



Character Bios

For Reference Only

TRAP TEAM

SNAP SHOT



Water

“Croc and Roll!”

Snap Shot came from a long line of Crocagators that lived in the remote Swamplands, where he hunted chompies for sport. After rounding up every evil critter in his homeland, Snap Shot ventured out into the world to learn new techniques that he could use to track down more challenging monsters. He journeyed far and wide, perfecting his archery skills with the Elves and his hunting skills with the wolves. Soon he was the most revered monster hunter in Skylands – a reputation that caught the attention of Master Eon. It then wasn’t long before Snap Shot became the leader of the Trap Masters, a fearless team of Skylanders that mastered legendary weapons made of pure Traptanium. It was this elite team that tracked down and captured the most notorious villains Skylands had ever known!

FOOD FIGHT



Life

“Eat This!”

Food Fight does more than just play with his food, he battles with it! This tough little Veggie Warrior is the byproduct of a troll food experiment gone wrong. When the Troll Farmers Guild attempted to fertilize their soil with gunpowder, they got more than a super snack – they got an all-out Food Fight! Rising from the ground, he led the neighborhood Garden Patrol to victory. Later, he went on to defend his garden home against a rogue army of gnomes after they attempted to wrap the Asparagus people in bacon! His courage caught the eye of Master Eon, who decided that this was one veggie lover he needed on his side as a valued member of the Skylanders. When it comes to Food Fight, it’s all you can eat for evil!

GEARSHIFT



Tech
"All Geared Up!"

Gearshift was created on the Tech island of Metallana by King Mercurus, who considered the young robot to be his own daughter. But rather than performing royal duties, Gearshift preferred to spend her time in the oily depths of the kingdom among its workers, secretly tending to the huge subterranean machines. When her father discovered this, he was furious – but then a squadron of Undead Stormriders suddenly attacked. Learning that these marauders wanted to capture her father, Gearshift used her knowledge of the labyrinth below to hide him. Seizing the emblem of her people – The Great Gear – she used it to fight the Stormriders, inspiring the workers to rise up. Together, they drove the Stormriders out of Metallana and saved the kingdom. For this, Gearshift was made part of the Trap Team, using her new awesome Traptanium-forged gear to help defend Skylands!

TORCH



Fire
"Fire it Up!"

Torch's childhood was spent working with her grandfather as a dragon keeper, where she helped tend to a stable of dragons that protected her village. One year, an evil Snow Dragon unleashed a terrible blizzard that trapped her entire homeland inside a massive ice glacier! Torch was the only one to escape. Having always been fearless, she set out at once to rescue the villagers and her dragons from their chilly fate. Armed with her Firespout Flamethrower, she fought hard through the treacherous conditions and bravely defeated the Snow Dragon in an epic battle. After the village was free from its icy doom, Torch returned home to find her grandfather missing. The only token left behind was his lucky flaming horseshoe. Now as a member of the Skylanders, Torch wields her powerful flamethrower as well as her lucky horseshoe in hopes it will one day lead her to the grandfather she had lost.

WALLOP



Earth

"Hammer it Home!"

For generations, Wallop's people used the volcanic lava pits of Mount Scorch to forge the most awesome weapons in all of Skylands. And Wallop was the finest apprentice any of the masters had ever seen. Using hammers in both of his mighty hands, he could tirelessly pound and shape the incredibly hot metal into the sharpest swords or the hardest axes. But on the day he was to demonstrate his skills to the masters of his craft, a fierce fire viper awoke from his deep sleep in the belly of the volcano. The huge snake erupted forth, attacking Wallop's village. But, bravely charging the beast with his two massive hammers, Wallop was able to bring down the creature and save his village. Now with his Traptanium-infused hammers, he fights with the Skylanders to protect the lands from any evil that rises to attack!

WILDFIRE



Fire

"Bringing the Heat!"

Wildfire was once a young lion of the Fire Claw Clan, about to enter into the Rite of Infernos – a test of survival in the treacherous fire plains. However, because he was made of gold, he was treated as an outcast and not allowed to participate. But this didn't stop him. That night, Wildfire secretly followed the path of the other lions, carrying only his father's enchanted shield. Soon he found them cornered by a giant flame scorpion. Using the shield, he protected the group from the beast's enormous stinging tail, giving them time to safely escape. And though Wildfire was injured in the fight, his father's shield magically changed him – magnifying the strength that was already in his heart – making him the mightiest of his clan. Now part of the Trap Team, Wildfire uses his enormous Traptanium-bonded shield to defend any and all who need it!

CHOPPER



Tech
"Dino Might!"

Growing up, Chopper was much smaller than the rest of his dinosaur kin. But this didn't bother him because he had big ideas. Ahead of the annual hunting competition to honor the village idol, Roarke Tunga, Chopper spent weeks building himself a super Gyro-Dino-Exo-Suit. When the competition began, he took the air – firing his missiles and chomping everything in his path. With Chopper on the verge of victory, the competition came to a sudden halt when the nearby volcano erupted, flooding the village with lava. Seeing the residents of his village trapped, Chopper quickly flew into action. One at a time, he airlifted everyone to safety. And was even able to save the village idol. For heroically using his head, Chopper was made a Skylander!

JAWBREAKER



Tech
"Down for the Count!"

Jawbreaker hailed from a race of robots that operated and maintained a vast underground complex of enormous machines that powered the legendary Sky Train, which traveled between a thousand different islands daily. Like many of his fellow robots, Jawbreaker led an ordered existence – full of rules and regulations – which he followed happily. However, one day a huge army of Gear Trolls invaded the subterranean complex. Known for being major train enthusiasts, they were set on taking over the Sky Train for their own evil use. Jawbreaker quickly jumped into action and used his massive fists to beat the trolls into retreat. His quick action and ability to think for himself made him an individual. For this he was made part of the Trap Team, where he now uses his Traptanium powered fists to deliver mighty blows to evil!

KRYPT KING



Undead

"I've Got the Edge!"

The perfect blend of sword and sorcery, Krypt King wandered Skylands for years as the disembodied spirit of a knight – until he found his way into the depths of an ancient Arkeyan weapon vault. Upon finding an enormously powerful suit of armor, the spirit decided to make it his own. Unfortunately, this triggered a long dormant auto defense system. With alarms blaring, a massive sealed chamber was opened, revealing a huge army of war machines. Krypt King launched himself towards the attack force, swinging his newly found giant sword until every machine was utterly destroyed. Realizing the power he wielded could serve a broader purpose, Krypt King sought out the Skylanders and was made a member of the Trap Team, where he now uses his massive Traptanium blade to cut down evil!

GUSTO



Air

"Gusts and Glory!"

Gusto was once a cloud wrangler in the peaceful Thunderclap Kingdom, where he learned to master the wind under the guidance of the mysterious Cloud Dragon. But a day came when a fleet of dragon hunters appeared on the horizon, seeking to capture the fabled creature. Despite the danger, Gusto stepped forward to defend it. The hunters could see that Gusto was not a soldier and didn't even have a real weapon – just a "curved stick." However, he was no coward! And, throwing his large boomerang, Gusto hit his surprised opponents again and again – until the hunters surrendered and were forced to retreat. For standing up for himself and protecting the Cloud Dragon, Gusto was given a new Traptanium Boomerang and made part of the Trap Team!

HEAD RUSH



Earth

"Taking Charge!"

Head Rush was raised in a small village that had fallen under the spell of a powerful Harvest Sphinx, who forced the frightened villagers to plow the vast fields of golden grass for his own benefit. Although there were many villagers, no individual was brave enough to confront the Sphinx and put an end to its rule. But Head Rush believed there was a chance to fight back if she could somehow inspire her people to stand together. Charging through her village, Head Rush shouted a mighty yodel that woke the villagers from their spell! With the village behind her, she then led the charge to drive the Sphinx from the island for good. For her leadership and bravery, she was made part of the Trap Team, where she uses her giant Traptanium horns to take charge of evil!

BUSHWHACK



Life

"Axe to the Max!"

Born to a race of tree elves who were protectors of the rich Arcadian Timberland, Bushwhack was supposed to be a ranger. But being the smallest of his clan, he was sent deep into the woods by the Chieftain to study with Arbo, known for helping the Skylanders rebuild the Core of Light. The tree spirit looked beyond Bushwhack's size, and seeing that he had the heart of a warrior, taught him many secrets. Arbo even gifted him with an enchanted axe. So when a legion of Lumberjack Trolls invaded the forest and overpowered the elves, it was Bushwhack who set out to stop them. Drawing out the trolls, he used his enchanted axe and knowledge of the forest to capture them and destroy their tree cutting machines. Afterward, Bushwhack not only was made a ranger, but a Skylander. As part of the Trap Team, he now uses his Traptanium axe to whack evil wherever it grows!

KABOOM



Fire
"Boom Time!"

Kaboom hails from an ancient volcanic island known as Munitions Forge, where he and his people crafted machinery that was used all throughout Skylands. But the ruthless Captain Ironbeard wanted the forge for himself so he could build an unstoppable pirate armada. With a fleet of pirate ships approaching, Kaboom went to work, creating the greatest anti-pirate weapon ever forged – The Boom Cannon! When Ironbeard arrived with his invaders, Kaboom met them at the edge of the docks with his cannon lowered, still smoldering red hot from having just come out of the fire. One by one, he sank their ships until Captain Ironbeard finally retreated. Now as a valued member of the Trap Team, Kaboom uses his Red Hot Traptanium Cannon to blast evil in the broadsides!

DÉJÀ VU



Magic
"Did That Just Happen?"

On a remote island in Skylands, Déjà Vu tirelessly worked on a machine that would make the perfect three-minute egg in half the time. After pouring over countless magic tomes, and even consulting the lost plans used to create the legendary Tower of Time, she finally completed construction of the huge machine. Unfortunately, a gang of evil giant sea slugs, searching for a way to acquire super speed, learned of her machine and set about to take it at all costs. Slow, but well armed, the massive slugs bore down on the island. But rather than allow her work be used for evil, Déjà Vu quickly jumped into action and set the clock's hands to thirteen – causing a time overload. Caught up in the blast, she was given an amazing power over time, which she then used to stop the evil slugs in their tracks and spin them home. Now as a Skylander, Déjà Vu uses her incredible powers to turn back the clock on evil!

FIST BUMP



Earth

"Knock, Knock...Too Late!"

Fist Bump had long been the sleeping protector of the Bubbling Bamboo Forest, but awoke from a long hibernation when a horde of nasty purple Greebles arrived with gigantic rock-smashing machines. Intent on building a new base, their machines wreaked havoc – chewing up the land and spitting out billowing clouds of smoke into the enchanted air. Seeing this, Fist Bump was furious. Using his enormous stone fists, he hammered the ground with all his strength, creating a massive earthquake that sent huge shockwaves towards the Greeble camp. This reduced the machines to mere scrap and sent the Greebles running off in a panic. The act of bravery caught the attention of Terrafin, who brought Fist Bump to meet Master Eon. Now as a Skylander, Fist Bump makes evil quake wherever he goes!

LOB-STAR



Water

"Star Bright, Star Fight!"

Hailing from the depths of the undersea kingdom of Star City, Lob-Star was the head chef of his own five-star restaurant, often cooking for the King Fish himself. However, few knew that Lob-Star had secretly been training in a mysterious art of fighting known only to a few crustaceans. For a while, Lob-Star was able to keep the peace while still keeping his hidden identity. But when a giant Leviathan threatened to swallow up Lob-Star's guests and capture the King Fish himself, he had no choice but to swim into action. Calling on every trick his mysterious training had taught him, Lob-Star defeated the Leviathan and drove it out of Star City. For risking everything, Lob-Star was recruited by Master Eon to join the Skylanders. Now, as part of the Trap Team, he uses his powerful Traptanium Throwing Stars to serve up defeat to anyone who threatens Skylands!

FUNNY BONE



Undead

"I Have a Bone to Pick!"

Funny Bone once lived on Punch Line Island – the funniest place in the land of the Undead and home of the Eternal Chuckling Trees that magically make everyone laugh when the breeze tickles them. But after hearing stories of this, the evil Count Moneybone sent his minions to investigate if this magic could be used to make a “Funny Bomb” that would render Skylands helpless with laughter. Funny Bone was in the middle of burying his neighbors’ birthday cake on a breezeless day when the invaders arrived. Seeing their large axes, Funny Bone instantly knew that the Chuckling Trees were in danger. Without hesitation, he sprang into action, fighting off the minions and driving them from his humorous home. Now as a Skylander, Funny Bone delivers his own punch line to evil!

TREAD HEAD



Tech

"Tread and Shred!"

As an orphan from the Dizzying Dunes, Tread Head had always dreamed of racing. And after a summer of scavenging for parts, he finally managed to build a bike that would allow him to enter the local racing circuit. The other competitors laughed at the crudeness of his work, but Tread Head had built it for performance, not for style. So when the race began, he jumped out to a commanding lead. But as he entered a canyon, he suddenly found himself at a roadblock – of Goblin troops! Knowing the other racers were in danger, he pulled off the road and kicked up so much dust that the Goblins had no choice but to flee, allowing the other racers to pass safely. Tread Head may have lost the race that day, but he earned the respect of Master Eon, who would see to it that Tread Head would tread on evil wherever he goes!

BLADES



Air

"Looking Sharp!"

Blades came from a long line of dragons that guarded the dungeon of Scalos Castle, where the Golden Fear Serpent had slumbered for a century. Although it was considered an honor, Blades dreamed of becoming a knight so he could go on adventures in faraway lands. But one evening, a deafening roar shook the castle and a wave of fear swept over. The serpent had awoken! Fighting his fear with each step, Blades descended into the chamber. As he entered, the golden beast grinned and made Blades an offer – he would leave the kingdom unharmed and slumber for another hundred years, as long as Blades agreed to remain in the dungeon for eternity. Knowing the safety of the kingdom was more important than his ambition, Blades accepted the offer. Then suddenly, the fear was gone and the serpent vanished – for it turned out the only way to defeat the serpent was to confront his fear. News of this bravery soon found its way to Master Eon, who came to see Blades at once and made him a Skylander.

BLASTERMIND



Magic

"Mind Over Matter!"

Blastermind was once the "hide and sheep" champion of the Sardonic Mountains, where he and his friends played regularly. But when he was about to set a new Skylands record, the ground collapsed and Blastermind fell into a deep, mysterious cavern filled with shimmering crystals. As his friends circled the hole up top, they suddenly found themselves face to face with a dangerous Ham Dragon, who had felt the rumble of the collapse. Down below, Blastermind felt helpless. But fortunately, the cavern was filled with Psionic Power Crystals once used by the Ancients to amplify their thoughts. When the crystals "heard" Blastermind's worried thoughts about saving his friends, they found him worthy – and bestowed upon him awesome psionic powers, which he used to get out of the hole and mentally blast the circling Ham Dragon. Soon after, Blastermind joined the Skylanders as part of the Trap Team, using his new Traptanium Psionic Helmet to fight evil everywhere!

COBRA CADABRA



Magic

"Charmed and Ready!"

Though Cobra Cadabra was an assistant to The Great Mabuni, a traveling magician that performed all over Skylands, he wanted more than anything to become a magician himself. Unfortunately, the guild of Mysteriously Mad Magic Masters of Mystery, who for centuries taught all of the greatest magicians, would not permit it. And so Mabuni decided to teach the cobra himself, even though it was forbidden. They studied everything together, from vanishing acts to snake charming. But when the guild discovered this, they sent a team of magic rabbit enforcers to punish them both. Although the beastly hares were the most powerful of their kind in Skylands, Cobra Cadabra remained brave. Playing an enchanted tune on his flute, he used what he had learned to cast a spell over the rabbits and lead them away. Upon hearing this, this guild was impressed by such a display of skill, and accepted the snake charmer as a member. Soon after, Cobra Cadabra was made a member of another group – the Skylanders!

SHORT CUT



Undead

"Cut to the Chase!"

Short Cut was renowned for making the finest clothing in all of Skylands. With his magic shears, no thread was too thick, no cloth was too bunched, and no pattern was too hard to follow. But one day, a fleet of flying sailing ships appeared overhead, crewed by raucous Skeleton Pirates. Having plundered a cargo of golden yarn from fortunetelling soothsayers, their leader demanded that Short Cut stitch together a magic hat that would tell him the futures of everyone in Skylands – or suffer the consequences! Not wanting to see his work used for evil, he bravely snuck onto the ship that night and sewed the pants and shirts of the sleeping pirates together so they were unable to fight. Short Cut then used his magic shears to cut the sails and wrap them around the ship, preventing the pirates from escaping. His brave actions caught the attention of Master Eon, who quickly made Short Cut a member of the Trap Team, where he now uses powerful Traptanium Shears to cut evil's future short with every snip!

TRAP TEAM SUPER VILLAINS

KAOS



Kaos

Needs no introduction.

Before becoming the archenemy of the Skylanders, Kaos always demonstrated an insatiable hunger for absolute power. Even as an infant, Kaos seized control of his nursery with his “evil baby army of evil drool” which threatened to crawl across the face of all Skylands. Fortunately, this uprising was crushed at naptime. Kaos was then sent to the finest evil school of magical villainy, as were many in his long and twisted family history. It was here that Kaos met Glumshanks, who was persuaded by Kaos to become his evil servant with the promise of career growth. But soon after, they were expelled when Kaos appeared as a giant floating head at a school assembly and ate the gymnasium. With the long suffering and still unpromoted Glumshanks at his side, Kaos continues to come up with plan after plan to take over Skylands; some say to fulfill his ambition to become Skylands’ “ultimate evil overlord,” though others think that he’s still trying to impress his immensely powerful and overbearing mother – herself a Dark Portal Master. All agree, however, that Kaos should never be underestimated.

GULPER



Water

His gulp is worse than his bite.

From the moment he oozed from the ceiling of the Gelatinous Caverns, the Gulper had possessed an enormous appetite and insatiable thirst for anything and everything he could stuff in his mouth. At a young age, he won first place in the annual Deep-Fried Triple-Cheeseburger eating contest – and has proudly worn the Crown of Gluttony ever since. But it was his particular affinity for soda, which causes him to grow to colossal proportions and go on rampages, that first caught the eye of the Golden Queen. She was looking for special types of people – or creatures – to join her Doom Raider gang that was bent on unleashing total mayhem. It was also her desire to recruit someone who was incredibly dim-witted, so that if they were ever captured, the Skylanders would not be able to extract any useful information. The Gulper fit these requirements to a tee!

CHOMPY MAGE



Life

The champ of the chomp!

Believe it or not, the Chompy Mage actually hatched from inside a Chompy Pod. At least that is how his Chompy hand puppet tells the story. Having been raised by Chompies, it is no surprise that the old magician is a little strange. He simply grew up embracing the Chompy way – believing that Skylands would be a better place if everyone was a Chompy – an illegal enchantment which he has actually tried to perform on several occasions. It was this kind of magic that led to him to be locked up inside Cloudcracker Prison, where he met the other Doom Raiders. Of course, they all thought he was completely crazy, but the Chompy Mage can see through the eyes of any Chompy in Skylands – and having a few billion little spies can come in handy when trying to enact revenge on the Skylanders. Plus, he could secure the Chompy vote for any sort of political elections that followed.

WOLFGANG



Undead

His music is edgy – sharp steel edgy.

Wolfgang wasn't always a werewolf. He was once a handsome, brilliant musician set to marry a beautiful princess. Before the wedding, he planned to unveil his ultimate symphony to the greatest music aficionados in Skylands, convinced they would love it and instantly hail him as the best composer of all time. But they didn't. They hated it – and even worse, it actually physically hurt when heard. Turns out Wolfgang had unintentionally discovered the musical note for pain. Being shunned like this drove Wolfgang utterly and completely mad, physically transforming him into the werewolf he is today. With the princess no longer wanting to marry him, he turned to a life of crime, terrorizing the royal subjects and using his evil music as a weapon. The Golden Queen took note of this and realized that Wolfgang could make a powerful ally, if she could control his rage and keep him in line. And that's a pretty big "if!"

CHEF PEPPER JACK



Fire

Chef Pepper Jack was once the most renowned celebrity chef in all of Skylands – until he discovered ancient recipes for evil delicacies. That's when he turned his thriving restaurant business into a formidable criminal empire. The scam was simple. He would fly his zeppelin fortress over a village and order the townsfolk to surrender all of their money. If they didn't, he would promptly serve up a main course of spicy pepper bombs that would blow everything to smithereens! The Golden Queen valued both his explosive and non-explosive culinary skills and recruited him into the Doom Raiders at once. Now, when he's not serving time in Cloudcraker Prison, he's serving up atomic omelets of doom!

DREAMCATCHER



Air

Cloudcracker is not the first prison from which Dreamcatcher has escaped. She had actually escaped from Lucid Lockdown within the Realm of Dreams – before escaping from the dream realm itself! Not only can she read your mind while you're sleeping but she can bring your worst nightmares to life. Using her mischievous powers of dream-stealing, she has driven entire villages to the point of madness – all for the sheer thrill of it. Her playfully evil nature is what got her noticed by the Golden Queen, who needed a good psychic for her evil schemes... and also for relationship advice. Loving both cunning plans and gossip, Dreamcatcher was happy to oblige and promptly joined the Doom Raiders. Although due to her aforementioned mischievous nature, the Golden Queen has found the relationship advice questionable.

DR. KRANKCASE



Tech

No one is really quite sure exactly what Dr. Krankcase is a doctor of... but his technical engineering achievements are legendary. The secret to his success lies in his modified concoction of glowing green goo, which causes wooden objects to come to life and turn evil. His unique skillset makes him a valuable asset to the Doom Raiders, who have plenty of nefarious uses for evil wooden creatures. It is also commonly known that Dr. Krankcase served as an evil inspiration to Kaos once upon a time, who had figured out how to make his own wooden creatures, the Wilikin, come to life after reading about the doctor's exploits in the Minion Monthly Catalog. Kaos also respected Dr. K's interest in world domination and doom engineering, not to mention his well-documented love of pickles.

GOLDEN QUEEN



Earth

A wicked queen made entirely of gold and rich beyond her wildest imagination, the aptly named Golden Queen would gladly trade her entire fortune for just a little more. But why trade when you can steal? And that's what she did. She stole, and stole, and stole! But no matter how much she took, it was never enough. Through evil sorcery, she even learned how to turn people and objects into solid gold. However, that STILL wasn't enough. The idea that any amount of treasure in Skylands did not belong to her was infuriating, so she embarked on a quest to take every last cent of it. But she couldn't do it alone. It was then that she formed the Doom Raiders – the most notorious group of villains ever assembled. As the leader, the Golden Queen promised riches, world domination, and even all-you-can-eat shrimp in order to recruit special criminals to serve her cause. Together, the Doom Raiders terrorized Skylands until Master Eon and the Trap Masters put a stop to them, locking up all of them inside Cloudcracker Prison!

TRAP TEAM REGULAR VILLAINS



SHIELD SHREDDER (Life)

A wood carved villain with a sharp metal shield that can shred anything in its path!



CHILL BILL (Water)

A really cool troll that uses his frosty jet pack and freeze ray to ice down his enemies!



SHREDNAUGHT (Tech)

A massive lumberjack tank piloted by two trolls delivering 360 degrees of chopping power!



BROCCOLI GUY (Life)

A lively stalk of broccoli who proves that not all veggies are good for you!



GRINNADE (Fire)

A walking bomb with an explosive smile!



BUZZER BEAK (Air)

A mischievous bird with a propeller hat whose chop is worse than his chirp!



PAIN-YATTA (Magic)

An oversized piñata who can barf an endless supply of candy that sweetens battle!



SHEEP CREEP (Life)

Beneath the fluffy exterior lays a “baahh’d” villain...along with a pair of cork shooters!



BRAWLRUS (Tech)

No other walrus can brawl like the Brawlrus... mostly because he uses cannons!



MASKER MIND (Undead)

An undead villain who is frequently out of his mind... and into yours!



BRAWL & CHAIN (Water)

A treacherous pirate with a chain instead of a hand... and a big hook blade attached to the chain!



BRUISER CRUISER (Tech)

This former troll-boxing champion has a wicked one-two punch... and a very large mech suit that mimics his every move!



CROSS CROW (Water)

A notorious treasure hunter that is always in hot pursuit of Skylands' most legendary artifacts... and a good key-lime pie.



HOOD SICKLE (Undead)

A creepy shadow reaper that can slash when he winks and dash when he blinks!



BOMB SHELL (Magic)

Despite his affinity for destruction, this is one shady turtle that can't seem to break out of his indestructible shell.

SPECIAL SERIES BACKSTORIES

LEGENDARY SKYLANDERS

For centuries, Skylanders have competed in gladiator-style events inside epic arenas of sport, where only the greatest of combatants become immortalized as magical, golden statues that stand watch as guardians. These are the Legendary Skylanders. Whenever the world is in peril, special Portal Masters can bring these statues to life and summon the Legendary Skylanders to defend Skylands against any evil that threatens it.

DARK SKYLANDERS - ORIGINAL

While on a special mission, a team of Skylanders discovered a secret lair where Kaos was experimenting with a new discovery - Petrified Darkness - which he intended to use to take over all of Skylands! In the fight to stop Kaos, the lair exploded, releasing a cloud of pure Darkness! The Skylanders knew they could not let it escape, so they absorbed the dark energy, transforming them into dark versions of themselves. Fortunately, Spyro had learned to tame the darkness within him long ago. So with his help, these Skylanders now have also learned to control it – combining its power with their own to fight Kaos and the forces of evil.

DARK SKYLANDERS - TRAPTANIUM

From his top secret lair, Kaos had engineered a dangerous material known as Dark Traptanium – which he intended to use to capture the Skylanders once and for all! Caught off guard, several Skylanders fell into his trap and were imprisoned within the crystal walls. But the Trap Masters arrived just in time and shattered the dark traps with their weapons made from pure Traptanium! Though they were free, they had absorbed enough of the dark energy within, transforming them into dark versions of themselves! Fortunately, they have learned to control it – combining the dark power with their own to fight Kaos and the forces of evil.

EON'S ELITE

Of all the heroic Skylanders, there are several that Master Eon depends on to lead others into battle against the forces of evil. Eon's Elite are the selected few that have displayed courage and bravery against all odds – and are revered by their fellow Skylanders for their inspiration and unwavering commitment to defend Skylands!

MINI SKYLANDERS

The Skylander Mini's started off as regular "Sidekicks," assisting the Skylanders on many exciting adventures. And what they lacked in size they more than made up for in courage. Ultimately determined to become full-fledged heroes, they trained at the Skylands Academy - honing their powers and skills until they were ready. Now, they stand side by side with their full grown counterparts, ready to defend Skylands against Kaos and his evil minions.