

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

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. But Skylands wasn't always so peaceful; once it was held in the vicious grip of the most notorious evil-doers Skylands has ever known – the Doom Raiders. Striking from their hideout, deep in the savage Badlands, the Doom Raiders plundered without mercy, until no place was safe. Fortunately, an elite team of Skylanders, wielding legendary weapons, was called upon to track down these villains, and bring them to justice. They were the Trap Team. Once captured, the Doom Raiders were taken to the most impenetrable fortress ever constructed: Cloudcracker Prison. Locked away behind walls of pure Traptanium, the Doom Raiders would never again threaten Skylands. Or so it seemed for many years, until a familiar evil returned. The Trap Team was hurled far away from Skylands, and as they were drawn away from its magic, they began to shrink. Meanwhile, the shattered fragments of Cloudcracker Prison transformed into powerful Traps. But now you have found them, and just in time. Skylands' most infamous evil-doers are on the loose again. It is up to you, and your Skylanders, to track them down before it is too late. A great adventure awaits you, Portal Master. Behold!

-Master Eon explains the origins of the Trap Team to the Portal Master

You arrive in this world as Buzz heads to Soda Springs. 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.

[+200cp] Sheep

You are an ordinary sheep. You are incapable of speech, and using items might prove challenging in such a state.

[+100cp/Free] Chompy

You are a chompy, a small green creature that is mostly mouth, with two eye stalks as well as stubby hands and feet. Chompies are generally considered pests within Skylands, and only present threats in large groups.

For an additional 100cp (making the choice free), you are instead a variant known as a bone chompy. As an undead creature, you do not need to eat, drink, or breathe to survive. Destruction of your skull will count as death for the purposes of chain failure. Otherwise, you present no more of a threat.

[Free] Bird Copter

You are a small bird that is mostly head, with stubby wings and feet sticking out. Your wings are much too small to fly with, however built into your head is a rotor blade that you can control, allowing you to fly.

[Free] Cobra

Like Cobra Cadabra, you are an anthropomorphic cobra, with your lower body ending in a snake-like tail.

[Free] Crow

Like the villainous Cross Crow, you are a crow-like humanoid. You lack wings, instead possessing more mundane arms, so this form does not grant you the ability to fly.

[Free] Feline

You are a humanoid, cat-like creature. The Trap Master Skylander, Tuff Luck, is a feline.

[Free] Mabu

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

[Free] Monkey

You are a monkey-like creature, similar to the Skylander, Fling Kong.

[Free] Tree Elf

A subspecies of Elf, Tree Elves differ in that they possess light brown skin, and eyes with green sclera and black pupils.

[Free] Troll

A race of mostly evil creatures. Though they show some talent in engineering and warfare, for the most part they are violent and unintelligent. Most are green skinned, though red and blue trolls have been known to exist. They have pointed ears. Though most do not grow facial hair, it has been shown to happen on occasion. Most Trolls serve Kaos, after increasingly unsuccessful attempts to get others to pay tolls for crossing bridges.

[Free] Walrus

Like the villainous Brawlrus, you are an anthropomorphic walrus.

[Free/100cp] Evilikin

Evilikin are wooden soldiers created by the villainous Dr. Krankcase. You are now one of them. For Free, you are of a similar model to Shield Shredder, affording you no notable advantages.

For an additional 100cp (100cp total), you may choose to be one of the following three models of Evilikin.

The first is a similar model to Fisticuffs. Your right hand is quite large, and your right arm is extendable, granting you further reach with your right-handed punches.

The second is a similar model to Krankenstein. You lack a right arm entirely. Your left arm can be whipped at enemies, at the end of it there are rotating blades improving its damage potential.

The third is a similar model to Scrap Shooter. Whilst you possess two arms, they aren't designed especially for combat. Instead, you are able to flip up your face, revealing a set of triple cannons to fire at your opponents.

[Free/200cp] Robot

For Free, you can be a humanoid robot of a similar model to Gearshift. This confers no additional advantages.

For an additional 200cp (200cp total), you may choose to be one of the following two models of robot.

The first is the same model as Jawbreaker. It is bulkier, giving it additional strength and durability. Additionally, its arms are able to extend a fair distance out, making it an excellent puncher.

The second is the same model as Blaster-Tron, though you fortunately lack a good/evil switch. This futuristic model is bulkier than the free model, but less so than Jawbreaker's model. This makes it a bit more durable, but not noticeably more powerful. It makes up for this however, with a rocket pack that allows it to charge forward, smashing into enemies.

[100cp] Artichoke

You are an anthropomorphic artichoke. You able to plant small pieces of yourself in dirt, where they will quickly bloom into plant-based explosive mines. The Skylander, Food Fight, is an artichoke.

[100cp] Broccoli

Like the villainous Broccoli Guy, you are an anthropomorphic broccoli. You have some innate magical ability, which allows you to slowly heal allies. You can only heal one ally at a time.

[100cp] Brussels Sprout

Like the villainous Tussle Sprout, you are a large, living Brussels sprout. You are capable of releasing small toxic clouds that deal minor amounts of damage to those that walk into them. The clouds generally dissipate after a few moments.

[100cp] Crocogator

Like Snap Shot, you are an anthropomorphic crocodile/alligator. This affords you a strong bite and sharp teeth, but little else beyond the ordinary.

[100cp] Cuckoo Bird

Like the villainous Cuckoo Clocker, you are a cuckoo-like humanoid. You lack wings, instead possessing more mundane arms, so this form does not grant you the ability to fly. However, your bulky form affords more physical strength than many species in Skylands.

[100cp] Dark Centaur

Your lower body is that of a horse, allowing you to gallop quickly, and deliver strong kicks. Your upper body is similar to that of an elf, with green skin, pointed ears, and featureless eyes.

[100cp] Dolphin

Like Flip Wreck, you are an anthropomorphic dolphin. You are capable of breathing both on land and underwater, and can fire streams of water out of your blowhole as an attack.

[100cp] Mutant

You are an odd, stitched creature with either an eye inside your mouth, or an eye on each palm, instead of a more normal placement. You are able to spawn smaller, walking eyes that explode when close to an enemy.

[100cp] Piñata Monster

Like the villainous Pain-Yatta, you are a Piñata monster. You possess a bulky frame, and are stronger and more durable than one might initially suspect.

[100cp] Red Pepper

Like the villainous Chef Pepper Jack, you are an anthropomorphic red pepper. Lifelong exposure to spicy food has given you the ability to breathe fire.

[100cp] Rock Dog

Like the villainous Slobber Trap, you are a rock dog. Your earthy body offers a little extra durability, but little else in the way of advantages.

[100cp] Small Tyrannosaurus Rex

You are a runt of a Tyrannosaurus Rex, only about the size of an average person, with a short stubby body. Fortunately, your head remains the same size, and is capable of strong bites as well as a powerful roar.

[100cp] Treasure Chest

Like the villainous Chomp Chest, you are a living treasure chest. You move by jumping around, and the inside of the chest possesses sharp teeth, to deliver a powerful bite. In addition to being able to eat human-edible food, you also are able to eat treasure, such as gold and precious gems, and you find such things incredibly delicious. You also have an innate sense of treasure, allowing you to easily locate nearby hidden treasure.

[100cp] Turtle

Like the villainous Bomb Shell, you are an anthropomorphic turtle. The shell on your back provides some natural protection, and you can pull your head into it to defend yourself.

[100cp] Werewolf

Like the villainous Wolfgang, you are a large humanoid wolf. Though referred to as a werewolf, this form is actually permanent; you don't change between human and wolf forms. Your larger frame offers some additional strength, but little else.

[200cp] Bomb

Like the villainous Grinnade, you are a living bomb. You are capable of completely self-destructing. This will not result in your death, and you will reform a few moments later. You reappear in the condition you were in prior to the explosion, so it cannot be used as a means of recovery. You are also capable of summoning mini-bombs, which walk towards an enemy before self-destructing, causing a weaker explosion.

[200cp] Element Unicorn

You are a unicorn infused with the power of your Skylands element. Should you not possess a Skylands element, you will default to being a fire unicorn. Your horse-like body gives you a good running speed, and strong kicks. You are also able to fire off energy projectiles infused with your element from your horn, serving as a ranged attack.

[200cp] Golden Lion

You are an anthropomorphic lion. You are able to summon chains of fire, not only damaging enemies, but also pulling them towards you for close range attacks. Additionally, you are able to temporarily transform into a lion. In this Lion Mode, you are noticeably faster, and more powerful than usual.

[200cp] Living Stone Mummy

You are an odd undead creature. As an undead, you no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. In addition, as you are made of stone, you also have increased strength and durability. Your mid-section and arms are wrapped in bandages, but the removal of these does not harm you.

[200cp] Lobster

Like Lob-Star, you are a humanoid lobster. Your blue carapace provides you with some additional durability. By focusing your anger, you will get steamed, literally, expelling a burst of hot steam in all directions, and temporarily turning from blue to red. Whilst in this state, you are moderately faster and stronger than usual. You are also able to breathe on both land and underwater.

[200cp] Rock Panda

You are a creature made of rock, its colouration in parts giving you a panda-like look. You possess heavy, spiked, stone fists, that can cause minor earthquakes when smashed into the ground. The Skylander, Fist Bump, is a rock panda.

[200cp] Skeletal Dog

Like Funny Bone, you are a skeletal dog. You no longer need to eat, drink, or breathe, but destruction of your skull will count as death for the purposes of chain failure. Using a gem attached to the end of your tail, you are able to create and fire bone shards as a ranged attack. By wrapping your tail around you vertically, you are able to form a spiked wheel with which you can smash into your enemies.

[200cp] Skeleton Ghost

An odd undead creature, your top half is that of a skeleton, whilst your lower body is a ghostly tail. You hover off of the ground, and do not need to eat, drink, or breathe to survive. Destruction of your skull will count as death for the purposes of chain failure.

[200cp] Vampire

You are a Vampire, of the same strain as Bat Spin. You possess sharp fangs, capable of biting deep into others, and draining their blood (if they have any). Though you do not need to drink blood to survive, doing so will restore your vitality. You are also able to transform yourself into a bat, as well as summon other bats to fight on your behalf.

[300cp] Blob

Like The Gulper, you are a gelatinous blob. You have a distinct head, as well as arms, but the bulk of your body is a pile of slime that you slide around on. You begin at the size of a human, however by consuming soda, you are able to grow in size with seemingly no upper limit. Drinking disgusting tasting soda, something other than soda, or taking sufficient damage will cause you to revert back to your base size, and you will have to start working your way up all over again.

[300cp] Cloud Warrior

You are a being made up of dark, swirling clouds. Although you cannot be harmed too much conventionally, taking too much damage within a short period of time will break up your cohesion and cause you to dissipate, which will count as death for the purpose of chain-failure. You are able to generate electricity, as well as create mini-twisters, to attack your foes.

[300cp] Rocky Digger + Living Boulder

A pair of creatures, forming a symbiotic relationship. The living boulder, as one would expect, is a large sphere of rock, with a face on it. It moves by rolling around, and can spit smaller boulders out of its mouth as a ranged attack. Temporarily it can access a 'Bounce Mode', where it grows a pair of arms and moves by bouncing instead of rolling. The rocky digger is a creature also made of rock. It rides on top of the living boulder, able to easily remain on top as it rolls, and gives directions to the boulder.

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] Spirit Possessing Armour

You are a spirit, possessing a suit of armour. As a spirit, you do not need to eat, sleep or breathe, and cannot be conventionally killed, but should your armour be irreparably destroyed, your spirit will dissipate, which will count as death for the purpose of chain-failure. You are not able to leave that suit of armour. Additionally, you are able to generate swarms of undead insects within your spirit body, releasing them from your armour to pursue and attack enemies.

Should you possess a suitable set of armour already, you may choose to import it as the set of armour you are possessing.

[400cp] Ghost

Like the villainous Masker Mind, you are a ghost. As a ghost, you do not need to eat, sleep or breathe. Although you cannot be harmed too much conventionally, taking too much damage within a short period of time will break up your cohesion and cause you to dissipate, which will count as death for the purpose of chain-failure. You lack legs, possessing a ghostly tail, but are able to fly. You are able to possess corporeal beings by flying into them. Possessed beings will display some obvious physical tell that will alert others to your possession. Those with a strong will can resist your possession attempts, and your host body taking too much damage can knock you out of the body. You will be automatically ejected from any body you are possessing in this manner at the end of every jump.

[400cp] Gold Statue

Like the villainous Golden Queen, you are a living golden statue. You are able to absorb gold into yourself, and expend this gold reserve to use various abilities. You can use it to restore your health, temporarily grow in size, and create guard turrets which fire golden blades. You can also use it to turn people or objects into solid gold. You cannot absorb gold you have created in this way. Being turned into solid gold will not cause any permanent damage, and those turned will eventually be able to break out of this state, reverting to normal. The stronger they are, the easier time they will have with this.

[500cp] Black Dragon

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

As a black dragon, you possess wings, granting you flight, but lack a breath weapon. Instead, you are capable of firing out shadowy orbs, which pull enemies in towards them before exploding. You also possess minor shapeshifting abilities. You can extend your wings out, allowing you to use them as whips. You can also temporarily transform into a bladed wheel, capable of rolling around and crashing into enemies. In time, you may learn to use your shapeshifting in other ways.

[500cp] Bladed Dragon

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

As a bladed dragon, you possess wings, granting you flight, but lack a breath weapon. Instead, strong metal blades are attached to the ends of your wings, as well as your tail. These blades are part of your body, and can be restored in the same ways your body can. You are also capable of firing blade shards out from your wings as a projectile attack.

Should you already possess enough of a metal, you may choose to import it into your blades.

[500cp] Dragon/Dragonfly Hybrid

You are a hybrid species of dragon and dragonfly. Still young, you are around the same size as High Five. 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 flight, and your dragonfly nature allows you to move at high speeds. By crashing into enemies, you can deal serious damage, but doing so puts your own body at risk. When you successfully connect with this attack, the opponent will inexplicably drop an apple for you to eat. You are also capable of rapidly firing off poisonous pellets, which can damage your foes over time.

[500cp] Water Dragon

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

As a water dragon, you lack wings, however you are able to breathe both on land and underwater. Your breath attack is instead a sonic attack, and you are also capable of firing off bubbles of water. With practice, you can even learn to create a bubble of water around yourself to protect yourself from attacks.

[500cp] White Dragon

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

As a white dragon, you possess wings, granting you flight, but lack a breath weapon. Instead, you are capable of firing laser beams out of your eyes, as well as shooting out ‘halos’ from your wings. These halos are capable of refracting your eye lasers, and when fired into an enemy will float above their head and slow them down for a brief period of time before disappearing. Lastly, you possess an ‘aura’ attack, that covers a small zone in light, and damages enemies that enter it. With practice, you can learn to improve this aura, using it to summon temporary light constructs of yourself.

[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.

[300cp] Dark

At some point, Kaos engineered some Dark Traptanium (not to be confused with Traptanium attuned to the Dark element) in a secret lair. He managed to capture several Skylanders within it, and if it wasn't for the Trap Masters freeing them with their Traptanium weapons, they would have been permanently lost to The Darkness. Although freed, these Skylanders absorbed some of this Darkness into their body. Fortunately, they learned to control it, wielding this newfound power for good.

Whether you were one of these Skylanders, or have attained this state in some other way, you have transformed into a Dark variant of yourself. You have a taken on a black and silver colour palette, and are slightly more powerful than you otherwise would be. You have also become immune to the effects of similar corruptive energies.

[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

Born with the extremely rare ability to wield a Portal, Portal Masters shape the fate of Skylands, for good or evil. Portal Masters often form bonds with Skylanders, working together with them to preserve the peace in Skylands.

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 charged with the protection of Skylands. They employ wildly different methods of fighting, but share a sense of duty, and desire to do good. At this time, most Skylanders are trapped on Earth, in statue-like states. You however, have managed to avoid this fate, and may act in Skylands freely without the assistance of a Portal Master.

[Free] Villain

Many villains threaten the safety of Skylands. Whether you desire wealth, wish to rule Skylands, or are just plain weird, the inhabitants of Skylands consider you to be a villain. If taking this origin with a background in this world, you may decide whether or not you are a Doom Raider, recently freed from Cloudcracker Prison.

-Location-

Roll 1d8, or pay 50cp to choose.

Although there are far fewer secret areas around here than in the Cloudbreak Islands, there is a slight change to how elemental gates in this period operate. the destruction of Cloudcracker Prison has caused these gates to become reinforced by Traptanium. Merely possessing a Skylands element is no longer enough; you must also wield a Traptanium weapon attuned to the appropriate element in order to break through the gate and see what's inside.

[1] Soda Springs

Home to annual soda festivals, one of which is happening right now! Unfortunately, it has been disrupted by The Gulper, who seeks to keep all of the soda for himself. Elemental gates of the Water, Light, Life and Tech elements can be found, however outside of these secret areas, this part of Skylands does not favour any Skylands elements.

[2] Skylanders Academy

A newly constructed academy to train new Skylanders, its opening ceremony has just been interrupted by the commotion over in Soda Springs. It will come to act as a hub for the Skylanders over the course of their adventure.

[3] Know-It-All Island

Home to mysterious Stone Heads, whose vast knowledge is the source of the island's name. There are areas favouring Life, Air, Earth and Dark elements, as well as Earth, Life and Dark elemental gates.

[4] Chompy Mountain

A mountain which serves as the site of a lair constructed by the Chompy Mage. A small Mabu town is nearby. Those who possess the Magic, Life, Tech, and Undead elements will find themselves stronger here, and Magic and Undead elemental gates are located here as well.

[5] Phoenix Psanctuary

The natural habitat of the Phoenix Chicken, which lays magical eggs once a year. This is set to happen momentarily. Should events proceed as normal, the villainous Chef Pepper Jack will attempt to capture the bird. He will be thwarted by the Skylanders, but not before stealing one of her eggs. Those who possess the Tech, Life, Water and Air elements will grow more powerful here. In addition, there are Water and Air elemental gates here.

[6] Rainfish Riviera

The arrival of a rainfish here has set off a permanent monsoon, and attracted pirates. Should events proceed as normal, the Skylanders will travel here to retrieve an Information Squid for Mags. Possessors of the Earth, Water, and Undead elements will be well-suited to the area, and Undead and Earth elemental gates are located here as well.

[7] Kaos' Ship

A flying saucer style airship. It has the ability to camouflage into the surrounding area. Right now, Kaos has just brought the Doom Raiders aboard to coax them into serving him. For heroes, it might be a good idea to get out of here if you are unprepared to face them. For villains, maybe joining them might not be so bad?

[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 to Portal Masters] Detect Element

By sight alone, you are able to determine which Skylands element or elements a person is attuned to. Post-jump, this will also allow you to determine if a person possesses elements in other, similar systems. However, you must already be aware of these elements' existence in general, in order to be able to recognise when someone has them.

[100cp, Free to Portal Masters] Silent Protagonist

You are able to say a lot, without saying anything at all. By staring directly at someone, you are able to convey general sentiments, as well as communicate simple commands. The other party does not have to be watching your face in order to understand you, and a lack of need to hear you in order to get your message can make this talent an effective means of communication in the midst of hectic combat.

[200cp, Discounted for Portal Masters] Heads Up Display

Floating above the heads of anyone currently under your command, are various information displays. Firstly, there is a health bar. If the person in question already has a health bar or similar system, this is a direct display of that, otherwise it is a generalised indication of their overall health and wellbeing. Should the individual you are reading actually be a Trapped Villain you are summoning out, this bar is replaced by a timer bar, indicating how long they can remain out for. Secondly, should the individual you are reading possess some kind of levelling system, their current level will be displayed, along with a bar indicating their progress to the next level. Lastly, the amount of currency they have on their person will be displayed to you. This extends to any currency in any

personal inventory or pocket dimensions they might possess (such as the Wallet perk from the Skylanders: SWAP Force jump). You cannot see your own information with this power.

You may toggle this off whenever you wish, in the event you find the information distracting. Should you already possess, or come to possess, another power or system that would provide similar read-outs, you may merge the two together according to your preferences.

[200cp, Discounted for Portal Masters] Toy Hunter

A Portal Master searching for additional Skylanders on Earth can run into some difficulty from time to time finding just what they need. You however, have good luck with such things. Whenever you are searching for Skylanders in statue form, consistently seeking them out will turn up what you are after, with a few days of work at most. In future worlds, this fortune extends to any publicly distributed collectibles.

Of course, finding them is only the first step, and this perk does not preclude you from purchasing them, trading for them, or whatever you have to ordinarily do to actually keep what you are looking for.

[400cp, Discounted for Portal Masters] Redeemer

When others work directly under you as a means of rehabilitation, they will find their morals and principles slowly shifting to match yours. In order for this perk to take effect, they must be reporting to you directly, and they must be aware that they are being rehabilitated. Of course, whether they want to be rehabilitated is irrelevant, so if you had some means of forcing them to comply, you could still get them to change. With this, you could put Villains on the right track. Or, maybe you had something more nefarious in mind?

[400cp, Discounted for Portal Masters] I'll Stay Where I Am

Should events proceed as normal, the Portal Master will be at the most risk that they have ever been. To combat this, you are now immune to any unwanted teleportation or summoning. This power extends to any items on your person, and if you are a Portal Master, any Portals owned by you. You may decide whether this perk applies whilst you are in an unconscious state, and may change this decision at any time.

[600cp, Discounted for Portal Masters] Sealing

You have learned the power of sealing, allowing you to trap others within objects. The stronger the target is, the harder it is to seal them, though wearing the target down first will make the process easier. How long the target is sealed will depend on the object you use. Higher durability objects, or objects designed for this purpose are the ideal choices.

This power normally requires you to be fairly close to your target. However, should you be a Portal Master with a Traptanium Portal, you may instead summon a vortex at a location being viewed by

the Portal, which will pull the target inside, and then seal them in an object currently housed in the Portal's Trap slot.

Skylander Perks

[Free and Exclusive to Skylanders] Living Toy

Whether it 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 to Skylanders] Skystones Star

You have a natural talent for mundane tabletop and card games. In a world so easily swayed by the latest Skystones fad, this will serve you well.

[100cp, Free to Skylanders] Rap Battler

You can think fast on your feet, and have developed a good sense of timing, allowing you to be an excellent rap battler. Perhaps Crossbones, of Skaletones fame, has some use for you?

[200cp, Discounted for Skylanders] Heroic Image

Word of your great deeds will spread far quicker than normal. This will only apply to any positive reputation you develop; any negative reputation will spread at the same rate as it would otherwise. In future worlds, you may elect to have some of your positive reputation come with you, though the details of your heroism may be changed somewhat, in order to be something doable within your current world. You may toggle this perk off whenever you like, in case you feel like keeping your head down, but doing so will not undo any reputation you have already built up.

[200cp, Discounted for Skylanders] Mini

Did you perhaps originate from the Skylands Miniverse? Whatever the case, you are about half the size you would ordinarily be, with a squeaky, high-pitched voiced. Surprisingly, this loss in size has not cost you any power, and has only helped make you harder to hit. In addition, were you to grow to a more 'normal' size, you would still gain any proportional growth in strength normally afforded to you.

Should this perk become active at the same time as Giant from the Skylanders: Giants jump, you do not experience the size growth of a Giant, only the size reduction of a Mini. Nevertheless, you retain your Giant strength and toughness.

Post-jump, this instead becomes a transformation that you can switch in and out of at will.

[400cp, Discounted for Skylanders] Training Surrogate

With this power, you are able to target one consenting individual. You are free to change who you are targeting as you like, but must have consent of the new target in order to do so. Whenever the person you are targeting improves their skills, you will find those same skills improving for you by a similar degree. Further, should both you and the target possess the same levelling system(s), any experience the target gains in that system will also be gained by you. Any skill or experience gain caused by this perk will not count for the purposes of activating this perk, so two parties possessing this perk will not be able to pass the same experience back and forth between each other infinitely. You are however, able to target someone already targeted by this perk, provided you also can gain their consent. If you like, you can elect to not get specific skill gain, or experience for specific levelling systems. This decision can be changed whenever you like.

[400cp, Discounted for Skylanders] Eon's Elite

Of all Skylanders, there are a few Eon has come to rely on the most. Like them, you will find any form of training you undergo to be three times as effective. Your appearance has also noticeably improved, for some reason.

[600cp, Discounted for Skylanders] Trap Master

A stylised 'T' is displayed somewhere prominently on your body, denoting you as a Trap Master. You are an expert in forging weapons and Traps out of Traptanium, and are able to properly attune any

unaligned Traptanium with any Skylands elements you possess. In future worlds, you will find yourself slightly better at creating items out of other exotic and powerful materials.

Post-jump, you will be able to toggle the aesthetic change caused by this perk on and off as you please.

Villain Perks

[100cp, Free to Villains] Theme Music

You have access to your very own theme music! If you already have a theme song, you may use it for this power. Otherwise, upon purchase of this perk, a personal theme song will be designed in line with your preferences, with the only limitation being it is solely an instrumental theme. You are able to play this theme music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human). Should you allow others to hear this music, it will quickly become associated with you.

[100cp, Free to Villains] Maniacal Laugh

You have developed an over-the-top, maniacal laugh. It is distinctive enough to become associated with you, carries the impression of cartoonish villainy, and yet also does not become grating after a few times hearing it.

[200cp, Discounted for Villains] Evolved

You have gained access to a special transformation. When active, it will change the colour palette of your body somewhat. Should you ever be trapped inside a Traptanium Trap, this transformation will double the length of time you can remain outside the Trap. Additionally, it can be applied to other transformations to double the length of time you can remain in them. For transformations with specific time limits, it doubles this time limit. For transformations that have an energy cost to maintain, it halves the energy cost of maintaining the transformation.

[200cp, Discounted for Villains] Gang Leader

You have what it takes to manage a gang of villains. A shout of ‘Silence!’ from you is enough to temporarily halt inter-gang disputes, and you have the manipulative ability to keep them loyal to you, even as you explain to them just how disposable their peers are.

[400cp, Discounted for Villains] The Jumper Element

Like Kaos, you have somehow managed to be aligned to your own, personal element. This element is effectively the combination of alignment to the original eight Skylands elements: Air, Earth, Fire, Life, Magic, Tech, Undead, and Water all at once. The symbol representing your element is up to you to decide, and you may elect for this symbol to appear on your forehead.

Whilst in Skylands, you will find yourself becoming stronger and developing faster when you enter an area strongly aligned with any of these eight elements. You will be naturally able to determine when you are in such an area. Post-jump, you will gain a minor boost to your powers and abilities that relate to these elements.

Should you take the That's Elemental! perk, and align with one of the eight original Skylands elements, the effects will stack, further increasing the buff you receive in an area aligned with that element whilst you remain in Skylands, and further boosting powers and abilities related to that element post-jump.

[400cp, Discounted for Villains] Untrappable

Can you believe that the heroes of this world intend to imprison others in crystals, and force them to do hard labour? Well, fortunately for you, you have become immune to any unwanted attempts to seal you into another object. Additionally, should you allow yourself to be sealed, this perk will allow you to escape at any time, should you change your mind.

[600cp, Discounted for Villains] True Sight

It's like you can see everything! First off, you have access to a thermal vision mode, which you can switch in and out of as you like. Secondly, you are automatically made aware of any attempts to scry on you. This includes both mundane and supernatural forms of surveillance. Finally, should these attempts be successful, you will be able to turn it around on them. You will be able to look back at them through any device being used to watch you. This can be done by looking 'towards the camera', so to speak. Somehow, this will not impede your normal vision in any way, allowing you to see 'past the camera', whilst also looking back through it. Though you are limited to looking back through the device used to watch you, if you are allowed to do this for extended periods of time, you will begin to form a sense of the location you are looking at.

General Perks

[Free] That's Elemental!

It seems that this time around, both Skylanders and Villains have come to possess a Skylands element. Like them, you have attuned yourself to one of the ten main Skylands elements.

Wait…ten? Ah, it seems in addition to the eight you may be used to (Air, Earth, Fire, Life, Magic, Tech, Undead, and Water) the recent destruction of Cloudcracker Prison has had a ripple effect, unearthing two additional elements. They are Light, and Dark (not to be confused with The Darkness, or Dark variant Skylanders). It is important to note that these elements do not represent good or evil; both heroes and villains are aligned to each.

Whilst in Skylands, you will find yourself becoming stronger and developing faster when you enter an area strongly aligned with your element. You will be naturally able to determine when you are in such an area. Post-jump, you will gain a minor boost to your powers and abilities that relate to your chosen element.

[100cp] Basic Projectile

You are capable of firing off a simple projectile attack at your foes. This is a basic magical attack by default, however if you possess a Skylands element, it may instead be of a nature appropriate to your element, though doing so makes it no more powerful.

[100cp] Element Hair

You are able to turn the hair on your head into elemental energy appropriate to any Skylands element you possess, defaulting to fire if you possess none. You will not be harmed by your own hair, and you are also able to extend your hair and use it as a whip-like attack. Returning your hair to normal will cause it to revert to its normal length.

[100cp] Light Aura

You are able to create a circular zone on the ground, with a diameter of a few metres. In this zone, your enemies move slightly slower, and your attacks do slightly more damage than they otherwise would. You can make new zones whenever you like, but can only maintain one at a time, so making a new one will cause the existing zone to vanish.

[100cp] Pickpocket

You have developed a natural talent for pickpocketing, a perfect skill for the aspiring gentleman thief.

[100cp] Teleport

You are capable of teleporting. This has a short-range of only a few metres, and requires a line of sight to perform, but can be done as often as you like.

[100cp] Yodeller

By yodelling, you are able to create a sonic attack capable of harming those nearby. You can never harm yourself with your own yodelling, and this sonic attack is something you must voluntarily choose to create, so feel free to yodel around your friends without fear of harming them.

[200cp] Call Lightning

You have gained the ability to perform a special electrical attack, in which you call down a lightning strike-like bolt of electricity. Though not nearly as fast as a true lightning strike, it is nevertheless a difficult attack to avoid, and as it is not true lightning, can be performed indoors without issue.

[200cp] Element Circle

Cannot be purchased if you do not possess a Skylands element.

You are able to create a small circular zone on the ground, with a diameter of a metre or so. It will cause a burst of elemental energy of one of the Skylands elements you possess (chosen when you create the zone) upwards into the air for a few moments before disappearing. This has a sight-based maximum range.

[200cp] Giant Floating Head mk2

You are able to temporarily transform yourself into a giant floating head. In this state, you are capable of firing laser blasts out of your eyes. To begin with, you won't be able to sustain this form for more than 30 seconds, but with practice you can extend this limit.

[200cp] Invisibility Mode

You are able to become invisible at will. However, attacking whilst in this state will automatically cancel the invisibility. Additionally, whilst invisible, you are able to create ghostly copies of yourself. They don't attack, but serve as a useful tool to confuse your enemy. The ghostly copies will vanish when you cease being invisible.

[200cp] Past Selves

You are able to create a phantom copy of yourself from five seconds ago. It will appear where you were at that time, and will behave as you did until it catches up to where you were when you created it. When this occurs, it will then explode, causing a small burst of magical energy that harms nearby enemies. This phantom cannot be harmed or interfered with, merely passing through objects that would impede it, however any attacks it performs will still cause legitimate damage. At any time whilst the phantom is out, you can choose to switch places with it. This will put you in the position where it was, and it where you were. The phantom will then immediately explode. You cannot summon a new phantom whilst the previous one is still out.

[200cp] Puppet Master

You are able to summon puppet minions to attack your enemies. These puppets look like miniature versions of yourself, and attack with a pair of scissors. To begin with, you are able to maintain three at a time. With practice, you may learn to control more puppets, as well as learn to summon puppets that are able to self-destruct.

[300cp] Mad Scientist

You have discovered the process for creating living wooden soldiers known as Evilikin. To create the Evilikin, you will require a supply of wood, carved into the shape of your Evilikin soldier, as well as some special goo. This goo can be synthesised using ingredients found on both Earth and Skylands.

The capabilities of the soldier will heavily depend on how you construct the Evilikin, though it will be difficult to construct one stronger than the average Skylander. You also will not be able to control the personality of any Evilikin you construct, though all will be loyal to you. Evilikin you construct will count as followers unless imported as companions in a future jump.

[300cp] Psionic Power

At some point in the past you were exposed to Psionic Power Crystals, which deemed you worthy, and granted you psychic powers! You have telekinetic ability, able to lift and move objects up to the weight and size of a normal person. You are able to use this telekinesis to move yourself as well, though it will be difficult to do more than hover in place at first. You are an empath, allowing you to read the feelings (but not thoughts) of those around you. You also have a limited form of mind control, allowing you to control weak minds for brief periods of time. All of these abilities put incredible strain on you. It will become easier to use them with training. Interestingly, this power allows you to 'auto-solve' any of the Lock Puzzles dotted around Skylands, though this will not translate to other locks in other worlds.

[300cp] Shapeshifting

You have gained the ability to shapeshift, allowing you to assume any vaguely humanoid form. If you are impersonating a specific person, this power will also allow you to perfectly mimic their voice. However, assuming these forms offers no other benefit, and will not allow you access to powers and abilities you would not otherwise have.

[400cp] Dream Magic

You are able to peer into the dreams of others in order to learn their secrets, as well as draw out power from them. You are also able to pull 'nightmares' out of dreaming individuals into the real world to attack your enemies. The nature of these nightmares will depend on the dreams you are taking from, but the power and number of these nightmare is instead based on the number of dreams you are currently tapping into. A single dreamer will only allow you to produce a few weak enemies, whilst a village of dreamers could sustain a small army. With enough dream power, you can even begin to warp the surrounding area to reflect these dreams, though this is purely an aesthetic change. As your dream powers rely on the dreams of others, those dreamers being woken up will seriously disrupt your powers, and cause anything you have pulled out of their dreams to disappear.

-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] Traptanium Portal

A tool wielded by Portal Masters, Portals have come in many shapes and sizes.

This Portal has been constructed primarily out of Traptanium, with only a small amount of stone. The bottom or base of the Portal is flat Traptanium. A more solid Traptanium ring runs around the outside, seemingly directed by four stone pieces which are positioned evenly apart from each other. This ring will cycle through various colours when not in use, and will glow in a colour corresponding to the appropriate element when one attuned to a Skylands element is sent through. Unlike previous models that require you to peer over the Portal to see, this one instead projects an image out behind it, and can alternatively be hooked up to a television monitor to have the projected image displayed on it.

The stone part at the front of the Portal is larger than the other, is topped with an indentation, and has what appears to be a gate on its face. This is the Villain Vault. When a Trap is placed inside the indentation, the trap slot, the Portal Master is able to either summon the person sealed in the Trap out through the Portal, or move them into the Vault for storage. You may choose to free any person stored in the Vault at any time.

Only one Trap can be in use at a time, with the summoned being automatically recalled to the Trap if it is removed from the trap slot.

The Vault will be able to store as many as you like, however anyone stored in here will be automatically ejected at the end of each jump. In consideration of this, your Villain Vault is special and will create ‘backup data’ of anyone sent to the Vault. This data can be moved back into a Trap when you like, with the Trap then acting as the data version as described in the Trap item.

[100cp, Free to Portal Masters] Wanted Posters

A bulletin board, covered in various Wanted posters, detailing the various Villains who are currently at large in Skylands. The posters include information on their last known location, as well as cash rewards for their capture. In future worlds, this bulletin board will update with posters for criminals in your local area. Turning in one of these criminals, provided they have suffered minimal harm, along with the appropriate poster will always result in a payout to you, without the need for you to have any requisite licenses or the like to operate as a bounty hunter.

[200cp, Discounted for Portal Masters] Piggy Bank

A magic item, in the form of a golden piggy bank. When you have it on your person, upon defeating an enemy, they will drop a small amount of the local currency. You will only be able to get currency out of the same enemy once per day. Should you be a Portal Master, by placing the Piggy Back on your Portal, this effect will instead by applied to all you have currently sent through the Portal.

Should the Piggy Bank be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Portal Masters] Health Regenifier

A stone circle, with a diameter of a few metres. By standing still on the circle for a few moments, your health will rapidly replenish until you are fully restored. Should the health regenifier be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Portal Masters] Mirror of Mystery

A large standing mirror. The sides of the frame lead into bat-like and feather wing styled outgrowths. By entering the mirror, one can travel to a mirror universe, where good guys are bad and vice versa. The mirror can be found in both universes, allowing safe return, though only you and your companions will be able to actually use it (should 'mirror' versions of you or your companions exists, they will not be able to use it).

In future worlds, this mirror will instead connect to an equivalent alternate universe to the world you are currently in. If none is known to already exist, the mirror will ensure the presence of one nonetheless. Should the mirror be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Skylander Items

[100cp, Free to Skylanders] Complete Skystones Smash Collection

A full set of one of every single type of Skystones Smash compatible Skystones that can be found in Skylands. With these you could create a deck powerful enough to breeze past any Skystones Smash challenger you come across. Or, if you felt like a challenge, you could make a more balanced deck. It also comes with a nice cloth game mat, that is resistant to stains and tears. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Skylanders] Rainbow Hat

Quite possibly the most powerful hat in all of Skylands, Rainbow Hats are usually reserved for a select few. They are small rainbows, with tiny clouds on each end, that float over the wearer's head. The Rainbow Hat gives the wearer a moderate increase to their strength, speed, and durability. It also gives off the impression that the wearer has overcome great hardship. Should the hat be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Skylanders] Traptanium

A supply of Traptanium, the strongest material in Skylands. No other material in Skylands is strong enough to damage it. At the same time, it remains fairly lightweight. Further, it can be attuned to a specific Skylands element. Doing so allows that element to be easily channelled through it, and prevents it from being damaged by Traptanium not attuned to that same element. Lastly, Traptanium can also be used to imprison creatures, keeping them alive without need of food, drink, or air, but otherwise unable to escape with outside help.

Used wisely, you have enough Traptanium to forge a single weapon, or to make a small number of Traps. This supply will be fully restored at the start of each new jump. Post-chain, it will be restored every ten years.

[600cp, Discounted for Skylanders] Jumper Academy

A large, floating island, with an academy constructed on top of it. It will be up to you to supply the staff, provide the curriculum, and bring in students. The academy provides sufficient living space for you and all of your companions, with its internal size growing as needed in order to accommodate this. Your inactive companions will even be able to stay here, provided they remain on the island. Just try not to fall off.

In future worlds, you may choose whether the academy appears in an appropriate location, or is attached to your Warehouse by a special gateway.

Villain Items

[100cp, Free to Villains] Nice Chair

An extremely comfortable chair, in a colour and design matching your preferences. It is even capable of swivelling around, perfect for the classic villain reveal. Should the chair be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Villains] K Troll Radio

By purchasing this item, you will ensure the existence of K Troll Radio in every future world you visit. This radio station is host to The Cold Front with DJ Chill Bill, and operates out of some location you will never be able to find. The show provides news of interest to villains and ne'er-do-wells, takes song requests, and even holds regular contests for cash prizes. If you took Chill Bill as a companion, you may decide whether the host is a different Chill Bill or the same one. If you want your Chill Bill to be the same one, he will mysteriously disappear whenever you attempt to tune in, in order for him to do his job.

In order to listen in, you will be provided with a complementary radio. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Villains] Doom Challenge Statue

A large stone statue of Kaos, which cackles maniacally when approached. By touching it, you are sent to a special training space. In this space, you will face waves of enemies, 100 waves in total. The first wave is something beatable by a Skylander just starting out, and each wave will become more challenging, until wave 100, which will be challenging even for a very experienced Skylander. To begin with, you must enter at the first wave. However, at the end of every tenth wave (excluding 100), you gain the ability to instead enter at that point (11^{th}, 21^{st}, etc.). You may leave at any time, and being defeated will automatically eject you from this space. The statue being destroyed will also eject you from this space.

You may bring in whatever items you feel are needed. You may only take out what you bring in, and you can never lose anything in this space. You will never suffer true death or chain failure by losing here, so feel free to push yourself.

Starting from your next jump, at the end of each jump, the state will open up a new 100 waves, featuring standard enemies from the setting you have just visited, and roughly scaling based on the power levels shown in that setting. It will also retroactively do this for jumps you had visited prior to this one.

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

[600cp, Discounted for Villains] Ultimate Weapon Plans

A set of blueprints detailing the construction of an Ultimate Weapon. It will require large amounts of Traptanium to build, as well as something extremely stinky to power it. When complete, it will be a satellite with a large laser attached. The laser will be able to shrink city-sized areas down and trap them into snowglobes. Additionally, you will be able to harness the power of the Ultimate Weapon, channelling it into yourself in order for a massive power increase. You will be able to see back through scrying as described in the True Sight perk, and can create Traptanium blades at will, and will be able to telekinetically control up to 12 of them at a time. However, this is not permanent, as sufficient damage will knock this power out of you and it will be lost. Also, empowering yourself in such a way will render the Ultimate Weapon inoperable, and you will have to construct a new one if you wish to use it again.

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

General Items

[Free] Basic Skystones Smash Deck

A basic deck of six Skystones, for use in the game of Skystones Smash. Although it is enough for you to play, actually winning games with this deck will prove very challenging. You should seek better Skystones if you wish to win consistently. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Skylanders: Trap Team Game Bundle

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

- A 2014-era television.
- Either a PlayStation 3, a PlayStation 4, an Xbox 360, an Xbox One, a Nintendo Wii, or a Nintendo Wii U.
- Two controllers for your chosen console.
- A Nintendo 3DS.
- Any one Skylanders: Trap Team Starter Pack, your preference of edition, for your chosen console, as well as one for the Nintendo 3DS.

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

[50cp] Complete Skylanders: Trap Team Toy Collection

A set of one of each of every single Skylanders toy released at or post-launch of Skylanders: Trap Team, up until the release of Skylanders: SuperChargers. These ones are actually just toys, not beings sent from another world. They come with a handy Skylanders: Trap Teamed themed carry case, capable of storing all of them. The toy Traps will come separately, in a Trap Team branded wooden chest, that neatly organises and displays the Traps. This collection includes the first wave Eon's Elite Skylanders, which come in small dioramas, and display nicely. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Jumplanders: Jump Team 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 Eon's Elite perk, the counterpart toy will have the nicer paint job and accompanying diorama those toys come with. 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: Trap Team Novelty Hat Collection

A set of novelty hats, modelled after the collectible hats in Skylanders: Trap Team. 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.

[50cp] Trinkets, Odds and Ends, That Sort of Thing

A set of one of every single Trinket that can be found within Skylanders: Trap Team. Trinkets are various fashion accessories, including medals, pins, and plushies that confer no additional benefit

when worn. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp, 2 free with the Sealing Perk] Traptanium Trap

A small crystal of Traptanium. It is capable of trapping a much larger creature inside of it, should one possess a talent for sealing. While inside, they will not need to eat, drink or breathe. They will be aware of what is happening around them, and can communicate with the outside. You may summon the creature stored in the Trap, where they will be able to act for a limited window of time, before automatically returning to the Trap. Those summoned out in this way are quite a bit weaker than they would otherwise be, having not completely left the Trap. You can of course recall them earlier than that, or release them from the Trap completely if you like. Each Trap is limited to storing only one creature at a time, or rarely two if they are captured at the same time. You will need to empty your Trap in some way in order to capture someone new.

Each crystal is attuned to a specific Skylands element (decided upon purchase), and within this jump you will only be able to use them to capture those who possess that same element. Post-jump, this restriction is removed, and using the same element will instead allow you to capture the target slightly easier. You will not be able to capture Kaos with these Traps; you will require a Trap specifically designed for him.

If you prefer, you may choose to have your Trap pre-loaded with a data version of one of the canon trappable Villains possessing the appropriate element. The difference with these data versions is that they are not truly alive, and when summoned out it is instead the summoner who controls their actions. These data versions still fill up the crystal, so you would have to empty the crystal to capture someone new. Additionally, you cannot release the data version from the crystal; attempting to do so merely deletes the data.

At the end of each jump, anyone caught in your Traps will be automatically ejected from them (this does not apply to the data versions). Alternatively, you may choose to leave someone in the Trap, but you will have to leave that crystal behind, and it will not be replaced from that point on.

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

[100cp] Kaos Trap

A pitch-black Traptanium Trap. The top of the crystal is shaped like the head of Kaos. Naturally, that is because this Trap has been crafted specifically for him. This is the only Trap that can house him properly, and it is unable to store anyone other than him (as with the other Traps, this restriction will be removed at the end of the jump). As with other Traps, he will be much weaker than he would otherwise be, and can only be summoned for a limited amount of time before returning to the Trap to recharge. Nevertheless, Kaos is noticeably more powerful than any of the other canon trappable Villains.

Like with the standard Trap, you may opt for a pre-loaded data version of Kaos. Again, the data version is not truly alive, will be controlled by the summoner directly instead of acting on their own, and attempting to release them from the Trap will merely delete their data.

At the end of each jump, anyone caught in this Trap will be automatically ejected from it (this does not apply to the data versions). Alternatively, you may choose to leave someone in this Trap, but you will have to leave it behind, and it will not be replaced from that point on.

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

[100cp] Blaster Gun

A futuristic gun that shoots simple laser blasts. You will never need to worry about it running out of ammo. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Exploding Acorns

An endless supply of acorns, which you will be able to produce on demand, no matter how improbable that would be. When thrown, these acorns explode on impact. Though damage dealt is minimal, this can cause a temporary stun effect on those that are hit with the acorn.

[100cp] Magic Baskets

A supply of magical baskets, which you will be able to produce on demand, no matter how improbable that would be. When standing in one, you will be able to move around at your normal speed, without the basket impeding your movement. Additionally, you are able to launch yourself out of the basket, allowing you to charge into enemies. If you launch yourself into a different basket, you can choose to either immediately launch yourself again, or to explode the basket you crash into. You will never be harmed by your baskets exploding.

[100cp] Magic Carpet

A small carpet, able to fly according to its owner's wishes. It is capable of supporting the weight of one or two people, but more than that renders it unable to fly. Should your magic carpet be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Magic Flute

A magic pungi flute. When blow into, it fires off a magical projectile. Playing the flute correctly, in tune with a song, will cause these projectiles to become more powerful. Should your flute be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Power Discs

A supply of spiked discs, designed to be used as thrown weapons. 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] Shredding Shield

A metal shield, that greatly resembles a fan. It possesses sharp metal blades that can be made to rapidly spin, allowing the shield to also serve as an offensive implement. Should your shield be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Supply of Bombs

A supply of small, hand-sized bombs. Though perhaps not individually powerful, 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] Supply of Explosive Peppers

A supply of red peppers, which explode when thrown. They also can be safely used as spicy ingredients, if you're careful with them during preparation. Though perhaps not individually powerful, 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.

[200cp] Blazing Bellows

A double-barrelled flamethrower, which never seems to run out of fuel. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Bone Harp

A musical harp, made from bone. Playing the harp will fire off magical energy in the shape of musical notes, as a ranged attack. The harp also possesses an axe-like installation on the top, allowing it to also be used as a melee weapon. Should the harp be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Chopper Pack

A backpack, with attached helicopter-like blades. It allows you to fly, and the blades are durable enough to be used as a weapon. It is also equipped with a supply of weak missile, providing you with a ranged attack option. You will never need to worry about running out of fuel or ammunition. Should your Chopper Pack be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Freeze Ray

A ray gun, which freezes enemies solid. Freezing will not cause any permanent damage, and those frozen will eventually be able to break out of the ice. The stronger they are, the easier time they will

have with this. Should the freeze ray be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Pavement Peeler

An odd-looking motorbike. Instead of tires, instead it uses a tread that is held in a triangle shape by the motorbike's frame. The tread is fairly durable, allowing the bike to run over enemies without risk of damaging it. Driving the bike will take some skill, as looking directly in front of you will be made impossible by the tread. The bike will never seem to run out of fuel. Should the bike be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Saw Sword and Wheel Shield

A set of wooden equipment. The sword has jagged edges, allowing it to also be used as a saw. The shield is in the shape of a ship's wheel, and can somehow fire fish out at your enemies. Where these fish come from is a mystery. Should either the sword or shield be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Threatpack

A wearable jetpack. It also comes with a supply of weak, homing, water missiles. You will never run out of fuel or ammo for these. Should the jetpack be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Tomato Launcher

A large gun that launches exploding tomatoes. By holding down the trigger, you can instead launch an extra-large tomato, big enough for you to roll around on if you wanted. The underside of the gun has a zucchini launcher attachment, which delivers close-range bursts. The gun never seems to run out of tomatoes and zucchinis, and they fortunately do not go bad as long as they remain in the gun. Should the gun be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[300cp] Bruiser Cruiser

A large mech suit. The cockpit is a small platform, protected by glass. The suit operates off of motion controls, requiring you to stand on the platform. It will never run out of fuel. Should the mech be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[300cp] Shrednaught

A large, two-person chainsaw machine. The first person steers and drives the machine around, whilst the other controls the large chainsaw, which is capable of 360 degrees of movement. It will never run out of fuel. Should the machine be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[300cp] Smoke Scream

A large two-legged mech, which is capable of walking around and attacking with bursts of flame. It will never run out of fuel. Should the mech be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[300cp, First free with the Trap Master Perk] Traptanium Weapon

A personal weapon, made out of Traptanium, and stained in a Skylands element of your choosing, attuning it to that element, and making it easier to channel that element through the weapon if you also possess it. You may use this option to acquire a copy of any of the Trap Teams' weapons, though you are not limited to taking it in the same element as its counterpart. Check the notes section for a list of available options for this. Your Traptanium weapon will glow in the presence of evil creatures, which it deals additional damage to, as well as in the presence of large deposits of Traptanium.

You may of course import a weapon into this item. Any weapon designed for a single person to wield can qualify. In the event of a weapon being part of a two-piece set, such as dual-wielding swords, you may import both parts into this option, for no extra cost.

Should you import, or purchase a new ranged weapon, it will come with an endless supply of Traptanium ammunition.

Should your Traptanium weapon be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[300cp] Trolling Thunder

A single-person tank. It has been designed to somewhat resemble the head of a troll. The 'nose' serves as a cannon. It will never run out of either fuel or ammunition. Should the tank be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

-Companions-

[Free] Starter Pack

In a world such as this, it seems even the bad guys have someone to pal around with. To get you started, you are entitled to two free purchases of any of the 50cp companion options. If you are a Portal Master looking to add to your team, Snap Shot and Food Fight are eager to assist.

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, affording them 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, most of these Skylanders in their statue forms have red bases. 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 Rocky Roll, who are 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, non-Villain character appearing in Skylanders: Trap Team, that is not otherwise listed in the companion section. You may however, use this option to recruit Glumshanks.

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

[Free] Special Sidekick Import

Did you acquire Sidekicks in either the Skylanders: Spyro's Adventure, or Skylanders: Giants jumps? If so, you may import them via this special option. Having gone through training at Skylanders Academy, they have become full-fledged Mini Skylanders. If the Sidekick was the counterpart of a canon Skylander, they receive all powers and abilities possess by the usual iteration of that Skylander. If not, they receive 600cp to spend on perks, items, and their species, and have the Skylander Origin. They cannot purchase companions. In either case, they also receive the Mini perk for free.

Unfortunately, any Sidekicks imported in this manner lose their immunity to damage, and will begin taking up a companion slot at the end of this jump.

[Free] Spirit of Eon

Cannot be purchased if you took the Returning from Cloudbreak 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] Skaletones

A band of five skeletons: Crossbones, Bag O' Bones, Ribz, Rattlin' Rhoda, and T-Bone. Crossbones serves as leader. The Skaletones have no combat ability, but are excellent musicians, and will happily play for you whenever you ask. Strangely, in future worlds no one seems to take notice of them being skeletons, even in worlds where that would be extremely odd, or even horrifying. Unless imported in a future jump, they don't take up a companion slot. If you do choose to import them, you may decide whether to import them individually, or keep them as a group companion, with all purchases they make being evenly split between them.

[200cp per.] Villain

For 200cp each, you may recruit any of the canon trappable Villains, with the exceptions of Kaos and the Golden Queen. For a complete list of available Villains, check the Notes section. For Shrednaught, who is actually 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.

[400cp] Golden Queen

The Golden Queen is the leader of the Doom Raiders, who once terrorised Skylands. She has the ability to manipulate gold in various ways, and is very powerful, able to handily defeat Kaos in a one-on-one contest. She is obsessed with gold, and villainy to her is a pathway to obtaining as much of it as possible.

[600cp] Ultra Traptanium-Powered Kaos

Call me Ultimate Traptanium-Powered Emperor KAOS! Yes, I like the sound of that. HAHAHAHA! What's that? Join you? Oh… very well. But I'm in charge, got it? As if the great KAOS would ever be reduced to acting as another's minion!

This is an alternate universe Kaos, who has already undergone the 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, and cannot be knocked out of this state at all. Ultra Traptanium-Powered Kaos has the power of a Portal Master, is a skilled magician, and now has gained various Traptanium-induced powers. His skin has become a sickly blue, he has grown significantly larger, and his eyes are featureless. What were once his legs have become a pillar of Traptanium. Though he can no longer walk, he instead now has the power of flight. Using this Traptanium, he is able to create energy shockwaves, as well as generate energy underneath him to keep other at a distance. He has also grown wings, though he does not actually require these for his flight. He can detect those scrying him, such as via a Portal, and can look back through these devices. Finally, he is also able to create large Traptanium blades at will. Not only can he wield these with his hands, but he is also capable of telekinetically controlling up to twelve of these blades at a time.

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 Returning from Cloudbreak.

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 Returning from Cloudbreak.

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] Returning from Cloudbreak

With this toggle, you carry over the events of the Skylanders: Spyro's Adventure, Skylanders: Giants, and Skylanders: SWAP Force jumps, provided you have taken those jumps prior to this one. You may only carry through a single continuity, so unless you took a continuity toggle in those jumps you will be limited to importing the effects of a single jump.

[0cp] Toys-to-life

Requires the Portal Master Origin.

Instead of arriving in Skylands, you instead arrive on Earth in the year 2014. 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 Traptanium Portal is much smaller, made of plastic, and battery operated. You will be able to interact with Skylands via a combination of your toy Traptanium Portal 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 Traptanium Portal 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] Same Trap Team Name, Different Trap Team Game

By taking this drawback, you ensure that the events of Skylanders: Trap Team for the Nintendo 3DS will also occur sometime during your stay. Hugo will accidentally release the Dream Sheep and his Nightmare Villains from the Realm of Dreams, and it will be up to the Portal Master and their Skylanders to put a stop to them.

[0cp] Return of the Dragon King

By taking this drawback, you ensure the events of the Skylanders: Trap Team comics (Skylanders Issues 1-11) will occur sometime during your stay. Perhaps the biggest event, is the revival of Malefor by the fairy Calliope, and his subsequent attack on the Skylanders.

The Skylanders comics mostly fit into the game timeline, however there are various continuity errors. By taking this toggle, the comics will act as the higher source of continuity, with contradictions being resolved in their favour.

[0cp] Rift into Overdrive

By taking this drawback, you ensure the events of the Skylanders: SuperChargers prequel comic, Rift into Overdrive, will occur late in your stay. Kaos will be freed from his Traptanium prison, using the remaining piece of The Darkness, and will begin the near-total domination of Skylands. Meanwhile, the Skylanders will find and activate long-lost Rift Engines, transforming some of them into SuperChargers.

The Skylanders comics mostly fit into the game timeline, however there are various continuity errors. By taking this toggle, the comics will act as the higher source of continuity, with contradictions being resolved in their favour.

[0cp] Unexpected Allies

Requires the Rift into Overdrive drawback.

By taking this drawback, you ensure the events of the Skylanders: SuperChargers prequel comic, Unexpected Allies, will occur late in your stay. Nintendo all-stars, Bowser and Donkey Kong, will be pulled into Skylands, and after some battling will be transformed into SuperChargers.

The Skylanders comics mostly fit into the game timeline, however there are various continuity errors. By taking this toggle, the comics will act as the higher source of continuity, with contradictions being resolved in their favour.

[+100cp] Sameface

You look just like everybody else. It will be hard to tell you apart from other members of your species. This also reduces you to an average appearance, and nullifies any appearance enhancing effects.

[+100cp] OMG!

LOL Jumper, you soooo totally speak like a teenage girl, including using text abbreviations in actual speech. TTYL!

[+200cp] Egotist

You have developed a massive ego. It will blind you to your faults, vastly overestimate your ability, and will strongly colour your recollection of past events to put yourself in the best light possible. Without someone to keep you in check, things could go very poorly for you.

[+200cp] Cursed

You are cursed Jumper. Or, at least, you think you are. This 'curse' will lead you into making poor decisions. Worse still, the more you dwell on your decision making, the worse things will get, as you make poor decisions in attempts to avoid making poor decisions. No amount of convincing will be able to get you to accept that this is all in your head, either.

[+300cp] Mirror Jumper

It seems the attempted invasion of this universe by the mirror one is going to pose a much bigger problem due to a new inhabitant of the mirror universe – you! This Mirror Jumper has all of your powers, abilities, and items, as well as a personality opposite to yours. Regardless, they are somehow aligned with Evilon. If they are evil, they will serve him willingly, with sufficiently powerful evil Mirror Jumpers actually taking over as ruler and having Evilon be the subordinate. If the Mirror Jumper is good, then they will have been successfully enslaved by Evilon, and have no choice but to obey him. Unfortunately, you will find it impossible to gain anything from this Mirror Jumper. You cannot steal items from them, you cannot eat them to gain their powers, you cannot turn them into companions or followers, nothing. No matter what, they will only ever be an obstacle to your goals.

[+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 as 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 Returning from Cloudbreak:

You are not able to take the Familiar Faces or They Ruined Spyro! toggles along with Returning from Cloudbreak. This is because Returning from Cloudbreak will carry those things over from the prior Skylanders jumps. 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 ten different elements, with Light and Dark being newly discovered during the events of Trap Team. 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 Trap Team, there are two active Portal Masters, they are the Dark Portal Master Kaos, and the Portal Master Eon has taken under his wing. 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: Trap Team. 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, Giants, and Swap Force (in case someone was to pick up this game first), though it is likely. 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. Kaos refers to the Portal Master as male at one point, though this may have been an oversight on the developer's part instead of a canon indication.

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 the Trap Team?

The Trap Team are a group of Skylanders who wield Traptanium weapons. In the past, they defeated and captured a group of villains known as the Doom Raiders. After imprisoning them in Cloudcracker Prison, they served as wardens. That is, until recently, when the prison was destroyed, and they were sent to Earth in statue form.

What are the canon Traptanium Weapons?

Here is a rundown on the Traptanium Weapons demonstrated in Skylanders: Trap Team.

- Blastermind: Uses Traptanium attached to a helmet which enhances his pre-existing psychic ability.
- Bushwhack: Uses a large Traptanium axe.
- Enigma: Uses a Traptanium staff to channel his pre-existing magical power.
- Gearshift: Uses a large Traptanium gear, that can switch between three modes. Hoop mode spins around the waist as a close-range weapon, and can combined with a cartwheel as a fast-moving attack. Dual mode splits the gear into the pieces, which can be wielded like swords. Fragment mode allows the gear to fire off pieces off itself as a ranged attack, which quickly warp back to their original place on the gear after impact.
- Gusto: Uses a large Traptanium boomerang.
- Head Rush: Uses large Traptanium horns attached to a helmet, for ramming into enemies.
- Jawbreaker: Uses twin Traptanium gauntlets.
- Ka-Boom: Uses a portable Traptanium cannon.
- Knight Light: Uses a Traptanium scimitar.
- Knight Mare: Uses a Traptanium flamberge.
- Krypt King: Uses a Traptanium broadsword.
- Lob-Star: Uses large Traptanium throwing stars.
- Short Cut: Uses large Traptanium scissors.
- Snap Shot: Uses a Traptanium bow along with Traptanium arrows. The bow has a magic string that only appears when the wielder is ready to launch an arrow. The arrows are quite large, as well as bladed allowing them to also be used as a close-range weapon as well as a projectile.

- Thunderbolt: Uses a large, forked, Traptanium sword known as a Thundersword, to channel his existing electrical powers through.
- Tuff Luck: Uses twin Traptanium warblades.
- Wallop: Uses twin Traptanium hammers.
- Wildfire: Uses a large Traptanium shield. With his existing power, he can temporarily merge with the shield to take on a Lion Form.

Which Skylanders are available?

First, we'll start with the Trap Team. They are: Blastermind, Bushwhack, Dark Snap Shot, Dark Wildfire, Enigma, Gearshift, Gusto, Head Rush, Jawbreaker, Ka-Boom, Knight Light, Knight Mare, Krypt King, Legendary Bushwhack, Legendary Jawbreaker, Lob-Star, Nitro Head Rush, Nitro Krypt King, Short Cut, Snap Shot, Thunderbolt, Tuff Luck, Wallop, Wildfire, and Winterfest Lob-Star.

Next, we'll cover the Mini Skylanders. They are: Barkley, Bop, Breeze, Drobit, Eggsellent Weeruptor, Eye Small, Gill Runt, Gnarly Barkley, Hijinx, Mini Jini, Pet Vac, Power Punch Pet Vac, Small Fry, Spry, Terrabite, Thumpling, Trigger Snappy, Weeruptor, and Whisper Elf.

Here are the new core (non-Trap Team) Skylanders. They are: Bat Spin, Blackout, Blades, Chopper, Cobra Cadabra, Dark Food Fight, Deja Vu, Echo, Fist Bump, Fling Kong, Flip Wreck, Food Fight, Funny Bone, High Five, King Cobra Cadabra, Legendary Blades, Legendary Deja Vu, Rocky Roll, Spotlight, Torch, Trail Blazer, and Tread Head.

Here are the Eon's Elite Skylanders. All of these are returning Skylanders. They are: Elite Chop Chop, Elite Eruptor, Elite Gill Grunt, Elite Spyro, Elite Stealth Elf, Elite Terrafin, Elite Trigger Happy, and Elite Whirlwind.

Last, here are the other returning Skylanders. They are: Fizzy Frenzy Pop Fizz (Series 3), Full Blast Jet-Vac (Series 3), Hog Wild Fryno (Series 2), Love Potion Pop Fizz (Series 3), Sure Shot Shroomboom (Series 2), and Tidal Wave Gill Grunt (Series 4).

Which Villains are available?

The following Villains are available to recruit using the Villain companion option: Bad Juju, Blaster-Tron, Bomb Shell, Bone Chompy, Brawl and Chain, Brawlrus, Broccoli Guy, Bruiser Cruiser, Buzzer Beak, Chef Pepper Jack, Chill Bill, Chomp Chest, Chompy, Chompy Mage, Cross Crow, Cuckoo Clocker, Dr. Krankcase, Dreamcatcher, Eye Five, Eye Scream, Fisticuffs, Grave Clobber, Grinnade, Hood Sickle, Krankenstein, Lob Goblin, Luminous, Mab Lobs, Masker Mind, Nightshade, Outlaw Brawl and Chain, Pain-Yatta, Rage Mage, Rebel Lob Goblin, Red Hot Tussle Sprout, Riot Shield Shredder, Scrap Shooter, Sheep Creep, Shield Shredder, Shrednaught, Slobber Trap, Smoke Scream, Steamed Broccoli Guy, Steampunk Shrednaught, Tae Kwon Crow, The Gulper, Threatpack, Trolling Thunder, Tussle Sprout, and Wolfgang.

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 begin with Eon explaining the present situation to the Portal Master. Some time ago, a group of villains, known as the Doom Raiders, were defeated and captured by a group of Sylanders known as the Trap Team. They were held in Cloudcracker Prison, with the Trap Team serving as wardens, until just recently, when Kaos destroyed the prison, and freed them. The Trap Team were caught in the explosion, and sent to Earth in statue form.

Meanwhile, an opening ceremony is being held for the newly constructed Skylanders Academy, a place to train prospective recruits, and to serve as a base of operations for the group as a whole. The ceremony is interrupted by The Gulper (a villain) crashing into the nearby Soda Springs. Skylander trainer Buzz, heads there to check it out. After meeting up with the Skylanders, they defeat The Gulper. As The Gulper was locked up in Cloudcracker Prison, the heroes quickly discover the prison has been destroyed. They head to Know-It-All Island, to gather intel about the escaped villains.

While this occurs, Kaos explains to the Doom Raiders how he freed them, expecting them to serve under him. The Doom Raiders, led by the Golden Queen, refuse. They allow Kaos to hang around, but otherwise do what they want.

With the intel on who escaped the prison, the Skylanders first head to Chompy Mountain, to recapture the Chompy Mage (sent to the prison off-screen sometime after Giants). They succeed.

The Doom Raiders are upset at the loss of their ally, but the Golden Queen states that the Chompy Mage had already located enough Traptanium for her to build her Ultimate Weapon, so he is no longer needed. Kaos spies on the Doom Raiders, deciding to undermine their efforts.

The Skylanders go after the Doom Raider, Chef Pepper Jack next. They head to Phoenix Psanctuary, where the Phoenix Chicken lays magical eggs once a year. Due to Kaos' sabotage, Chef Pepper Jack is unable to steal the Phoenix Chicken, but manages to get away with an egg. The Skylanders pursue him to his airship, where he is defeated.

Dreamcatcher, a Doom Raider, informs the others of his capture. During discussion, Kaos learns that the Golden Queen's goal is to obtain all the gold in the world. He is outraged, declares her 'not evil enough', and challenges her for the leadership of the group. She defeats him handily, and he is cast out, alone.

Needing more information on the activities of the Doom Raiders, the Skylanders head to Rainfish Riviera, in search of an Information Squid left behind by Mags, an academy staff member. They find what appears to be the squid, but when they bring it back to the academy, it transforms, revealing it to have been Kaos. He seeks the aid of the Skylanders, and gives them information on one of the Doom Raiders, Dreamcatcher.

The Skylanders head to Monster Marsh to capture her, but she escapes. Kaos informs them that she has likely gone to Telescope Towers to gain information on Traptanium for the Doom Raiders. The

Skylanders are able to capture her there, but not before she can acquire the needed information and pass it along to the other Doom Raiders.

Kaos informs the Skylanders that the Doom Raiders are likely to attack Mystic Mill, in order to use it to create wooden soldiers to serve as an army. The Skylanders successfully drive off the villains from the mill. Kaos then explains that the weapon the Doom Raiders are making will need something extremely stinky in order to power it. He tells them about the Secret Sewers of Supreme Stink, which will have goo stinky enough for the weapon to work. The Skylanders successfully defend the sewers against the villains as well.

The Doom Raiders panic a bit, as the goo is the only thing stinky enough to fuel the weapon. However, a Doom Raider known as Dr. Krankcase suggests that they could try aging a slice of cheese 10,000 years in order for it to become stinky enough. In order for them to do this, the Doom Raiders would need to capture Kaos, in order to use his Portal Master powers for time travel. They set a trap.

Kaos is sent a flyer detailing new ownership of a Wilikin Workshop belonging to him. Outraged, he asks for assistance in retaking it from the Doom Raiders. The Skylanders travel to the workshop, and though they are able to capture Dr. Krankcase, another Doom Raider, Wolfgang, is able to kidnap Kaos.

The Skylanders pursue Wolfgang to Time Town, where they are able to rescue Kaos, but not before Wolfgang is able to escape 10,000 years into the future. With the help of a local Mabu called Da Pinchi, the Portal Master is able to send the Skylanders into the future as well. Wolfgang has almost completed a massive speaker called the Big Bad Woofer, which would be capable of both destroying Skylands as well as mind control its inhabitants. The Skylanders destroy the Big Bad Woofer and capture Wolfgang, but he has already sent the cheese back to the Golden Queen.

The Golden Queen activates the Ultimate Weapon, and threatens all of Skylands with it. As a demonstration, she turns Time Town into a snowglobe. In order to locate the Golden Queen, the Skylanders first steal a rocket from some trolls, allowing them access to the Skyhighlands. There, the Skylanders defeat a band of air pirates, and use their magic gold finder to locate the Golden Queen's lair.

The Skylanders travel through the Golden Desert on the way to the lair. However, the Golden Queen intercepts them. She turns Cali into gold, and kidnaps her. The Skylanders are able to rescue her, and turn her back to normal. Furious, the Golden Queen targets Skylanders Academy with the Ultimate Weapon, and prepares to fire on it. The Skylanders race to the lair and defeat her before she can do so.

However, Kaos takes the opportunity to sneak over to the Ultimate Weapon himself. Using its power, he transforms into Ultra Traptanium-Powered Kaos. Gaining the ability to see the Portal Master through their television screen, he plans to defeat the Portal Master directly, allowing him to finally conquer Skylands.

The Skylanders battle the empowered Kaos. Several times during the fight he attempts to pull the Portal Master into Skylands, but manages only to pull in random objects from Earth. Finally, he is captured. The Skylanders Academy opening ceremony is re-held, and this time goes off without a hitch.

At some point, during or after these events, the Skylanders go on some side adventures. They defeat Nightshade in the Midnight Museum, defeat Luminous at Sunscraper Spire, help Flynn write his autobiography, and stop a mirror universe invasion before it can truly begin.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor formatting fixes.

1.1
(i) Added item import note for clarification. (ii) Minor typo fixes.

1.2
(i) Changed **title image**. (ii) Added a new perk: **Living Toy**. (iii) **Heads Up Display** has been slightly adjusted to allow for interactions with personal inventory/pocket dimension powers, such as the Wallet perk from Skylanders: SWAP Force. (iv) The aesthetic effect of **Trap Master** can now be toggled post-jump. (v) 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. (vi) 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. (vii) Minor typo fixes.