The party of adventurers gathers in the tavern, making final preparations before setting out on their quest. They discuss the challenges they may face and the rewards they stand to gain. Aramil, the high elf wizard, studies his spellbook. Thalia, the half-elf rogue, sharpens her knives. Grom, the half-orc barbarian, hefts his greataxe. Nissa, the human cleric, checks her holy symbols. Kael, the dragonborn paladin, looks to the sky and gives thanks to his patron deity.  
  
They set out on the road, making good time as they travel to the ancient ruin. Along the way, they face various challenges and encounters, including a group of bandits and a pack of giant spiders. They press on, undaunted, until they reach the ruin.  
  
Inside, they find clues about the Orb's history and purpose. They also encounter Valthor's minions, including undead creatures and dark sorcerers. The party fights their way through, slowly making their way to the center of the ruin.  
  
There, they discover that the Orb has the power to control the elements. The characters confront Valthor in a climactic battle, using the Orb to defeat him. In the aftermath, they discover that the shadowy figure who has been aiding them is none other than the spirit of the long-dead wizard who created the Orb. With the threat of Valthor gone, the party returns to town, their quest successful.