Xel'Naga Scenario

You can choose to do the canon route, or one of the racial routes. If you fail your first scenario (such as a racial route), you can choose to do the other option (the canon route). Note that failing these scenarios is not a chain failure.

What are the Xel'naga?
The Xel'naga are a long lived race. In fact they may live longer than entire universes. They are not fully immortal though, which is why they created the Infinite Cycle of ascending purity of essence and purity of form into Xel'naga. Their form of reproduction. They seed universes with life and wait for a race of Purity of Essence and a race of Purity of Form to arise. These races will meet and peacefully merge into one. At this point, the eldest Xel'Naga would sacrifice their essence to ascend the leaders of the race to Xel'naga.
The Xel'naga are the most psionically powerful race in the StarCraft universe. It isn't an exaggeration when they say that Amon could rip worlds apart. For most normal Xel'naga the very presence of Xel'naga DNA is something that can induce the growth of life. Formerly barren planets became covered in flourishing forests within months of being exposed.

Canon Route:

In the original story Kerrigan went through much before she finally ascended to become a Xel'naga. It should be fitting then, that to ascend you must do the same. Starting back at the very beginning of StarCraft 1 once again you will be taking the place of the ghost known as Kerrigan using only what was available to her; a PSI level of 10 and ghost training. You must ensure the fall of the Terran Confederacy and the rise of a better leader, before being infested by the Zerg Overmind. Once leader-in-training of the Zerg you must ensure they prosper well enough to face both the UED and the Hybrid. After the Overmind falls you will need to visit Zerus to reach the peak of your strength as a Primal and rid yourself of any of Amons influence, and then fight for the eventual downfall of Amon. Along the way, you must make sure that neither the Terrans nor Protoss fall. You must also train an appropriate heir to the Zerg, one who can lead it in your absence.
By this point you should have lived through the End War three separate times, potentially from three different perspectives. Hopefully you should have a few ideas on winning it on this run through, when in command of one of the races.

Reward

In return for completing this scenario you will ascend to Xel'naga-hood in the place of Kerrigan, Ouros giving you the last of his essence. This will grant you the massive psionic potential and form of a Xel'Naga. You will be able to switch between forms, changing from a massive Xel'Naga form to that of other lesser species like Zerg or Terran. Xel'naga do not have a singular racial form, so you have a fair amount of leeway as to what your Xel'naga form looks like.

After this ascension, your abilities are still unstable at this point in time. As such, you can choose to have your powers settle into place as one of the options from the three main racial routes, of your choice.

Racial Routes

Zerg Route: *You may only use the build you have done in the Zerg jump*

The Zerg have always been a savage race. Before Zagara led the Zerg swarm to become a race devoted to life, they were much the opposite. The Primal Zerg even more so, constantly fighting amongst themselves and ever improving. You may not find a single planet of creatures with as many different evolutionary traits as Zerus in the entire universe. And you are going to soon face just about all of them. You will be taken to Zerus at a time when the Koprulu sector is at peace, and no one wishes to come close to the planet. Starting as a small zergling like creature, you must fight your way up to reach the very top of Zerus' food chain. You will fight and evolve with tooth and nail to stand over the other beings of this planet. As you grow in strength, you will quickly find yourself regaining any perks you may have taken in the Zerg jump. Once you have cast down the last Primal pack leader, and declared yourself King of Zerus a weaker Xel'Naga will appear. This Xel'Naga is nothing like Amon. They are weaker, more like one of the many killed by the Overmind when the race was extinguished. They have seen your deeds, and have comes to challenge you to mortal combat. Should you defeat them, they will happily give up their essence to ascend you in their place. Maybe they intend for you to be a weapon against Amon?

Reward

Purity of Essence is your origin and so Essence is your strength. You can, with nary a glance and minor exertion of psionic energy, absorb other living creatures to restore your own bioenergy reserves. If you ever start to run out of stamina or psionic energy, you could easily refill your reserves with the very enemies you face, or perhaps some helpless bystanders. You could clear entire battlefields of lesser beings in seconds. Knowledgeable experts might compare you to the Energy Creatures that have been known to hatch from Xel'naga temples.

Not just that, but after climbing your way up the food chain of Zerus, you've seen just about everything. And more importantly, you know what DNA encodes just about everything. Your aura of life is much more concentrated than other Xel'Naga. You won't induce life on such a massive scale as with the protoss route, but in exchange you would be able to create a large amount of life of your own specific design with ease in much smaller areas, from the ground up. No need to prod and poke things to evolve in certain directions over the years, you can make it like that from the start. All of this on top of the standard Xel'Naga package of massive psionic potential, massive form, shapeshifting, and long life.



Protoss Route: *You may only use the builds you have done in the Protoss and one other StarCraft jump*

The Protoss have always revered the Xel'Naga as their Gods. These great beings who uplifted them and showed them the secrets of the universe. The Khalai and Nerazim both even have adapted their beliefs for their own. Their wish for peace, and preservation of life. You are a Protoss on Aiur a few years after the End War concluded. A voice has started to whisper in your ear. It wants you to complete the ancient cycle of the Xel'Naga. It has charged you with the mission of uniting the Protoss and the Zerg into a single civilisation, or at least start the groundwork. Your job for the foreseeable future is to better the relationship between the Zerg Swarm and the Daelaam. You will need to make the two civilisations slowly integrate with each other. Purity of Form and Purity of Essence shall once again join together, as was intended since the dawn of time. Only once Zerg and Protoss walk the streets side by side in one great faction as equals shall your work be considered complete. The voice will reveal themself, and appear as Xel'Naga. In reward for completing this final cycle the Xel'Naga has come to ascend you. Weakened and dying, this will be their last act. One last defiance against Amon.

Reward

In reward for bringing the last Cycle to completion you will be ascended to join the ranks of the Xel'Naga. As you went about this ascension how it was meant to be done, your powers will be akin to that of the norm for the Xel'Naga. What this means is that your very being will induce and accelerate the growth of life in vast areas around you. A few small pockets of your DNA planted across a barren planet would leave it covered in flourishing forests within a few years. In local areas around you, plants and animals will mature at a pace visible to the naked eye. The more of your psionic potential you exert, the faster this growth will occur. Use your full might and you may turn a country into a rainforest in minutes.
Purity of Form was your origin, and so Purity of Form is your strength. You have shockingly large psionic potential, even for Xel'Naga. There are very few Xel'naga who would be able to match you in a clash of pure psionics, and they are the likes of Ouros and Amon. But the Xel'Naga are a peace loving race, so surely you should not wish to use it so.



Terran Route: *You may only use the builds you have done in the three StarCraft jumps*

The Terrans of the Koprulu sector have been just as involved with the End War as both the Protoss and the Zerg. They have been key factors in this great conflict they found themselves embroiled in. Perhaps that is why they are so quickly growing into a fitting species of Purity of Form for the Xel'Naga's Infinite Cycle. Psionic potential slowly grows more prevalent among their members. This is something the UED have taken note of. In the wake of the End War, with all the races weakened, they have started to move again. A proper invasion fleet is on its way to the Koprulu sector, set to raid it of all its riches and force the Terrans under their iron boot once more. The UED nearly brought the divided Koprulu sector to its knees with a scouting force using borrowed Terran tech, this will be a much more potent fighting force. You will need to protect the sector from this attack. Do not let the Terrans burgeoning potential be crushed by the UED, nor let the Protoss's recovery be destroyed, nor let the Zerg be forced back into their warlike ways. Defeat this invasion force. Send a message to the UED that even wounded and weakened, the Koprulu sector is not to be messed with. That soon there will be two races with claim to the title of Purity of Form.

Reward

A dying Xel'Naga, one who had hid from Amons view, has seen your deeds. They have witnessed your battle for the existence of Purity of Form. In gratitude for your actions, this wounded Xel'Naga has seen fit to ascend you.

You are Terran. You are not Protoss nor Zerg. You don't need the cosmic powers of the Void, nor the shared racial power of the Protoss. Your power was your own. It was 'pure'. As such it was mutable. The bloody conflicts you have been forced to endure has coloured your psionics. They have changed to become more in line with the likes of Amon, whose aura took life rather than gave it. Your psionic might is corrosive to the touch, like a powerful acid. Without protection flesh will melt away and structures will disintegrate. Luckily this effect is under your control, since it is your power, giving you the ability to prevent it from harming things of your choice.

But this isn't all. Information, Essence and Energy are one and the same. The Xel'Naga understood this like no other race. Your ascension outside the norm has left you with abilities not unlike that of the Keystone. You can convert your psionic energy into matter, information, or essence without the need of any technology.



Special Route

Hybrid Route: *Requires having taken the Hybrid capstone in Protoss.You may only use the builds you have done in the three StarCraft jumps*

Well this is different. You aren't one of the standard races. You are a Hybrid. Abominations made by Narud in Amon's image. The purpose of your birth was the destruction of the foes of Amon, though whether you followed through is another matter. In the wake of Amon's defeat there are still many Hybrid left spread out through the Koprulu sector. No longer attached to the leash of Amon, they are still nonetheless hunted by the survivors of the End War. While once a potent fighting force together, they are now a disorganised rabble, set to be slowly wiped out. You must stop this from happening. Do not let genocide occur to this new born race. Your purpose for this scenario is to unify the scattered Hybrid forces. You must bring them together under one umbrella, and establish the beginnings of a society. Ensure that you will not be exterminated by the Protoss or Zerg, whose flesh your race was made from. You could do this by showing that your species is willing to be peaceful, willing to stop attacking the other races. Or you could show this with force, taking a section of space through battle and declaring yourself a potent enemy to any who would dare challenge you. Once this is done, you will also need to set about creating a way for your race to reproduce. It would be an ill fate for this new race to die out simply because their numbers can no longer increase. Luckily your race has a fair share of Zerg essence, so such biological changes are only a matter of time and experimentation.

Reward

The hybrid were Amon and Narud's creation. They were the closest thing to Xel'Naga possible while not having ascended. As such, Amon bequeathed them bits of his knowledge. Once your race has been brought together, their knowledge will also come together. Within this knowledge you find seeds planted by Amon. Information, if he were ever to fall, to ascend and take his place. Using the many leftover scraps of essence from the Void, you have ascended to become a full Xel'Naga, complete with massive form and psionic potential. As heir to Amon's legacy, your psionic powers are deeply rooted in the Void. You can control and manipulate it on unprecedented levels. Using your formidable psionic might you could tear open holes to the Void, through which you can shape and summon bits of Void Energy in the form of false living beings and machines. The further from the Void and void energies these constructs get the weaker they become. In reward for bringing together this small yet powerful civilisation you may bring them with you to future jumps. Each jump you will be able to bring a small colony of them with you, a few thousand hybrid strong. On top of this, the knowledge granted to you by Amon comes with two other main benefits. The first of which is the ability to create more Hybrid. You can infuse other beings with the DNA of Protoss and Zerg, and let them join the Hybrid race, or alternatively infuse them with the essence of a different race that you know the essence of, even one they should not be compatible with. In a sense it could be considered a lesser ascension, and could be used to add their own strengths to your numbers. The other benefit from Amon's boon is basic knowledge into the inner workings of Xel'Naga technology. Not quite enough knowledge that you could replicate their entire technology base, but enough that the technology you wield would appear to be millenia more advanced than that of the Protoss, whose own technology is largely based off of what they could reverse engineer from the Xel'Naga.