

The Cycle has ended, marking a new era in the constant war between God and Titan. The Material Plane has been marked as an impartial land, the Gods and Titans no longer able to war across the land. Humanity has slowly been able to build, pushing the monstrous creatures, demons, devils, and rogue Celestials away from one of the last bastions of civilization, D'Hara. With no magic, and believing the Gods to have forsaken them, the people struggle for any semblance of safety. The city of D'Hara, built sometime during The Cycle, is barely holding back the tide of creatures constantly attempting to eradicate Humanity. The Gods infused a minor divine spark into 3 Celestial Crystal's at the end of The Cycle. The people built a small citadel for each of these "Barrier Keys" and they were each placed into their own divine ritual circle. With these 3 citadels positioned around the city of D'Hara, empowered by the divine spark placed into the Barrier Keys, a light orange fog began to border the city, protecting it. The fog prevents any creature from passing through, the exception being any humanoid native to the material plane.

Without the ability to expand, neighboring civilizations to trade with, and lacking the strength to push out into the wildlands, D'Hara is beginning to stagnate. Food and space for expansion is becoming an increasingly prevalent problem, and the Council is becoming restless, asking The Hunters to venture further and further away from the city, looking for anything. However as the Gods themselves are being exterminated one by one, their realms being wiped from existence, and no answers as to what is causing this, they turn to the first heroes of the world. You are a member of The Hunters, the first and last line of defense for D'Hara, the only humanoids strong enough to stand against the demons, monsters, and nasty things beyond the barrier.

The year is 347, and your squad has been instructed to investigate the Southern Citadel, to figure out what has caused the barrier to fail, and report back to The Hunters. A few days into your journey, you all sit out to make camp, led by Digorio, your squad captain, taking the first watch Digorio tells you all to get some sleep. As you awake the next morning, never having been woken for your watch, you know something is off, thus begins the story of Exodus.

Infinium War
Crux War
Primordial War
Conflux War
War of Nullification
War of Silence
War of Infinium
War of Conflux