

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Aw hello Portal Master! Welcome to Skylands: a magical world of wonder and adventure, ruled by the greatest heroic emperor ever known – ME! HAHAHAHAHA! For centuries, meddling do-gooder Portal Masters like you have been sending their miserable Skylanders to stop ME, and hold back the gloriously evil power of The Darkness! But NO MORE! Because now, the Portals are under the complete and utter control of, BUN-BUN-BA, ME, KAOS! And in case you foolish human fools haven't figured it out yet, I'm the bad guy! HAHAHAHAHA! Glorious, isn't it? But wait, there's more. Because I've taken the opportunity to capture anyone in Skylands who could've even remotely, possibly, helped you. Anyhoo, now that I control the Portals, I am cutting you off from Skylands, FOR GOOD! With no more Skylands to go back to, your Skylanders will simply be the helpless toys I've always known them to be. So long, Poser Master, FOREVER! HAHAHAHAHA!

-Kaos taunts the Portal Master

You arrive in this world just before Hugo secretly contacts the Portal Master. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

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

[Free] Human

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

[Free] Humanoid

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

[Free] Elf

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

[Free] Faun

You are a faun, an anthropomorphic goat-like creature. The Skylander, Splat, is a faun.

[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, Cali, and Hugo are all Mabu.

[Free] Sky Baron

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

[100cp] Flying Eyeball

You are a large eyeball, about the size of a head, with attached bat-like wings that grant you flight. You are capable of firing a burst of elemental energy out of the eye (defaulting to a burst of water if you possess no Skylands element).

[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] Warsupial

Like Smash Hit, you are a Warsupial: a furry, humanoid creature. You are surprisingly strong for your size, able to easily swing around heavy boulders.

[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] Dreadwalker

As a Dreadwalker, you are a pitch-black humanoid, with glowing, blank white eyes. Instead of hair, you possess long tendrils of energy. You are able to easily control these tendrils, allowing you to whip enemies with them as an attack. You are able to briefly submerge yourself in the shadows and travel quickly along the ground. It is difficult to remain in this state for longer than a few moments. You can also submerge just your tendrils, allowing them to stab upwards at your enemies from underneath.

Unfortunately, this species is not without its downsides. Having adapted to living in a noxious cloud, Dreadwalkers are unable to breathe clean air, and require a special filtration mask when outside their home in the Fogshadow Tower. Dreadwalker have not been seen without their masks on, but it is speculated that they possess some kind of eel-like mouth, or snout, underneath.

You receive a single breathing mask, which you should treat with the utmost care. If it is lost or destroyed, a replacement will appear in your Warehouse after 24 hours, but by then it may be far too late.

[200cp] Lark

Like the Skylander, Stormblade, you are an anthropomorphic bird. You have sharp talons, as well as wings, which allow you to fly. Your wings end in steel blades, which you can painlessly remove to either throw at enemies, or use as a melee weapon. These steel blades will quickly 'regrow' a few moments after removal.

[200cp] Robot

You are a robot, of a similar model to High Volt. Your heavy frame provides additional strength and durability. Additionally, you are capable of firing out electricity from your hands as an attack.

[200cp] 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.

[300cp] Kong

Cannot be taken with the Ninten Who? drawback.

You are a Kong, an anthropomorphic primate. You have a physique and level of raw power to rival that of Donkey Kong himself.

In addition, you have access to a 'Super Kong' mode. In this mode, you grow bigger and even more powerful. You also will slowly regenerate health. The downside to this mode is that you suffer from some reduced dexterity in this state.

[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] Millipede

Like Thrillipede, you are an anthropomorphic bug. You have four arms, two legs, and a tail. You have the ability to wrap yourself in a cocoon. Hiding in your cocoon offers a degree of protection. At will, you can release the cocoon, creating a small explosion. Emerging from the cocoon, you will have grown a pair of butterfly-like wings, which enable flight. These wings will disappear after a few minutes.

[300cp] Skeleton

Like Fiesta, you are a skeleton. As an undead creature, you do not need to eat, drink, or breathe to survive. Destruction of your skull will count as death for the purposes of chain failure. You also have two additional powers. Firstly, you can create a band of up to five 'amigos'. These are additional skeletons, who will briefly attack with instrument-based weapons before vanishing. They are not truly sentient. Secondly, you have the ability to 'lay low'. In this state all of your body except for your skull disappears, meaning you have to bounce around as a head. The upside to this is that whilst you are in this state, any damage you would take is considerably reduced.

[400cp] Element Spirit

You are a spirit made of one of the elements of Skylands. Should you possess no Skylands element, this will default to being a Flame Spirit. Your lower body trails off into a ghostly tail made of elemental energy of your Skylands element. Your upper body is more corporeal, and possess a head, two arms ending in claws, and a pair of wings which allow you to fly.

You are able to create mini-tornados made of your elemental energy. At first you will only be able to maintain one of these at a time, but with practice you will be able to maintain more. You are also able to dash forward with a great burst of speed. By charging up this power for a moment you will dash even faster, then automatically teleport back to your starting position. With practice, you may learn to string multiple dash and teleports together with only a single charge up.

[400cp] Giant Koopa

Cannot be taken with the Ninten Who? drawback.

You are giant Koopa, somewhere between a dragon and a giant turtle. You are comparable in size to Bowser. You have sharp claws and fangs, horns adorn your head, and you have a protective shell with spikes growing out of it. Your large form affords immense physical strength. You are also able to summon both ordinary Koopas, of both green shell and red shell varieties. You may only have a few out at a time, and they are not truly 'alive', only capable of following basic commands.

Additionally, you are able to enter and exit a 'Molten' form. In this form, your physical attacks are stronger, you are able to breathe fire, and any Koopa have out will instead become Molten Bones, and are also stronger than normal. In this form however, you will find it harder to wield weapons effectively.

[800cp] Otherworldy Entity

A strange being, perhaps from the same place as The Darkness. Right now, you are small, about the size of a small animals. You are also without a true corporeal form, and as such cannot even speak normally.

By consuming magical energy, you can grow in size and power. The amount of magical energy needed to grow will increase exponentially as you develop. There is no upper limit to this development, provided you can find and consume enough magical energy. Eventually you will gain a more corporeal form, become able to speak, and learn various abilities. You can learn a form of

telekinesis, which grows in potency as you develop. You will also learn to bestow some of your power to other parties. Doing so will weaken you and put you back to an earlier state of growth, but will also corrupt the other party if you wish, bending them to your will. Those with strong wills can overcome this, claiming your power for themselves without sacrificing their sense of self. You can revoke any power you have given out in this way, unless the other party has overcome your control, in which case it is permanently lost. Perhaps even more abilities can be learned as you develop?

You are extremely vulnerable to light and holy-based abilities, and the current existence of the Core of Light in Skylands is a serious threat to your safety. As such, you will be given a small container to safely hide yourself in, though whilst you remain in the container you will not be able to consume magic to develop. This container will not be replaced if broken, so treat it with care.

[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.

[100cp] Power Blue

With your 100cp donation, you have taken on a blue and white colour palette. In this state you will have a minor calming effect on those nearby with autism and similar disorders. You may toggle this effect on and off as you like. You will also find money-raising activities for genuine charitable organisations are more successful when you are involved.

[Free] Recolour

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

-Background-

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

[400cp] Portal Master

You are a special individual with the rare power to wield a Portal. Unfortunately, you have been cut off from the Portal Network due to the actions of Kaos, but by utilising a Rift Engine, like the ones powering the Skylanders' new Vehicles, you may bypass this block and otherwise use your Portal normally.

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 greatest heroes Skylands has ever known! Coming from all walks of life, and employing vastly different powers and tactics, they nonetheless have a shared goal of maintaining the peace in this world. Unfortunately, a few years back, most were banished to Earth in small, toy-like forms. You however, have avoided such a fate, and are free to act in Skylands without the need of a Portal Master to summon you back there.

[Free] Villain

There are many ne'er-do-wells within Skylands, and you are one of them it seems. Should you decide to take a history in this world, you may choose whether you are a freelance villain, or are currently serving under Emperor Kaos, who has already managed to conquer most of Skylands.

-Location-

Roll 1d8, or pay 50cp to choose.

Due to the cataclysm being inflicted on Skylands by the Sky Eater, its natural elements are in flux. With a single exception, all elemental zones are 'randomized' and may change on repeat visits. For those wishing to explore as much of Skylands as possibly, having a Land, Sea, and Sky Vehicle is recommended. Additionally, in your travels throughout Skylands, you may encounter special yellow gates. These gates can only be used by SuperCharger Skylanders.

[1] Moneybones' Fleet

You are aboard Count Moneybones' airship fleet, currently en route to the Land of the Undead. You may have been captured, chosen to stowaway, or serve as a warden here. In any case, should events proceed as normal, the Portal Master will soon send their Skylanders here to free the prisoners. The nearby Motley Meadows are in the process of being consumed by the Sky Eater, and are the only place currently in Skylands with a fixed element, as part of the Meadows is locked in support of the Earth element.

[2] Skylander Academy

What once was the base of operations for the Skylanders is now refuge to the last few holdouts against the reign of Emperor Kaos. Should events proceed as normal, the Skylanders will return, and it will be restored to its former function.

[3] Cloudbreather's Crag

Located in the Cloudscraper Mountains, this is the lair of the Cloudbreather, an ancient and wise dragon. Should events proceed as normal, the Skylanders will travel here to ask its aid in locating the captured Eon. It is also where the Skylanders will first encounter a SuperCharger gate.

[4] Cloud Kingdom

The home of the Storm Giants (not to be confused with Giant Skylanders), who live in the clouds far above the rest of Skylands. Unfortunately, this has caused them to develop a superiority complex over the rest of Skylands, looking down on others in both literal and figurative senses. Queen Cumulus is the current ruler, though should events proceed as normal, the evil Lord Stratosfear will attempt a coup in order to earn Kaos' favour.

[5] Land of the Undead

The realm where the unliving reside. The villainous Count Moneybone has constructed his Dimensional Dungeon of Dehabilitation here, and it is in this dungeon where Eon is imprisoned, trapped in a Traptanium crystal.

[6] BattleBrawl Island

An underground battle arena hosted by Baron von Shellshock. The reigning champion, Spellslamzer has some information of value to the Skylanders.

[7] The Sky Eater

A mobile battlestation in the shape of a giant head, which appears to 'gobble up' the surrounding area in order to siphon its magic. This is the base of operations for Kaos, self-proclaimed Emperor of Skylands. It is also home to the last remnants of The Darkness, which has grown dramatically in size in Kaos' short reign. It may not be wise to remain here unless you too are a villainous sort.

[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] Favoured Element

A skill learned by more experienced Portal Masters. Rather than attuning yourself to one of the ten Skylands elements, you have learned to empower others under your direct command who possess the Skylands element of your choice, making them slightly stronger, faster, and more durable.

You must choose of the ten main elements (Air, Dark, Earth, Fire, Life, Light, Magic, Tech, Undead, and Water) upon purchasing this perk. Once a day, you may change which element you are favouring.

[100cp, Free to Portal Masters] Favoured Vehicle Type

Upon purchase of this perk, choosing one of the three vehicle types: Land Vehicles (such as cars, trucks, and tanks), Sea Vehicles (such as boats and submarines), or Sky Vehicles (such as helicopters, planes, or spaceships).

When those under your direct command pilot a vehicle of the appropriate type, that vehicle's performance will be temporarily, slightly, boosted. Once a day you may change which vehicle type you are favouring.

[200cp, Discounted for Portal Masters] Recorded Message

This power allows you to record a message. When replayed, this power will create a hologram version of yourself, that repeats the message it was given, before vanishing. Messages can be 'stored' in books, and will play when opened.

You are also able to set conditions for the message to play, such as only in the presence of specific people, or only at a specific time. These conditions must be decided at the time you create the message.

[200cp, Discounted for Portal Masters] Skylander Tutor

Choose one of the following effects:

- Others under your direct command will improve at a slightly faster rate than they otherwise would. If they possess some kind of levelling system, they will also earn slightly more experience points (or equivalent) than they otherwise would.
- Others under your direct command will find a slightly higher amount of currency than they otherwise would.

Once a day, you may change which effect this perk provides.

[400cp, Discounted for Portal Masters] Stardust Seeker

From now on, you will begin to find small glowing objects in your travels. This is Stardust, an odd substance native to Skylands. Stardust is most likely to be found in hidden stashes such as treasure chests.

A Portal Master who consumes the Stardust will find themselves growing more competent using their Portal Master talents. Otherwise, it can contribute to any levelling system you possess as a form of Experience Points.

Should you be a Portal Master, anyone you have currently sent through your Portal will also find Stardust, and if they consume it, its effects will instead apply to you.

Unless otherwise indicated in this perk, others will not notice or interact with the Stardust, and only those that possess this perk will benefit from its consumption.

[400cp, Discounted for Portal Masters] Skylander Healer

An advanced Portal Master technique. Once a day, when sending someone through a Portal, or targeting them with a similar teleportation or summoning power, you may restore them to perfect health. An ideal power for the Portal Master who relies on powerful champions like the Skylanders to support them.

[600cp, Discounted for Portal Masters] A Fighting Chance

When a series of events occurs, or would otherwise occur, that you could not have reasonably prevented, and that would either result in your death, or doom the world at large, this perk activates. Fate will conspire to give you a chance to resolve these events in a better way.

For example, say you were a Portal Master who was locked out of the Portal Network, thus stopping you from saving your world from destruction, and you could not have reasonably predicted or prevented this; you would either stumble onto some way to bypass this lockout, or instead be given some kind of heads up to stop it from happening in the first place.

Of course, this perk fails to activate if you put yourself into such a position, such as by picking fights well beyond your ability, or by deliberately remaining ignorant of the world around you. It is also only a chance, which can be messed up, and messing up a given chance will not earn you an additional chance.

Skylander Perks

[100cp, Free to Skylanders] Essential Element

You have attuned yourself to one of the ten main elements of Skylands: Air, Dark, Earth, Fire, Life, Light, Magic, Tech, Undead, or Water. This must be decided upon purchasing this perk.

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

[100cp, Free to Skylanders] Driving 101

You have gained the necessary knowledge and skills to pilot all of the various Vehicles connected to the SuperCharger Skylanders. This includes: cars, trucks, tanks, boats, submarines, helicopters, planes, and even a spaceship.

This is only a basic competency; you will have to look elsewhere to truly master these Vehicles.

[200cp, Discounted for Skylanders] Gearbit Gainer

Gearbits are a unique currency limited not only to this world, but also to this particular time period. By purchasing this perk, you will ensure that they also appear in future worlds. They will be most

prevalent when piloting any Vehicle, but may also be found in places large amounts of loot could be found, such as in treasure chests.

Gearbits can be utilised by certain parties to improve Vehicles, but by taking this perk you will also ensure that they are considered legal tender in any future world you visit.

[200cp, Discounted for Skylanders] A New Perspective

You are immune to vertigo, and will never have to worry about blood rushing to your head when you are upside down. Further, you can quickly adjust to a change in perspective, such as being made to walk upside down on a ceiling, or sideways along a wall. With this, you will have a much easier time infiltrating Count Moneybone's Dimensional Dungeon of Dehabilitation.

[400cp, Discounted for Skylanders] Magnet

A temporary power given to the Skylanders in order to be tested by the Ancients. You however, have somehow permanently gained it.

You have two auras you are able to tap into. The first is 'Pull'. This blue aura will attract small to medium metallic objects, some kinds of ceramic objects, and even a few magical creatures found in Skylands. This occurs within a small circle around you, with a radius of a few metres. Objects pulled towards you move quickly, but not so much that the speed of them coming into contact with you would cause you harm. Objects you are 'pulling' glow the same colour of blue as your Pull aura, making it obvious that they are affected. The second aura is 'Push'. This red aura works the same as the blue one, but instead pushes objects away from you. Objects you are 'pushing' glow the same colour of red as your Push aura. Using these auras takes no effort or energy on your part, allowing you to easily use them in addition to your other powers and abilities.

You may only have one of these auras active at a time, but may freely switch between them. You can of course toggle this power off whenever you would like.

[400cp, Discounted for Skylanders] Eon's Elite Wave 2

As an Elite, you've been around a while. Where other Skylanders are just starting, you've already had plenty of time to hone your skills.

You have a floating five years of training, which you may 'spend' at any time in order to immediately improve in lieu of actual training. You do not have to spend it all at once. This 'training time' takes into account any form of training boosting effects applied to you.

There are three other conditions to this perk. First, the form of training you are 'purchasing' must be something that can consistently be repeated. One-off power ups are not allowed. Secondly, this training time will also factor in downtime such as necessary rest periods, as well as sleep. Lastly, you may only 'purchase' training once a day. If you wish to purchase different types of training, or purchase in smaller chunks, you will have to wait until the next day each time.

At the start of each new jump, you will be given another five years' worth of training time, and you have no obligation to spend your existing time before you receive this. Post-chain, you will receive new training time every ten years.

[600cp, Discounted for Skylanders] SuperCharger

You have chosen, and been chosen in return, by a Rift Engine, a magical artifact created by the Ancients. It has granted you various powers.

Firstly, any vehicle you pilot performs greater than it otherwise should. Secondly, you are able to modify any Rift Engine-powered Vehicles almost instantly with but a thought, provided you have the appropriate parts on hand. This can even be safely done whilst piloting the Vehicles, allowing you to finetune your ride on the fly. Thirdly, by offering up Gearbits, you are able to permanently improve either the weapons or shielding of any Rift Engine-powered Vehicle. The amount of Gearbits needed for an upgrade will increase the more you improve the Vehicle in such a way.

Your special bond with your Rift Engine will also improve both yourself and your Personal Vehicle when you are in close proximity to each other. See the Personal Vehicle item for more information.

Villain Perks

[100cp, Free to Villains] Boss Fight Announcement

When you initiate combat, you can choose to activate this power. Time will pause for a moment. All the enemy combatants' visions will seem to zoom in on you, and an announcer will call out your (preferred) name, optionally with some text appearing close to you also displaying this name. After a moment, this goes away, and time resumes as normal. An interesting power for the flashy villain.

[100cp, Free to Villains] Sound of Darkness

You have a highly attractive voice. How this manifests specifically is up to you, but it will be recognised as an objectively nice voice. Further, should you interface with any form of speech machine (such as thought to speech or text to speech), you are able to hijack it, overwriting the machine's 'voice' with your own for as long as you are using it to speak for you.

[200cp, Discounted for Villains] Friendly Figment

When you are experiencing great internal conflict, and take a moment to reflect, you will encounter an imaginary representation of someone important to you, be they friend, enemy, or in-between. They are merely a figment of your own imagination, which they will freely admit to you, and they may not be entirely true to life in terms of personality, as they are coloured by your own perception of them. They also do not know anything you do not.

What they do offer however, is a valuable insight into your own mind, and a conversation with them will usually be a great help in resolving the internal conflict you are experiencing.

[200cp] I Changed My Mind

Sometimes one makes certain commitments one comes to later regret. With this perk, you have developed a good sense of timing for the best moment to back out of such commitments, either in terms of personal gain for you, or maximum pain for the other party. Whether this makes you a betrayer, or a great hero, is just a matter of perspective, I suppose.

[400cp, Discounted for Villains] Magic Hands

With this power, you can create and maintain up to two magical constructs in the form of giant hands. These hands will be roughly the size of your whole body, and will appear like your own hands, except made out of glowing pink energy (if you somehow lack hands, they will instead appear as generic human hands). The hands must be consciously controlled by you in order to move. These hands have incredible strength, allowing them to be used both as a weapon, or to pick up heavy objects. Maintaining these hands will slowly eat up your energy reserves, and the hand constructs will be disrupted if they take too much damage, leaving you unable to use them for a few hours.

Should you possess the power to wield Portals, you may even summon these hands through the Portal, though controlling them like that will require more effort on your part, as well as consume more energy.

[400cp, Discounted for Villains] Me, Myself, and I

Because the world can't have too much of you. With this power, you are able to create and maintain up to five copies of yourself. These copies must remain in your general vicinity, and possess no will of their own, instead acting as puppets that you must consciously control. They retain all of your powers and abilities, except for any that would allow them to create additional copies.

The copies cannot be harmed, but maintaining them eats up your energy reserves. They also always possess some kind of obvious physical tell that they are the copy and not the 'real you', and no power or ability you (or they) possess will be able to hide this tell.

[600cp, Discounted for Villains] Dark Benefactor

You have a talent for attracting the interest of powerful beings of evil, darkness, or corruption. If they are the recruiting sort, you will have an easy time becoming a favoured agent of theirs. Such beings will be more generous when it comes to offering you incentives to work for them, as well as boons for loyal service. They will also be much more lenient in handing out punishments. They are far less likely to take offense to minor, unintended slights, and will be loathe to betray you; only doing so in the interest of their immediate self-preservation.

Leveraged correctly, this talent can earn you a great deal. That is, if you are willing to walk the path of villainy.

General Perks

[200cp] Solar Field

A trio of fast-moving light particles fly around your body. They heat up, and will cause damage to nearby enemies, but will never harm you. Interestingly, they will also slowly heal nearby allies (including yourself) that are attuned to the Life element. The particles act autonomously, requiring no effort to maintain on your part. They can also be toggled off whenever you like.

[300cp] Paint Magic

You are able to create mindless beings out of paint, known as Inklings. There are three types of Inklings you can create. The first is a small inkling that dashes forward before exploding. The second is a huge Inkling that also dashes forward, but is more powerful. The last is also a huge Inkling, but instead remains stationary, and smashes the ground around it with its fists for a short period of time before vanishing. In time you may learn to create other types of Inkling. You will need a supply of paint in order to create these Inklings.

-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] Rift Engine Portal of Power

A tool wielded by Portal Masters, Portals have come in many sizes and shapes. This year's model is quite the departure from previous years. It is best described as a parking space, appropriate considering this year's focus on Vehicles. The parking space has a strong blue line clearly marking out the border of the Portal. Inscribed into the asphalt are various glyphs one might recognize from other Portal models. At the back of the space is a large silver Rift Engine, which provides power to the Portal. The Rift engine constantly puts out blue flames; these flames are cool to the touch, and will not set fire to anything.

On the top of the Rift Engine is a Trap Slot, designed for use with Traptanium Traps. Its purpose is not to summon or trap Villains however; rather by harnessing the power of a Trap, the Engine can provide an enhancement to a Rift Engine-powered Vehicle, temporarily adding the element of the Trap to the Vehicle's weapons. The Silver Rift Engine is also capable of storing a single Rift Engine-powered Vehicle sent through the Portal in a special subspace, which keep the Vehicle close to someone sent through the Portal, without being in the way. In the case of SuperChargers and their respective Vehicles, Vehicles kept in this space will remain SuperCharged, and continue to boost their SuperCharger.

[100cp, Free to Portal Masters] Emblem Album

A strange album. You will be unable to add your own pictures into the album, as it will reject them. Instead, whenever you accomplish something significant, a new emblem will appear in the album, with some text underneath briefly explaining what was done to earn the emblem. These emblems will be bronze-coloured to begin with, but by repeating the same action, or going further along the same actions (for actions such as completing sets of things), you can upgrade into a silver colour, then finally a golden colour.

The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away.

On the back inside cover is a helpful list which is continually updated, and provides suggestions for things to do that would earn more emblems. The list is based on your own knowledge, so if you have a secret nemesis, you wouldn't be given the suggestion to defeat them.

Should the album go missing, or be damaged beyond repair, a new one will reappear in your Warehouse after 24 hours. It will retain all of the progress you have already made.

[200cp, Discounted for Portal Masters] A Nice House

A modern house, by the standards of 2015 America. It is well-furnished, and all bills associated with the house will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

If you took the Toys-to-life drawback, this will be the house you are provided for the year. If you have carried through a continuity where you took this drawback in prior Skylanders jump(s), this is the same house that was provided to you then.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the house be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp, Discounted for Portal Masters] Dark Rift Engine

A large, green Rift Engine, not to be confused with a regular Rift Engine aligned with the Dark element.

When activated, it will explode after a few moments. This will cause a rift to be created, which will pull anything caught in the explosion into a world of darkness. The rift will then close, trapping those caught in the explosion, and cutting them off from the universe at large.

In future worlds, the Dark Rift Engine will instead connect to an equivalent dark dimension or universe to the world you are currently in. If none is known to already exist, the Dark Rift Engine will ensure the presence of one nonetheless. Should the Dark Rift Engine be lost or destroyed, unless it was activated properly, a replacement will appear in your Warehouse after 24 hours.

If properly activated, you will not receive a new Dark Rift Engine until the following jump, so use it wisely. Post-chain, you will instead receive a new Dark Rift Engine 10 years after the last one was properly activated.

[600cp, Discounted for Portal Masters] Snow Globe of Destiny

A large snow globe, a bit larger than a person's head. The snow globe is capable of granting a single wish, no greater in power than creating an enchilada the size of an island out of nothing. In order to have your wish granted, you must hold the snow globe, then clearly state 'I wish for', followed by whatever it is you want done.

At the start of each subsequent jump, the snow globe is refreshed, allowing it to grant a single wish once again. Wishes do not stack; if the snow globe can already grant a wish, it doesn't offer two. Post-chain, the snow globe will refresh ten years after the last wish.

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

Skylander Items

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

Skystones Overdrive is this year's new fad, though far less intrusive than the fads of previous years. You have a full set of one of every single type of Skystones Overdrive compatible Skystones that can be found in Skylands. Even with every Skystone, it will require some thought to create a powerful deck, though you are much more likely to win than lose. Of course, you could always make a weaker deck to challenge yourself. It also comes with a complimentary game board, on which to play the game. Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Skylanders] (Nearly) Complete Mod Set

A collection of nearly every mod part for the canon Rift Engine-powered Vehicles in Skylanders: SuperChargers. This, of course, includes all appearing paint job options, toppers, as well as horn sounds. The only parts missing, are those obtained by a SuperCharger SuperCharging their Vehicle for the first time.

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

[400cp, Discounted for Skylanders] Wishing Well

A magical well, located either in your Warehouse, on a property you own. When throwing a special magic blue stone, known as a Wish Stone, down the well, the magic of the well will activate. The stone will vanish, and the well will throw up a reward out of the well, seemingly created from nothing. The reward is random, but can be a small amount of the local currency, some Gearbits, a small amount of experience orbs (which may be consumed in order to progress in any levelling system you possess), or rarely a weak magical object appropriate to your current world.

You begin with a single Wish Stone to start out with, just to get an idea how the well works. However, upon purchasing this item, additional Wish Stones will begin to appear in your travels. They will be a common item found amongst loot caches, and can also rarely be found hidden in random containers.

In future worlds, you may choose for the Wishing Well to be attached to your Warehouse, or to be placed on a property you own.

[600cp, Discounted for Skylanders] Racelandia

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you can travel to Racelandia: a magical world filled with racing courses adapted from various iconic locations across Skylands.

Here, Pandergast the Magnificent will regularly host racing competitions, offering cash prizes in the local currency of the world you are currently in as a reward for victory. When participating in these tournaments, you will regularly encounter friends and foes from past jumps as other racers. You will never be able to get anything out of them, barring some pleasant conversation, and racing them on the assigned coursed. This goes both ways; these guest racers will never attempt to harm anyone else in Racelandia, or each other, and they will never get anything from you other than a nice talk or the fun they get out of racing you. Individuals known for racing are more likely to appear as competitors.

Should you somehow lack a vehicle, Pandergast will offer you 'loaner' Land, Sea, and Sky Vehicles. These Vehicles have poor performance, and you will be unable to take them outside Racelandia. You will also have free access to the tracks in between competitions, in case you wanted to get some practice in.

In future worlds, you may choose for the gateway to Racelandia to be attached to your Warehouse, or to be placed on a property you own.

Villain Items

[100cp, Free to Villains] Hover Throne

A luxurious throne, that has a built-in engine, allowing to it to hover and move about. It can be controlled via a stick on the left armrest, and some buttons on the right. It can also let off a burst of flame from the top of the throne, though this is best suited as a display of impressiveness, as opposed to serving as an actual weapon.

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

[200cp, Discounted for Villains] Speech Device

A special device, which can connect to the mind of a consenting party, and then allow them to project specific thoughts as speech through the speaker. There are four pre-set 'voices' you can dial

the speaker into, providing a small degree of variety in output. The device will help you understand others that lack the ability to speak, unfortunately it is not easily portable.

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

[400cp, Discounted for Villains] Kolossal Kernel

A large, magical, popcorn seed. It has magical growth effects, which differ depending on whether the kernel has been popped or not.

Unpopped, significant exposure to the kernel will cause objects to grow in size. Longer term exposure can cause additional growth. The downside to using it in this state is that the magical effect can easily be hijacked by those with even a small amount of magical ability, allowing them to shrink objects back to their normal size, or grow them again, and take full advantage of the opportunities this provides them.

Popped, consuming some of the popcorn will cause significant growth beyond the usual, and this effect cannot be hijacked by outside magic. The downsides to using it in this state is that you must use up the kernel to do so, this extreme growth is only temporary, and once popped the kernel is basically fixed in this state.

At the start of each subsequent jump, your kernel will be completely restored, and returned to an unpopped state if it was popped. Post-chain, this occurs every ten years.

[600cp, Discounted for Villains] Doomstation of Ultimate Doomstruction

Also referred to, by boring do-gooders, as a Sky Eater. This massive flying battlestation is shaped like a giant head. The 'mouth' of the battlestation sucks in nearby landmasses. It then drains any magic within the land, some of which is used to fuel the machine, keeping it self-sustaining. What you use the excess magic for, is up to you.

The outer shell of the Doomstation blocks out unwanted purifying effects, such as the magic of the Core of Light, allowing those harmed by such effects to safely stay with the battlestation. In a pinch, a large enough being could wear this shell as a form of armour to protect itself.

There is enough space within the Doomstation to house all of your companions with small individual quarters. This space will grow as needed, becoming bigger on the inside, in order to ensure all companions may reside here, and your inactive companions will be able to stay here, provided they remain inside. The station also possesses a marvellous throne room, allowing it to serve as a perfect seat of power to rule from.

Post-jump, the Doomstation of Ultimate Doomstruction will no longer require additional magic to be self-sustaining, allowing you to decide whether you want to collect magic by destroying the land around you, as well as use the station in worlds where is not naturally present in the land.

Should your Doomstation be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. This will not occur however, if the outer shell of the Doomstation is still being used as armour, and the reappearance of the Doomstation will cause the old shell to vanish.

General Items

[50cp] Skylanders: SuperChargers Game Bundle

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

- A 2015-era television.
- Either a PlayStation 3, a PlayStation 4, an Xbox 360, an Xbox One, or a Nintendo Wii U.
- Two controllers for your chosen console.
- Any one Skylanders: SuperChargers Starter Pack, your preference of edition, for your chosen console.
- A Nintendo 3DS, or a Nintendo Wii (with two Nintendo Wii controllers).
- Any one Skylanders: SuperChargers Racing your preference of edition, for your chosen console.

Your copies of Skylanders: SuperChargers are unique in that they will accept any officially released Skylanders toy, including the ones released with Skylanders: Imaginators and onwards. Non-Nintendo versions of the game will be able to use the Nintendo exclusive Skylanders and Vehicles. Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. You will also be able to play online in any world with an internet connection, even ones where your console does not exist. Who exactly are you playing with, anyway?

[50cp] Complete Skylanders: SuperChargers Toy Collection

A set of one of each of every single Skylanders toy released at or post-launch of Skylanders: SuperChargers, up until the release of Skylanders: Imaginators. These ones are actually just toys, not beings sent from another world. They come with a handy Skylanders: SuperChargers themed carry case, capable of storing all of them. The toy Vehicles will come separately, in a SuperChargers branded box superficially modelled after a toolbox, which also acts as a playset for the toys. This collection includes the second wave Eon's Elite Skylanders, which come in small dioramas, and display nicely. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Jumplanders: JumperChargers Skymiibo Collection

A set of Skylander style toys of you and your companions. They are somehow compatible with all Skylanders games. Should you or your companions possess the Eon's Elite Wave 2 perk, the counterpart toy will have the nicer paint job and accompanying diorama those toys come with. You will also receive toy counterparts for all Vehicles purchased in this document. Each toy will be capable in-game of what their counterpart purchased in this jump. A switch on the bottom of each of these toys will allow them to act as Nintendo amiibo. As amiibo, they are somehow usable with every amiibo compatible game. They always provide some form of new content, though it's often only minor. Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Skylanders: SuperChargers Novelty Hat Collection

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

[100cp] Breaking Cannon

A special cannon, for the aspiring daredevil. You can quickly pull it out, and set it up, whenever you want, no matter how unlikely that would be. The cannon is capable of safely firing you out at a high speed.

[100cp] Bubble Blower

A strange device, that is designed to be worn on your back. By blowing into a hose on the front, the device will be able to fire out bubbles from the top of the device in front of you, from what resembles a brass instrument, like a trombone.

In order to actually use the device, you will need to load it up with alchemical mixtures. Unless you are an alchemist, such mixtures will be incredibly difficult to obtain.

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

[100cp] Bug Bombs

You have an endless supply of cocoon-like grenades, which you will be able to produce whenever you like, no matter how improbable that might be. When thrown, the grenades explode, revealing a swarm of bugs that attack enemies and slow them down.

[100cp] Crowd-Pleaser Fireworks

An endless supply of pyrotechnics, which you will be able to retrieve whenever you would like, no matter how improbable that might be. You will be able to quickly set them off in a small circle around you, allowing them to serve as an effective close-range weapon.

[100cp] Electric Trident

A sharp, golden coloured trident. A switch on the handle will cause the pointy end to generate electricity, increasing the trident's effectiveness as a weapon. By charging up the trident, you can even fire electricity out from it as a ranged attack.

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

[100cp] Element Lance

A lance, made out of your Skylands element (defaulting to a lava lance if you possess none). Regardless of what it is made of, it will only function as a slightly better than normal lance, that also deals elemental damage of the appropriate element. You won't accidentally set a room on fire by putting your lava lance down for a few moments, for example. In addition to stabbing at enemies, it can be thrown. When thrown, it will explode on impact, before reappearing in your hand in perfect condition a few moments later.

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

[100cp] Fang Blades

A pair of gauntlets, which can generate an energy blade on each hand. These energy blades can also be released and thrown from the gauntlets. When doing so, the blades will naturally spin, then boomerangs to the gauntlets and reattach themselves.

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

[100cp] Handy Hooks

A pair of hooks, designed to be worn on your wrists, over your hands. The Skylander, Nightfall, possesses a similar pair of hooks.

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

[100cp] Slamming Hammer

Cannot be taken with the Ninten Who? drawback.

A giant spiked hammer, requiring an immense amount of strength to wield effectively. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Trumpet Concord

A magical trumpet gun. By playing the trumpet, you fire out magical energy in the form of musical notes. By playing different tunes, you change some of the characteristics of the notes, such as make them bigger or smaller, or letting them home in on enemies.

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

[100cp] Typhoon Turbine Jetpack

This is a water pack, which never empties of water. It functions like a jetpack, allowing you to hover. While hovering, it can also fire out small waves of water to wash away your enemies.

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

[100cp, First free for Jumper] Vehicle

Barrel Blaster and Clown Cruiser, as well as their Dark variants, cannot be purchased if you took the Ninten Who? drawback.

You have one of the canon Vehicles of either Land, Sea, or Sky, appearing in Skylanders: SuperChargers. Check the notes section for a list of available options for this.

These Vehicles are powered by Rift Engines. These Engines can connect to a Portal of Power, allowing the Portal to function even when some kind of block is placed on the Portal Network. Additionally, each Rift Engine is attuned to one of the ten main Elements of Skylands.

Whilst in Skylands, the Vehicle's performance will temporarily improve when it enters an area strongly aligned with its element. Post-jump, it will gain a minor boost to any weapons that relate to its attuned element.

Your Vehicle also has a storage area, for collecting Gearbits. Any Gearbits the Vehicle runs into will be automatically transported into this area, for easy access.

For the purposes of importing into this option, your existing vehicle must be of the same terrain type, and must also be of a personal scale.

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

[200cp, First free with the SuperCharger perk] Personal Vehicle

Instead of a canon Vehicle, you have your own custom Vehicle. It is around the same level of performance as the canon Vehicles. Appearance wise, it is a match for your general aesthetic. It may be of any of the three terrain types, or any of the ten main Elements.

Whilst in Skylands, your personal Vehicle's performance will temporarily improve when it enters an area strongly aligned with its element. Post-jump, it will gain a minor boost to any weapons that relate to its attuned element. If you have been to the Skylanders: Trap Team jump, and purchased 'The Jumper Element' perk there, your personal Vehicle may instead share your own personal element. In this case it should be treated as if it possesses the first eight Skylands elements (Air, Earth, Fire, Life, Magic, Tech, Undead, and Water).

Like the Vehicle option above, your personal Vehicle is powered by a Rift Engine, and also has a storage area, for collecting Gearbits. Any Gearbits the Vehicle runs into will be automatically transported into this area, for easy access.

Should you possess the SuperCharger perk, the Rift Engine powering the Vehicle is the same one you have bonded with. When in close proximity to your Vehicle, you will be able to 'SuperCharge' it. The first time you do this, you will acquire a unique set of modifications to the Vehicle. These mods are

not necessarily a better fit, but you will be unable to acquire them in any other way. Whilst your Vehicle remains SuperCharged, its performance will noticeably improve. Additionally, it will provide a boost to you as well, making you a bit better across the board. You must remain close to your personal Vehicle in order for it to remain SuperCharged. If you move too far away from it, you will have to SuperCharge it again. A SuperCharged Vehicle has a minor aesthetic change to it that makes it easy to tell that it remains in a SuperCharged state.

If you purchased a species modifier in this jump, you may also apply a similar effect to your personal Vehicle. Dark Vehicles perform slightly better than normal and are immune to any corruptive effects. Legendary Vehicles perform slightly better than normal. Power Blue Vehicles have the same calming effect that you can toggle off and on, and when used in the promotion of genuine charitable organisations, such promotions are more successful.

For the purposes of importing into this option, your existing vehicle must be of the same terrain type, and must also be of a personal scale.

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

[200cp, Free with 3 or more Vehicles purchased] Garage

This garage acts as an attachment to your Warehouse, but may alternatively be placed on any property you own. The garage will be able to store any and all vehicles you own, expanding internally in size to accommodate them. Any vehicles you possess which are powered by Rift Engines can be sent to the garage, or moved from it to somewhere near your current position, instantly and at will. Other vehicles will have to be moved in and out of it another way.

In future worlds, you may choose for the garage to be attached to your Warehouse, or to be placed on a property you own.

[200cp] Boulder and Chain

A large spiked boulder, attached to a chain. It will take a great deal of strength to use this effectively as a weapon. In addition to swinging the boulder around with the chain, you can disconnect the chain to send the boulder spinning around, and also use the chain as a weapon for faster but weaker attacks. The chain easily reattaches to the boulder, so you can switch between approaches in order to best fit the situation.

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

[200cp] Dagger Cannon

This minigun fires out sharp daggers instead of bullets, and will never run out of ammo. It can also be planted into the ground, at which point it turn into a turret that automatically targets and fires at your enemies. When in turret form, you can automatically recall it back to your hands, at which point it returns to acting as a minigun.

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

[200cp] Diving Set

A set of gear, similar to that possessed by the Skylander, Dive-Clops.

First, you have a diving suit. It is durable, and surprisingly easy to move around in. If you purchased the Flying Eyeball species, the suit is designed to house you as its head, with the rest of the full body suit being controlled by you. The suit is capable of generating a sonar ping. Enemies hit by the ping will take a small amount of damage.

You also have a launcher capable of firing out 'Waterpedo' (water element infused torpedoes), as well as Waterpedo Mines. You have an endless supply of both of these, which you can retrieve at any time, no matter how improbable that might be. Should the suit have already pinged an enemy, Waterpedo and Waterpedo Mines will automatically home in on them.

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

[200cp] Fire Crackers

A pair of golden pistols, with hoops of fire attached to the front. Instead of firing regular bullets, these things instead rapidly launch coins. The hoops at the front will set the coins on fire as they pass through them. 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. The pistols can deliver a charged shot which instead launches a large hoop of fire. When something passes through the fire hoop, the hoop will explode outwards, harming things on the outside of the hoop, but leaving the thing passing through the hoop completely safe.

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

[200cp] High Security Shield and Spear

A shield a spear set. The shield is a heavy riot shield. When successfully blocking attacks with it, you are instead healed a small portion of the damage you would have taken. The spear is capable of channelling electricity through it to increase its damage output. Further, the spear has an additional function when planted in the ground. An electricity user who fires electricity at the planted spear will have their movement speed moderately increase, so long as they remain within a few metres of the spear, and also continue to provide electricity to the spear.

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

[200cp, Discounted with the Paint Magic perk] Paint Staff and Paint Supply

You have an ornate staff, which can be effectively wielded as a weapon. On each end of the staff is a brush, allowing you to paint with the staff.

You also have an endless supply of paint, which you will be able to retrieve at any time, no matter how improbable that might be. You will be able to safely lob it as large balls of paint, as an odd ranged attack, or retrieve it in paint cans if you need it for other purposes. The colour of the paint is random, drifting between the colours of the rainbow.

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

[200cp] Shark Shooter

A heavy rocket launcher that is worn over your arm. It fires ballistic 'shark' missiles (that you will never run out of), which first burrow into the ground, then emerge to impact your enemies. You can also 'punch' into the ground with the Shark Shooter in order to create a shockwave, in order to deal with close-range threats.

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

[200cp] Solar Flair and Asteroid Belt

You have a laser gun, that fires condensed sunlight. The gun can be charged up in order to fire more powerful lasers.

You also have a seemingly endless supply of strange moon rock, which you can produce when desired, no matter how improbable that might be. The moon rocks can be thrown as a projectile. Further, when shot by your Solar Flair, the moon rocks will remain in mid-air, and then rain down lasers underneath it, reminiscent of a disco ball. They will disappear a few moments later.

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

[300cp, 200cp with the Kong species] Barrels of Fun

Cannot be taken with the Ninten Who? drawback.

You have an endless supply of various types of barrels, which you will be able to produce whenever you like, no matter how improbable that might be.

You have standard barrels, best thrown at your enemies. You have smaller half barrels, which can be worn over your fists like gauntlets. You have arrow barrels, which can launch you at high speeds. You have particularly large barrels, which you may summon around yourself and roll around in. Lastly, you have Bongo Barrels. When placing these on the ground and playing them like a bongo drum, it will generate a close-range shockwave. After playing it for a few moments, you can step away from it, and it will continue to generate shockwaves for a few moments before disappearing.

[300cp] Jet Vacuum Turbine Set

A set of battle gear, similar to that employed by Hurricane Jet-Vac. Firstly, you have a blaster. It fires spinning blades via pressurised air. You will never run out of these blades. Additionally, by charging your shot, you can create mini-tornadoes. The air supply is received from an air tank, which is worn on your back like a backpack. You can also use the blaster to suck up nearby air to supply to the weapon. When an enemy or small object is sucked in through the Vac Blaster, it is deposited out the back of the air tank.

Additionally, this equipment set come with a pair of magic wings that enable flight. If you took the Sky Baron species, as well as a background in this world, these may be the same wings that you were taught to use as a child, as is customary for Sky Barons.

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

[300cp] Safety Safe

A large golden safe, which sits in your Warehouse and cannot be opened or otherwise interfered with. When you would be otherwise killed, the safe activates. It appears somewhere nearby, and your body disappears. Then the safe opens, revealing you, revived and in a completely restored state. The safe then vanishes, and cannot be used again. Being revived in this manner will prevent the usual chain-failure that occurs due to death from happening.

At the start of each new jump, you will receive a new safe if the previous one was used up. Post-chain, you will receive a new safe ten years after the previous safe was used.

-Companions-

[Free] Starter Pack

In a world such as this, it seems even the bad guys have someone to pal around with. To get you started, you are entitled to two free purchases of any of the 50cp companion options. If you are a Portal Master looking for allies in this time of crisis, Spitfire and Super Shot Stealth Elf come recommended.

[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

Hammer Slam Bowser, Turbo Charge Donkey Kong, and Diddy Kong, as well as their Dark variants, cannot be purchased if you took the Ninten Who? drawback.

For 50cp each, you may recruit any of the Skylanders which became available to the Portal Master at this time of this adventure. For reference, most of these Skylanders in their statue forms have a Rift Engine as their base. For a complete list of available Skylanders, check the Notes section. You may take multiples of the same Skylander if you wish to. For Turbo Charge Donkey Kong, you may also take Diddy Kong as well. In this case you decide whether they share one singular companion slot (sharing future purchases between them), or if they each take up a separate companion slot.

Alternatively, still for the price of 50cp each, you may recruit any named non-Skylander, non-Villain character appearing in Skylanders: SuperChargers, that is not otherwise listed in the companion section. You may however, use this option to recruit Glumshanks.

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

[100cp] Pit Crew

A trio of dirt sharks, who will happily maintain and upgrade any Vehicles you possess. They are able to install different mod parts, or sacrifice Gearbits to permanently improve either the weapons or shielding of any Rift Engine-powered Vehicle. The amount of Gearbits needed for an upgrade will increase the more the Vehicle is improved in such a way. However, in order to do these things, the Vehicle must come to a complete stop, and you will be unable to remain inside it whilst they do their work. Fortunately, they work extremely quickly, to get you right back into the action.

Unless imported in a future jump, they don't take up a companion slot. If you do choose to import them, you may decide whether to import them individually, or keep them as a group companion, with all purchases they make being evenly split between them.

[200cp per.] Villain

For 200cp each, you may recruit any of the canon racing Villains, with the exceptions of Kaos and Glumshanks. For a complete list of available Villains, check the Notes section. Each villain will also come with their own personal racing vehicle.

[400cp] Redeemed Kaos

It is I, KAOS! The newer, better, GOOD GUY KAOS! What's that, you want me to join you? Of course, fool - I mean f-f-friend. Gah! I'll never get used to that.

This is an alternate universe Kaos, who has been redeemed and now acts as a protector and hero of Skylands. Unlike the Kaos of this world, he is unlikely to completely backslide into villainy, although he is still getting used to the whole 'hero' thing. Kaos is an experienced Portal Master, and a talented magician, knowing various elemental spells.

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

[600cp] Remnant of The Darkness

This is a small fragment of The Darkness, an entirely separate being from the piece of The Darkness assisting Kaos. It is contained within a small tube. By holding it close to you, you will hear whispers inside your head. Presently, this is the only way it can communicate with you.

This piece of The Darkness has bonded with you emotionally. It will offer you advice, and potentially power, if it grows enough. It genuinely likes you, so it will not betray you, but as it is a legitimately evil creature, and it only values itself and you, its advice might not always be the sort of thing you want to hear.

By feeding it magic, this fragment will be able to grow in size and power, and eventually take on a more corporeal form, which will be something it believes you would approve of. Exponentially more magic will be required as it grows, but there is no limit to how powerful it can become.

Alternatively, you may use this option to recruit the remnant of The Darkness assisting 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 An Old Save File.

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 An Old Save File.

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] Nintendo Veteran

Cannot be taken with Ninten Who?

Have you interacted with Bowser, Donkey Kong, or Diddy Kong before, in another time and place? 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] An Old Save File

With this toggle, you carry over the events of the Skylanders: Spyro's Adventure, Skylanders: Giants, Skylanders: SWAP Force, and Skylanders: Trap Team 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] Ninten Who?

Cannot be taken if you are carrying over a continuity where you took the Unexpected Allies toggle in Skylanders: Trap Team.

By default, it is assumed that Nintendo All-Stars Bowser and Donkey Kong (with Diddy Kong) will have recently been transported to this world and become SuperChargers. By taking this toggle however, you may instead elect for them to never appear. Somehow, this will not have any noticeable impact on the effectiveness of the Skylanders.

[0cp] Toys-to-life

Requires the Portal Master Origin.

Instead of arriving in Skylands, you instead arrive on Earth in the year 2015. 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 is much smaller, and made of plastic. You will be able to interact with Skylands via a combination of your toy Portal 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. You must also make the same decision for any Vehicles purchased in this jump. If they are left normal, they can be used properly on Earth, but cannot be sent to Skylands. If you elect for them to act as toys, they will function normally when sent to Skylands. At the end of the jump any Vehicles you elected to act as toys will revert to normal.

On the plus side, you will be fairly safe during your stay here, and additional Skylanders and Vehicles 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 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] +Racing

By taking this drawback, you ensure that the events of Skylanders: SuperChargers Racing will also occur sometime during your stay. Pandergast the Magnificent will host the Racelandia racing event, offering the Snow Globe of Destiny as a grand prize. The Portal Master and the Skylanders will be called on to enter the event, in order to keep this magic orb out of evil hands.

[0cp] Secret Agent Secrets

By taking this drawback, you ensure the events of the Skylanders: SuperChargers comics (SuperChargers Issues 1-6) will occur sometime during your stay. Spyro and Kaos will butt heads as the latter learns how to be a hero, and the former learns to treat this new ally as a friend. Veteran Skylanders Voodood, Boomer, and Ghost Roaster will briefly turn villain out of a perceived lack of respect. Count Moneybone, Spellslamzer, and Blubberbeard will each enact their own villainous schemes.

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

[0cp] Battlecast

By taking this drawback, you ensure the events of Skylanders: Battlecast will occur sometime during your stay. Kaos will open a rift into a mysterious place known as the Second Dimension, where battles must comply with strange rules. The Portal Master and the Skylanders will be called on to stop him.

[+100cp] Laborious Land Vehicle Segments

What's that? You want *more* driving sections? Well, okay then.

Expect to encounter long stretches of track designed to be navigated by a Land Vehicle about twice as often as is normal here. This will even carry over to Earth, where the streets have transformed into dangerous stunt tracks. They have also magically extended in length, without actually covering any more distance. Strangely, no one other than you will notice anything out of the ordinary.

[+100cp] Fiendish Food Thief

For years, many have wondered where the Food Thief (an odd Greeble carrying a large basket of food on his head) gets all his food from. Well, for now, the answer is: you.

During your stay in this world, anytime you attempt to acquire food, this annoying guy will appear nearby and try to take it from you. He isn't very strong, but having to deal with his antics every time you want to eat is sure to be a pain. Should you kill or otherwise incapacitate the Food Thief, a new Greeble will take up the mantle the following day.

[+200cp] Unlucky

You are plagued by poor fortune. Expect to exclusively encounter elemental zones that benefit you the least, to get what you don't need when opening treasure chests and loot caches, and get nothing but horrible hands when playing Skystones Overdrive. This will also apply to your companions and followers, and if you are a Portal Master, anyone you send through your Portal.

[+200cp] Foolish Jumper Fool

You have become quite foolish jumper. With just a bit of ego stroking, you could be talked into casting out a loyal and long-time friend, and you will eagerly accept bets before knowing what exactly you are getting yourself into. Try not to make too much of a mess of things!

[+300cp] The Darkness Timeline

It seems you have arrived in a much darker timeline than normal. Now, even the Rift Engines will not be able to let the Portal Master gain access to the Portal Network. This means that Skylands will not receive the assistance of the Portal Master or any of their Skylanders, and it will take serious intervention on your part to prevent The Darkness from completing destroying Skylands, and possibly you along with it. The Darkness will also have no interest in working with you, and any attempt to recruit him as a companion or talking him out of his plan will automatically fail.

Don't think you are safe hiding out on Earth either. The Darkness will head to Earth after consuming all of the magic from Skylands. By that point his power may well have grown far beyond your ability to deal with it, and Earth possess neither the Core of Light or the Dark Rift Engine to assist you.

[+300cp] Nightmare Mode

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

-Ending-

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

Choose one of the following three options:

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

On An Old Save File:

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

What is Skylands?

From Skylanders: Spyro's Adventure:

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

Skylands is a magical world, located at the centre of the universe. Magic flows throughout Skylands, both in its landmasses and the flora and fauna that exist there. This magic is comprised of ten different elements, with Light and Dark being newly discovered during the events of Trap Team. Certain areas are more concentrated on a specific element, and those attuned to that element can grow stronger there. Skylands is also regularly under the threat of evil forces, The Darkness chief among them. Skylands exists in the same universe as Earth, but how far away they are from each other is difficult to say.

What is a Portal Master?

From Skylanders: Spyro's Adventure:

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

Portal Masters are those who are able to wield a Portal, granting them various magical abilities, first among which is the ability to teleport others great distances. During the time of Trap Team, there are two active Portal Masters, they are the Dark Portal Master Kaos, and the Portal Master Eon has taken under his wing. Portal Masters have a strong connection with Skylanders, and good Portal Masters will work together with Skylanders under their command to maintain the peace in Skylands.

Who is the Portal Master?

The Portal Master is in fact the Player of Skylanders: SuperChargers. 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, SWAP Force, and Trap Team (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 a SuperCharger?

SuperChargers are a special team of Skylanders. Chosen by the recently rediscovered Rift Engines, they were sent to the Portal Master in order to assist take down Kaos and The Darkness. Each has a personal vehicle, outfitted with the very same Rift Engine that chose them. Some SuperChargers are new recruits, whilst others are veteran Skylanders. The visiting Bowser and Donkey Kong are also SuperChargers.

SuperCharger generally refers to the Skylanders themselves, though occasionally the vehicle are called SuperChargers instead.

What are the canon personal Vehicles?

Here is a rundown on the Vehicles demonstrated in Skylanders: SuperChargers. First are the Land Vehicles.

- Barrel Blaster: Can be SuperCharged by Turbo Charge Donkey Kong. Tech Element. Has a cannon built out of a barrel, and can also leave behind spiked barrel mines.
- Dark Barrel Blaster: As Barrel Blaster.
- Burn-Cycle: Can be SuperCharged by Lava Lance Eruptor. Fire Element. Capable of shooting out fireballs or releasing bursts of lame.
- Crypt Crusher: Can be SuperCharged by Fiesta. Undead Element. Uses music-based attacks.
- Gold Rusher: Can be SuperCharged by Double Dare Trigger Happy. Tech Element. Fires gold coins at high speed, and can also leave behind mines.
- Power Blue Gold Rusher: As Gold Rusher.
- Hot Streak: Can be SuperCharged by Spitfire. Fire Element. Uses a Flamethrower, and can briefly dash with extra speed as an attack.
- Dark Hot Streak: As Hot Streak.
- E3 Hot Streak: As Hot Streak.
- Golden Hot Streak: As Hot Streak.
- Shark Tank: Can be SuperCharged by Shark Shooter Terrafin. Earth Element. Fires drill missiles, and can briefly tunnel into the earth.
- Shield Striker: Can be SuperCharged by High Volt. Tech Element. Shoots electricity as an attack, and can generate a forcefield for short bursts.

- Thump Truck: Can be SuperCharged by Smash Hit. Earth Element. Has earth crunching iron jaws, and can briefly dash with extra speed as an attack.
- Tomb Buggy: Can be SuperCharged by Bone Bash Roller Brawl. Undead Element. Fires a wide range energy attack, and can create energy blades along the sides for close range combat.

Next are the Sky Vehicles.

- Buzz Wing: Can be SuperCharged by Thrillipede. Life Element. Has a front mounted machine gun, and can also leave a trail of explosive bugs.
- Clown Cruiser: Can be SuperCharged by Hammer Slam Bowser. Air Element. Can shoot fireballs, as well as Bullet Bills.
- Dark Clown Cruiser: As Clown Cruiser.
- Jet Stream: Can be SuperCharged by Hurricane Jet-Vac. Air Element. Shoots small spinning blades, as well as larger ones which generate mini tornadoes.
- Sky Slicer: Can be SuperCharged by Stormblade. Air Element. Fire fast laser blast, and slower homing missiles.
- Stealth Stinger: Can be SuperCharged by Super Shot Stealth Elf. Life Element. It has an attached machine gun. It can also enter into a camouflage mode to lose enemies. In this state it cannot attack, but it will also gradually repair itself.
- Nitro Stealth Stinger: As Stealth Stinger.
- Sun Runner: Can be SuperCharged by Astroblast. Light Element. It has an attached laser, and can also a slow-moving vertical laser sweep.
- Legendary Sun Runner: As Sun Runner.

Finally, here are the Sea Vehicles.

- Dive Bomber: Can be SuperCharged by Dive-Clops. Water Element. It can fire missiles, and also has a sonar system. When a target has been ‘pinged’ by the sonar, fired missiles will home in on them.
- Spring Ahead Dive Bomber: As Dive Bomber.
- Reef Ripper: Can be SuperCharged by Deep Dive Gill Grunt. Water Element. Can fire tridents out as an attack, and can also create a burst of electricity in the surrounding area as a close-range attack.
- Sea Shadow: Can be SuperCharged by Nightfall. Dark Element. Can fire an energy blasts, as well as a large ‘gravity well’ that traps enemies in place.
- Dark Sea Shadow: As Sea Shadow.
- Soda Skimmer: Can be SuperCharged by Big Bubble Pop Fizz. Magic Element. By switching out various alchemic mixtures, its weapons can act as long-range missiles, short range blasts, or large bombs.
- Nitro Soda Skimmer: As Soda Skimmer.
- Splatter Splasher: Can be SuperCharger by Splat. Magic Element. Has attached paint cannon, which can both be fired as a standard weapon, as well as create temporary large Inklings (paint-based creatures) that can block the path of other Vehicles.
- Power Blue Splatter Splasher: As Splatter Splasher.

It is important to note that all Vehicles are roughly within the same range of performance, though some are focused in specific areas. Should Vehicles within the same terrain type have a combat race, the deciding factor would be racer skill, instead of Vehicle specifications.

Which Skylanders are available?

First, we'll cover the SuperCharger Skylanders. They are: Astroblast, Big Bubble Pop Fizz, Birthday Bash Big Bubble Pop Fizz, Bone Bash Roller Brawl, Dark Hammer Slam Bowser, Dark Spitfire, Dark Super Shot Stealth Elf, Dark Turbo Charge Donkey Kong, Deep Dive Gill Grunt, Dive-Clops, Double Dare Trigger Happy, Eggcited Thrillipede, Fiesta, Frightful Fiesta, Hammer Slam Bowser, High Volt, Hurricane Jet-Vac, Lava Lance Eruptor, Legendary Astroblast, Legendary Bone Bash Roller Brawl, Legendary Hurricane Jet-Vac, Missile-Tow Dive-Clops, Nightfall, Power Blue Splat, Power Blue Trigger Happy, Shark Shooter Terrafin, Smash Hit, Steel Plated Smash Hit, Spitfire, Splat, Stormblade, Super Shot Stealth Elf, Thrillipede, and Turbo Charge Donkey Kong.

Now, here are the second wave Eon's Elite Skylanders. They are: Elite Boomer, Elite Dino-Rang, Elite Ghost Roaster, Elite Slam Bam, Elite Voodood, and Elite Zook.

Which Villains are available?

The following Villains are available to recruit using the Villain companion option: Captain Frightbeard, Chef Pepper Jack, Chompy Mage, Cluck, Count Moneybone, Dr. Krankcase, Dragon Hunter, Golden Queen, Lord Stratosfear, Mesmeralda, Pain-Yatta, Spellslamzer, The Gulper, and Wolfgang.

Wait, isn't this a Spyro game?

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

Wait, Donkey Kong and Bowser are here?

Bowser and Donkey Kong (with Diddy Kong) appear in this game as guest characters. This is not a 'canonical' appearance in terms of the Mario series as far as I can tell.

So, what exactly happens here, anyway?

Kaos briefly imitates Eon's usual introduction to Skylands before revealing he has taken over, capturing all of the Portal Master's allies, and shutting down the Portal Network to prevent the Portal Master from sending any Skylanders to help.

Fortunately, a few moments later, Hugo manages to contact the Portal Master. The Portal Master is able to utilise the Rift Engines built into their Vehicles, which were sent to them by Eon in advance, in order to bypass this block on the Portal Network and allow them to send their Skylanders in.

The Skylanders free Hugo, Flynn, and Cali from Count Moneybones' fleet, where they had been imprisoned. After doing so, they see the Sky Eater (or as Kaos calls it, the Doomstation of Ultimate Doomstruction). Kaos has been using thus mobile battlestation to gobble up chunks of Skylands in order to fuel it with magic. Prior to his capture, Eon recorded a message for the Portal Master, in order to explain this, as well as the SuperChargers, a team of Skylanders and accompanying Vehicles,

which were sent to the Portal Master's world in order to be commanded by them. Hugo shows the Portal Master this message, they free some more people, then they return to Skylander Academy, where Buzz and Mags are hiding out. The Academy is connected to one of Moneybones' ships, allowing it to be moved around and kept out of the reach of Kaos for the time being.

Meanwhile Kaos is gloating over his recent success. Glumshanks is concerned with the fragment of The Darkness in Kaos' possession, which has grown dramatically in size, but Kaos brushes this off.

The Skylanders seek to locate and rescue Eon. First, they travel to the Cloudscraper Mountains in order to enlist the aid of the Cloudbreather, an ancient dragon. The Cloudbreather informs them that Eon is being held within the Land of the Undead. In order to reach it, the SuperChargers' Vehicles must be enhanced with the Thunderous Bolt.

The Skylanders arrange to pick up the Thunderous Bolt from the Cloud Kingdom, but when they arrive, they find the kingdom has been overtaken by Kaos' forces, who have assisted Lord Stratosfear in a coup. The Skylanders defeat Lord Stratosfear and recover the Thunderous Bolt, which is then used to upgrade their Vehicles.

The Skylanders travel to the Land of the Undead, where they defeat Count Moneybone, and rescue Eon. Afterwards, Kaos finishes dressing down Moneybone for his failure when he is interrupted by Glumshanks. The Darkness is calling for Kaos by name. It hijacks a voice machine in order to speak properly. Kaos tries to hide the recent setback from The Darkness, but it is not upset. As long as continues to be fed the magic the Sky Eater is gathering, all will be fine. It promises Kaos that the two of them will conquer not just Skylands, but the whole universe.

Eon informs the Skylanders of the presence of The Darkness, and how the Sky Eater's natural armour protects it from the Core of Light. For the time being, the Core of Light leaves The Darkness trapped within the Sky Eater, but a more permanent solution must be found.

Pandergast contacts the Academy, offering various races to the Skylanders.

In order to gain some insight into how to defeat The Darkness, Eon suggests visiting the Spell Punk Library. However, as a manual search of that could take years, the Skylanders head to BattleBrawl Island. There they defeat the giant Spell Punk, Spellslamzer, and get some information to point them in the right direction.

Travelling to the Spell Punk Library, the Skylanders are given a history lesson via interactive books.

A long time ago, prior to the creation of Portals, the Ancients used devices known as Rift Engines to spread the light of Skylands to other worlds. In their haste, they opened a pathway to a forbidden world, unleashing a destructive force on Skylands. Centuries later, the Skylanders were established champions of Skylands. At this time, evil Spell Punks unearthed this Dark Rift Engine, and unleashed The Darkness on Skylands once again. On the brink of defeat, the Skylanders found the Core of Light, built by the Ancients, and used it to drive The Darkness away. However, what is little known is that the Core of Light the Ancient created was 'incomplete', and a finished Core could be what is needed to defeat The Darkness once and for all.

The Skylanders head to Gadfly Glades, in order to seek out the author of the books that the Skylanders learned this information from: Pomfrey Lefuzzbuttom. After dealing with a crazed collector, they bring him back to the Academy. He informs the Skylanders that an artifact known as the Eye of the Ancients is the missing piece to turn the Core of Light from shield to weapon. Meanwhile, The Darkness reveals that its plan is to consume the entirety of Skylands. Glumshanks

tries to persuade Kaos to stop going down this path, however The Darkness is able to sweet talk Kaos into siding with him, and Kaos fires Glumshanks. Glumshanks soon shows up at the Academy, where he is allowed to stay for the time being.

Eon learns of the location of the Eye of the Ancients. It is being held by a Titan. In order to be a match for it, the Skylanders seek the Kolossal Kernel, which is being held by the villainous Cluck.

After retrieving the Kernel, then using it to acquire the Eye of the Ancients, the Core of Light is upgraded. However, at that moment the Sky Eater attacks the Academy. The Core of Light is destroyed, and only through the Glumshanks sacrificing himself is the Academy able to pull away and escape the Sky Eater.

Falling through a Rift, Glumshanks is found by Pandergast, who puts him up as a grand prize for his Ridepocalypse Demolition Derby. The Skylanders win the derby and rescue Glumshanks.

Without the Core of Light, Eon does not know how to destroy The Darkness. Cali suggests that they instead send him back where he came from using the Dark Rift Engine. Fortunately, Glumshanks know where it can be found: the Vault of the Ancients. The Skylanders successful pass ancient trials and recover the Dark Rift Engine. Mags begins work on it, but the Academy comes under attack from Sky Bandits, and she is kidnapped. The Skylanders pursue the Bandits, and rescue Mags from Captain Blubberbeard.

Kaos, meanwhile, is sulking. Though on the precipice of utter victory, he isn't happy for some reason. He has a conversation with an imaginary Glumshanks, who hints the reason why he is not happy is because he has always believed ruling Skylands to be his destiny, and yet in order to follow The Darkness and conquer the universe, he would have to give that up.

With the Dark Rift Engine prepared, The Skylanders begin their infiltration of the Sky Eater, with Glumshanks providing valuable intel on its layout.

Kaos hesitates to commit to the destruction of Skylands, so The Darkness threatens to strip Kaos of his powers. Kaos grudgingly goes along with the plan.

The Skylanders make it to the throne room. They battle Kaos, and defeat him. However, before the Dark Rift Engine can be used, The Darkness intervenes, freezing everyone in place with telekinesis. He gloats, and instructs Kaos to destroy the Dark Rift Engine. However, Kaos betrays The Darkness, and activates it instead. The Darkness is sucked back into his own world, and Kaos and the heroes escape the Sky Eater before it explodes.

As the heroes celebrate, The Darkness emerges from a giant Rift, donning armour made out of the shell of the former Sky Eater. The Skylanders, using a Land Vehicle, battle The Darkness, pushing him back into his own world and defeating him. Kaos decides to work at the Academy as the self-appointed Ultimate Evil Consultant of Ultimate Evil. This change into a 'good guy' carries through to the sequel comics but is dropped by the time of Imaginators.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a new drawback/toggle: **Battlecast**. (ii) Minor changes to list of Vehicles note, to be more accurate.