

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. It had long been my duty to watch over the Skylanders, and lead them, but this task has been given to you. And now, you have found the SWAP Force. The SWAP Force was a special team of Skylanders, whose sworn duty was to defend the Cloudbreak Islands, home to a magical volcano. Every 100 years, four ancient creatures known as the Elementals combined their power within the volcano, creating a tremendous eruption that replenishes all of the magic in Skylands. But wherever there is powerful magic, there is also great danger. It was during the last eruption when these Elementals were attacked by servants of The Darkness. In the moment of need, the Skylanders came to the rescue. After an epic battle, the heroes became trapped at the summit of the volcano. Unable to escape the eruption, the magic energy from the blast gave the Skylanders an amazing new power, turning them into: the SWAP Force! But the blast also carried them far away from Skylands – to you. And just in time; Skylands needs your help! A great adventure awaits you, Portal Master. Behold!

-Master Eon explains the origins of the SWAP Force to the Portal Master

You arrive in this world as Flynn flies his airship into Mount Cloudbreak to escape the enemy. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Free] Humanoid

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

[Free] Bear

You are an anthropomorphic bear. The Skylander, Zoo Lou, is a bear.

[Free] Feline

You are a humanoid, cat-like creature. The SWAP Force Skylander, Freeze Blade, is a feline.

[Free] Fox

Like Tessa, you are a humanoid fox, though your face is perhaps closer to a cat's than a fox's. Foxes are a common species within the Cloudbreak Islands.

[Free] Frost Elf

A subspecies of Elf, found within the Cloudbreak Islands. Where the common Elf typically has green skin and blue hair, Frost Elves possess a pale blue skin, and red hair. Unlike regular Elves, Frost Elves also possess pupils on their eyes.

[Free] Mabu

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

[Free] Owl

You are a humanoid, owl-like creature. The SWAP Force Skylander, Hoot Loop, is an owl.

[100cp] Feathercat

You are a large, winged cat. Your wings grant you the ability to fly, and you possess sharp claws to slash at your enemies. The Skylander, Scratch, is a feathercat.

[100cp] Fish

You are a humanoid fish. This allows you to breathe both on land as well as under water, but provides no other benefits. The Skylander, Rip Tide, is a fish.

[100cp] Golem

You are a humanoid golem, made of stone. This provides you with more strength and durability than most, but no other notable advantages.

[100cp] Mermasquid

As a squid-like humanoid, your lower body ends in six tentacles, which you can use to slap your enemies with impressive force, as well as fire out ink to blind them. The SWAP Force Skylander, Wash Buckler, is a mermasquid.

[100cp] Spider

Like Mesmeralda, you are an odd, spider-like creature. Your 'hair' has the appearance of spider-like legs. Your two eyes lack pupils, but softly glow either purple or pink. You possess four arms instead of two. Your lower body trails off into nothingness, and you hover slightly above the ground.

[200cp] Beetle

You are a large beetle, the size of a human. You are able to hover a small distance above the ground using your wings. Additionally, you are able to tap into magic inherent to you in order to create a Dune Ball. This small magic ball can be rolled around in order for it to grow in size. Enemies larger than the ball will be damaged by it, and enemies smaller than it can become trapped inside the ball, taking damage over time until they can escape. As you grow in power, you will be able to create more powerful Dune Balls.

[200cp] Drilla

You are a Drilla, an odd creature superficially resembling a gorilla. You are able to turn your hands and feet into drills; by putting your hands or feet together, you can form them into an even larger drill. You also are naturally liked by monkeys, and any you encounter will be initially friendly towards you.

[200cp] Electric Eel

Like Punk Shock, you are an anthropomorphic eel. You have a tail, which is capable of generating electricity, allowing it to serve as an effective natural weapon. You are also capable of creating large 'water bombs' which you can use both as an attack, and also to soak an area to use in combination with your electricity.

[200cp] Furnace Knight

As a furnace knight, you are a living suit of armour, housing flames. You are able to breathe fire, as well as hover above the ground slightly.

Should you possess a suitable set of armour already, you may choose to import it as your body.

[200cp] Living Beehive

Like the Skylander, Bumble Blast, you are an anthropomorphic beehive. The lower half of your head serves as the beehive proper, while the rest of your body is made from wood, providing some additional durability. Bees naturally settle within your beehive, producing honey at a much faster rate than normal. Adding bees will not increase the size of your hive, and you can have as many bees in your hive as you can fit in there. Any bees that settle in your beehive will become fiercely loyal to you, prioritising your survival above all else. The honey produced in your beehive is delicious, but can also be spit up by you to damage enemies and slow them down. You can also spit up beehive mines, that explode into a swarm of bees when approached by an enemy.

[200cp] Pufferthorn

A spiky creature, generally considered 'cute' within Skylands. Pufferthorns bear some resemblance to pufferfish, though unlike them they possess small wings enabling flight, and cannot breathe underwater. Pufferthorns are capable of rapidly inhaling air to puff themselves up, exposing their spikes more prominently as a defensive mechanism. They can fire these spikes out of their body; after a few moments these spikes will regrow. Lastly, they able to expel the air they inhaled to puff up in order to fire a burst of high-pressure air as an attack.

[200cp] Rattlesnake

You are a rattlesnake-like humanoid. Instead of legs, your lower body is that of a rattlesnake's. You possess a purple snakeskin which can absorb a single powerful attack into itself, nullifying the

damage you would normally take from that attack. After which, the purple snakeskin will fall off, revealing a yellow snakeskin underneath. The yellow snakeskin does not possess this property. After an hour or so, the purple snakeskin will regrow. Shedding and regrowing your snakeskin is painless, quick, and is not uncomfortable or unpleasant.

[200cp] Rhino

Like Fryno, you are an anthropomorphic rhinoceros. Your powerful body boasts superior strength and toughness. You can also channel any Skylands element you possess into your fists and your horn, increasing their power, and providing you with elemental attacks.

[200cp] Scorpion

You are an anthropomorphic scorpion. You have a tail stinger, capable of injecting others with a strong poison. Your two arms end in claws, which make for effective natural weapons. The claws are also capable of firing emerald-coloured crystals, which behave as sticky bombs. On top of all of this, you are able to curl up into a ball shape, allowing you to dash around quickly.

[200cp] Skunk

You are a skunk-like humanoid, capable of releasing noxious fumes. The fumes are greatly upsetting to those they come into contact with, but you are immune to your own fumes. The fumes can be used as an obscuring cloud to mask your movements, and with practice you may learn to control them further, such as by shaping them into shuriken and throwing them at your enemies. The SWAP Force Skylander, Stink Bomb, is a skunk.

[200cp] Storm Chicken

An odd chicken-like humanoid, with a lightning bolt sticking out the back of its head. As a Storm Chicken, you are able to fire off chain lightning from your eyes. In time, you may learn to further harness the power of storms, channelling wind or electric attacks through your weapons, or summoning mini tornados.

[200cp] Turtle Dinosaur

Like the Skylander, Slobber Tooth, you are a turtle dinosaur. You have a tough shell, with a line of spikes running up the length of the shell. Your head possesses a horn, which you can use to swipe at your enemies, along with a strong jaw for biting. Lastly, you have a heavy, spiky tail to swing into others.

[200cp] Wind-Up Toy

You are a robot, bearing a large resemblance to a wind-up toy. There is a wind-up key permanently lodged in your head. By winding it up, you will receive a temporary enhancement to your strength

and speed. You have two arms ending in claws. These claws can be used as weapons, but also can transform into various weapons, providing you with additional attacks. You can shoot out springs designed to launch enemies into the air, change your claws into cymbals to smash into your foes, turn them into suction cup shooters, and also change them into boxing gloves on a spring.

[200cp/300cp] Vampire

You are a Vampire. 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.

For an additional 100cp (300cp total), you are a strain of Vampire similar to the SWAP Force Skylander, Night Shift. Your lower body, as well as your arms, is made up of a ghostly mist instead of solid matter. This allows you to greatly extend your reach by spreading the mist in your arms thinner. You can also temporarily adopt a misty form, preventing you from harm via conventional attacks. You may only remain in such a form for a few moments before returning to normal.

[300cp] Bomb

Like Countdown, you are an anthropomorphic bomb. Your head is a bomb, and makes up the majority of your form. Your body is a housing for your head, and has attached arms and legs. At the end of each of your arms is a rocket. You are capable of launching your bomb head and your rockets out from your body where they explode on impact. This will not cause your death, and moments later, they reappear in the appropriate location on your body. You are also capable of completely self-destructing. Again, this will not result in your death, and you will reform a few moments later. In either of these cases you reappear in the condition you were in prior to the explosion, so it cannot be used as a means of recovery.

[300cp] Ghost in Living Armour

You are a ghost, possessing a suit of armour. As a ghost, 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. Whilst in your armour, you have complete control over its movements. You may leave the armour behind, but there is a limit to how far you may travel without it. Your lengthy possession of the armour has caused your will to bleed into it; when you are not in your armour, it will be able to act autonomously to protect itself, though it is rather limited to fairly simple attacks, using whatever you leave in its hands.

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

[300cp] Spider-like Robot

You are a robot, of the same model as Spy Rise. You have a roughly humanoid upper body, but your legs are instead four spider-like robot legs. You have outfitted with a large variety of weapon systems. On your left hand is a Spyder Blaster that is capable of firing up to five projectiles at once.

From your right hand, you can launch a stream of web-like projectiles that slow and cocoon your enemies, as well as launch electroweb bombs that apply a similar effect. Your legs can deploy mines, and also have attached laser cannons, as well as a flamethrower.

[300cp] Ultron Robot

You are a robot, of the same model as Magna Charge. You have a roughly humanoid shape, though instead of legs your lower body ends in a large wheel you can race around on. Your left arm has been outfitted with a plasma cannon, which is fairly powerful, but will need to recharge after sustained fire. Your head possesses a single eye, and has magnet-like horns attached to it. This 'magnet' actually affords you some telekinetic ability, allowing you to pick up and throw objects up to your own body weight.

[400cp] Chinese Dragon

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

As a Chinese Dragon, you are a variety of wingless dragon. Unlike most dragons, instead of resting on four legs, you instead stand up on two, possessing arms instead of front legs. You are able to transform yourself into a Chinese dragon parade costume, which is capable of shooting colourful fireworks out of its mouth. In time, you may learn to summon it separately from you, allowing it to move around and attack your enemies for a time, before returning to you.

[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 in the past, some Skylanders attacked a lair where Kaos was experimenting with Petrified Darkness. Kaos was defeated, but the lair exploded. In order to prevent this darkness from escaping, these Skylanders chose to absorb the energy into their body, becoming Dark Skylanders.

Fortunately, Spyro had previously learned to control such power, and with his help these Skylanders were able to control it as well, without losing their sense of self.

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 two 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 either Origin as a Drop-In, with no memories or history in this world.

[400cp] Portal Master

Someone born with the aptitude to wield a Portal, an exceptionally rare skill. Portal Masters acting in the service of good often form strong relationships with Skylanders, who they work with to maintain peace in Skylands. Dark Portal Masters instead rely on various minions to do their bidding. In either case, you are likely to have a profound impact on the fate of this world.

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

[Free] Skylander

The best of the best, chosen to protect Skylands from the forces of evil. Skylanders vary greatly in their tactics, techniques, and backgrounds, but all share the same cause. Most Skylanders presently reside on Earth in statue-like states. You however, have somehow avoided such a fate, and are free to act in Skylands without a Portal Master summoning you there.

-Location-

Roll 1d8, or pay 50cp to choose.

The Cloudbreak Islands are home to many different types of secret areas, so here's a brief rundown. Firstly, you have your standard elemental gate. Only those who possess the appropriate Skylands element may pass through these. Next up, are the dual elemental gates. Similar to the previous gates, these ones require the possession of two Skylands elements. This may be achieved by entering with another who possesses the element you lack, or by somehow possessing two different elements, as some of the SWAP Force combinations do. Finally, are SWAP Zones. These are special challenge areas that can only be accessed by those that possess the correct Movement Type. The magic of Skylands checks for this before entry, so just knowing how to fly, for instance, won't get you into a Rocket zone.

[1] Mount Cloudbreak

Flynn will crash his airship here moments after you arrive. Those who possess Fire, Water, Life, Earth or Air Skylands elements will find themselves stronger here. Mount Cloudbreak is home to Life and Air elemental gates, a Water/Fire dual elemental gate, as well as Rocket, Climb, and Dig SWAP Zones.

[2] Woodburrow

Currently occupied by the Greebles. Should events proceed as normal, the Skylanders will quickly return it to its rightful owners, and it will become a hub for their activities over the course of their adventure.

[3] Cascade Glade

The Greebles are currently holding the Woodburrow Chieftess, along with several councillors, prisoner here. Should events proceed as normal, the Skylanders will free them and return them to Woodburrow. They will also encounter an Evilized creature for the first time. The majority of Skylands elements are represented here, with only Tech and Water of the currently known elements missing out. Cascade Glade is home to Fire and Undead elemental gates, a Tech/Earth dual elemental gates, as well as Bounce, Sneak, and Speed SWAP Zones.

[4] Mudwater Hollow

Home to the Ancient Flashfin, one of the Elementals. The area is broken up by large rivers requiring a boat or large floating platform to navigate. The majority of Skylands elements have zone favouring them here; of the currently known elements, only the Earth and Undead elements are not represented. Mudwater Hollow contains Life and Magic elemental gates, a Water/Undead dual elemental gate, as well as Rocket, Spin, and Teleport SWAP Zones.

[5] Rampant Ruins

A graveyard of destroyed Arkeyan machines, rich in the Petrified Darkness that once powered them. Should events proceed as normal, it is here that the Skylanders will face Evil Glumshanks. Of the currently known Skylands elements, it is only the Magic and Tech elements that do not feature zones empowering and enhancing them. Rampant Ruins contains Earth and Water elemental gates, a Magic/Fire dual elemental gate, as well as Climb, Speed, and Bounce SWAP Zones.

[6] Iron Jaw Gulch

A small town with a decidedly western aesthetic. Should events proceed as normal, it will soon come under the attack of pirate Greebles piloting airships. Once again, the majority of Skylands elements are represented in some form, with only Earth and Water of the currently known elements absent. Iron Jaw Gulch contains Tech and Life elemental gates, an Air/Tech dual elemental gate, as well as Rocket, Dig, and Teleport SWAP Zones.

[7] Kaos' Fortress

Kaos' new base of operations in the Cloudbreak Islands, located in its far outskirts. Incredibly well defended, it serves the dual purpose of keeping out intruders, and also developing new evil technologies. Of the currently known Skylands elements, only Fire and Undead are missing here. Kaos' Fortress contains Earth and Water elemental gates, a Magic/Earth dual elemental gate, as well as Speed, Bounce, and Climb SWAP Zones.

[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] Preeminent Puzzler

You have developed a quick wit, and natural talent for puzzles. With Spark Locks, beam puzzles, and more scattered throughout the Cloudbreak Islands, such a talent will serve you well.

[100cp, Free to Portal Masters] Dramatic Flair

You have a natural talent for acting. Whether you are planning on putting on a show, or just want to indulge in some over the top villainy, this is sure to come in handy.

[200cp, Discounted for Portal Masters] Mix and Match Master

You have a good intuition for how assets at your disposal, be they powers, items, or those under your command, can be best combined. For the Portal Master, this can allow them to best organise minions under their command, or help them decide which SWAP Force combination works best for the present situation.

[200cp, Discounted for Portal Masters] Parenting 101

You have a natural talent for parenting, with a keen sense for the best way to interact with your children to direct them along a path of development you prefer, whether noble or evil. After all, villains have children too.

[400cp, Discounted for Portal Masters] SWAP Commander

The return of the SWAP Force presents great potential to the Portal Master, but also great challenge. Each new SWAP Force member exponentially increases the amount of options a Portal Master has at their disposal. Fortunately for you, you now possess a perfect, eidetic memory, along with the required mental capacity to handle it. Never again will you need to fear forgetting the forces you bring to bear.

[400cp, Discounted for Portal Masters] Unswappable

Whether it is the magic of Mount Cloudbreak forcibly swapping your bottom half, or the dastardly Sheep Mage turning you into one of his flock, there sure are a lot of forces around here attempting to alter your body against your will. No longer will this present a problem to you however, as you have become immune to any unwanted physical transformations imposed on you by outside forces.

This of course does not apply to attacks designed to destroy you instead of change you, and you can still be split in half the old-fashioned way, but at least you won't have to suffer the embarrassment of being turned into a sheep.

[600cp, Discounted for Portal Masters] True Portal Master

You have acquired a power normally reserved for those with centuries of experience as a Portal Master: the ability to hide within the Portal Network itself. By using a Portal as an entry point, you are able to enter this space, where only talented Portal Masters can reach you. You may stay as long as you like, and when you leave you appear from the Portal you entered. You may also use this ability to force others hiding within the Portal Network back out into the open. As a safety measure, you will be automatically be ejected from this space if all connections to the outside are removed.

While a talented Portal Master may eventually learn this for themselves, by purchasing this perk you will also be able to enter any similar networks or spaces that you encounter.

Skylander Perks

[100cp, Free to Skylanders] Cloudbreak Elementalist

As is customary for Skylanders, you have aligned yourself to one of the elements of Skylands. You must choose one of the eight currently known Skylands elements: Air, Earth, Fire, Life, Magic, Tech, Undead, or Water.

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.

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

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

[100cp, Free to Skylanders] Movement Type

The Skylanders assigned to protect the Cloudbreak Islands learned to harness various Movement Types, allowing them to access special SWAP Zones within the islands. These zones check to see if you possess the correct Movement Type before granting entry; merely having the capacity to complete the challenge inside will not let you in. Your Movement Type is something reflected in the lower half of your body. You may decide the specifics of this, as long as it makes some degree of sense.

You must choose one of the following eight Movement Types to possess.

- Bounce: You are able to jump higher than you otherwise would be able to, and can even perform a double jump.

- Climb: Something about your lower half allows you to stick to, and walk up, walls.
- Dig: You are able to quickly dig through, or drill into the ground using the lower half of your body.
- Rocket: You have gained the ability to fly, such as via rockets installed in your feet.
- Sneak: You are able to become invisible to the naked eye, and undetectable to heat sensors. You may maintain this as long as you like, but when doing so you are otherwise unable to move.
- Speed: Your movement speed has moderately improved. When in a SWAP Zone, this increase is boosted significantly.
- Spin: You are able to rapidly spin on the spot, without suffering any motion sickness, providing you with an effective attack.
- Teleport: You are able to quickly teleport around. This has a short range few metres, but you can use it as often as you like.

[200cp, Discounted for Skylanders] Living Toy

Most Skylanders are presently stuck on Earth, as statues. You have gained a similar form that you can enter and exit at will. This is the form of a small toy, and it leaves you unable to move, or really do anything other than speak. However, its small size will make it easy for you to hide away, and when in this state you will ping as a mere toy to any sort of sensor, whether magical or technological.

Should you also possess the Swapability perk, you may allow your halves to come apart in this state, and can even swap halves with another Living Toy with the Swapability perk via a third party. However, reverting to normal when your halves are too far away may prove disastrous.

[200cp, Discounted for Skylanders] Adaptable

Members of the SWAP Force must quickly adapt to possess radically different bodies on the fly. You too have this talent. You can quickly adapt to and control any form you come to possess, no matter how complicated or weird it might be.

[400cp, Discounted for Skylanders] Quest System

You receive a mental list of nine different tasks to perform. Should you possess some kind of menu or ‘gamer’ system, it may instead appear as a physical window within that system. The tasks generally revolve around either combat or exploration, and some may require you to go a bit out of your way to complete, though all will be something that is possible for you to accomplish if you work towards it. They will never include something that would violate any moral system you sincerely believe in. For every three you complete, you will receive a moderate boost to your overall vitality. Should you possess a ‘health bar’ or similar power, this will be reflected by an increase in your maximum health.

At the start of each new jump, the list will be completely replaced with a new one appropriate to the setting you are in, but you retain the health boosts you have already earned. These new tasks might

reward a different degree of vitality boost, depending on how difficult they are relative to the quests you first received. Nonetheless, the boosts will always do at least something for you.

Post-chain, the tasks will refresh as you complete them, meaning you will never have to wait to seek out more vitality boosts.

[400cp, Discounted for Skylanders] Wow Pow

Where your peers may have stagnated, you instead have learned to break through any barriers tied to your training or development. As long as you continue to hone your body, your mind, and your powers and abilities, you will find them continuing to improve, with no upper limit. As long as you work hard, being left behind is no longer a fear for you.

[600cp, Discounted for Skylanders] Swapability

Exposure to the magic within Mount Cloudbreak has awakened an amazing new power within you. You are able to swap 'halves' with another who possesses this power, such as a member of the SWAP Force, or someone else with this perk. This divide occurs roughly around the waist, splitting you into top and bottom halves. In order to swap halves, you must be next to the person you want to swap with, and both parties must want it to happen.

When swapped, your top half will always be where your mind and consciousness reside. Any abilities tied specifically to something within your top half, such as an eye-based power, will remain with your top half. Should you possess any personal inventory or pocket dimension powers, or the Quest System perk (and similar powers), they will travel with your top half. Should you possess any 'levelling system'-type powers, though your whole body retains the effect of any existing growth, only your top half will be able to acquire more 'xp' for such systems. These powers and abilities will apply to the whole of the body the top half is attached to, for the duration of the combination.

When swapped, your bottom half will retain any abilities tied specifically to a part of your body within your bottom half. Should you possess the Movement Type perk, it will travel with your bottom half. The powers and abilities will apply to the whole of the body the bottom half is attached to, for the duration of the combination.

Any powers and abilities you possess that are not tied to a specific body part, and are not otherwise mentioned above, both top and bottom halves will possess it, and apply it to the whole of the body the half is attached to for the duration of the combination. For example, any Skylands elements you possess apply to both halves, and by swapping you could potentially double the number of Skylands elements you are attuned to.

The biggest limitation to this, beyond finding a partner, is that things both parties share are not improved via the combination. So, as an example, should both parties be attuned to the Skylands element of Water, the combined body will retain that, but it will not grow any more powerful than it was before. Were two identical creatures to swap, they would gain nothing from it.

At the end of each jump, you will be automatically reset to your proper body, swapping back as necessary. Post-chain, you will be able to cause this automatic swap back whenever you wish.

Should you not have a partner to swap with, all is not lost. This perk also functions as an alt-form blender, allowing you to mix and match your alt-forms as you wish, allowing you to combine the best and strongest aspects of your alt-forms into a single body.

General Perks

[100cp] Element Whip

You are able to create a whip out of any Skylands element you possess, defaulting to a fire whip if you possess no Skylands element. It functions as you would expect a whip to function, with the addition of elemental attacks.

[100cp/200cp] 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.

For an additional 100cp (200cp total), you instead have access to a beam attack, with a higher damage output.

[200cp] Hypnotist

You are able to magically hypnotise those within a small radius around your person. Hypnotised creatures become increasingly sluggish until falling asleep. Those brought outside the radius will be snapped out of it, and you can also break your hold over them if you wish. Beings significantly more powerful than you are immune to your hypnosis.

[300cp] Cryokinesis

You are able to create and manipulate ice. To begin with, you can create icy chakrams, to throw at your enemies, as well as create a temporary trail of ice when you run, that will damage enemies that cross it. In time, you may develop further ice-based powers and skills.

[300cp] Puppet Show

Like Mesmeralda, you have learned how to perform puppet magic. You are able to send out magical strings, which you can use to manipulate and control objects they come into contact with, so long as the strings are connected to your hands. Controlling larger objects or greater numbers of them requires greater exertion on your part. Controlling sentient creatures is impossible without them specifically allowing you to do so. In addition, you are able to create a pair of floating hands, identical in appearance to your normal hands, but larger. These hands hover nearby your body, and you may use them to puppet objects as you would your regular hands. In time, you may learn more advanced puppet magic techniques, such as creating voodoo dolls that allow you to control other people, or summoning objects to your location.

[300cp] Shaman

You are a shaman. You are able to speak with animals, as well as summon three different types of animal spirits to assist you. The first is an eagle, which will swoop down on enemies before disappearing. The second is a wolf, that will follow you around and attack your enemies. The last is a boghog, a type of hog found within Skylands, that will allow you to ride it, and can trample enemies underfoot. As spirits, these animals cannot be truly harmed or killed, but taking sufficient damage will cause them to dissipate for a time. In time, you may even learn to summon other animal spirits to your side.

[300cp] Time Wizard's Bane

Like the Time Spell Punks, you are personally immune to unwanted time stop effects. Further, whilst a time stop is active, you are able to selectively pull individuals out of the time stop, one at a time, or cancel the time stop altogether.

-Items-

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

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

Portal Master Items

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

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

This year's model is a bit different to the ones used by the Portal Master last year. It is shorter, approximately half the height, allowing the user to peer over it more easily. It is also slightly wider, allowing more space for creatures to pass through the Portal. Instead of a solid stone wall around the edge, this Portal is housed by connecting stone arches. Symbols representing the eight currently known Skylands elements are etched into the stone, though don't feature as prominently as the glyphs of last year's model.

Functionally, this Portal operates mostly the same as before. However, it has an additional feature. This Portal allows the Portal Master to activate the Swapability power between two applicable parties, over vast distances. However, both swapping parties must consent to this in order for the Portal Master to do so.

[100cp, Free then discounted for Portal Masters] Magic Mirror

A huge, wall-mounted mirror. It functions as a viewing screen, allowing one to magically connect it to Portals or other scrying devices, and have the image displayed on the mirror. It can do this to

devices usually requiring wired connections, such as video game consoles, as well. It can even take video calls.

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

[200cp, Discounted for Portal Masters] Petrified Darkness

A small cache of Petrified Darkness, small crystallised fragments of The Darkness. They can be used as a highly efficient power source for machines, or be harnessed by tools such as Evilizers. Be wary with them however; these crystals can be highly corruptive and sufficient exposure may cause drastic changes in one's personality.

This cache will be fully restored at the start of each new jump. Post-chain, it will be restored every ten years.

[400cp, Discounted for Portal Masters] Legendary Treasure Pedestal

A small, unassuming, pedestal. When a magic item that would apply some kind of positive effect when either held or worn by an individual is placed on the pedestal, it instead provides this boon to many. In order for an individual to qualify for the boon, you must have some personal and specific knowledge of them; merely being some body in a crowd of people will not suffice. They must also be someone you consider an ally. You will always qualify for this boon. If you wish, you may choose to withhold the boon from specific people, or to limit it to specific people. If so, you can change this at any time by removing the item from the pedestal and then putting it or another magic item back on it. The pedestal can only support the effect of a single magic item at a time; should multiple items be placed on it, it will fail to work.

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

[600cp, Discounted for Portal Masters] Evilizer

A tool of evil, either in the form of a staff or a ray gun (your preference). Fuelled by a crystal of Petrified Darkness, when fired at a target it Evilizes them. This process will cause them to take on a purple colouration, occasionally with crystals forming out of parts of their body. They will become generally more angry and violent, lose any sense of morals, and will become absolutely loyal to you. They become slightly more powerful, and in some rare case may spontaneously develop some unusual powers such as telekinesis or control over machines. This transformation can last indefinitely, though it can be knocked out of if the target is hit with sufficient force, or takes too much damage.

You also gain a set of blueprints on how to construct more Evilizers, however you will need to source additional Petrified Darkness or a similar power source in order to operate them.

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

Skylander Items

[100cp, Free then discounted for Skylanders] Training Dummy

A training dummy, made from wood, cloth, and straw. Interesting, it seems impervious to any damage, merely bobbing back and forth a bit when struck. However, when it is struck, a large number will appear above its head. This number quantifies the amount of damage it would have taken if it was not impervious. In this way, you can use it to test your strength, gauge any potential improvement you have undergone, and compare your powers and abilities against each other.

Should you lose your training dummy, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Skylanders] Spark Locked Chest

A large wooden chest, secured by a Spark Lock. Spark Locks are puzzles, in which you must guide two cubes through various obstacles, and into each other. Completing the puzzle will unlock the chest, revealing a small amount of treasure. Every day, the chest will re-lock itself, and the puzzle will change itself up. Completing it again will provide additional treasure. In this way, you can spend a bit of time each day honing your mind and earn some treasure in the process.

Bypassing the puzzle lock in some way will result in an empty chest for that day, and you will be unable to place anything additional into the chest, with it automatically being ejected when the chest is closed.

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

[400cp, Discounted for Skylanders] SWAP Zone Challenge Room

A gateway that may either be attached to your Warehouse, or placed on a property you possess. You can use it to access any of the SWAP Zone challenges that can be found in the Cloudbreak Islands. You do not even need the correct Movement Type to do so, but participating in some of the challenges may prove impossible without at least an equivalent ability.

These challenges will be tests for your Movement Type, and completing one for the first time will result in a payout of a moderate amount of treasure. Additionally, post-jump, a new challenge for each Movement Type will be added for each new jump you visit, each in some way reflecting that setting. This will also retroactively occur for jumps you had visited prior to this one.

[600cp, Discounted for Skylanders] Power Pod

A large pod-shaped plant, seemingly made out of a blue, glass-like material. It opens up, allowing one to step inside. By entering the pod, and offering up treasure or other currency, it is able to upgrade you, your powers, and your skill levels. The only limitations are that it cannot improve you beyond a state you could naturally train yourself up to, and the further along you get in terms of improvement, the more it will cost to continue upgrading along that path. The plant will be able to sustain itself without any maintenance on your part.

Should the Power Pod be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

General Items

[50cp] Skylanders: SWAP Force Game Bundle

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

- A 2013-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: SWAP Force Starter Pack, your preference of edition, for your chosen console, as well as one for the Nintendo 3DS.

Your copies of Skylanders: SWAP Force are unique in that they will accept any officially released Skylanders toy, including the ones released with Skylanders: Trap Team and onwards. Additionally, your home console copy of SWAP Force will always be able to utilise its network functionality, even without an internet connection. Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Complete Skylanders: SWAP Force Toy Collection

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

[50cp] Jumplanders: JUMP Force 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 Swapability perk, the counterpart toy will function as the SWAP Force Skylanders do, with the top and bottom halves being separate pieces connected by magnets. 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: SWAP Force Novelty Hat Collection

A set of novelty hats, modelled after the collectible hats in Skylanders: SWAP Force. 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] Greebles

Strange, small creatures, the origins of the Greebles are unknown, though many believe them to hatch from multicoloured eggs. Each purchase of this item will afford you a dozen Greebles, to do with as you see fit.

Your Greebles are not particularly powerful or bright, but can be taught to use complex tools and pilot vehicles, making them useful low-level minions.

Should you take four or more purchases of Greebles, you will also receive a single Bubba Greebs. Bubba Greebs is a large, mutated Greeble. It is far stronger than an ordinary Greeble, posing a serious threat to a Skylander, but is no more intelligent.

Your Greebles (including Bubba Greebs) count as followers. At the start of each jump, any Greebles you have lost will be replaced. Post-chain, this replacement will occur every ten years.

[100cp] Beezooka

A bazooka, which instead of firing rockets instead launches large homing wasps, which pursue their target and sting them repeatedly. The Beezooka will automatically reload with a new homing wasp moments after firing, so you will never need to worry about ammo. Should the Beezooka be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Bird

A large, rideable bird, native to the Cloudbreak Islands. It is of the same species of bird as Whiskers, and if you prefer it may even be a relative of Whiskers. It has formed a strong bond of loyalty to you. It is capable of understanding speech to a limited degree, and can perform simple commands. You may import any existing pet into this option, granting it a bird form it can switch in and out of at will.

[100cp] Bubble Blaster

An old-fashioned hand-gun. Instead of firing bullets, it instead fires a bubble with a piranha inside. Should the bubble connect with a creature around the size of an average human or smaller, the bubble rapidly expands, trapping the creature inside, and the piranha will begin to attack them. After about ten seconds the bubble will pop, but firing another bubble into the first will reset this timer. The Bubble Blaster never seems to run out of ammo. Should the Bubble Blaster be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Drill Head Sledgehammer

A large hammer, whose head has been further upgrade into a drill, allowing it to cause additional damage, as well as dig into the earth. Should the hammer be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Element Motorcycle

A single person motorcycle, that never runs out of fuel. It is capable of channelling any of the Skylands elements through it, allowing it to cause elemental damage to those it crashes into. It can only channel a single element at a time. Should the motorcycle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Punk's Crossbow

A crossbow, along with an endless supply of bolts for ammunition. The bolts are capable of being charged with electricity, should you have a source of it available to you. Once charged, the bolts are safe to handle until fired from the crossbow, at which point the electricity can harm those the bolt comes into contact with, as usual. The crossbow is designed to safely fire electrified bolts, without it being damaged. Should the crossbow be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Snake Pistol

An odd pistol. Inside the barrel is a snake, and pulling the trigger will cause it to pop its head out and spit venom forwards. By holding down the trigger, the snake will instead be launched forward out of the gun. A few moments later, a new snake will appear in the barrel. Should the gun be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Spirit Scythe

A large scythe, designed for combat. It is capable of channelling ghostly power through, should you possess any. When thrown, it will naturally take on a spinning motion to maximise potential damage, and then will boomerang back to you safely. Should the scythe be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Supply of Snap Traps

A supply of magically animated bear traps, which will snap at your enemies when they approach. 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] Twin Fans

A pair of war fans, which possess the special quality of being able to deflect projectiles when swung into them. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp/200cp] 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.

For an additional 100cp (200cp total), you'll also have access to large, football-shaped bombs, which are more powerful.

[200cp] Bladesail

An impressive looking, and well-made, pirate cutlass, identical to the one wielded by Wash Buckler. Using its power, you are able to briefly summon a small ghost pirate ship, which attempts to ram your opponents before dissipating. Should Bladesail be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Column Club and Shield Set

A club and shield pair, each made of stone. The club is a handle connected to what looks like a stone column. In addition to swinging it as one would a club, the column can be fired off as three separate segments of stone, allowing it to function as both a melee and ranged weapon. A few moments after firing, the club will be restored, allowing it to be fired again. The shield is sturdy, and has the unusual ability to temporarily freeze an enemy by turning them into jade. This transformation will only last a few moments.

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

[200cp] Jewelled Mask

A silver mask, designed to cover the top half of your face. It has an indentation over the forehead, designed to house one of the two gemstones supplied with the mask: a ruby and a sapphire. When the ruby is placed in the mask, the wearer receives a minor boost to their physical strength. When the sapphire is placed in the mask, the wearer receives a minor boost to their speed. In either case, the mask is able to channel the power of the gem through it, allowing it to fire off a powerful laser whenever the wearer wishes.

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

[200cp] Plant(able) Weapon Supply

A supply of strange plants, designed to be planted in the ground to serve as weapons. The first plant is a coconut turret, which will fire upon your enemies. The second is a bomb plant, which will explode when approached by your enemies. 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] Skater Set

A set of weaponised rollerskating equipment, similar to that used by Roller Brawl. First, there are your skates themselves. They are capable of launching off their wheels as an attack. These wheels have been sharpened to maximum their damage potential. A few moments after launching, new 'skateblades' will appear in the skates. Next up is your helmet. It has been hardened, allowing you to headbutt enemies with it, as well as rely on it for protection. Lastly, you have a pair of clawed gauntlets, allowing you to slash at foes as you skate past them.

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

[200cp] Wind Turbine Jet

A small jet harnesses the power of wind to fly around. It is large enough for a single person to stand on top of it, and ride it around. It is capable of firing wind or homing propeller in front of it, as well as leave a trail behind it, which stuns and causes damage to enemies who come into contact with it. The smoke will naturally dissipate after a few moments, without any long-term damage to the environment.

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

[300cp] Staff of the Sheep Mage

A wooden staff, identical to the one currently wielded by the Sheep Mage. Using it, you are able to utilise various forms of sheep magic. Firstly, you are able to use it to summon nearby sheep to your location. Secondly, it can be used to temporarily transform yourself into a giant, flying, sheep. Staying in this form for extended periods of time is difficult. Lastly, and perhaps most impressively, you can use it to turn others into sheep. They will retain their mind, and will be somehow able to speak if they were able to before the transformation. However, they will be unable to leave this transformation under their own power, and will not have any physical abilities not possessed by sheep.

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

[300cp] Swordfish, Sharkfish, and the Whale

A set of three creatures, similar to those used by Rip Tide. When you need them, they can always be pulled out from somewhere on your person, no matter how improbable that might be. You will also be always able to wield them effectively, regardless of your physical strength.

First, you have the Swordfish. This fish is shaped almost completely like a sword, and can be swung quickly and effectively as one.

Next, you have the Sharkfish. This relatively small hammerhead shark is able to be used as a makeshift hammer, and can also take a bite out of your enemies.

Last, you have the Whale. While small for a whale, it is still large enough to crush multiple human sized creatures under its heavy weight at a time.

-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 three free purchases of any of the 50cp companion options. If you are a Portal Master looking for some recommendations to build a force around, the SWAP Force Skylanders Wash Buckler and Blast Zone, as well as the Core Skylander Ninja Stealth Elf (Series 3) may be the way to go.

[200cp] Expansion Set

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

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, affording 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, these Skylanders in their statue forms have blue 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 SWAP Force Skylanders, you must recruit the base Skylanders; you may not recruit a specific combination.

Alternatively, still for the price of 50cp each, you may recruit any named non-Skylander character appearing in Skylanders: SWAP Force, that is not otherwise listed in the companion section.

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

[Free] Spirit of Eon

Cannot be purchased if you took the One Giant Journey 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.

[200cp] Fire Viper

A massive, snake-like creature, Fire Vipers are a popular choice for minions amongst Dark Portal Masters. Your Fire Viper is capable, as the name suggests, of breathing fire. It can also focus this fire to shoot it out as fireballs, or turn it into spiked lava orbs which can be used as mines.

[200cp] Mesmeralda

One of Kaos' mother's most trusted and powerful minions. Mesmeralda is a spider-like creature, with a strong talent for puppet magic. She enjoys putting on a show, and makes for excellent entertainment as well as a powerful ally.

[400cp] Kaos' Mom

Kaos' mother, Kaossandra, is a Dark Portal Master with centuries of experience, making her superior as a Portal Master to her son. She treats her minions well, and wants the best (worst) for her son. Until recently she was willing to give Kaos some space to grow into a true villain, so she is content to do the same again if you wish to just recruit her. While she is a villain, she is patient and methodical in her approach, and prefers to take the time to enjoy being evil.

[600cp] Super Evil Kaos

HAHAHAHAHA! Yes! Yes! I can feel The Darkness flowing through me! Prepare yourselves fools, to meet you unimaginably evil DOOOOM at the hands of Super Evil KAOS! Huh? You want ME to join YOU?! Well… I guess that works too.

This is an alternate universe Kaos, who has already undergone the Petrified Darkness-induced 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. Super Evil Kaos has the power of a Portal Master, is a skilled magician, and now has grown to a colossal size, where even Giant Skylanders could fit up his nose, or into his ear. Like all Evilized creatures, he has taken on a purple colouration, but the sheer amount of Petrified Darkness has gone even further. In addition to purple crystals forming out of parts of his body, the rest has become rock-like, increasing Kaos' strength and durability.

Should one travel inside Super Evil Kaos' head, they will find a mostly empty space, occupied by a small, Evilized brain. Within this space, Super Evil Kaos is able to create constructs using his mind to battle intruders, though doing some is taxing on his mind, and the constructs cannot leave this

headspace. The brain has a pair of eyes, and Kaos can use it to see what is going on inside this space as well as communicate with intruders.

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 One Giant Journey.

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 One Giant Journey.

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] One Giant Journey

With this toggle, you carry over the events of the Skylanders: Spyro's Adventure and/or Skylanders: Giants 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] For the Nintendo Wii

By default, this jump covers the majority of home console versions of Skylanders: SWAP Force. However, by taking this toggle, you may instead utilise the version of Skylands shown in the Nintendo Wii version of the game. Things are mostly the same, and the major events are unchanged, but there are some minor changes and sections removed to the world itself, which may make your stay slightly less interesting.

[0cp] Toys-to-life

Requires the Portal Master Origin.

Instead of arriving in Skylands, you instead arrive on Earth in the year 2013. You will be taking the place of the Portal Master (the Player). You will be provided with a house to live in, with enough food to last the year, and all of the bills are already taken care of. For the duration of the jump, your Portal of Power is much smaller, and made of plastic. You will be able to interact with Skylands via a combination of your toy Portal of Power and a television, one of which will be located in your temporary house. For each of your companions, you must decide whether or not they are reduced to a small toy form, capable of speech but not much else. This lasts until the end of the jump. You may only summon the companions you chose to be toys into Skylands via your Portal Master powers. Summoning them to Skylands will restore them to their proper state, but they will be returned to toy form when recalled.

On the plus side, you will be fairly safe during your stay here, and additional Skylanders can be found in statue form by searching local stores, such as the nearby Super Toy Planet. Unfortunately, experiencing the wonder of Skylands in person may be beyond you.

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

[0cp] Same SWAP Force Name, Different SWAP Force Game

By taking this drawback, you ensure that the events of Skylanders: SWAP Force for the Nintendo 3DS will also occur sometime during your stay. The vile Count Moneybone will interrupt a celebration for hometown hero Flynn, turning Cali into an undead and stealing a gold statue made in his honour. The Portal Master and the Skylanders will be called on to stop Moneybone before he turns the world into undead, and remove the spell cast on Cali.

[0cp] The Trap Masters

By taking this drawback, you ensure the events of the Skylanders: Trap Team prequel comics (Skylanders Issue 0 & Issue 12) will occur late in your stay. Kaos will send Wolfgang and a troll army to the Radiant Isles, seemingly after Radiance Crystals. Though the Skylanders will stop them, Kaos will achieve his true aim, stealing the Tuning Fork of Infinite Resonance. Later, the Minis will complete their training in Skylanders Academy.

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] AUS/NZ Version

Every day or so, everything will seem to pause for a minute or so. You will be aware of this, but be unable to act during this time. Almost as if someone needed to reinstall the game disc or

something… how odd. Further, the notice board in Woodburrow will be perpetually broken, and no effort on your part will be able to fix it. Best not to dwell on it too much, it might make you angry.

[+100cp] Meddling Mother

You have a mother (or mother figure if your background precludes you from having a biological mother), that can't help but meddle in your personal business. While they may have the best of intentions, their actions will impede you in achieving your goals here. You will find her very annoying. If you have any companions that would already qualify as your mother, they are also affected by this drawback.

At the end of your stay, your mother will mellow out a bit, and you will be given the option to take her as a companion. She will be of the same species as you if she is your biological mother, and either human or humanoid if not.

[+200cp] The Jumper Who Couldn't Jump

These days, it seems that jumping around has become all the rage. Unfortunately, you are stuck in the past. You have been rendered unable to jump, hover, fly, or otherwise propel yourself off the ground for extended periods of time. Navigating the Cloudbreak Islands may prove troublesome with such a problem.

[+200cp] Jumper's Missing Stuff

Upon arrival in this world, the entire contents of your Warehouse have gone missing. If you do not yet possess a Warehouse, this instead applies to the items you purchased in this jump, with the sole exception of the Portal of Power (SWAP Force Model) if you acquired one. Fortunately, all will be returned at the end of your stay, but if you wish to recover them sooner you can find them scattered around the Cloudbreak Islands. Happy hunting!

[+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.

[+300cp] Evilized

You've been Evilized! Or, perhaps more accurately, you've been Anti-Jumperized! Your personality and moral code have been completely inverted. Hope you can live with what you end up doing here.

Fortunately, like all others who have been Evilized, you can be knocked out of this state by sufficient force. Unfortunately, the Evil you knows this as well, and may take action to prevent it from happening.

Should this be taken with Nightmare Mode, things get worse. You can no longer be knocked out of this state during your stay. In addition, your companions and followers are also affected by this drawback. A truly lose-lose situation, where success enables the Evil you to go against your desires, and failure puts you at risk of ending your chain.

-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 One Giant Journey:

You are not able to take the Familiar Faces or They Ruined Spyro! toggles along with One Giant Journey. This is because One Giant Journey 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 various elements, eight of which are known at the time of SWAP Force. 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 SWAP Force, there are three active Portal Masters, they are the Dark Portal Master Kaos, his mother, and the Portal Master Eon has taken under his wing. Perhaps more exist, but they are not yet demonstrated. Portal Masters have a strong connection with Skylanders, and good Portal Masters will work together with Skylanders under their command to maintain the peace in Skylands.

Who is the Portal Master?

The Portal Master is in fact the Player of Skylanders: SWAP Force. 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 (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.

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 SWAP Force?

The SWAP Force were originally a group of Skylanders assigned to protect the Cloudbreak Islands. 100 years ago, they were caught up in the eruption of a magical volcano, and gained the power to swap halves. Each SWAP Force member has a two-word name, with the first word assigned to the top half and the second word assigned to the bottom half when determining the name of a combination. For example, Blast Zone and Wash Buckler will become Wash Zone and Blast Buckler when they switch halves. All SWAP Force Skylanders possess a Movement Type, attached to their bottom half, that allows them to access special areas called SWAP Zones. Whilst base SWAP Force Skylanders are aligned to a single element like other Skylanders, combinations allow for them to possess two different elements at a time.

Which Skylanders are available?

First, we'll start with the SWAP Force. They are: Blast Zone, Boom Jet, Dark Blast Zone, Dark Wash Buckler, Doom Stone, Enchanted Hoot Loop, Fire Kraken, Free Ranger, Freeze Blade, Grilla Drilla, Hoot Loop, Jade Fire Kraken, Legendary Free Ranger, Legendary Night Shift, Nitro Freeze Blade, Nitro Magna Charge, Magna Charge, Night Shift, Quick Draw Rattle Shake, Rattle Shake, Rubble Rouser, Spy Rise, Stink Bomb, Trap Shadow, and Wash Buckler.

Next, we'll cover the new core (non-SWAP Force) Skylanders. They are: Bumble Blast, Countdown, Dark Slobber Tooth, Dune Bug, Enchanted LightCore Star Strike, Fryno, Grim Creeper, Jolly Bumble Blast, Kickoff Countdown, Legendary LightCore Grim Creeper, Legendary Zoo Lou, LightCore Bumble Blast, LightCore Countdown, LightCore Grim Creeper, LightCore Smolderdash, LightCore Star Strike, Pop Thorn, Punk Shock, Rip Tide, Roller Brawl, Scrop, Scratch, Slobber Tooth, Smolderdash, Star Strike, Wind Up, and Zoo Lou.

Last, here are the returning Skylanders. They are: Anchors Away Gill Grunt (Series 3), Big Bang Trigger Happy (Series 3), Blizzard Chill (Series 2), Dark Spyro (Series 3), Dark Stealth Elf (Series 3), Fire Bone Hot Dog (Series 2), Heavy Duty Sprocket (Series 2), Horn Blast Whirlwind (Series 3), Hyper Beam Prism Break (Series 3), Knockout Terrafin (Series 3), Lava Barf Eruptor (Series 3), LightCore Flashwing, LightCore Warnado, LightCore Wham-Shell, Mega Ram Spyro (Series 3), Ninja Stealf Elf (Series 3), Phantom Cynder (Series 3), Springtime Trigger Happy (Series 3), Super Gulp Pop Fizz (Series 3), Thorn Horn Camo (Series 2), Turbo Jet-Vac (Series 2), Twin Blade Chop Chop (Series 3), and Volcanic Eruptor (Series 3).

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?

Eon begins by telling the origin of the SWAP Force to the Portal Master. The SWAP Force were a group of Skylanders assigned to protect the Cloudbreak Islands. Every 100 years, four creatures known as the Elementals utilised the eruption of a magical volcano to 'recycle' the leftover magic from cast spells back into Skylands, restoring its ambient magic. However, 100 years ago, at the last eruption, a Dark Portal Master attacked in an attempt to claim the volcano for The Darkness. Though the Skylanders manage to drive them off, they were caught in the blast and gained the ability to swap top and bottom halves.

This Dark Portal Master was Kaos' mother, called Kaossandra in supplemental material but only referred to by her relation to Kaos in-game (this is a minor retcon to her, in supplemental material for Giants it was stated she hated Portal Masters).

The blast also carried the SWAP Force away to Earth in statue form, and the Portal Master has just discovered them.

We cut to Flynn, who has taken the Dreadyacht to go on vacation to the Cloudbreak Islands to witness the eruption. A foxgirl named Tessa arrives on Whiskers, her bird, and asks Flynn for help, at first mistaking him for a Skylander. Suddenly, they come under attack and Flynn is forced to fly the Dreadyacht into the volcano to escape. This is when the Portal Master first summons a Skylander to assist. The Dreadyacht ends up crashing.

The Skylanders fight their way to Woodburrow, Tessa's home, and reclaim from the occupying Greebles. It is revealed that Chieftess of Woodburrow has been kidnapped by the Greebles, so the Skylanders must go to Cascade Glade to rescue her.

Meanwhile, Kaos has established a base of operations in the Cloudbreak Islands. He laments that the Greeble forces under his command are not evil enough. To remedy this, he has created a device known as an Evilizer, which harnesses the Petrified Darkness he has found in the Cloudbreak Islands in order to turn creatures into Evil versions of themselves. He demonstrates on a Greeble, then begins Evilizing all of the Greebles under his command.

The Skylanders head to Cascade Glade, where they first encounter Evilized creatures, and they rescue the Chieftess and some councillors. Unfortunately, Kaos has already managed to get information out of the Chieftess, namely the rough locations of the ancient Elementals.

Kaos' goal is simple enough: if he can Evilize just one of the four Elementals, when they come together to restore the magic in Skylands, the volcano too will be Evilized, and its eruption will spread The Darkness over the entirety of Skylands. When Kaos explains this plan to Glumshanks, Glumshanks shows some scepticism; after all, the Skylanders have stopped him every time he has tried to take over Skylands. As punishment, Kaos Evilizes Glumshanks, then sends him to the Rampant Ruins to oversee the Evilizer operation and acquire as much Petrified Darkness as possible.

The Skylanders save the first Elemental, the Ancient Flashfin, from being Evilized. Afterward, they to proceed to the Rampants Ruins, where they confront Evil Glumshanks, who has gained some telekinesis and control over the Arkeyan machines lying about as part of his Evilizing. Evil Glumshanks is defeated, and returns to Kaos as regular Glumshanks.

Upon Glumshanks' return, Kaos receives a call from his mother, who chastises him for his all-out invasion, as it drew the attention of the Skylanders. Kaos hangs up on her.

Seeking the Terrasquid, the second Elemental, the Skylanders head to Iron Jaw Gulch, then Motleyville, each time defeating Kaos' forces. At Motleyville, Whiskers is Evilized, but is quickly reverted to normal.

Kaos gets another call from his mother as the Skylanders approach the location of the Terrasquid. He reveals that he plans to attack the Skylands with his Fire Viper. The Skylanders save the Terraquid and defeat the Fire Viper. Afterwards, Kaos' mother and her minion move into Kaos' Fortress, in order to assist Kaos.

The Skylanders seek out the Frost Elves in order to locate the ancient Frosthound, the third Elemental. After helping them retreat from the forces of evil, and defending the Winter Keep, the Frost Elves give the Skylanders the Illuminator, a tool needed to navigate the blizzard covering the Frostfest Mountains and find the Frosthound. Meanwhile Kaos wants to attack the Skylanders again, but his mother convinces him to send Mesmeralda, a villain under her command, after them instead. The Skylanders defeat Mesmeralda, and rescue the Frosthound.

Kaos decides to lead a direct assault on the last Elemental, the Tree Spirit. He utilises a troll squad armed with Evilized Fire to corner the Tree Spirit so he can Evilize her. The Skylanders rescue the last Elemental, and in an air battle defeat Kaos. He is captured.

The Skylanders and allies celebrate at Woodburrow, however Kaos' mother appears, rescues her son, and captures Tessa. The Skylanders arrive at Kaos' Fortress, rescue Tessa, and defeat Kaos' mother by sealing her in a magic mirror. However, Kaos is not there. He appears as a giant floating head to inform the Skylanders and his mother that he has taken the opportunity to fill the inside of the magical volcano with a massive amount Petrified Darkness, so when it erupts it will be Evilized anyway.

The Skylanders arrive in the volcano. Kaos accidentally knocks the massive pile of Petrified Darkness onto himself, becoming Super Evil Kaos. The Skylanders defeat Super Evil Kaos. The volcano begins to erupt, so the Skylanders leave. It is revealed that the now normal Kaos has been affected by the magic of the volcano, and has swapped bottom halves with Glumshanks, causing him to gloat because he is slightly taller now (this is never brought up again and the next time Kaos is seen he is back to normal). The volcano erupts, and the magic of Skylands is restored without issue.

Sometime during or after these events, the Skylanders defeat Cluck at the Tower of Time, and the Sheep Mage at Sheep Wreck Island.

-Changelog-

0.1
Created the jump.

0.2
(i) Added **species import** option. (ii) Minor clarifications to **Living Beehive**. (iii) Renamed Time Wizard to **Time Wizard's Bane** to make the name less confusing. (iv) Size clarification for the whale in the **Swordfish, Sharkfish, and the Whale** item.

1.0
(i) Minor typo and formatting fixes.

1.1
(i) Minor typo fixes.

1.2
(i) Added a new item: **Bird**.