Aramil, Thalia, Grom, Nissa, and Kael all meet in a tavern located in Stoneshire. They quickly become friends and form an adventuring party. They set out to explore an ancient ruin that has recently been discovered. The ruin is said to contain a powerful artifact known as the Orb of Azoria.  
  
During their journey, they are constantly challenged and encounter many dangerous situations. However, they are aided by a mysterious figure who seems to always be one step ahead of them. This figure leads them safely to the Orb of Azoria.  
  
Unfortunately, they are ambushed by the evil necromancer Valthor and his minions. A fierce battle ensues but ultimately the party is victorious. They return to Stoneshire with the Orb of Azoria and are celebrated as heroes.  
  
The story ends on a hopeful note, with the possibility of future adventures.