The party of adventurers met in a small tavern in the town of Stoneshire. They had all heard the rumors about the ancient ruin that had been discovered nearby and the powerful artifact that was said to be inside. They all had their own reasons for wanting to find the Orb of Azoria, but they all agreed that it was too dangerous to venture forth alone.  
  
They spent the evening getting to know one another and making plans for the journey ahead. Aramil, the high elf wizard, would use his magic to keep them safe. Thalia, the half-elf rogue, would use her skills to help them avoid traps and find secret passages. Grom, the half-orc barbarian, would use his brute strength to protect them from danger. Nissa, the human cleric, would use her healing magic to keep them all alive. And Kael, the dragonborn paladin, would use his skills to keep them all on the path of righteousness.  
  
As they made their final preparations, they were unaware that they were being watched by a shadowy figure. This figure would occasionally help them on their journey, but never reveal himself.  
  
The party faced many challenges on their journey, but they eventually made it to the ancient ruin. Inside, they found clues about the Orb's history and purpose. They also encountered Valthor's minions, including undead creatures and dark sorcerers.  
  
The party discovered that the Orb had the power to control the elements. With this knowledge, they were able to defeat Valthor in a climactic battle.  
  
After the battle, the shadowy figure revealed himself to be a good dragon who had been sent to protect the Orb. He thanked the party for their help and bid them farewell.  
  
The story ends on a hopeful note, with the possibility of future adventures for the characters.