

A Jumpchain CYOA by WoL_Anon

Ver. 2.2

Greetings, young Portal Master! I have been waiting for you. I am Eon, your guide in this world. But where are you, you may ask? This is Skylands: an ancient world of wonder and mystery. For generations, the Portal Masters and the Skylanders kept peace and balance in this world, so that all creatures could thrive. Magic flows through everything here. Every rock, every tree, and every beast. But now our world is in grave danger: The Darkness is spreading. Skylands needs your help! A great adventure awaits you, young Portal Master. I have sent my assistant, Hugo, to seek you out. We will speak again… soon.

-Master Eon's introduction to the young Portal Master

You arrive in this world as the young Portal Master summons their first Skylander. 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 young 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] Bambazooker

A bamboo plant-like creature. The Skylander, Zook, is a bambazooker.

[Free] Elf

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

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

[Free] Gremlin

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

[Free] Mabu

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

[Free] 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. The Skylander, Boomer, and Kaos's butler, Glumshanks, are both trolls.

[100cp] Crab

Like Wham-Shell, you are a large, crab-like creature. You have a sturdy carapace, and can breathe underwater as well as on land.

[100cp] Ent

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

[100cp] Gillman

Like Gill Grunt, you are a Gillman: a fish-like amphibian, at home on both land and sea. You are capable of breathing underwater. Most Gillmen are blue, although green and yellow coloured Gillmen also exist.

[100cp] Gryphon

You are a gryphon, part bird and part lion. Like a bird you possess a beak, will lay eggs (if female), and have wings, granting you the power of flight. Like a lion, you are a quadruped, and have a tail. The Skylander, Sonic Boom, is a gryphon.

[100cp] Turtle

Like Warnado, you are a large, turtle-like creature. You have a sturdy shell with spikes, which you are able to use both offensively and defensively.

[200cp] Dirt Shark

Resembling a shark-like humanoid, dirt sharks are able to dive into the earth, moving through it as one would swim through water. You have strong jaws and teeth to bite into threats, and tough, durable skin. The Skylander, Terrafin, is a dirt shark.

[200cp] Grub Worm

Like Wrecking Ball, you are a large grub worm-like creature. You have a long tongue, which can be extended and effectively used as a whip. You are able to produce powerful belches, strong enough to be used as an effective weapon. Most interesting, you are able to curl up into a ball and roll around. When you do so, you generate a forcefield that is capable of protecting you from a large amount of damage you would otherwise receive, as well as damage enemies you bump into.

[200cp] Yeti

Like Slam Bam, you are a yeti: a blue-skinned, four-armed ape with white fur. Your body is naturally resistant to the cold, you possess a great deal of strength, and your four arms provide an advantage in close quarters combat.

[300cp] Arkeyan Ultron

Like Drill Sergeant, you are a wheeled Arkeyan drilling machine. Your chassis is made out of powerful Arkeyan armour, which will not degrade over time or due to general wear and tear. Your two arms are each outfitted with powerful drills. These drills can be fired off as rockets. A few moments after doing so, new drills spawn out of your arms. You have a seemingly endless supply of these drills. Your wheels afford powerful acceleration, allowing you to bulldoze into foes. Lastly, you have a laser attached to the top of your head which serves as a useful secondary weapon.

[300cp] Crystal Golem

Like Prism Break, you are a golem, primarily made of rock, with the occasional crystal jutting out of your body in various places, including where your hands would be. You are capable of summoning more of these crystals, causing them to erupt out of the ground underneath your enemy's feet. You can also fire beams of energy out of the crystals positioned at the end of your arms.

These two abilities combine well, as your crystals are capable of refracting beams of energy fired at them. Cleverly applied, this allows you to set up effective traps for your opponents.

[300cp] Ghoul

Like Ghost Roaster, you are a Ghoul. You have a skeleton-like head and arms, and instead of legs your body ends in a tail, attached to which is a spiked ball on a chain.

You are able to transform into a ghostly head with which you can charge into enemies, though you may only do so in short bursts. You may also transform into your Ectoplasm Mode. In this mode you

are immune to any and all external sources of damage. However, remaining in this form causes you to slowly eat away at your own health. You can indeed destroy yourself if you are not careful with this.

[300cp] Lava Monster

Like Eruptor, you are a being made out of lava. Generally, you have a relatively solid shape. You are able to pull pieces off of yourself and lob them at your foes. You can also 'erupt', melting into a pool of a more liquid-like state. In this state your body temperature rises dramatically and coming into contact with you can cause serious damage. You may even learn over time how to lob pieces of yourself while in this state. However, whilst you are in this state, you lack the necessary control over yourself to move around properly, and must return to your more solid state in order to do so.

[300cp] Spirit-Possessing Armour

You are a spirit, forever bound to a suit of armour. You do not need to eat, sleep or breathe, but should your armour be irreparably destroyed, your spirit will dissipate, which will count as death for the purpose of chain-failure. You are able to control the armour as easily as if it was your real body; in a sense it truly has become so. Should you possess a Skylands element, your spirit may be infused with that element. For example, those with the Fire element may have their spirits be living flame.

You are able to leave the confines of your armour, letting you strike at your enemies with your spirit, but there is a limit to how far you can travel without it, and without you controlling the armour it lies motionless, vulnerable to destruction.

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

[300cp] Storm Giant

Storm giants, not to be confused with Giants, are tall humanoids, who possess clouds in place of legs, which allow them to fly. Most are blue-skinned, though purple-skinned storm giants are not uncommon. Storm giants have some power over electricity, and are capable of throwing lightning bolts at their enemies. They are naturally athletic, and possess superhuman strength. Lightning Rod is a storm giant.

[400cp/500cp] Dragon

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

For 400cp, you are a wingless dragon. Even without wings, you have many advantages. Your horns, claws, and tail all provide strong natural weapons, and you can breathe fire.

For an additional 100cp (500cp total), you have wings, granting you flight.

Additionally, should you possess the In Your Element perk, your dragon form has responded to your connection to a Skylands element, granting you further power. Your fire breath has changed to reflect your element (in the case of Fire and Magic elements, it remains the same). Depending on your element, the following changes also occur:

Air element dragons become Unicorn/Dragon hybrids. They gain a unicorn horn on their forehead. From this horn they can fire arced rainbow blasts. Enemies hit by these take damage, but allies are instead healed.

Earth element dragons become Rock Dragons. You have increased durability, a stronger body which can be used as a weapon by rolling into a ball and slamming into your enemies, and your tail has grown a mace-like rock on its end.

Fire element dragons become Phoenix/Dragon hybrids. Your control over flames has improved, and you can perform short-range teleportation, optionally arriving and leaving with bursts of flame.

Life element dragons become Plant/Dragon hybrids. You can quickly grow fruits and vegetables which explode when they become ripe.

Magic element dragons become Purple Dragons. They retain their fire breath, but it now is treated as the Magic element so it is stronger against Undead Skylanders, not Air Skylanders. Over time they may learn to also use breath attacks for the other currently known Skylands elements, though these attacks will not change effectiveness against Skylanders.

Tech element dragons become Cyborg Dragons. You can fire lasers from your eyes (and also your wings, if you possess some), as well as launch spinning bladegears from your body. Alternatively, you may be a regular dragon who access these additional features by way of a robot suit. If your robot suit is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Undead element dragons gain the ability to take on a shadowy form, which cannot be damaged by mundane attacks, for short periods of time. Dashing whilst in this form will create ghost-like entities, which will target close enemies and attack them by exploding.

Water element dragons become Water Dragons. You can breathe underwater, submerging yourself in water allows you to slowly regenerate, and you can generate sea slime which can trap your enemies and slow them down.

[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, The Darkness attempted to corrupt the Core of Light itself. Although the attempt was unsuccessful, in the process you were 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. Fortunately, you were able to retain your sense of self, and in the process, you have 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.

-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

One who wields a Portal, both summoning allies and casting magic through it. Lineage does not decide those who possess this power, and no amount of effort can earn it. You are either born with the aptitude, or you are not. How fortunate then, that you are one of those chosen few. Whether you follow in the footsteps of Eon, working to bring peace to Skylands, or utilise the power for your own ends like Kaos, you can be sure that your actions will 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

To be a Skylander is to be a champion and protector of Skylands. The best of the best, Skylanders come from many different species, many different backgrounds, and often employ wildly different tactics and techniques. Nonetheless, they all share a sense of duty, and a desire to do good.

Recently, the Skylanders were banished from Skylands as a result of the destruction of the Core of Light, being sent to Earth in shrunken, statue-like states. However, should you take this background, you will have somehow avoided this fate, and will still exist in Skylands in your normal state.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Shattered Island

This is where the young Portal Master will summon their first Skylander. A disaster has only just occurred, and the residents have begun to evacuate. Perhaps you could lend them a hand? Skylanders of the Magic, Water and Tech elements may find secrets here.

[2] Ruins

The site of what remains of the Core of Light. It will soon as act as a Hub for the young Portal Master and the Skylanders. Over time, various residents of Skylands will move here, be they seeking help, offering their aid, or aiming to make a tidy profit for themselves.

[3] Perilous Pastures

Overrun by Drow and Chompies, this serves as an excellent place for novice Skylanders to get some experience. Right now, a female Mabu known as Cali is being held prisoner here by these forces of darkness. Skylanders of the Tech, Magic, Water and Life elements will find their powers enhanced here, whilst there are secrets to be found by Skylanders of the Tech, Life and Water elements.

[4] Sky Schooner Docks

These docks are presently under the control of the Drow, and patrolled by many of their airships. Perhaps the cannons installed here could be turned against them? The fairy, Persephone, waits here; should you be a Skylander, talking to her might be in your interest. Skylanders of the Tech, Undead, Air and Earth will notice their powers finding greater purchase here. Of them, Skylanders of the Undead and Earth elements have secrets awaiting them.

[5] Stormy Stronghold

Current location of the Eternal Air Source, one of the pieces necessary to recreate the destroyed Core of Light. This stronghold is dominated by a massive tornado, caused by the Drow's attempts to harness the Eternal Air Source for their own ends. In order to reach the Source, one must navigate past various traps, and lower lighting pylons to the open the way. Skylanders of the Life, Magic and Air Elements will be stronger here, and of them those of the Life and Air elements would be wise to seek out hidden areas.

[6] Oilspill Island

Recently the Trolls have taken over this once beautiful island. They enslaved the local Gillmen, and began to drill for oil to give to Kaos. Skylanders of the Water, Tech and Fire elements will be at home

here. Skylanders of the Fire element may find a few secrets if they don't mind crawling through a few pipes first, and Skylanders that can swim or fly over bodies of water may have a few available to them as well.

[7] Lair of Kaos

Currently situated in the Outlands as Kaos plots his next move, this flying castle is the base of operations for Kaos and his forces. An unprepared do-gooder may well meet their end here. Skylanders of the Fire, Magic, and Earth elements grow in strength here, and those of the Magic element may have additional secrets to find.

[8] Free Choice

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

-Perks-

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

Portal Master Perks

[Free and Exclusive to Portal Masters] Portal Mastery

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

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

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

[100cp, Free for Portal Masters] Greetings!

You have developed the uncanny knack of delivering large amounts of exposition in short periods of time, as well as explaining difficult concepts simply enough that they can be understood by a young child. Portal Masters are often discovered young, so whether you are working with a peer or taking on an apprentice, such a talent is sure to prove useful to you.

[100cp, Free for Portal Masters] KAOS! K-A-O-S!

What self-respecting villain would be unable to perform an over-the-top villain speech? Not you, that's sure. Your flair for the dramatic has improved, such that you can turn on the ham whenever you want, and speaking in such a manner is as easy as talking normally for you.

[200cp, Discounted for Portal Masters] Not Just Some Kid

As stated, Portal Masters are often discovered young. As such, it is natural that Portal Masters are taken seriously, regardless of age. In this and future worlds, when you would want it to be the case, issues of age will never be a barrier to you being taken seriously by those around you.

[200cp, Discounted for Portal Masters] Giant Floating Head

You have gained the ability to project yourself as a giant floating head, which you are capable of speaking through. The head may appear and sound as yours does, but if you wish you may alter its sound and shape somewhat in order to make it more intimidating.

This power has a sight-based range, however if you possess a scrying ability (such as via a Portal), you may utilise this power through that in order to greatly extend the range of this power.

[400cp, Discounted for Portal Masters] Jumper the Wise

Whether it is taking on a new apprentice, or training the troops under your command, your ability to teach others has drastically improved. You will intuitively know the best way to go about teaching and training others, based both on their personality, what their natural aptitude is, and which tools you have at your disposal. You also have the necessary patience to deal with unruly students, or training methods that necessarily take long periods of time.

[400cp, Discounted for Portal Masters] DOOMSHARKS!

You have learned the magical spell of DOOMSHARKS! This spell fires spectral sharks towards your foes. If they connect, they will bite into the target. Afterward, or if they miss, the DOOMSHARKS fade away. The spell is designed to be used in waves of rapid-firing, and though each shark summoned eats into your own energy pool, you will find the spell becomes more efficient when the sharks are launched in "bullet-hell"-like patterns that allow at least some opportunity for the foes to slip between them.

As a Dark Portal Master spell, it is designed to be utilised through a Portal of Power, and when doing so there is no limit to the range of the spell as long as the target is being viewed through the Portal.

[600cp, Discounted for Portal Masters] Grand Admiral

You are a natural leader and commander of men. You have the talent necessary to effectively organise and deploy an army made up of elite individuals, each with vastly different specialties and skills at their disposal. You are able to relay even complicated orders clearly and quickly, and you are

able to change up your orders and tactics on the fly, in order to accommodate these champions. If anyone is fit to lead the Skylanders, it's you.

Skylander Perks

[100cp, Free for Skylanders] In Your Element

Magic flows through Skylands. This magic is built up off of the Elements, of which eight are currently known: Air, Earth, Fire, Life, Magic, Tech, Undead, and Water. Skylanders align themselves to one of these elements. This alignment provides several advantages to the Skylander. Firstly, it allows the Skylander to access Elemental Gates of their respective Skylands element, letting them reach areas sealed off to others. Secondly, as magic flows through Skylands, there are specific areas that favour certain elements of this magic. Skylanders of the correct element will find themselves stronger here. Lastly, each Skylands element is strong against another one of the eight currently known Skylands elements. These strengths are:

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.

It is important to note that this strength/weakness is specific to the Skylands elements, not just any similar effect. For example, while Spyro can use fireballs, he is a Magic Skylander and so his fireballs are not stronger against Air Skylanders, but are against Undead Skylanders.

Choose one of the currently known Skylands elements to attune yourself to. For the duration of the jump you gain the above advantages. Post-jump, as these advantages are limited to being in Skylands and fighting other Skylanders, you will gain a minor boost to your powers and abilities that relate to your chosen element, and you will also lose your weakness to other Skylanders.

[100cp, Free for Skylanders] Very Punny

As is common amongst Skylanders, you have become a master of puns and wordplay. Just try not to overdo it, okay?

[200, Discounted for Skylanders] Secret Seeker

Skylands is a world of mystery and wonder, full of hidden areas one might miss if they weren't on the lookout. Such problems are no longer yours to face; you have gained a sixth sense alerting you when these hidden areas are nearby. Accessing these areas may not always be something you are capable of, but at least you will know that they are there.

[200cp, Discounted for Skylanders] Breaking the Bank

Heroes are often not well-paid, but you have found a way to make your own money. When you physically destroy objects, they will frequently release small amounts of the local currency. It will never be enough to replace the object you destroyed, and an object repaired after it has given you

some currency already will not provide a second time. Nevertheless, you now have another incentive to smash up that evil lair.

[400cp, Discounted for Skylanders] Skylanders Are Stronger In This Zone

Skylanders, attuned to an element of the magic of Skylands, can become more powerful in areas where the element in question is strongest.

Should you be attuned to a Skylands element, for the duration of the jump you will find yourself even more powerful than you would have otherwise been in zones appropriate to you.

Should you not be attuned to a Skylands element, upon purchase of this perk choose one of the eight currently known Skylands elements. Although you are not attuned to this element, you still receive the boost in power a Skylander of that element would get in the appropriate zones for the duration of the jump.

Post-jump, areas which are thematically appropriate to your element (such as a beach for the Water element, a graveyard for the Undead element, or a factory for the Tech element) will provide the boost a Skylander would normally get in an appropriate zone.

[400cp, Discounted for Skylanders] Healthy Appetite

An interesting ability indeed. From now on, when you consume food that is edible for humans, you find that it also restores your health as well as providing sustenance. The more substantial the meal, the more health it will provide to you. Further still, you are now capable of eating food fit for human consumption regardless of what form you presently take. Never go without cake as a robot again!

[600cp, Discounted for Skylanders] Level Up!

In this world, when a person defeats an enemy, the latent Skylands magic built up in them will dissipate, causing small glowing orbs of various colours to be released which when consumed which when consumed result in power growth. When more powerful enemies are defeated, they will release higher quantities of orbs and more potent orbs. Orbs must be collected and consumed to be of use; if left alone they will disappear after a few moments.

Though this is something that anyone could achieve in setting, by purchasing this perk you will find for the duration of the jump the effect of these orbs has increased somewhat. In future worlds, not only will enemies you defeat continue to release these orbs, but also when you consume these orbs you may choose to put the gained ‘experience’ into any levelling system you possess.

General Perks

[100cp] Balloonist

You gain the necessary knowledge and skills necessary to pilot and to maintain a hot air balloon.

[100cp] Hover

You are able to levitate slightly off the ground, allowing you to travel over various hazards without issue.

[100cp] Roar

You are able to let out a deafening screeching, capable of causing damage to those close to you.

[100cp/200cp] Basic Projectile

You are capable of firing off a simple projectile attack at your foes. This is a basic fireball 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] Barrier

You are able to create a barrier. It is either a wall of bones or of foliage, chosen upon purchase of this perk. Should you possess a Skylands element, you may instead opt for a barrier similar in function, but more in line with your element. Not only does the barrier harm enemies who come into contact with it, but you and your allies are capable of firing through it as if it was not there.

[200cp] Conjure Exploding Double

You are a to create mindless doubles of yourself. Although they possess none of your powers, what they can do is detonate themselves, providing you with an effective weapon. Otherwise, they will mindlessly follow you around. You can keep up to three doubles active at a time.

[200cp] Element Dash

When you run, you can cause a trail of your Skylands element (defaulting to fire if you possess no element) to appear for a few moments. Should you manage to run in a loop before the trail disappears, the area encircled by your trail will explode into a large column of your element for a brief period of time, causing even more damage than your trail otherwise would. You cannot be harmed by your own trail.

[200cp] Stealthy Decoy

You have learned an interesting stealth technique. It allows you to become invisible for a few moments. When you do so, a duplicate of you will appear from your location and will begin running in the direction you were facing. Whilst the duplicate may not be harmed, it dissipates at the same time you return to visibility.

[200cp] Straw Pook Scarecrows

You have gained the ability to summon a scarecrow in your likeness to a nearby location. Although it is obviously not you, when you are engaged in combat with others, those fighting you will always mistake it as you, and target it before they target you. You may only have three of these scarecrows active at once, though you can recall a summoned scarecrow if you would like to place a new one. When summoning a scarecrow, you may optionally choose to have it be equipped with axes and spin on the spot instead of standing normally. You may also choose for it to be stuffed with explosives that go off when the scarecrow is destroyed.

[200cp] Tripwires

You have gained the ability to create magical tripwires. When a foe crosses through the tripwire, a magical explosion is set off. You and your allies however, may pass the tripwire without issue. Additionally, the tripwire is able to deflect the enemy's projectile attacks, whilst allowing allied projectiles through. You may have up to 2 magical tripwires active at a time, but you are able to cause existing tripwires to vanish if they are not in desired positions.

[300cp] Elemental Prison

You are able to trap foes in a 'prison' of your Skylands element, defaulting to an Ice Prison if you possess no Skylands element. Regardless of the element, the effect of this power is the same. While encased in your element, the trapped foe is immobilised, and slowly takes damage over time. An individual significantly more powerful than you will be able to escape almost immediately, an individual around your level of strength will be able to escape after a short period of time, and any weaker individual will not be able to escape unless you let them out or they are assisted from the outside. You are able to maintain up to three elemental prisons at a time.

[300cp] Spin to Win

You are able to spin rapidly. Doing so allows you to slam into your opponents with more force than normal, can create mini-tornados, and can even, somehow, grant you the power of flight. You also gain an immunity to motion sickness, so that you can spin as much as you want.

[400cp] Medea

Only females can purchase this perk.

You are capable of quickly producing eggs. These eggs are hard enough to be effectively used as a projectile. Moreover, these eggs will hatch, producing a child that will quickly become fully-grown. You do not need a father to produce these children. These children once full-grown, look like slightly smaller versions of yourself. They count as followers, and possess lesser versions of all of your powers and abilities, except this one. You can only have four of these children active at once. Additional eggs may still be produced and thrown, but they will not hatch into a new child until one of your existing children is killed.

-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

A tool wielded by Portal Masters, Portals have come in many sizes and shapes. Yours is made of a grey stone, which forms a circle around the outside of the Portal. The inside is a swirling mass which allows you to peer into far away locations and where one must be positioned to teleport. When not in use, the swirling mass slowly cycles through various colours. When a Skylander has been sent, the Portal will glow with a colour indicating the element of the Skylander sent. Around the outside of the Portal are various glyphs; these too glow with the same colours as the inside.

[100cp, Free then discounted for Portal Masters] Comfy Robe

A comfortable robe in a colour of your choice, blue and black being favoured by the Portal Masters in these parts. The robe is self-repairing and self-cleaning, but offers no notable defensive capability. Why, with such a robe you would never need a second set of clothes!

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

[200cp, Discounted for Portal Masters] Healing Elixir

A blue bottle with an ankh prominently displayed on its side. It is stopped with a simple cork. The contents of this bottle act as a healing draught, with the amount of healing corresponding to the quantity imbibed. Drinking the whole bottle would be enough to fully heal the imbiber.

What makes this bottle special is that one with the aptitude to wield Portals can pour its contents out onto their Portal, which causes its effect to be applied to any one individual currently summoned through the Portal. This allows a Portal Master to provide support to their Skylanders over a long distance.

At the start of each day, the bottle will refill with the healing potion, so feel free to make use of it frequently. Should the bottle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Portal Masters] Core of Light Instruction Manual

An instruction manual detailing the construction of a new Core of Light. It calls for some esoteric and weird ingredients, but fortunately for each it will provide some alternatives, in the event a piece is damaged beyond repair, or has fallen into enemy hands.

Fully constructed, the Core of Light is a machine that is capable of keeping The Darkness, and similar corruptive energies at bay. It has a range of nearly an entire planet, though with experimentation you may find ways to extend the range even further. This particular model does not provide the transportation demonstrated by the original, though fortunately this also prevents disasters from occurring when the Core is destroyed.

In future worlds, the instruction manual will update to account for the availability of materials in each world. The parts required will remain expensive, rare, or difficult to produce, but creating a Core of Light will be possible in each new world you visit. Should the manual be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Portal Masters] Flying Castle Lair

A lair suitable for the aspiring emperor. This flying castle is an ideal seat of power to rule from. The outside is equipped with various traps to slow the approach of intruders. The underside of the castle is actually a battle arena, perfect for when you have that final showdown with the heroes. The castle is able to be flipped, in order to expose this arena. The inside is a lavish palace. It has enough space inside to always be able to house you as well as all of your companions and followers, providing each luxurious quarters. It will grow larger as needed to accommodate this, with the castle appearing smaller on the outside if the castle grows too big. Inactive companions will also be able to stay here, provided they remain in the interior of the castle. The inside also has its own internal gravity, so flipping the castle upside down will not cause problems on the inside.

The castle can of course be piloted and moved, though it is not particularly fast moving.

Skylander Items

[100cp, Free then discounted for Skylanders] Nametag

In a world as strange as Skylands, it is not unheard of for Skylanders to encounter alternate versions of themselves. This nametag helps prevent confusion when such an event transpires. Merely wearing it will allow others to tell you apart from lookalikes, even if they can't actually see the nametag on your person. Additionally, should you write a word on the nametag, others will associate the word with you as a nickname, so long as you wear the nametag. In the event of an alternate you, they can then simply refer to you by this nickname, to make conversation more convenient.

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

[200cp, Discounted for Skylanders] Skylander Info Sheet

A handy sheet of paper that lists out all of your powers and abilities as well as your physical capabilities using metrics you can understand. It can only be read by yourself, as well as those you allow to read it; for everyone else it instead appears blank. The sheet of paper always remains the same size, about the size of an A4 sheet of paper, no matter how much information is on the sheet, and no matter how small the text becomes you will somehow be able to read the info sheet without

issue. You will always be able to find the info sheet somewhere on your person when you need it, no matter how improbable that may be.

[400cp, Discounted for Skylanders] Heroic Challenge Room

A gateway that may either be attached to your Warehouse, or placed on a property you possess. Using it allows you access to Heroic Challenges. These are tests of skill, which allow one to train themselves. Upon the first completion of each challenge, one of your physical stats will be improved slightly. Each person that uses the gateway can achieve these first completion bonuses for themselves.

To begin with, the gateway has 32 challenges to complete, each representing one of the Skylanders. However, in addition to this, each time a new person attempts to use the gateway (other than the 32 Skylanders canonically present at this time), a new challenge is created that reflects that person in some way. In essence, the more people that use this gateway, the more that people can gain from using this gateway.

[600cp, Discounted for Skylanders] Soul Gem

A thin, disc-like gem bearing your likeness. As long as the gem remains in your possession, you will find all forms of training and improvement to be more effective than they otherwise would be. Additionally, by meditating on the gem, your mind will be filled with visions. These visions will provide helpful suggestions on how you can improve your existing powers and skills further. Though some of the things shown in these visions may be mutually exclusive with each other, nothing shown to you will be impossible for the current you to achieve, as long as you are willing to put in the effort.

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

General Items

[50cp] Skylanders: Spyro's Adventure Game Bundle

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

- A 2011-era television.
- Either a PlayStation 3, an Xbox 360, or a Nintendo Wii.
- Two controllers for your chosen console.
- A Nintendo 3DS.
- A Skylanders: Spyro's Adventure Starter Pack for your chosen console, as well as one for the Nintendo 3DS.

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

[50cp] Complete Skylanders: Spyro's Adventure Toy Collection

A set of one of each of every single toy compatible with Skylanders: Spyro's Adventure, prior to the release of Skylanders: Giants. These ones are actually just toys, not beings sent from another world. They come with a handy Skylanders: Spyro's Adventure 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: Jumper's Adventure Toy Collection

A set of Skylander style toys of you and your companions. They are somehow compatible with all Skylanders games. 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 Novel Collection

A copy of The Machine of Doom, as well as a set of all novels within the Mask of Power series. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Skylanders: Spyro's Adventure Novelty Hat Collection

A set of novelty hats, modelled after the collectible hats in Skylanders: Spyro's Adventure. 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] Pirate Cards

A complete collection of Pirate Cards, the exciting new card game taking the Pirate Seas by storm! And how does one play this wonderful game, you may ask? Well, it's basically just Memory… yeah.

Should any cards be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Replica Dragon's Throne

This throne, a replica of the one situated at the top of Dragon's Peak, is large enough to accommodate a fully-grown dragon, and is also extremely comfortable. However, it does not possess the power of the true throne. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[100cp] Batterson's Bakery

By purchasing this, the molekin Batterson will be able to expand his business in future worlds you visit. In each future world, you may choose whether the Bakery is attached to your Warehouse, or placed somewhere appropriate in that world. The Bakery produces cakes and pies of exceptional quality. They are delicious, healthy, and can be appreciated even by those who wouldn't, or couldn't, normally go for pies. Even brain eating ghosts could find pies on offer that they would enjoy.

[100cp] Bow and Fire Arrows

A set of bow and quiver. The quiver will always be full of arrows, no matter how many you pull out. Further, when you pull an arrow out of the quiver, the tip of the arrow will automatically ignite. The otherwise ordinary bow will never be damaged by these fire arrows, and can fire them safely. Should the bow or quiver be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[100cp] Elven Sunblades

A set of two well-made elven daggers. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Harpoon Gun

A large gun, designed to fire high-velocity harpoons at your enemies. It comes pre-loaded with a barbed harpoon. A few moments after firing, a new barbed harpoon will appear pre-loaded in the gun. You will never run out of these harpoons. Should the gun be lost or destroyed, a new one will appear in your Warehouse after 24 hours.

[100cp] Hot Air Balloon

A top of the line hot air balloon, which has been further upgraded with a propeller, allowing it to travel through strong winds. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[100cp] Pots and Safes

A supply of golden pots and safes, which you will always be able to produce when needed. Surprisingly, they are light and easy to lift and throw for you, whilst retaining the full effects of their weight for everyone else. Unfortunately, that's all that they are good for, and any attempt to use them for anything other than a thrown object will cause them to vanish.

[200cp] Bamboo Tube

An interesting tool. Its primary function is to act as a bazooka, and it never seems to run out of bazooka shells. However, it can also, somehow, be used effectively as a didgeridoo, as well as a telescope, among other things. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Elemental Sword

A heavy two-handed sword. Should you possess a Skylands element, you may channel it through the sword, increasing its performance but aligning it with that element. Should you not possess an

element, it defaults to becoming a flaming sword when you attempt to do this. Should the sword be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Garden of Skylands Plants

A large garden of various plants native to Skylands. The garden contains 32 unique plants, which can be divided neatly into eight groups of four. Each group of four is related to one of the eight currently known Skylands elements. When someone possessing a Skylands element consumes a plant corresponding to that element, they receive a moderate boost to all of their powers and abilities relating to that element. This boost lasts for around a day. Consuming a plant without the correct Skylands element is not harmful, but provides no boost.

The garden is self-maintaining, requiring no upkeep on your part. It provides enough of each plant to support a single person each day.

[200cp] Golden Machine Gun

A large golden machine gun on a swivel. It will take you a few moments to set up and to put away, but you will be able to produce it whenever and wherever you want, no matter how unlikely that might be. The machine gun fires golden coins instead of regular bullets. These coins disappear moments after impact, and taking them out of the machine gun prior to firing is not possible. The upside is that the machine will never run out of ammo, allowing you to fire for as long as you want. The machine gun cannot be permanently destroyed; merely putting it away and pulling it back out is enough to restore it to perfect condition.

[200cp] Golden Pistols

A pair of golden pistols. Instead of firing regular bullets, these things instead rapidly launch coins. The coins disappear moments after impact, and taking them out of the pistols prior to firing is not possible. On the plus side, the pistols never run out of coins, and so can be fired for as long as you want. By holding the pistols together, you can even charge up a single shot to do much more damage than normal. Should either of the pistols be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Malacostacan Mace

A large, powerful mace. It is also somehow able to fire starfish-shaped bullets as a ranged attack, which it never runs out of. Should the mace be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Power Hose and Jetpack Set

You have a water pack, which is worn like a backpack. Connected to it is a power hose, which draws water from the pack, and fires it at a high pressure. Additionally, the pack has been upgraded to allow it to also function as a jetpack by firing high-pressure water directly downwards. Curiously, the water pack never seems to run out of water. Should this equipment be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Supply of Boomerangs

A set of boomerangs, made from rock. Should you possess a Skylands element, you may instead have them made from a material more appropriate to your chosen element, though this will not have any effect on their performance. These Boomerangs are designed to always return to the thrower's hand, regardless of the throw, allowing even a novice to use them properly. In addition to functioning as a weapon, the boomerangs will become 'sticky' when it comes into contact with small objects you would wish to take for yourself, such as food or small amounts of treasure. The boomerang will then latch on to the object, and bring it back to you. You never seem to run out of boomerangs, 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] Supply of Explosives

A supply of dynamite, and hand-sized bombs. Some explode on impact, while others will remain on the ground and can even be kicked around a bit, only exploding when coming into contact with an enemy. 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] Zipline Axe

A powerful axe. It has a chain mechanism hidden under the hilt. By using this mechanism, one can extend the axe out as they swing it, then, as it connects, can cause the chain to retract. This pulls the wielder to the place the axe connected, enabling the wielder to close in on far away enemies quickly. Should the axe be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[300cp] Arkeyan Vorpal Blade and Shield Set

This set of equipment, created 10,000 years ago by the ancient Arkeyans, remains as strong now as ever. Both the sword and shield do not degrade with passage of time or through general wear and tear. In addition, the blade has a 'vampiric' effect; a portion of the damage dealt by the blade will restore your own health.

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

[300cp] The Leveller

A large, 2-person catapult similar in make to one presently located in the Empire of Ice. Its two launchers can be operated by a single person, or can be operated individually by the different people in order to de-sync the throws. This siege weapon has the unique effect on setting hurled rocks alight with flame as they are flung, and automatically spawning a new large rock to be flung when a launcher resets. Should it be destroyed, a replacement will appear in a location controlled by you after 24 hours.

-Companions-

Discounted companions are 50% off.

[Free] Starter Pack

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

If you are looking for suggestions, the Skylander trio of Spyro, Trigger Happy, and Gill Grunt may be a good group to start with.

[200cp] Expansion Set

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

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may recruit any of the Skylanders available to the young Portal Master at this time. For reference, these Skylanders in their statue forms have green bases (Sidekicks not included).

For a complete list of available Skylanders, check the Notes section. For the more villainous-minded, you may choose to gain an 'evil' version of that Skylander. For instance, instead of Gill Grunt you may recruit Evil Amphibious Gillman. Regardless of good or evil, you may take multiples of the same Skylander if you wish to.

Alternatively, still for the price of 50cp each, you may recruit any named non-Skylander character appearing in Skylanders Spyro's Adventure, 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 Machine of Doom 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, Discounted for Portal Masters] Personal Butler

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

If you took the Toys-to-life Drawback, you may designate them as a parent, whether by blood or by adoption, if you desire.

[200cp, Discounted for Skylanders] Sidekick

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

If you desire, you may instead take Gill Runt, Terrabite, Trigger Snappy or Whisper Elf using this option instead of a miniature lookalike. They otherwise function the same.

[400cp] KAOS! …and Glumshanks

Cannot be purchased if you took Dark Jumper Kaos drawback.

What?! You want me, KAOS!, to team up with the likes of you? Well I suppose I should have expected this; I AM the greatest Portal Master to ever live and a genius! Very well, as long as you remember

who is in charge, I shall join you. I'll even bring Glumshanks along with me. Someone needs to do my laundry, after all.

Kaos is a powerful and experienced Dark Portal Master. He is a skilled magician, knowing various elemental spells including the DEADLY SHARK BATH OF DOOOOOOMSHARKS, and can also project a giant floating head, which he thinks is intimidating. Glumshanks, his faithful butler, is competent at his job, and is surprisingly intelligent for a Troll. He does not possess any combat ability, however.

You may decide whether Kaos and Glumshanks share a companion slot and split future purchases between them, or whether they each have their own companion slot.

[600cp] Hydra

A colossal, four-headed dragon, favoured by Dark Portal Masters for their immense destructive power. Each of its heads control a different element. Yours may either be a copy of the one controlled by Kaos, with Fire, Life, Undead, and Water heads, or may be a distant relative with a different combination of four of the eight currently known elements. In either case, it is truly a beast to be feared; the one controlled by Kaos was capable of destroying the Core of Light, and is responsible for both the loss of Eon's body and the current banishment of the Skylanders.

-Drawbacks-

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

[0cp] Familiar Faces

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!

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] Toys-to-life

Requires the Portal Master Origin.

Instead of arriving in Skylands, you instead arrive on Earth in the year 2011. You will be taking the place of the young Portal Master. You will be provided with a house to live in, with enough food to last the year, and all of the bills are already taken care of. For the duration of the jump, your Portal of Power is much smaller, made of plastic, and battery operated. You will be able to interact with Skylands via a combination of your toy Portal of Power and a television, one of which will be located in your temporary house. 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] The Machine of Doom

Requires the Skylander Origin.

Your arrival in this world occurs a bit earlier than it otherwise would have. You instead arrive as Gill Grunt is performing a soon to be interrupted concert, allowing you to participate in the events of the Skylanders prequel novels. This adds to the total time you will be staying in this world; it does not cause you to leave ahead of schedule.

[0cp] Same Name, Different Game

By taking this drawback, you ensure that the events of Skylanders Spyro's Adventure for the Nintendo 3DS will also occur sometime during your stay. Another agent of The Darkness, Hektore, will attack the Radiant Isles, and the young Portal Master with their team of Skylanders will be called on to stop him.

[+100cp] The Problem With Sheep

You have been afflicted with an odd paranoia, which is set off by sheep. You will blame them for the problems around you, you will hesitate to turn your back on them, and you will believe that they are constantly plotting your downfall. Perhaps Hugo has some advice?

[+100cp] Lockmaster Hell

During your stay you will be beset by Lockmaster Imps. These creatures attach themselves to doors, forcing you to complete a puzzle in order to proceed. You will encounter them with far greater frequency than you otherwise would have. In addition, they don't seem to accept a loss, and will relock doors you have already unlocked after a few hours, each time making their puzzles more complex.

[+200cp] Horrible Hob ‘n’ Yaro

Hob ‘n’ Yaro are little devils overcome by a desire to steal. These annoying little guys seem to have become fixated on you specifically; they will appear more frequently than usual, and will try to steal anything you consider valuable from you. Should you possess a Cosmic Warehouse, they will somehow manage to break into it at least once during your stay, taking all that they can.

[+200cp] Fetch Quest Fever

You will find your time spent in this world flooded with unavoidable detours. Need to go get the Eternal Undead Source? Well, first you will need to go get a skeleton key from an entirely separate location. You will also need to go get a skull mask to harness it properly, which is, you guessed it, at yet another entirely different location. This is the sort of thing that will commonly plague you whilst you are here. Any attempt at chicanery to avoid such detours will only ever set you up for MORE detours down the line.

[+300cp] Disembodied Spirit

A terrible accident befell you as you arrived in this world. You have been left without a physical form, and otherwise reduced to your Body Mod. Even the perks and species you have purchased here will not be available to you. As a mere spirit, you are fortunately unable to be killed in mundane ways, however strong magic, and corruptive forces such as The Darkness are capable of destroying you completely. Should this occur, you fail your chain. At the end of your stay in this world, the perks you have purchased will begin functioning normally, you will regain your body, and you will lose access to this spirit form.

[+300cp] Dark Jumper Kaos

Upon your arrival in this world, Kaos was informed of your location, the powers and abilities you possess, as well as your nature as a Jumper. Should Kaos successfully destroy you, or should you otherwise fall to The Darkness, you will fail your chain, and Kaos will be rewarded by receiving a chain of his own. Don’t think hiding out on Earth will save you either; as an experienced Portal Master, Kaos is capable of sending his minions to your location no matter where you go.

-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.

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 Spyro's Adventure. 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 Spyro's Adventure, there are two Portal Masters, three should you count the recently disembodied Eon, who no longer has access to this power. They are the Dark Portal Master Kaos, and the young Portal Master Eon will take on as an apprentice. 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 young Portal Master?

The young Portal Master is in fact the Player of Skylanders: Spyro's Adventure. Due to this, information about them is deliberately vague, and you are free to fanwank the details. 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.

Which Skylanders are available?

The following Skylanders are available to recruit: Bash, Boomer, Camo, Chop Chop, Cynder, Dark Spyro, Dino-Rang, Double Trouble, Drill Sergeant, Drobot, Eruptor, Flameslinger, Ghost Roaster, Gill Grunt, Hex, Ignitor, Legendary Bash, Legendary Chop Chop, Legendary Spyro, Legendary Trigger Happy, Lightning Rod, Prism Break, Slam Bam, Sonic Boom, Spyro, Stealth Elf, Stump Smash, Sunburn, Terrafin, Trigger Happy, Voodood, Warnado, Wham-Shell, Whirlwind, Wrecking Ball, Zap, and Zook.

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?

Prior to the start of the game, there are two Portal Masters: Eon and Kaos. Eon is the last remaining good Portal Master, and is getting older. As such, Kaos takes the opportunity to attack Eon and the Skylanders in order to take over Skylands and rule over it as Emperor. Using his Hydra, he successfully destroys the Core of Light, causing three serious problems. The first is that the Core is needed to ward off The Darkness, which now can begin spreading and taking over Skylands. The second is that this incident causes Eon to lose his body, leaving him unable to act other than to provide guidance to others. Lastly, the destruction of the Core of Light causes the nearby Skylanders to be banished from Skylands. As they are sent away, they shrink and become statues, arriving on Earth (at a local toy store near you!).

It is at this point where the game picks up. The Player (hereafter referred to as the young Portal Master) activates his Portal of Power and his contacted by Eon, who instructs him to seek out his assistant Hugo. Once the young Portal Master summons a Skylander and assists Hugo, along with Flynn the balloonist, they return to the ruins of the Core of Light. From here, the bulk of the game is the Skylanders being sent to various places to retrieves parts needed to rebuild the Core of Light, with Kaos occasionally attempting to stop the Skylanders with his evil minions. Once the Core of Light is complete, The Darkness is once again banished back to the Outlands. The Skylanders go after Kaos to prevent this happening again. They fight through his castle, defeat his minions, and his Hydra, and capture him.

As punishment for his crimes, Eon and Hugo use the Core of Light to send Kaos to Earth at toy size, where he gets attacked by a dog.

At some point during or after these events, the young Portal Master and the Skylanders go on some additional Adventures, but these are not really plot-relevant.

-Changelog-

0.1
Created the jump.

0.2
(i) **Portal Master Origin** now costs 400cp. (ii) **Portal Mastery** is now free and exclusive to the Portal Master origin. The post-spark limitation has been removed. (iii) New 600cp Portal Master perk: **Grand Admiral**. (iv) Overhauled **Level Up!** a bit. It no longer has a free version, but offers a bit more during the jump itself. (v) **Elemental Prison** has been updated to clarify the effect of all elements is the same. (vi) **Portal of Power** is now exclusive to the Portal Master origin, and the temporary version has been removed from the item. (vii) The **Flying Castle Lair** has been updated to allow inactive companions to stay here. (viii) **Skylander Info Sheet** has been updated to note that the sheet always remains the same size, and yet can always be read without issue, regardless of how much information it presents. (ix) The **Kaos and Glumshanks** companion option has been updated to briefly explain what each are capable of. (x) Added a new drawback/toggle: **They Ruined Spyro!**

1.0
(i) Altered the **Toys-to-life** drawback slightly. It is now a bit simpler, and also offers more flexibility.

1.1
(i) Clarified that **imported and created companions** must also purchase their Origin. (ii) **Recruit** option now allows for followers as well as companions. (iii) Minor typo fixes.

2.0 – Backwards Compatibility Edition
(i) **Portal Master** can now be taken for free if you've already paid for it in another Skylanders jump. (ii) Rewrote **Portal Mastery** slightly to improve readability. (iii) Clarified that **Expansion Set** can only be taken once. (iv) **Personal Butler** can now be a maid instead if you wish. (v) Option added with **Toys-to-life** toggle to allow you to keep toy version of the Portal of Power instead of getting normal version at the end of the jump.

2.1
(i) Added **species import** option.

2.2
(i) Added an alternative option for the **Dragon** species option with the In Your Element (Tech) boost getting a robot suit instead of being a cyborg.