FINAL STONE — ALPHA

Player Guide

Everything you need to start turning your day into quests.

The loop

Final Stone runs on one simple loop: plan your quests, log actions as you do them, claim rewards, review your stats, then repeat tomorrow. Daily quests build streaks. Streaks unlock a weekly dungeon. Clearing dungeons unlocks gear and perks.

Quests, not checkboxes

- Create daily and weekly quests for real habits — read 20 minutes, lift, drink water, call a friend.
- Each completion grants XP and resources toward your weekly dungeon.
- Partial credit exists for partial progress — showing up matters more than perfection.

Weekly dungeons

Every week opens a dungeon with themed objectives built from your quest activity. Hit your quotas, defeat the boss, and claim a perk that changes how next week plays out.

Attributes

Level five core attributes by doing the things that build them in real life. Spend points to shape your build, and respec when your priorities change.

Attribute	What builds it
Strength	Physical training quests
Endurance	Consistency and streak length
Focus	Deep work / study quests
Vitality	Rest, health, and recovery habits
Charisma	Social and team-based quests

Perks, artifacts, and cosmetics

- Beat a dungeon and gain a rotating perk — extra streak protection, bonus XP on morning quests, and more.
- Artifacts add small passive bonuses that stack over time.

- No loot boxes. Skins and titles are earned through consistency, not purchases.

Getting started

- Sign up for alpha access at theroamingempire.com/pages/final-stone.html.
- Add three to five real habits as your first quests. Small and specific beats big and vague.
- Check in daily. Your first weekly dungeon opens after your first full week of quests.

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