys can use loose objects in the subway station as weapons, from a heavy metal bench (Strength 5+) or the entire subway car (for heroes with Strength 7 or more)!

The subway's third rail still has power running through it, so a hero or robot touching it takes 6 electricity damage each page. A hero can lure a robot into hitting the rail (see **Luring**, p. 68 of **Icons**) or throw one onto it (requiring Strength 8+ and a major success on a difficulty 6 Strength test), while an electricity controlling hero can tap into its energy. The electrical damage bypasses a Scimitar's armor, so hitting the third rail takes one to 0 Stamina and out of the fight.

Agile heroes (or those with powers such as Phasing) can use luring to trick the Scimitars into shooting at or hitting each other by moving between them; the hero takes an action to lure and makes a defensive test against difficulty 7 (for close attacks) or 6 (for distance attacks), success means the robots miss the hero but hit each other! Use the outcome of the hero's defensive action as the outcome of the attacks; so a hero scoring a massive success means the robots effectively hit each other with potential killing results!

## TIME IS ON OUR SIDE

In this chapter and throughout the rest of the adventure, the heroes can tag the aspect "Time Is On Our Side"—encapsulated in Master Tulku's statement of support—for various time-related retcons, stunts, and bonuses. You can tell the players this outright or let them figure it out on their own, perhaps with a gentle reminder or suggestion should they not be getting the idea, or if a hero mentions Tulku's statement without taking advantage of it. Essentially, it becomes a Catchphrase (**Icons**, p. 74) for the heroes during the adventure.



Like all uses of Determination, this one is limited only by the players' imagination and the heroes' capabilities, but also take into account the fact that time is in flux during the adventure, and the heroes have access to some time-travel capabilities (or have, or will... tenses get problematic when it comes to time travel). So feel free to let players run with ideas like more significant retcons based on things their past or future selves might do. For example, if the heroes need to get past a guard post or a sealed door, they might spend Determination and retcon a distraction or even a hidden key, left in a pre-determined place by their future selves to help them out. You don't have to worry overly much about continuity; the heroes will have some temporal access during **Chapter 4** of this adventure and who knows what capabilities their future selves might have...?

## "BRING THEM TO ME..."

If, for some reason, the heroes lose to Tempus Khan's mechanized horde, describe the robots coldly moving in to execute their targets, as ordered. Then, at the last moment, a commanding voice speaks over the 'bot's communication systems, audible from their external speakers, saying "Stop. Do not eliminate them. Contain and bring them to me." Having noted the unusual level of resistance, Tempus Khan learned the heroes have somehow regained their true identities and abilities! Curious as to how, he wants to interrogate them before they are destroyed.

In this case, **Chapter 4** begins with the heroes as prisoners, having to find a way to escape from Tempus Khan's robots so they can carry out their mission.



# CHAPTER 4: ASSAULT ON THE FORTRESS OF TEMPUS KHAN

The heroes target the quantum stabilizer at the heart of Tempus Khan's fortress.

Having escaped from (or been captured by) Tempus Khan's Scimitar robots, the heroes must go to the Chronal Conqueror's fortress and attempt to disable the quantum stabilizers maintaining the changes to the timeline. Along the way, they face Tempus Khan's defensive measures and, eventually, the Master of All Time himself!



## RUNNING THE GAUNTLET

Exactly what defensive countermeasures the heroes encounter depends on the approach they take to Khan's fortress.

### Storm the Gates

A frontal assault means dealing with a horde of Scimitar robots (see **Chapter 3**), possibly even some able to combine into a single massive robot with greater Strength, suitable for challenging high-Strength heroes in one-one-one (well, many-on-one) combat.

As they approach the fortress itself, the heroes also have to contend with blast-cannon batteries on its ramparts: difficulty 4 defensive reaction to avoid their Blast 6 attack. Each cannon is Strength 6 in terms of damaging or diverting it.

### Getting Sneaky

The heroes may decide stealth is a better approach than outright assault, particularly given that Tempus Khan has an entire army at his command. Let the players offer their own plans for how to pull it off, but some ways they might approach the problem of getting inside Khan's fortress include:

- Capturing some human guards or servants and using their uniforms. This is relatively simple, but getting past the Fortress' sensor systems is not. Ask the players to suggest a plan for doing so, calling for an appropriate difficulty 5 ability or power test, such as Coordination (Stealth) or Intellect (Computers or Science).
- Arranging to get captured (as in "**Bring Them to Me...**" at the end of **Chapter 3**) or having some of the heroes disguised and bringing the others in as their "prisoners". A Coordination (Stealth) test may be called for or Willpower (Performance) to fool guards.
- Reprogram a Scimitar robot to guide or carry the heroes into the fortress (difficulty 5 Intellect test using Computers specialty) or disguise one or more heroes as a Scimitar, using powers or actually riding inside of one.
- Slip in through unused subway and sewer tunnels beneath the fortress, perhaps burrowing or blasting their way up into its lower levels, where the quantum stabilizer is housed.
- Plus, of course, using various powers to get into the fortress via phasing, teleportation, or the like.

If the heroes' plan to sneak in doesn't work out, go to **Storm the Gates** for the kind of resistance they encounter.

## Not the Foes We Know

Want to extend or liven-up the battle to reach the quantum stabilizer with some more distinct foes? Have Tempus Khan recruit some of the heroes' enemies (versions of them from this timeline) or even versions of their *friends*, indoctrinated to serve as soldiers of the Absolute Master of Time. Khan can also pluck infamous villains from different points in the past or future, if you want to team up, say, Frankenstein's Monster, Goliath, the Minotaur, and a few other historical or mythic baddies to take on the heroes.

You may find *The Villainomicon* and other ICONS adventures from Adamant Entertainment useful resources to find villains to recruit to work for Tempus Khan. If all else fails, you can always use "evil" duplicates of the heroes plucked from some parallel Earth or timeline.

## KHAAAAN!

The heroes fight or sneak their way into the stabilizer chamber, a large silo some four stories tall with walls of reinforced concrete and metallic catwalks ringing each level. Running down the middle of the open shaft from floor to ceiling is a transparent crystalline tube filled with an almost blinding white, pulsating light: the quantum stabilizer. Complex control panels surround the bottom of the tube as well as a console sitting on the third level catwalk.

Whether the heroes managed to sneak in or had to fight their way in, Tempus Khan is prepared for them. The chronal conqueror stands on a catwalk overlooking where the heroes enter the chamber, with a number of his robots equal to the number of heroes arrayed about the room. This is your opportunity to have Khan boast that, although he does not know how the heroes have managed to regain their former identities, it hardly matters, since they cannot possibly defeat the man who now rules the entire world! He offers them the opportunity to surrender: He will restore them to blissful ignorance of the past but ensure them a place of comfort in his new regime, as befits noble foes. When the heroes refuse, he orders his robot minions to destroy them!

## The Once and Future Defeat

At some point during the confrontation, Tempus Khan should mention during his endless gloating how he is prepared for every eventuality "this time" and the heroes won't defeat him "like they did before." This is an important point that comes up in the "next" chapter of the adventure (**Chapter 1**).

Exactly what Khan says is up to you, depending on the capabilities of the heroes. It should be something they are capable of accomplishing, since you're strongly hinting that it's their "get out of world conquest free" card for the finale of the adventure. So, for example, if one or more heroes have the technical skills to potentially hack into the control systems of Tempus Khan's robot horde, he can mention how he has closed-off the backdoor into his control system so they cannot exploit it "again". If a hero with exotic powers could potentially overcome Tempus Khan's impervious shield, he has a defense against those powers now;

award the player a point of Determination for the challenge and have Khan gloat about how that power “will not defeat me this time like it did before!”

## Schrödinger's Revenge

The heroes' goal must be to shut down the quantum stabilizer, otherwise all their efforts will be for naught.

Game Masters can run this effort like a pyramid test (from *ICONS Team-Up*): essentially, the heroes must achieve a massive success on the effort to shut down the device, but can accumulate it through lesser successes. Two major successes add up to a massive one, and two moderate successes add up to a major one.

The difficulty of the tests is 7, fairly substantial, given the advanced technology and Tempus Khan's lock-outs and security measures. Heroes can use whatever abilities you feel are appropriate to work towards success, although the final test should probably be Intellect-based (using a specialty like Computers or Science) or involve a technological power, although you should encourage players to use their imaginations. If none of the heroes have those kind of capabilities, then let them use Strength and damaging powers to solve the problem by smashing the stabilizer! Same mechanics, different abilities used. Keep in mind the guidelines for things like Determined and Focused Effort (*ICONS*, p. 79), in particular the need for a failure to precede declaring a Determined Effort.

Tempus Khan and his robots fight to stop the heroes from accomplishing their goal. Some heroes may need to run interference for those working on the stabilizer.

If the heroes succeed, the quantum stabilizer's light flares as Tempus Khan shouts “NO!” The light seems to fill the entire world. Go on to **Chapter 1**.

If the heroes lose, Tempus Khan does not destroy them outright. He's curious as to how they regained their normal identities and so has them imprisoned and interrogated. This gives the heroes a chance to escape and take another shot at the quantum stabilizer, perhaps with a bit of help from Master Tulku, if necessary.

# CHAPTER 1: RE-KHAN!

The heroes confront the invading Tempus Khan and defeat him again... for the first time.

The heroes have restored their timeline back to its proper state, but their work is not yet done. They still have to deal with an invading Tempus Khan who acts like he has never confronted them before because, from his perspective, he hasn't!

This chapter is the “initial” confrontation with Khan that inspired him to travel back in time and conquer the heroes’ era *before* they could arise to oppose him. In a classic time-loop/paradox, the heroes have already dealt with that challenge from their perspective, and have the tools they need to hand Tempus Khan a fairly easy defeat in his first encounter with them, causing him to travel back to attempt to retroactively eliminate them, which they have already dealt with, looping back to the initial encounter, *ad infinitum*. In essence, Tempus Khan has helped to engineer his own defeat!

Dealing with Tempus Khan and his horde here ensures the heroes won't have to worry about the Chronal Conqueror for some... well, time to come.

## DEJA VU, ALL OVER AGAIN

The blinding white light of the disabled quantum stabilizer fades and the heroes, having defeated Tempus Khan, find themselves... elsewhere. It could be in their headquarters, standing in the middle of downtown in their home city, anywhere that says “home” to the players and shows the world is back to normal. Give the players a moment to enjoy their triumph and to breathe a sigh of relief, and then...

An explosion rocks the area! A horde of Tempus Khan's robots are invading the city! Heroes who check satellite and news feeds discover, in fact, Khan's Chronal Horde is invading the world. As the invaders mercilessly pummel any obstacles in their path, their master's amplified voice speaks over the airwaves and booms out over the city near the heroes:

*“Primitive peoples of Earth! I, Tempus Khan, am your conqueror! I have come from your distant future. Your weapons and armies cannot oppose me. Your costumed champions cannot overcome me. Those who resist my inevitable rule will be punished, for this era will be added to my Eternal Empire. So says your new Khan!”*

The bulk of the invasion force is made up of Scimitar robots (see **Chapter 3: Robot Rumble**), including air-capable models (Flight 5) but feel free to introduce whatever other futuristic war-machines you like, all under Tempus Khan's control. True to the Chronal Conqueror's claims, the conventional authorities seem virtually helpless against him. They look to the heroes for help.

## CRISIS AT HAND

Give the heroes an immediate problem to solve: a phalanx of Scimitars, swooping and marching through the streets, endangering innocent lives. The heroes have to:

- Protect a small group of people as the robots level their blasters and open fire. Describe faint targeting lasers weaving across the scene, zeroing-in on their victims.
- Stop a skidding eighteen-wheeler when a Scimitar blasts it, toppling it on its side and sending it sliding across the road.
- Deal with falling debris from a building hit by a strafing run, plunging towards the street and the people below.
- Plus overcome the Scimitars in combat; there should be robots equal in number to the heroes immediately on-hand, although there are many, many times that number invading the city.

Let the players supply the appropriate abilities to handle the situations. Invulnerable heroes might jump in the path of the robots' blaster-fire, for example, while those with super-speed might try and move civilians out of harm's way and energy controllers whip up barriers to block attacks or hazards, and so forth. Game Masters with access to the pyramid tests system (found in *ICONS Team-Up* and *Villainomicon*, where it's called "the success pyramid") may want to treat the first three situations as pyramid tests. The heroes accumulate successes towards achieving their goal, often combining their abilities in different ways.

## SUCCESS IN RETROSPECT

Once the heroes have dealt with the immediate problems, they can take a breather and tackle the larger issue. Fortunately, Tempus Khan has handed them the key to victory in **Once and Future Defeat** in **Chapter 4**. Award the first player to realize (and articulate) this an extra point of Determination: this Tempus Khan is meeting the heroes for the first time; from his timeline, the invasion is occurring "before" the previous chapters of this adventure!

Thus the heroes should be able to exploit the vulnerability they learned in order to win. Don't make it a total cake-walk, but let the players build a plan around Tempus Khan's weakness and give them a chance to succeed. In particular, allow for Determined Effort, since not only will they only get one shot at this plan, it is in some ways predestined!

So, for example, if Tempus Khan told the heroes they hacked into his systems in **Chapter 4**, then they can do so here, perhaps with other heroes running interference against Scimitar robots and other elements of Khan's forces while the technie's do the work. The same is essentially true of other plans. Give all the heroes things to do, and let them do what it takes to save the day. Tempus Khan is caught off-guard by whatever plan the heroes adopt; remember, this is

all new to him! Indeed, he may be baffled as to how the heroes figured out how to beat him!

If the players don't catch-on to the idea that this situation is a time-loop, you can have Tempus Khan confront them directly. Self-styled warlord that he is, he cannot resist an opportunity to publicly crush this era's costumed defenders, thus breaking his enemy's spirits. He makes it clear he has never met the heroes before (from his point of view) giving them a big clue this is the earlier incident referred to by his alternate-world self.

If all else fails, you can have Master Tulku send the heroes a vision or other clue pointing towards Khan's defeat. Try not to get too heavy-handed with it. Chances are the players will figure it out, or come up with a plan of their own. If so, run with it!



# EPILOGUE: TIME AND AGAIN...

Once Tempus Khan is defeated (again... or for the first time, depending on how you look at it) there is a moment of stillness, and the heroes see a point of green, glowing light appear in mid-air. Give them a second to brace for another assault, then tell them the light grows to resolve into the robed and hooded form of... Master Tulku!

## THE SECRET OF MASTER TULKU

The translucent image of the elderly man nods gravely to the heroes, then gives them a slight smile. Read or paraphrase the following to the players:

*“You have done well, heroes, acting directly where I could not and righting a terrible wrong. Time is now restored to its proper course and flows unrestricted and undisrupted. I have done a small part of the work of absolving myself of my misdeeds for, you see, I was once feared throughout history as the dread Tempus Khan, but time changes us all and has showed me the error of my ways. In time, perhaps, the cosmos will be permitted to forget my crimes, even if I may never do so. You have an old man’s thanks. Know that we may meet again... in time.”*

The image wavers and vanishes, leaving the heroes back where they began, in their proper place and time in their own world. If you want, you can use Master Tulku’s trans-temporal knowledge to foreshadow hints of future events or adventures, or point towards hidden secrets in the heroes’ pasts, ones that could come up at some future date.

The Mysterious Master of Time can also appear again in your series, serving as a means of getting important information about cosmic events to the heroes or assisting them in time- and dimension-related adventures. Apart from what he has already revealed, Master Tulku is cryptic about his past and his plans, simply saying it is dangerous for the heroes to know too much about their own futures.

## REBOOT!

If *The RetConQuest* is *not* the first adventure in your Icons series, then it offers you an opportunity to restore the heroes’ reality to *almost* its original state, with a few minor modifications. The temporal realignment is a good excuse for whatever small retcons you want to make to the series, perhaps replacing a supporting character that’s not working out or eliminating a problematic storyline, or as major as changing how a particular type of power or effect works in the game. If you’re looking to experiment with some of the rules options from *ICONS Team-Up*, then a reboot allows you to “change the rules” of the series in such a fashion that things “always” worked that way (at least, so far as the heroes and their universe is concerned).

# TEMPUS KHAN

## Abilities

PROWESS	6
COORDINATION	4
STRENGTH	3
INTELLECT	8
AWARENESS	4
WILLPOWER	6
STAMINA	9

## Specialties

Military  
Science

## Qualities

Chronal Conqueror  
From the Future  
Master of All Time

## Challenges

Honorable Warlord  
“None may know me  
as I was”

## Powers

**Armor:** Tempus Khan wears advanced future-tech armor, which renders him immune to most mortal concerns (**Life Support 10**) and protects him from virtually all harm with an impenetrable force field (**Invulnerability 10**).

**Arsenal:** Tempus Khan commands a vast arsenal of future-tech weapons he is capable of withdrawing from storage tesseract using devices in his gauntlets. He can effectively produce a level 8 device for any offensive power he wishes. Common arsenal devices include Blast and Strike weapons.

**Chronal Engines:** The title “Master of All Time” comes from command of chronal technologies for time travel and control (**Time Control 9**), cybernetically linked to Tempus Khan’s armor, but powered by the singularity drives and quantum stabilizer units built into installations under his control.



## Background

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 his true face now. None may know him as he was, for it is dangerous for a time-traveler to reveal too much of his personal history.

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