

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

Greetings, Portal Master! I am Eon, and I have come to guide you on a great journey. Welcome to Skylands: a magical world of wonder and adventure, protected by the greatest heroes ever known – the Skylanders! It had long been my duty to watch over the Skylands, and lead them, but this task has been given to you. And now, you have found a Giant, which is why I have sought you out. Giants were the first Skylanders, from long ago, and they have not been seen in Skylands for a very long time. I believe you have found them for a reason. To better understand, let us look back. Back, 10,000 long years, to a time where Skylands was ruled by an evil empire of robots known as: the Arkeyans.

-Master Eon explains the history of the Giants to the Portal Master

You arrive in this world as Flynn and co. set off on the Dread-Yacht, in search of some much-needed upgrades. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Skylands is home to a great variety of creatures, and you now have the opportunity to become one of them. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Humans do not exist within Skylands itself, but on another world called Earth they are plentiful, and indeed the Portal Master is themself a human.

[Free] Humanoid

Although humans do not properly exist within Skylands, many human-like species do. With this option you may design for yourself a humanoid form. It can deviate from a traditional human in various minor ways, such as skin colour, ear shape, or number of fingers, but however you design it, it cannot provide additional advantages not held by a human.

[Free] Elf

A species of humanoids with pointed ears. Most are green-skinned, though blue-skinned elves also exist. Your eyes lack pupils.

If you wish you may instead be a Drow. Similar to the elves in most respects, these cousins of the elves are a generally evil species, with many working for Kaos.

[Free] Gremlin

A small furry creature. Mostly a head, with arms and legs sticking out. You also possess a long tongue. The Skylander, Pop Fizz, is a gremlin.

[Free] Mabu

One of the most common species in Skylands, the Mabu are furry, mammal-like bipeds. They are generally a peaceful species. Flynn, Hugo, and Cali are all Mabu.

[Free] Sky Baron

Like Jet-Vac, you are a Sky Baron. Resembling an eagle in many respects, they notably lack wings, preventing them from natural flight.

[100cp] Ent

You are an ent: a tree-like forest dweller. Your tree-like nature provides you with additional strength and durability.

[100cp] Whale-like

You are an odd biped, greatly resembling a whale. You have a powerful bite, and your belly is naturally slippery, allowing you to easily slide along the ground.

[200cp] Element Dog

You are a dog infused with the power of your Skylands element. Should you not possess a Skylands element, you will default to being a fire dog. You are capable of 'barking' at an energy shot of your element, as well as charging up a wide-reaching 'wave' of it. Lastly, you can cloak yourself in your element, allowing you to slam into your foes with greater power.

[200cp] Mushroom

Like Shroomboom, you are a large, mushroom-like creature. Your stalk possesses a single eye and a mouth, and has arms and feet growing off of it. You are able to generate smaller, exploding mushrooms. These may be in your hand so you can use them as ammo (provided you had something to launch them with), or forming a ring a small distance around you to keep enemies at bay.

[300cp] Fire Golem

You are a golem, made from rock and magma. You have two grill-like cannons in the place of hands. You can use them as flamethrowers, and can also put them together to create a giant fireball. Additionally, you can produce an endless supply of oil from these 'hands', which, as you might expect, works extremely well in combination with your fire. Lastly, you are able to take on a motorcycle-like form, which you can ride around as, though getting others to ride you may prove to be a challenge.

[300cp] Flying Eyeball + Headless Undead

A pair of creatures, forming a symbiotic relationship. The Headless Undead is a roughly humanoid hulking brute, and is capable of summoning eyeballs from the earth to crash into enemies. Unfortunately, it cannot see for itself, and requires the Flying Eyeball to help it navigate. The Flying Eyeball is a large eyeball, about the size of a head, with attached bat-like wings granting it flight. It is also capable of firing a laser out of the eye. The Flying Eye is able to comfortably rest itself where the Headless Undead's head would be.

By default, taking this species choice will grant you control over both creatures, with the two sharing one mind – your mind. However, if you wish, you may import a companion into the role of one of

the creatures. This does not require them to be otherwise imported into the jump, but if they are, they get this species for free and can spend their cp elsewhere.

[300cp] Genie

You are a genie, a magical being bound to a bottle, lamp, or similar vessel. You must remain in close proximity to your vessel at all times, but you can freely enter and leave it without any outside help. Outside your vessel, you appear in a most humanoid shape, though your lower half forms into a misty tail. This mist naturally emanates from your body, and it can cause those it comes into contact with to fall into a momentary stupor if you wish it to. Beings noticeably more powerful than you can resist this effect. You can also fire off orbs of energy, which may be infused with any Skylands element you possess.

Whilst you are in your vessel, you are capable of firing magical rockets out of the vessel, as well as cause a short-range magical burst to keep enemies at a distance. Your mist can even emanate a short range out of the vessel.

Unfortunately, as you are bound to the vessel, you will dissipate and die should your vessel be destroyed.

If you already possess a bottle, lamp, or otherwise suitable vessel, you may import it as your genie vessel.

[300cp] Insect

You are a large, humanoid, wasp or bee-like creature, with insect-like wings granting you the power of flight. You possess bladed barbs over your hands, which can be used as melee weapons, as well as fired out as a ranged attack. You have a 'butt stinger' that can likewise be fired out as homing missiles. For these ranged attacks, you will find these parts quickly regrow a few moments after firing, allowing you to use the attacks as often as you wish. Finally, you can assume the form of a swarm of flying bugs, allowing you to fit through small cracks and avoid attacks, though you may only remain in this form for a few moments at a time.

[300cp] Robot

You are a robot. Your shape is roughly humanoid, though instead of legs your lower body comes together into a wheel, which you roll around on. Your robot body is equipped with various weapons systems. Your hands have been outfitted with fingerguns, capable of rapidly firing off ricocheting bouncy balls, and also function as rocket-powered homing attacks that fire off from your wrists. Your shoulders are capable of launching rockets up into the air, allowing them to rain down on your enemies from above. To top it off, you are able to shoot lasers out of your eyes. You will never run out of ammo for any of these weapons.

[300cp] Rock Golem

As a being made of rocks, you have enhanced strength and durability. You also have a few odd abilities. You can fire beams from your eyes. These beams are capable of petrifying creatures, though those who are noticeably stronger than you are able to resist this effect. You are also able to explode into a number of large boulders. You are able to control the movement of these boulders, though after a few moments they will automatically snap back together and reform your golem body.

[500cp] Gem Dragon

A powerful species by nature, the Skylanders count many dragons among their ranks. You are a variant of the species, known as a gem dragon, and are around the same size as Flashwing. Over time you may grow to a stronger and larger form, but such a process is likely to take centuries.

You have wings, granting you the power of flight. These wings, along with your claws, are made out of tough gemstones, making them powerful natural weapons. You are capable of firing off crystal shards from your body. Not only do these crystals serve as effective projectiles, but they also slowly heal any ally who stands close to them. You can also fire off a laser using the energy naturally stored in your body, though it will take some time to charge up first.

In time, you may learn to create an object known as a Crystal Lighthouse. This large crystal, the size of your entire body, will automatically fire lasers at anything that approaches it with hostile intent towards you. You may only maintain a single Crystal Lighthouse at a time; attempting to create another one will cause the old one to disappear.

[Free] Import

None of these options appeal to you? If you've already been to a Skylanders jump, you may elect to carry through the species choice in that jump to this one.

-Species Modifiers-

These are additional modifiers you can apply to your species by purchasing them. You MUST choose an option in the species section first. You may only choose one of the following to apply to your base form. Post-jump, the modifier and the base form become separate alt-forms, and you may also apply the modifier to any alt-form you possess.

[100cp] Legendary

For centuries, Skylanders have competed in epic gladiatorial events. Those who perform well are immortalised as statues in a colour palette of gold and either black or dark blue. Through some unknown circumstances, you are one of these statues brought to life. Other than the colour change, the other difference is that you are slightly more powerful than you ought to be.

[Free] Recolour

You are a variant of your species, coming in a colouration not usually available to them. This provides you no advantage, just a slightly different appearance.

-Background-

You must choose one of the three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

[400cp] Portal Master

Those with the aptitude to wield a Portal. Portal Masters often work with Skylanders to preserve peace and harmony in Skylands, though some instead use their power to serve their own ends. Whichever applies to you, it is likely you will be a deciding factor in the fate of this world.

If you have already been a Portal Master and acquired the Portal Mastery perk in another Skylanders jump, you may instead take this Origin for free.

[Free] Skylander

Heroes and champions of Skylands. Selected from a wide variety of backgrounds, and employing vastly different tactics and techniques, Skylanders nonetheless work together to serve the common good. Unfortunately, most Skylanders are currently banished from Skylands, having to rely on a Portal Master to summon them in. For whatever reason though, you were not banished, and do not require a Portal Master to be an active force for good in Skylands.

[Free] Villain

Skylands is often plagued by the forces of evil, and it seems you are among them. Whether you are an agent of The Darkness, want Skylands for yourself, or a just a weirdo, you are considered to be a bad guy by the wider public.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Junkyard Isles

A series of small islands. Soon Flynn, Cali, and the Skylanders will arrive on the Dread-Yacht, seeking basic upgrades and repairs for their newly acquired airship. Should you wish to join the Skylanders on their adventure, this may be an ideal place to start. Those who possess the Undead, Earth, Life, Tech, and Fire Skylands elements can find areas that support them, and searching the caves may yield hidden treasures for those with the Earth and Fire Skylands elements.

[2] Rumbletown

This town has been taken over by Brock, a Goliath Drow, and his lackeys. Brock has captured an old hermit called Ermit, and keeps him imprisoned in the hopes of drawing strong heroes in to challenge his arena. Those with the elements of Air, Undead, Life, and Magic will find themselves growing stronger here, and of those, Life and Undead element holders would be wise to search for secret areas.

[3] Cutthroat Carnival

This carnival has recently come under the occupation of pirates, after the Skylanders drove them out of the Coconut Islands last year. They don't accept regular treasure, instead bartering with pirate chips. They are currently overly preoccupied with Skystones, which I suppose is a step up from Pirate Cards. Should events proceed as normal, the Skylanders will arrive here relatively early in their adventure, in order to repair their airship after it is struck by lightning. Of all known Skylands elements, those who possess all but Magic and Earth will find areas where they are more powerful. Those who possess the Air and Undead Skylands elements may find areas only they can access.

[4] Glacier Gully

As one might expect, this place is a frozen wasteland. Careful not to slip on the ice! Should events proceed as normal, the Skylanders will arrive here in search of an Arkeyan Robot. The ogre Noodles and his followers live here, worshipping the abandoned robot in question. Those who possess the Skylands element of Water, Magic, Air and Fire will perform well here; of those, Magic and Fire grant access to exclusive areas.

[5] Wilikin Village

A truly strange place, where two worlds overlap. In the real world, there is a noticeable lack of colour saturation, and there are wooden props representing walls, bridges and houses. By utilising strange devices scattered around the area, one shifts into Wilikin World. Here the colour is perhaps just a bit oversaturated, and those cut outs become real bridges and walls. You will need to move between both worlds to navigate this place effectively. The village is populated by the Wilikin,

wooden doll-like creatures. Though they exist in both worlds, the Wilikin enjoy pranking visitors by acting inanimate in the real world. As if this was not weird enough, the bizarre Chompy Mage has recently begun attacks on the village, because they are not chompies.

Those with the Magic, Earth, Life and Undead element can grow in strength here, and there is an area exclusive to those who possess the Earth element.

[6] Troll Home Security Castle

Keeping homes safe for over 35 years! This high security fortress is outfitted with a large shield gun, which is generating a forcefield over the nearby Kaos' Kastle. The fortress is outfitted with a large amount of artillery, primarily in the form of cannons. The majority of Skylands elements are supported here, with only Magic and Undead of the currently known elements missing out. Those with the Water element can gain access to an exclusive area.

[7] Kaos' Kastle

Kaos' childhood home, and his current residence due to the destruction of his flying castle lair last year. Some of the Wilikin remain here in service of the Kaos clan. It is well-defended, with traps, trolls, and even a forcefield to keep unwanted visitors away. Kaos himself is not yet present, but will soon be should events proceed as normal. Possessors of the Life, Undead, Tech and Magic elements are favoured here, and secrets can be found by those who have the Magic and Tech elements.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Portal Master Perks

[Free and Exclusive to Portal Masters] Portal Mastery

The aptitude to wield a Portal of Power, denoting you as a Portal Master. Utilising the Portal as an intermediary, you may view far away events and areas. You may then teleport others to those areas, as well as recall them. Some beings in temporary sealed states may even return to their true form when summoned in such a manner. Assuming you have other magic at your disposal, you may even cast it through the Portal, providing yourself with extreme amount of range.

Portal Masters may even attempt to summon themselves through their Portal, though doing so puts them at serious risk of electrocution, or worse. They may learn to avoid such things with time and experience.

It is said that space, dimension, and even time are no obstacle to a powerful Portal Master, though messing with time is a feat challenging to even those with centuries of experience.

[100cp, Free for Portal Masters] Enemy Announcement

Whenever you encounter a new type of enemy, time will pause for a moment. Your vision will seem to zoom in on the enemy, and an announcer will call out the name of the enemy type. You will then be given a brief hint on how to deal with the enemy type. This part is not heard; rather you just seem to understand it. Afterward, time resumes as normal. This perk can be toggled off should it ever become annoying to you.

[100cp, Free for Portal Masters] Think Big

The introduction of Giants to a Portal Master's forces can greatly change how they go about commanding their forces. You have gained a sense for when deploying larger, stronger, yet slower units would be prudent, including noticing when the environment is flimsy enough to be destroyed by such units. If you are yourself a Giant, this insight will also apply to yourself.

[200cp, Discounted for Portal Masters] Friends, Not Slaves

You have gained a talent for developing and maintaining positive relationships with those you have authority over. You will be able to give them orders in line with your position that they may not approve of without it harming your friendship with them, and you will not have to worry about them attempting to exploit your newly developed friendship to gain unduly from your position of authority. This only applies so long as the subordinate legitimately recognizes your authority over them, and only applies to the scope of your authority, so you may not suddenly declare your friend your slave one day and have them go along with it via this perk, nor may you use it to get an employee to do something that they are not being compensated for.

[200cp, Discounted for Portal Masters] Environmental Awareness

While it may be easy enough to gleam that a volcano would be a good area to use a Fire Skylander, not all areas are as apparent as to which Skylander would be best suited for them. You have developed a strong intuition as to the types of people any given area would favour. This applies solely to the environment itself, not to any additional conditions that may factor into deciding the most suited for an area, such as the disposition of any native inhabitants.

[400cp, Discounted for Portal Masters] Reset

You have gained the strange ability to 'reset' the progress a person has made in developing, enhancing, or otherwise improving any of their skills, abilities, or powers. You may use this on yourself, or any other consenting party. Should the target possess a type of levelling system, you may also use this power to reset them to back to their starting level in that system. This power does not outright remove a person's powers, or their potential to develop them, though abilities gained

after centuries of work will require that same amount of effort to get back. You can pick and choose exactly which powers, skills, or abilities are affected by this, but the target will know what you are targeting so you may not attempt to trick them in order to gain false consent.

Resetting may be used in order to help a person to move down a more optimal development path, or as a type of punishment, but in either event it is not something to be done lightly. Be careful with this power, for its effects may not easily be reversed.

[400cp, Discounted for Portal Masters] Collection Bonus

Your ability to train and improve others grows in proportion to the number of people under your tutelage. In order for someone to count, you must actively participate in their training to some degree, on a regular basis; merely being 'on the books' is not enough to count for this. As an example, teaching a class would have all of the students count towards this, but being the principal of a school may in some circumstances have some of the teachers count, but the students will not.

[600cp, Discounted for Portal Masters] Let Us Look Back

You have gained the ability to create artificial spaces. These spaces are retellings of prior events you have memory or a deep understanding of. These spaces are coloured by your perceptions, so they may not always be perfectly accurate. The events are mostly set in stone, and deviating too far from them will be almost impossible. You may not enter these spaces yourself, but you may send and retrieve others from these spaces freely. Generally, those you send in can only take out what they brought in with them, however they are able to keep any earned experience they acquire whilst in the space. Further, neither true death nor chain failure can occur due to being defeated in these spaces, so those sent in can feel free to push themselves. You can only maintain a single space active at a time, and should you close the space anyone sent in will be automatically ejected from the space.

Skylander Perks

[Free and Exclusive to Skylanders] Living Toy

Whether be from the destruction of the Core of Light, the malfunction of the Iron Fist of Arkus, or some other cause entirely, most Skylanders have been shrunken down to toy-like statues and flung to Earth. A similar force has had an effect on you as well; fortunately, you have managed to retain control of your body and instead turn this effect into a voluntary transformation. You can now switch to and from a Skylanders-like toy form as you desire.

The specifics of your new toy form will largely derive from the powers (and occasionally equipment) you acquire across any of the Skylanders jumps. Someone with the ability to swap halves would be two parts connected by magnet (be alert not to transform back whilst separated; fortunately, you will always know when you are connected correctly), a SuperCharger would possess a Rift Engine-style base, and so on. As an additional benefit, an Elite would even be able to manifest a small display case (including a lenticular background of their own preference) around themselves when entering this state, though it would disappear whenever they left their toy form.

Should you somehow lack a property inherent in Skylanders-style toys, such as an Element, that property will be assumed to be whatever is closest to what you currently possess. As an example, a robot without an Element would likely be given a Tech Element-style base as a toy, though this would not actually attune them to that Element.

Should you possess conflicting properties, such as multiple Elements, you will be able to choose for your toy form to be a hybrid of these properties, or to choose your preferences for your toy form amongst these conflicts. An Imaginator will also be able to choose between a Creation Crystal-like toy form, or a '3D printed' toy form. Regardless, you will be able to change these decisions any time you attempt to take on your toy form again.

Surprisingly, you are still capable of speech in your toy form, though any movement of your body is beyond you until you leave this form.

[100cp, Free for Skylanders] Elementalist

Like all Skylanders, you have attuned yourself to one of the elements of Skylands. You must choose one of the eight currently known Skylands elements: Air, Earth, Fire, Life, Magic, Tech, Undead, or Water.

Within Skylands, you will find yourself becoming stronger and developing faster when you enter an area of Skylands strongly aligned with your element. You will be intuitively able to determine when you are in such an area.

You also have advantages and disadvantages when battling those who possess other Skylands elements. These elemental matchups are as follows: Air is stronger against Earth. Earth is stronger against Tech. Tech is stronger against Magic. Magic is stronger against Undead. Undead is stronger against Life. Life is stronger against Water. Water is stronger against Fire. Fire is stronger against Air.

Post-jump, you will gain a minor boost to your power and abilities that relate to your chosen element, and you will lose the weakness possessed by your chosen element.

[100cp, Free for Skylanders] Catchphrase!

Upon purchase of this perk, nominate a catchphrase. By using this catchphrase, it will quickly become associated with you. Your catchphrase will be highly marketable, and depending on the circumstance can effectively reassure civilians you are trying to rescue, intimidate your enemies, or be used as a light-hearted joke among friends.

[200cp, Discounted for Skylanders] LightCore

A power perhaps bestowed upon you by the Core of Light. Whenever you are summoned, or otherwise teleported by another, you may choose to arrive with a burst of light that damages nearby enemies, yet leaves your allies unscathed. Additionally, upon purchase of this perk, you may nominate up to three parts of your body which you can cause to glow in a colour of your choice, at will.

[200cp, Discounted for Skylanders] Hidden Areas

This world is filled with hidden areas that seem designed to be stumbled upon by a specific Skylander. In future worlds, such areas will continue to appear. Each will be tucked away in a place that may take some searching, and will require either some combat or puzzle solving to complete. By making it to the end of these areas, you will be rewarded with either a moderate amount of treasure, or a magical item considered relatively weak in the world you are in. Should magic items not normally exist in the world you found the hidden area, it will always be treasure.

[400cp, Discounted for Skylanders] Series 2

It is an unfortunate reality that training along a certain path may make you unsuitable for others. No longer is that the case for you, however. Should you wish to improve along a different path, you will never be hindered due to progress in another. Further still, your skills, powers, and abilities will never decay due to a lack of use, allowing you to move back to that first path if the second was not to your taste, and pick up right back where you left off.

[400cp, Discounted for Skylanders] Emergency Fallback

When a Skylander is defeated, they are usually teleported right back to the Portal Master, so that they may rest and recover. You have acquired a similar ability. Once per jump, when you are defeated in battle, you may elect to be instantly teleported to a location that you deem to be safe. Should you not be aware of any such location, this power unfortunately fails to activate. Post-chain, this power will instead be available once every ten years.

[600cp, Discounted for Skylanders] Giant

Beyond mere ordinary Skylanders, you are a Giant. You are a bit over twice the size you would otherwise be. Should you possess a Skylands element, the symbol for your element appears somewhere prominently on your body (should you somehow possess multiple elements, you may choose which elements appear, as long as at least one does). The ground shakes when you walk. You are capable of incredible Feats of Strength, such as destroying walls usually requiring a bomb with your bare hands, pulling a pirate ship along using a chain, and hurling massive boulders the size of your body. Finally, your body is noticeably more durable than it would otherwise be, allowing you to take it as well as dish it out. The trade-off for all this power is a lack of speed; you are noticeably slower as a Giant than you were before, though not cripplingly so.

Post-jump, this instead becomes a transformation that you can switch in and out of at will, and you will be able to change which elements are displayed and where (including making no element appear at all) each time you apply it.

Villain Perks

[100cp, Free for Villains] Glum Chum

Not all villains get to be the Big Bad. As such, you have picked up the necessary knowledge and competence to make for an excellent butler. Whether it's your dream job, or just a stepping stone on the path to true villainy, it is sure to come in handy.

[100cp, Free for Villains] Sweet Talker

When your boss is a lunatic bent on world domination, it is necessary to remain in his good graces. You have mastered the art of flattery; you have a good sense for what compliments would best suit your current superior, and have a good intuition when it comes to when not to push your luck. You are also good at shifting the blame on to others, useful for when your boss blames you for his most recent failure.

[200cp, Discounted for Villains] Friends of Steel

There's something about you that machines seem to appreciate. Should the day come where machines rise up against organics, you would be spared even if you were organic. Further still, it would not be a barrier to advancement; should you be the most suitable for the position they might even make you king. Of course, taking direct action against a machine would make the effect of this perk wear off.

[200cp, Discounted for Villains] Battle Gates

You are able to seal off an area, preventing one or more targets from escaping. This area must be large enough to fit your targets, as well as provide them with some breathing room, but can be no larger than a football field. If order for your targets to leave this area, they must first defeat a number of enemies, designated by you when you create the gates. In order to be designated, these enemies must be within the same area the targets are, and must be willing to fight the targets. You may designate yourself as one of these enemies, but do not have to. Your targets are not obligated to kill the enemies, rendering the enemies unable or unwilling to fight is sufficient. The targets will automatically know which enemies they will have to deal with in order to move on. Should all targets somehow escape this area without dealing with these enemies, the seal will also break. You may only seal off a single area at a time, and you cannot designate new enemies without first removing the seal and putting a new one up.

[400cp, Discounted for Villains] Happy Accidents

They say luck is greater than skill, and it seems to have developed a peculiar sort of luck indeed. It seems that whenever you behave foolishly, the scales are tilted in your favour. The foolish behaviour must put you at some actual risk, and the boost in fortune is relative to the amount of risk. A normal person crossing the road without looking both ways might find a few dollars lying on the ground on the other side. Meanwhile, a Portal Master attempting to summon themselves across worlds

without proper practice may stumble upon a giant robot servant on the other side, provided they survive the experience.

[400cp, Discounted for Villains] Chompy Magic

Chompies. These small green monsters with sharp teeth are a common nuisance in Skylands. And now, you've begun to harness the power of Chompies for yourself. To begin with, you can create these guys out of nothing but a little of your energy. Any Chompies you create are absolutely loyal to you, and even other Chompies you encounter in Skylands will be initially friendly towards you. You may also temporarily assume the form of a giant Chompy, though this is far more draining. With practice, you may extend the time you can remain transformed, learn to create variant species of Chompy, such as Enfuego Chompies, Frigid Chompies, and Bone Chompies, transforming into giant versions of those variant Chompies, and even learn to see through the eyes of your Chompies, granting you an exceptionally useful information gathering tool.

[600cp, Discounted for Villains] The Fate of the Saturday Morning Cartoon Villain

Is to always be around for 'next time'. When you have been defeated by those who act as 'heroes', working for the presumed common good, they will struggle to decisively deal with you. Should you flee, they will often choose to let you go, even as you shout about how you will return and that you intend to pay them back for this. Should they capture you, you will be imprisoned or banished, rather than killed. Even mocking the futility of such a decision is likely to only result in a higher security prison, or being banished elsewhere, if anything. The perk fails to work on those opposing you for selfish or malevolent reasons.

General Perks

[100cp] Summon Narwhal

You are able to summon a large narwhal to crash into and flatten your enemies. It will disappear after a few moments.

[200cp] Element Wall

You can create solid walls of your Skylands element, defaulting to an ice wall if you possess no Skylands element. Each wall is a bit taller than your height, roughly three times your width wide, and about two persons deep. The summoned wall always appears right next to you, and you can have a total of three walls out at a time, with additional walls causing existing walls to disappear, starting with the oldest. A skilled user of this power will learn to use it both offensively and defensively.

[300cp] Alchemist

You have a natural talent for Skylands alchemy. To begin with, you are able to create two potions. The first is an explosive. Simply shake it a few times, then lob it at your enemies. The second, is a type of self-enhancement potion. When consumed, the drinker is temporarily transformed into a

Beast Form. In this form, you grow larger and much stronger, but you enter a berserker state where it is difficult for you to do much but act on your impulses. Both potions can be made from ingredients commonly found on both Earth and Skylands. In time, you may learn to tweak or improve these potions, or even develop new ones entirely.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Portal Master Items

[Free and Exclusive to Portal Masters] Portal of Power (Giants Model)

A tool wielded by Portal Masters, Portals have come in many sizes and shapes. This model is strikingly similar to the one used by the young Portal Master last year, with only a few minor visual changes. The stone is a slightly darker colour, and the glyphs around the outside do not glow as the inside of the portal does. Nonetheless it functions identically. The swirling mass of light on the inside is where one must be positioned to be teleported by the Portal Master, and it can also be used to view faraway places.

[100cp, Free then discounted for Portal Masters] Story Scroll

An odd scroll. Once a day, when unfurled, it will provide a humorous anecdote or piece of information relating to the area you are currently in, optionally presented out loud in the voice of Eon. Infrequently, the scroll will provide a clue for nearby hidden treasure within its message. Should the scroll be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Portal Masters] Pile of Loot

A massive pile of gold, precious gems, and assorted treasure. It is enough for a single Skylander to afford all of the upgrades a fairy could give them, which is quite a substantial amount of money. At the start of each new jump, the pile regenerates to its full size. Post-chain, it instead regenerates every ten years.

[400cp, Discounted for Portal Masters] Luck-O-Tron

A strange machine, featuring four separate wheel slots and connected light bulbs, along with a collection of sixteen coloured wheels, four sets of four different colours. When the wheels are placed into the wheel slots, you and your companions receive various minor benefits to your fortune.

The red wheels are Wheels of Power. When inserted into the Luck-O-Tron, these wheels slightly improve the chances your attacks will strike at the enemies' weak spots.

The blue wheels are Wheels of Experience. When inserted into the Luck-O-Tron, you will experience a slight improvement in your rate of training, and other forms of personal growth.

The yellow wheels are Wheels of Wealth. When inserted into the Luck-O-Tron, you will have slightly greater luck scavenging money.

The green wheels are Wheels of Health. When inserted into the Luck-O-Tron, you will have slightly greater luck scavenging food.

The effect of the wheels stack, so you'll have to decide whether to insert an even spread of wheels, or use multiples of one colour at the expense of others. Fortunately, the wheels can be freely swapped in and out, allowing you to try out different approaches and find what works best for you.

Should the machine or any of the wheels be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Portal Masters] Winged Sapphire

A sapphire with attached butterfly wings, granting it the ability to fly around. When nearby, it has the interesting property of reducing material costs of spells and spell-like abilities by a whopping 40%. This effect has been gained by combining twenty individual Winged Sapphires into one, but a side-effect of the process means it no longer is able to stack its effect with other Winged Sapphires, though other cost-reducing effects are fair game. It will only apply this effect when you want it to, so there's no need to worry about your enemies hijacking this bonus. Should this Winged Sapphire be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Skylander Items

[100cp, Free then discounted for Skylanders] Complete Skystones Collection

A full set of one of every single type of Skystone that can be found in Skylands. With these you could create a deck powerful enough to breeze past any Skystones challenger you come across. Or, if you felt like a challenge, you could make a more balanced deck. Additionally, you have a number of Skystones boards, with various element arrangements and blocked zones, to spice up your games a little. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Skylanders] Gold Top Hat

A snazzy top hat with a golden colouration. Though perhaps not the most powerful hat to be found in Skylands, it nonetheless provides a minor increase to the wearer's speed and durability. It will always be seen as fashionable, and gives off the impression that the wearer has accomplished a great many things. Should the hat be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Skylanders] Lock Puzzle Key

A magic key that will allow you to bypass any Lock Puzzles you may encounter in Skylands. In future worlds, it will also function as a skeleton key that can unlock any mundane, mechanical locks. Should the key be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Skylanders] Airship

A large airship, on par with the fully upgraded Dread-Yacht, suitable for taking you and your friends around Skylands. It is equipped with a VISIAGRAM, a hologram capable for displaying the present state of the ship, and previewing the aesthetic differences any upgrades you wish to apply to the airship may cause. For defence, it has a twin-barrelled turret, capable of channelling the power of Skylands elements into its shots. The turret can be operated by single person, though with two the barrels can be desynced from each other and aimed in different directions. It also has a small dinghy, allowing you to send out a small advance party without coming in to land. The airship never seems to run out of fuel, and is easy to maintain and repair.

Below deck, there is enough space to house all of your companions with small individual quarters. This space will grow as needed, becoming bigger on the inside, in order to ensure all companions may reside here, and your inactive companions will be able to stay here, provided they remain below deck. There is also a large games room and connected bar, to provide some entertainment on your long journeys.

Should your airship be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

Villain Items

[100cp, Free then discounted for Villains] Chompy Outfit

An odd robe and hand puppet, themed after a Chompy. They are self-repairing and self-cleaning, but offer no notable defensive capability. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Villains] Memory Machine

An interesting device that allows you to view a person's memories, even if they don't remember what those memories are. Simply seat them on the chair, and lower the machine over their head. The machine will then project their memories onto a nearby wall. You can use the connected remote control to move back and forth through their memories until you find what you are looking forward, though recent memories are much easier to find than earlier ones. Memories shown will always be 100% accurate depictions of what the person went through, shown through their POV, without any of the deterioration or distortions which frequently occur with people's memories. Of course, as they are simply retellings of what the person saw and heard, things like illusions will still appear in the projection as they did to the person at the time. Should the machine be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Villains] Arena

A large arena, found close to your starting location. It runs various Arena Challenges, involving the challenger fighting off waves of 'mook' enemies. The arena has various traps and hazards built into the floor, and often runs various 'gimmick' challenges in order to keep the action fresh. The spectators, should you allow them, will throw food into the arena mid-battle, aimed at their favourite competitor (if you are competing yourself, it will always be you). Successfully completing a challenge will earn you a moderate cash prize, though you will find the payout diminishing if you choose to run the same challenge over and over again. If you are defeated, you receive no prize, but you will never suffer true death or chain failure by losing one of these challenges, so feel free to push yourself. Even if fighting is not your thing, you are permanently reserved the best seat in the house, so you can enjoy others duking it out to your heart's content.

In future worlds you may decide whether it becomes attached to your Warehouse, or if it is placed at an appropriate location.

[600cp, Discounted for Villains] Arkeyan Blueprints

A set of blueprints detailing the construction of all Arkeyan robotic technology up to and including Arkeyan War Machines. Information pertaining to Arkeyan Conquertrons, the Arkeyan Robot King, and the Iron Fist of Arkus is NOT included.

Construction of such technology will require special metal alloys designed to last for tens of thousands of years. Fortunately, the blueprints include information on the creation of such alloys, using metals which could be found both in Skylands and modern Earth. It will also require magical energy, which you will have to come up with on your own.

With enough time and resources, one could create an army of robots capable of dominating most of Skylands. A suitable force for the aspiring emperor, indeed. Should the blueprints be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

General Items

[Free] Basic Skystones Deck

A basic deck of five, fairly weak Skystones, allowing you to play the increasing popular game. Don't expect to be winning a lot of games with such a deck, but it is at least a place to start. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Skylanders: Giants Game Bundle

Relax with your friends, or perhaps get a glimpse into your immediate future with this bundle. It contains:

- A 2012-era television.
- Either a PlayStation 3, an Xbox 360, Nintendo Wii, or a Nintendo Wii U.
- Two controllers for your chosen console.
- A Nintendo 3DS.

- A Skylanders: Giants Starter Pack for your chosen console, as well as one for the Nintendo 3DS.

Your copies of Skylanders: Giants are unique in that they will accept any officially released Skylanders toy, including the ones released with Skylanders: Swap Force and onwards. Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Complete Skylanders: Giants Toy Collection

A set of one of each of every single Skylanders toy released at or post-launch of Skylanders: Giants, up until the release of Skylanders: Swap Force. These ones are actually just toys, not beings sent from another world. They come with a handy Skylanders: Giants themed carry case, capable of storing all of them. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Jumplanders: Giants Toy Collection

A set of Skylander style toys of you and your companions. They are somehow compatible with all Skylanders games. Should you or your companions possess the LightCore or Giant perk, the counterpart toy will light up when placed on a toy Portal of Power, and should either you or your companions possess the Giant perk, the counterpart toy will be oversized in line with the Giant toys. Each toy will be capable in-game of what their counterpart purchased in this jump. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Skylanders: Giants Novelty Hat Collection

A set of novelty hats, modelled after the collectible hats in Skylanders: Giants. Unlike the ones found in the game, these ones offer no additional benefit when worn. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Anchor on a Chain

A heavy anchor on a chain. It would be difficult for one lacking the strength of a Giant to use this effectively, though should you be capable of it, it serves as a novel weapon. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Ghoul Glaive

A polearm, best used while seated on a mount. Though well-made, and perfectly functional, it offers no more than the standard performance one would expect. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Imperial Armour and Shield

A set of armour and a shield, constructed in the Ice Kingdom. Though well-made, and perfectly functional, they offer no more than the standard protection one would expect. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Supply of Ice Javelins

A supply of javelins, made from ice. When thrown, the javelins naturally start to spin, maximising the potential damage they could cause. You never seem to run out of them, and whenever you want one all you have to do is reach into a pocket, into a bag, or even behind your back and you'll have another.

[100cp] Wishblades

A pair of well-made swords, which have the unique ability to resize themselves to automatically be ideally sized for you to use. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Wrench

A wrench with a special power. Any explosives it hits are not set off when they otherwise would be. This only applies to the initial wrench hit, so if the explosive is hit into an enemy, it will still go off as normal when the enemy comes into contact with it. Perhaps you could even take up landmine golf with such a tool? Should the wrench be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Arboreal Gauntlet

A sturdy, spiked wooden gauntlet designed to fit you perfectly. A gem on the top of the gauntlet is able to channel any Skyland element you possess and either fire off energy shots, or cloak the gauntlet in a forcefield to improve its efficacy as a melee weapon. Should the gauntlet be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Crusher Hammer

A massive war hammer, fit for a Giant. Its large weight will make it difficult for weaker beings to wield it correctly. It affords massive power, capable of destroying large purple Tzo Crystals, a feat impossible for even a Giant by themselves. Should the hammer be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Slingshot

A curious slingshot. When held in your hand it functions as one would expect, however it may be stuck in the ground. When it occurs, it will automatically resize itself to accommodate you, and will always be able to launch you, no matter how large or heavy you become. Should the slingshot be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[300cp] Eagle-Air Battle Gear

A set of battle gear, similar to that employed by Jet-Vac. Firstly, you have a Vac Blaster. It is capable of sucking up small objects and enemies, as well as firing bursts of high-pressure air. The blaster is connected to an air tank, which is worn on your back like a backpack. It is capable of sucking up nearby air to supply to your weapon, as well as using some of the stored air to temporarily function as a jet-pack. When an enemy or small object is sucked in through the Vac Blaster, it is deposited out the back of the air tank. In the process, it charges up the blaster, so that the next time it fires, it will be an even stronger blast of air. Additionally, this battle gear includes a solid set of armour, as well as a pretty sweet (according to Jet-Vac) visor.

Should any of the equipment be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[300cp] Landmines, Turrets and Tanks

A supply of landmines and turret kits, similar to that employed by Sprocket. You never seem to run out of these, no matter how many you use, and you'll always be able to find them nearby when you want them, no matter how improbable that might be. Your supply of turret kits can be quickly constructed into a turret that fires at nearby enemies. With only a minor bit of tweaking, you will be able to jump inside the turret and drive it around as a small tank. Your supply of landmines can no longer be produced by you as you need them, but whilst driving one of your turret tanks, you can eject them from the rear of the vehicle.

[600cp] The Iron Fist of Arkus

A copy of a powerful relic from a bygone era, constructed with both elements of Magic and Tech. The Iron Fist of Arkus is a massive gauntlet, large enough to easily hold a Giant Skylander within its palm. It is designed to be worn by a machine the size of either an Arkeyan War Machine or an Arkeyan Conquertron, however it has an additional function to allow smaller, organic beings to wear it. Inside the gauntlets is a swirling purple void. When an organic being small enough to fit enters completely inside this void, they are transformed into a giant Arkeyan robot, the size of an Arkeyan War Machine, with the Iron Fist of Arkus taking the place of one of your hands. This body has power beyond a standard Arkeyan War Machine, more in line with an Arkeyan Conquertron. This form only lasts as long as you wear the gauntlet; should it be removed from you, you will revert to your prior state.

The Iron Fist of Arkus offers far more than just a robot body however. As a symbol of authority amongst Arkeyans, most Arkeyans will naturally take direction from you, and will submit to your rule. A few particularly individualist Arkeyans, such as the Arkeyan Skylanders, will ignore this.

Nonetheless, this will carry over to a degree in future worlds, with the fist affording you an initial boost in your standing with machines, so long as you possess it. The Iron Fist of Arkus is capable of instantly creating lesser Arkeyan machines, such as Arkeyan Jousters and Arkeyan Shield Juggernauts. It can launch a defensive tower, capable of firing off energy shots, though if the tower is destroyed it will take you a few moments to be able to create a new one, and you may one have one tower out at a time.

The last feature of the Iron Fist of Arkus is its ability to banish your foes to other worlds. This function is not readily apparent to you, having only been activated once (on accident) in the past by the original. It will take dedicated investigation and study of the Iron Fist to be able to tap into this function.

The Iron Fist does have a weakness. It is likely to pop off your hand upon sustaining repeated attacks or damage.

Should the Iron Fist of Arkus be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

-Companions-

Discounted companions are 50% off.

[Free] Starter Pack

Whether they be comrades in arms, minions, or just a friend to play with, it is expected that you will have allies in this world to call upon. You are entitled to three free purchases of any of the 50cp companion options.

For the developing Portal Master, the trio of Tree Rex, Cynder (Series 2), and Jet-Vac may be a good baseline to work off of.

[200cp] Expansion Set

A special deal for those wanting many allies. This option allows to purchase any five 50cp companion options, for the price of four. This special deal may only be taken once.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, affording 600cp to spend on an Origin, perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on an Origin, perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may recruit any of the Skylanders which became available to the Portal Master at this time of this adventure. For reference, these Skylanders in their statue forms have orange bases (Sidekicks not included). For a complete list of available Skylanders, check the Notes section. You may take multiples of the same Skylander if you wish to. For Skylanders like Eye-Brawl, who is two individuals working as one, you can acquire both for one purchase of this option, and then decide whether they share one singular companion slot (sharing future purchases between them), or if they each take up a separate companion slot. Any Skylander you recruit via this option that is stuck as a toy will be freed at the end of the jump. Additionally, all Skylanders you recruit via this option will receive the Living Toy perk at the end of the jump.

Alternatively, still for the price of 50cp each, you may recruit any named non-Skylander character appearing in Skylanders: Giants, that is not otherwise listed in the companion section, other than Kaos' mother.

You may also choose to have your recruit act as a follower, rather than a companion, with all that entails.

[Free] Spirit of Eon

Cannot be purchased if you took The Adventure Continues drawback.

Greetings Jumper! I am Eon, your guide in this world. And, if you wish it, I can continue to act as your guide in other worlds. Although I have lost my body, and may not be able to directly intervene in your affairs, I have been informed that as long as I do not have my body, and have not been imported as a companion in a future jump, I do not take up a companion slot either.

[100cp] Skeletal Ostrich

An ostrich that consumed skele-oats to become an undead creature. It is highly intelligent, well-trained to be a mount, and is absolutely loyal to you. In addition to the natural advantages one might expect from the undead, such as a lack of a need to eat, drink, or breathe, it has learned a special trick. It can bury its head in the ground, magically extend the length of its neck, and then have the head emerge from underneath an enemy, creating a surprise attack. After this, it can even choose whether to have its head return back to the body, or to have the body (and rider) quickly pulled to the location of the head.

Your skeletal ostrich does not take up a companion slot, unless imported in a future jump.

[200cp, Discounted for Portal Masters] Ghost of a Machine

The ghost of a since destroyed robot; it had been separated from its body prior to that event. It now roams the world, seeking a new body, and a friend to ease its loneliness. It would gladly follow you in your journey. It is capable of possessing 'empty' machines (those who lack sufficient advanced AI), controlling them as if it was its own body, though the more complex the machine, the longer it will take the ghost to learn how to control it properly. It is also very helpful, always trying its best to provide useful information and advice, though on occasion it can unintentionally stray into patronising you.

Alternatively, you may use this option to recruit Machine Ghost, provided you can convince him to come with you.

[200cp, Discounted for Skylanders] Sidekick

A miniature version of you, with none of your powers or skills, allegedly from an alternate reality known as the Skylands Miniverse. They will follow you around wherever you go, cheering you on, and are absolutely loyal to you. They have no combat ability whatsoever, but have the unusual property of not taking any damage whatsoever, allowing them to serve as an effective meatshield in a pinch. They do not take up a companion slot. Should you import them as a companion in a future jump, they lose the properties of taking no damage and not taking up a companion slot.

If you desire, you may instead take Barkley, Eye-Small, Mini-Jini, or Thumpling using this option instead of a miniature lookalike. They otherwise function the same. Your Sidekick receives the Living Toy perk at the end of this jump.

[200cp, Discounted for Villains] Personal Butler

A troll, assigned to you as a personal butler or maid. They are absolutely loyal to you, surprisingly intelligent, and hyper-competent at their job. However, they have no combat ability whatsoever. They do not take up a companion slot, unless imported as a companion in a future jump.

Alternatively, you may use this option to recruit Glumshanks, provided you can convince him to come with you.

[400cp] Arkeyan Conquertron

A giant Arkeyan robot, superior in power to the similarly-size Arkeyan War Machine. Even Giant Skylanders could be held in its palm. It has recognized some desire for conquest within you, be It dormant or apparent, and decided to serve you. If you do not possess such a desire, it is mistaken, but will continue to serve you after it has realized this.

Your Conquertron is absolutely loyal to you, and will gladly sacrifice itself to save you. However, it shares no such loyalty to your other allies, and will throw them under the bus to preserve its good standing with you. Along with its size affording it massive amounts of strength, it also possesses eye lasers. Strangely, its voice module makes it sound like Earth actor George Takei. Surely it must be some kind of coincidence?

Alternatively, you may use this option to recruit the Arkeyan Conquertron discovered by Kaos, provided you can convince him to come with you.

[600cp] Robot KAOS!

It is I, Robot KAOS!!! Bow before my awesome superiority! Huh?! You want ME to join YOU?! Very well, as long as you know who's in charge!

This is an alternate universe Kaos, who has already undergone the robot transformation the Kaos of this world is likely to achieve should events proceed as normal. The difference however, is this Kaos has somehow achieved a permanent transformation, with his universe's Iron Fist of Arkus permanently fusing to him. Robot Kaos has the power of a Portal Master, is a skilled magician, and now has the size and raw power equivalent to an Arkeyan Conquertron, afforded him by his new body. He also possesses a copy of the Iron Fist of Arkus, however as it is part of him now, acquiring it for yourself may prove impossible.

Alternatively, you may use this option to recruit this world's Kaos, provided you can convince him to come with you.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Familiar Faces

Cannot be taken with The Adventure Continues.

Perhaps you've met Spyro and his friends before, in a non-Skylanders jump? Although this is a different continuity, by taking this toggle you may carry over those relationships to some extent. They will generally remember your interactions with them in the past, though specific events that are not possible in this continuity may not carry over in their entirety.

[0cp] They Ruined Spyro!

Cannot be taken with The Adventure Continues.

Don't like the appearance of Spyro in this world? With this toggle, you can instead have Spyro take on an appearance more in line with his look from his other games.

[0cp] The Adventure Continues

With this toggle, you may carry over the events of the Skylanders: Spyro's Adventure jump, provided you have taken that jump prior to this one. How this will affect the world now will depend on your actions then. Time to face the consequences of your actions, Jumper.

[0cp] Toys-to-life

Requires the Portal Master Origin.

Instead of arriving in Skylands, you instead arrive on Earth in the year 2012. You will be taking the place of the Portal Master (the Player). You will be provided with a house to live in, with enough food to last the year, and all of the bills are already taken care of. For the duration of the jump, your Portal of Power is much smaller, made of plastic, and battery operated. You will be able to interact with Skylands via a combination of your toy Portal of Power and a television, one of which will be located in your temporary house. You may only summon those with appropriate toy forms into Skylands via your Portal Master powers. This includes anyone with the Living Toy perk, as well as any Skylanders trapped in statue form you may find by searching local stores, such as the nearby Super Toy Planet.

Should you possess companions you wish to send to Skylands, but are otherwise unable to, you may elect for them to be reduced to a small toy form, capable of speech but not much else. This lasts until the end of the jump, and they will not be able to retain access to this state post-jump. Summoning them to Skylands will restore them to their proper state, but they will be returned to toy form when recalled.

Unfortunately, experiencing the wonder of Skylands in person may be beyond you. On the plus side, you will be fairly safe during your stay here.

Whilst your Portal of Power will revert to its larger, normal state at the end of the jump by default, you may instead elect to keep it in this toy-like state, though sending things larger than toys through it may prove challenging.

[0cp] Time of the Giants

Cannot be taken by those with the Villain Origin.

Taking this toggle allows you to be a participant in the flashback Eon shows the Portal Master of the Giants first assault on the Arkeyans. Portal Masters may work alongside the Portal Master in commanding the Giants, or if the Toys-to-life drawback has been taken, they replace them in that role. Skylanders will fight alongside the Giants. This brief flashback is 'on-rails', so to speak, and you will not be able to deviate much from the events that transpired 10,000 years ago.

[0cp] Same Giants Name, Different Giants Game

By taking this drawback, you ensure that the events of Skylanders: Giants for the Nintendo 3DS will also occur sometime during your stay. The evil Captain Frightbeard has returned, and it will fall to the Portal Master and his team of Skylanders to stop him from recovering the Chest of Exile and releasing his pirate fleet.

[+100cp] Fancy a game of Skystones?

It seems the game of Skystones, a recent fad in Skylands, has shot up even further in popularity, to the point where it will now intrude upon your daily life. Need to buy something? The shopkeeper

will only let you do so after a game of Skystones. Need to pass by a gate? The gatekeeper will gladly let you through, after you've beaten him in a game of Skystones. Best hope you come to enjoy Skystones as much as everyone around here seems to.

[+100cp] Jump-X

Now you've done it Jumper!
You are stuck in rhyme!
No matter what you do,
It'll remain true,
And you'll do it every time!

[+100cp] That Hornswaggler Owes Me 5 Gold Pieces!

For one reason or another, a poor reputation precedes you wherever you go. Expect to get occasional bans from the places you visit. Should those with particularly violent dispositions, such as pirates, recognise you, they might even attack on sight.

[+200cp] Mandatory Battles

During your stay you will be regularly forced into combat with malicious locals. Their strength will be appropriate to the current area. Should you somehow be on Earth, these will be ordinary humans equipped with blunt instruments at most. Should you be in Junkyard Isles, it will be more along the lines of Chompies. If you find your way to the Lost City of Arkus, expect to face Arkeyan robots. When such combat occurs, you will find yourself unable to leave the area until all of them have been subdued.

[+200cp] Life-to-toys

Oh dear, it seems you have been shrunk down into a toy yourself! You will be capable of speech, but little else. You may return to your proper state of being, but only for a couple of hours each day. Hope you don't have too much you need to get done. Being destroyed whilst in your toy form will count as death for the purposes of chain failure. This toy form will be lost at the end of the jump.

[+200cp] You Are Not A Chompy, So I Don't Like You!

You have acquired a bizarre obsession with Chompies. You will seek out their company where possible, even when they may be hostile towards you (fortunately, this will not prevent you from protecting yourself if they attack). This obsession causes you to initially distrust and dislike all non-Chompies, though this can be worked through on a case-by-case basis with time and effort.

Lastly, this obsession has manifested a Chompy-based persona, which you communicate with via hand-puppet or similar means. Fortunately, this persona never disagrees with you, or advises actions you would not otherwise think to take.

[+300cp] The Empire Strikes Back

Uh-oh! It seems your arrival in this world has set off an unexpected ‘hiccup’, so to speak. Now, the Robot King and his Arkeyan empire have been fully restored and are in complete control of Skylands. It took years for the Giants to defeat them. You will not have that luxury. Should the empire remain in control of any part of Skylands when your year is up, you will fail your chain.

[+300cp] Nightmare Mode

Anytime you fight an opponent (or a companion or follower fights an opponent on your behalf), they are noticeably stronger than they ought to be. This power boost only persists throughout the specific battle, and you cannot utilise this to empower allies by merely claiming that they are enemies. In some cases, this power boost can be a high as ten times as strong as the opponent would normally be.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Continue Game: You choose to remain in this world. If you took the Toys-to-life drawback, you gain the ability to freely move between Earth and Skylands. Your chain ends here.

Next Game: You choose to continue your chain. Proceed to the next jump.

End Game: You choose to return back to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On The Adventure Continues:

You are not able to take the Familiar Faces or They Ruined Spyro! toggles along with The Adventure Continues. This is because The Adventure Continues will carry those things over from the Spyro's Adventure jump. So, if you took those toggles there, they will count here, and if you didn't, you won't be suddenly changing Spyro's appearance or retconning in a shared history partway through your journey together.

What is Skylands?

From Skylanders: Spyro's Adventure:

Skylands is an endless sea of clouds in which float rocky islands too numerous to count. Some of these islands are as large as an entire kingdom while others overflow with salty seas or are swollen with fiery volcanoes. Each is unique.

Skylands is a magical world, located at the centre of the universe. Magic flows throughout Skylands, both in its landmasses and the flora and fauna that exist there. This magic is comprised of various elements, eight of which are known at the time of Giants. Certain areas are more concentrated on a specific element, and those attuned to that element can grow stronger there. Skylands is also regularly under the threat of evil forces, The Darkness chief among them. Skylands exists in the same universe as Earth, but how far away they are from each other is difficult to say.

What is a Portal Master?

From Skylanders: Spyro's Adventure:

Neither royal blood nor a sea of gold can make you a Portal Master. Either you are lucky enough to be born with the power to wield a Portal or you are not – it's that simple. What we don't know is why the number of Portal Masters rises and falls over the centuries. Perhaps they simply appear when they are needed most.

Portal Masters are those who are able to wield a Portal, granting them various magical abilities, first among which is the ability to teleport others great distances. During the time of Giants, there are two Portal Masters, they are the Dark Portal Master Kaos, and the Portal Master Eon has taken under his wing. Perhaps more exist, but they are not yet demonstrated. Portal Masters have a strong connection with Skylanders, and good Portal Masters will work together with Skylanders under their command to maintain the peace in Skylands.

Who is the Portal Master?

The Portal Master is in fact the Player of Skylanders: Giants. Due to this, information about them is deliberately vague, and you are free to fanwank the details. It is also vague whether or not they are

the same Portal Master from Spyro's Adventure (in case someone was to pick up this game first), though it is likely. There is a one-off mention of multiple Portal Masters coming from Earth (likely because there are many people playing the game), but it is never reflected in-game, and no additional Portal Masters appear at all. What is known is that they are a human currently living on Earth, and it is likely that they are a child, or at least relatively young.

What is a Skylander?

Basically, they are the heroes and champions of Skylands. Most are scouted out by Portal Masters and other Skylanders, though occasionally volunteers are accepted as well. Skylanders frequently bond with a Portal Master and take commands from them. These bonds are near unbreakable, but are not Master-Slave relationships.

What is a Giant?

Giants are the first Skylanders, who rose up against the Arkeyan empire 10,000 years ago. Sometimes referred to as Elder Elementals, they are much bigger than ordinary Skylanders, possess extreme amounts of strength, and all bear the symbol of their Skyland element somewhere on their body.

Which Skylanders are available?

First, we will start with the Giant Skylanders. They are: Bouncer, Crusher, Eye-Brawl, Gnarly Tree Rex, Granite Crusher, Hot Head, Legendary Bouncer, Ninjini, Scarlet Ninjini, Swarm, Thumpback, and Tree Rex.

Next, we'll cover the new core (non-Giant) Skylanders. They are Chill, Flashwing, Fright Rider, Hot Dog, Jade Flashwing, Jet-Vac, Legendary LightCore Chill, Legendary Jet-Vac, LightCore Chill, LightCore Jet-Vac, LightCore Pop Fizz, LightCore Shroomboom, Molten Hot Dog, Pop Fizz, Punch Pop Fizz, Shroomboom, and Sprocket.

Last, here are the returning Skylanders. They are Bash (Series 2), Chop Chop (Series 2), Cynder (Series 2), Double Trouble (Series 2), Drill Sergeant (Series 2), Drobot (Series 2), Eruptor (Series 2), Flameslinger (Series 2), Gill Grunt (Series 2), Hex (Series 2), Ignitor (Series 2), Legendary Ignitor (Series 2), Legendary Slam Bam (Series 2), Legendary Stealth Elf (Series 2), LightCore Drobot, LightCore Eruptor, LightCore Hex, LightCore Prism Break, Lightning Rod (Series 2), Polar Whirlwind (Series 2), Prism Break (Series 2), Royal Double Trouble (Series 2), Slam Bam (Series 2), Sonic Boom (Series 2), Spyro (Series 2), Stealth Elf (Series 2), Stump Smash (Series 2), Terrafin (Series 2), Trigger Happy (Series 2), Whirlwind (Series 2), Wrecking Ball (Series 2), and Zook (Series 2).

Wait, isn't this a Spyro game?

Spyro does indeed appear in this game as a Skylander, but the Skylanders series is a separate continuity from other Spyro games. Some elements of his series have been retained, or tweaked slightly, whilst others are ignored.

So, what exactly happens here, anyway?

We pick up in a random toy store on Earth. Kaos, having been banished to Earth at toy size at the end of Spyro's Adventure, manages to free himself from his statue form. He mocks some of the Skylanders on display, before using a nearby Portal to send himself back to Skylands. In the process, he electrocutes himself.

We cut to Eon. He congratulates the Player (hereafter referred to as the Portal Master) for finding a Giant Skylander. He takes the Portal Master back in time in a retelling of the Giants first appearance. 10, 000 years ago an evil empire of robots called the Arkeyans ruled over Skylands. The Giant Skylanders were able to defeat the Arkeyan Robot King, causing the Arkeyan robot army to go into a deep sleep. The artifact the Robot King used to control the other machines, the Iron Fist of Arkus, accidentally activated after this fight, banishing the Giant Skylanders from Skylands. The Portal Master has finally found at least one in a small statue-like form on Earth.

Eon believes their sudden appearance has a deeper meaning, so he relays this information to assistant Hugo, and his friends Flynn and Cali, and then asks the Portal Master to use their Skylanders to assist. After visiting the Junkyard Isles to fix up Flynn's new airship, the Dread-Yacht, they learn of an old hermit who might have info they need. They proceed to rescue the hermit, Ermit, from Brock at Rumbletown.

Ermit relays what he saw. Kaos, still pulsing in electricity crash lands in Skylands. Being covered in electricity, he accidentally activates an Arkeyan Conquertron. The Conquertron recognizes Kaos' ambition, and decides to serve him. With an Arkeyan robot, Kaos will be able to access the Secret Arkeyan Vault of Secrets, learn the secret location of the Lost City of Arkus, take the Iron Fist of Arkus, and rule Skylands using the restored robot legion.

Ermit happens to also know of an Arkeyan robot, so the heroes set forth to retrieve it, detouring slightly when their ship is damaged and needs repairs. They find Machine Ghost in Glacier Gully, and help him recover his robot body. Then they make their way through a giant dam with Ghost Machine to reach the secret vault. The Skylanders arrive just before Kaos, but he is able to move ahead by knocking rubble at them with the Conquertron. Machine Ghost protects the Skylanders with his body.

Kaos is able to retrieve the map to Arkus, but accidentally destroys it. However, Glumshanks was able to briefly see the map before it was destroyed, so Kaos heads back to his childhood home, Kaos' Kastle, to retrieve these memories and get a proper look at the map. Machine Ghost is able to hear this message and passes it on to the Skylanders, but then seemingly dies due to the damage his body sustained. The Skylanders must race Kaos to his home.

The Skylanders first are stopped again by their ship being damaged, and seek repairs at the nearby Wilikin Village. This time the ship gets upgraded with a turret to defend itself. They next proceed to the Troll Home Security Castle to disable a forcefield covering Kaos' Kastle. Then they head to the Kastle. Meanwhile, Kaos has learned the location of the city and plans to drill down to it using a giant drill robot. The Skylanders catch up to him, but he escapes. The Skylanders are able to learn of the drill from a defeated minion, and, after fending off an attack from a ghost ship, they destroy it before Kaos can use it.

The Arkeyan Conquertron however, knows of a secret path Kaos can take without needing the drill. The Skylanders must detour to find a strange being known as the Oracle whilst Kaos advances. After a test, the Oracle shows them how to get to the city. Kaos has already found the Iron Fist of Arkus,

and has transformed into a giant robot. The Skylanders fight their way through the city to reach Kaos. At first, Kaos seems to have the upper hand, but Machine Ghost arrives and the Skylanders, working with Ghost Machine, are able to defeat Kaos.

Kaos scrambles to retrieve the fist, having had it knocked off his hand. Unable to, he is scooped up by the Conquertron, who uses the last of its power to take Kaos and Glumshanks to safety. The Arkeyan robot legion falls dormant once more. Eon thanks the Portal Master for their efforts.

In a post-credits scene, Kaos and Glumshanks return home. Kaos is in surprisingly good spirits until he and Glumshanks spot a shadowy figure. Panicked, he exclaims: “Mother?”

-Changelog-

0.1
Created the jump.

0.2
(i) Rewrote **Portal Mastery** slightly to improve readability. (ii) **Personal Butler** can now be a maid instead if you wish. (iii) Option added with **Toys-to-life** toggle to allow you to keep toy version of the Portal of Power instead of getting normal version at the end of the jump. (iv) Added a **note** on interactions between The Adventure Continues, Familiar Faces, and They Ruined Spyro! (v) Minor typo fixes.

1.0
(i) Minor formatting changes.

1.1
(i) Added **species import** option.

1.2
(i) Minor rewrite of **Series 2**, to clarify it applies to powers as well as skills.

1.3
(i) Changed **title image**. (ii) Added a new perk: **Living Toy**. (iii) The **Giant** perk now has some additional freedom in aesthetics post-jump. (iv) Clarified that **Skylanders recruited by the companion/follower option** will not be stuck as toys after the jump finishes, and all Skylanders recruited by the companion/follower option now receive the Living Toy perk at the end of the jump. (v) **Sidekicks** now receive the Living Toy perk at the end of the jump. (vi) Added two new drawbacks: **That Hornswaggler Owes Me 5 Gold Pieces!**, and **You Are Not A Chompy, So I Don't Like You!** (vii) Adjusted the **Toys-to-life** toggle. Companions with the Living Toy perk will not have to remain as a toy on Earth, but the temporary transformation into a toy option remains for those without it. (vi) Minor typo fixes.