FINAL STONE — ALPHA

Coach Toolkit

For anyone running a party, guild, or accountability group in Final Stone.

Why run a party

Final Stone is built for parties. A party turns individual habit tracking into shared progress — your teammates' consistency helps you, and yours helps them.

Roles and auras

Assign roles so each member's strengths buff the group.

Role	What it does
Vanguard	Leads on consistency — sets the pace for streaks
Sage	Focus and study quests buff the party's learning goals
Healer	Vitality and recovery habits keep the party's stamina up

Running weekly raids

- Weekly raids convert everyone's real actions into shared progress toward one boss objective.
- If one person coasts, the whole party feels it — that's the point. Kind accountability, not shame.
- Set a short mid-week check-in so no one finds out on day seven that they're behind.

Guilds and seasons

- Run seasons with a rotating theme — a fitness push, a study season, a creative sprint.
- Use the guild scoreboard for gentle rivalry, not pressure. No spam, only signal.
- Rotate who calls the season theme so it stays everyone's game, not just the coach's.

Coaching tips

- Praise streak recovery as much as streak length — coming back after a miss is the actual skill.
- Use perks strategically: award streak-protection perks to whoever is most at risk of burning out.
- Keep quests specific. "Read 20 minutes" beats "read more" every time.

Final Stone is in alpha. This guide reflects the current build and will change as the game develops.
theroamingempire.com/pages/final-stone.html