The party of adventurers met in the tavern of the small town of Stoneshire. They had all heard the rumors of the ancient ruin that had been discovered, and of the powerful artifact said to be within it - the Orb of Azoria. They all had their own reasons for seeking out the Orb, but they all agreed that it was too great a opportunity to pass up.  
  
They set out the next morning, and quickly realized that the journey would not be an easy one. They faced challenges and obstacles at every turn, but they persevered. With the help of their mysterious benefactor, they finally reached the ancient ruin.  
  
Inside, they found clues about the Orb's history and purpose. They also encountered the minions of Valthor, the evil necromancer who sought the Orb for his own dark purposes. But the party was not deterred.  
  
They fought their way through Valthor's forces and discovered that the Orb had the power to control the elements. With this knowledge, they were able to confront Valthor in a final battle and defeat him.  
  
The story ends on a hopeful note, with the possibility of future adventures for the characters. They have saved the world from Valthor's evil machinations, but there are still many challenges and mysteries left to explore.