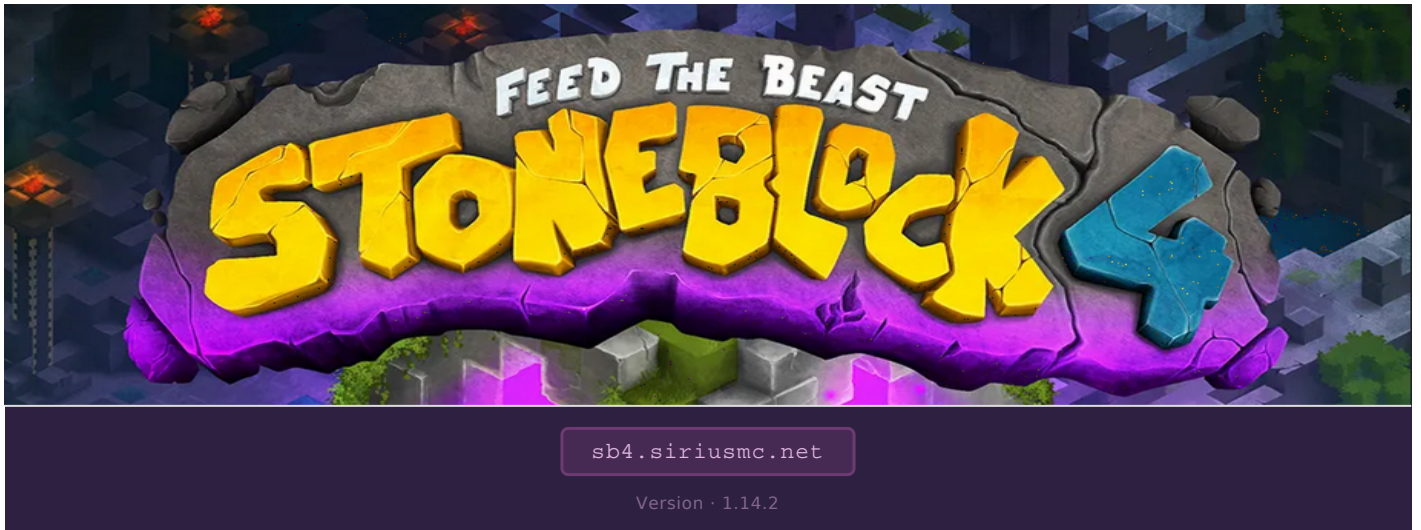


Stoneblock 4

Guides and Tutorials for Stoneblock 4!

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Introduction | Stoneblock 4



Getting started in Stoneblock 4 on SiriusMC? This guide covers everything you need to know, from choosing your starting base to crafting hammers, crooks, and brushes to begin gathering resources.

Stoneblock 4 is a skyblock-style modpack where you start in the middle of your own dimension, surrounded by stone. Rather than punching trees, you will be breaking stone into pebbles, converting materials through hammering and brushing, and building up your base from just a small hole deep within the dimension's core. This guide will walk you through your first steps to getting started on SiriusMC's version of Stoneblock 4.

The Echo of Guidance and Creating Your Base

When you first join the server you will spawn at a dedicated spawn point. Ahead of you is the **Echo of Guidance**, an NPC you must interact with before you can access your dimension. Walk over to them and right-click to open the dialogue GUI. After reading, or listening through an audio button, you will notice at the bottom there is a **Complete Stage** button. Press this button to unlock access to the "Getting Started" chapter in your quest book, and to access the World Selection Portal.



Head up the stairs behind the Echo and walk through the large portal at the far end. Here you can choose which type of starting base you would like. Once selected, you will be taken to your dimension and can begin your adventure.

After completing the quest **Initialization**, you can purchase a Quest Book from the Echo of Guidance for 1 coin. Alternatively, it can be found in the top-left corner of your inventory screen at any time.

Base Types

There are 6 different types of bases you can start with, with varying difficulties:

A dark and eerie blackout zone

A small area covered with Black AntiBlocks.
The player is unable to see anything.

Extreme

A vibrant and colorful cherry tree

A larger lit area featuring a custom-built tree with cherry leaves, grass, moss, and mud blocks.

Medium

A rugged and resilient tuff cave

Walls of tuff, cobblestone, and moss with braziers and cobblestone staircases.

Medium

A dark and mysterious cave

A small area similar to the blackout zone, but with a single torch to prevent mob spawning.

Hard

A ruined pre-industrial complex

Stone brick pillars with spruce wood platforms, ladders, and torches to prevent mob spawning.

Medium

A lush and warm mangrove cave

Mangrove trees, a lily pad pond, braziers for lighting, and several types of stone.
Recommended for new players.

Easy

Getting Started

In Stoneblock 4, stone replaces wood as the primary crafting material. You can craft stone crafting tables, stone sticks, and stone tools using the same recipes you would normally use for their wooden equivalents.

Start by breaking stone with your fists to collect pebbles. Each stone block you break will drop between 1 and 3 pebbles. You can then combine 4 pebbles together to craft 1 cobblestone, this will act as your wood equivalent for now. You make a stone crafting table using 4 cobblestone, or stone sticks using two cobblestone to help you get started.

Crafting and Using Hammers, Brushes and Crooks

Next you will need some specialised tools to progress, these include hammers, crooks, and brushes. There are two different types of hammers, ones from the mod FTB Stuff & Things allows you to transform blocks into different blocks, the hammers from the mod Just Hammers allows you to break several blocks at once, stone crooks can be used on different blocks to gain materials associated with them, and brushes allow you to brush blocks for essential items.

Hammers

Using stone sticks and cobblestone you can craft a **Stone Hammer** from the mod FTB Stuff & Things. These types of hammers break down blocks into different ones, forming the core of your early resource chain:



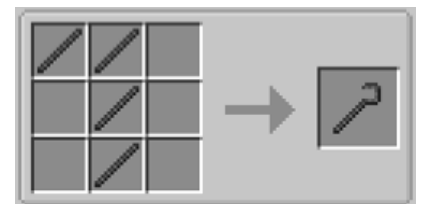
Cobblestone □ Gravel □ Dirt □ Sand □ Dust

You can also use hammers from the Just Hammers mod, these allow you to break blocks in certain patterns, at the start it will be in a 3x3x1 pattern, but you can upgrade these hammers to break in a 3x3x3, 5x5x1, 5x5x3, or 5x5x5 pattern. To make one of these hammers you will need to smelt cobblestone into stone, and use wooden sticks instead of stone sticks.




Stone Crook

Craft a **Crook** using 4 stone sticks. The crook is used to break blocks into a variety of different items. For example, using a crook on dirt can yield a range of saplings, using it on sand will yield a bunch of different crops, ranging from sugarcane, cactus, kelp and bamboo, all the way to Demon's Dream seeds, cocoa seeds, and canola seeds. It is an essential tool for generating resources early on.



Brushes

Brushes are your main source of material gathering, these are what allow for you to get various ores, seeds, and gems. However, to gather better materials you will need to increase your Unearther level, this is done by completing quests that have the level up icon  in their rewards.



The type of brush you use doesn't change the items blocks drop, however, it can help the process be less tedious. The first brush you will get is the Crude Brush, made using a wooden stick, a pebble, and a piece of straw, it's good, but it will only brush 128 blocks before breaking. As you gather more materials you will be able to upgrade your brushes:

Crude Brush □ 128 blocks

Brush □ 384 blocks

Reinforced Brush □ 1,152 blocks

Unbreakable Brush □ infinite blocks

How to Upgrade Brushes

Upgrading brushes is a huge quality of life improvement, especially when mass brushing or using Unearthers. Better brushes last longer, reducing how often you need to craft replacements. Each tier requires progressively better materials, but all are achievable in early to mid-game.

From Crude Brushes To Brushes

Brushes, also known as "regular brushes" are crafted using **1x feather, 1x copper ingot, and 1x wooden stick**. It has a durability of 384 blocks, three times as long as the Crude Brush.



From Brushes To Reinforced Brushes

The Reinforced Brush is made in a smithing table using **1x brush, 1x diamond, and 1x smithing template**. It has a durability of 1,152 blocks, three times as long as the "Regular" Brush. Diamonds can be obtained by brushing gravel once you reach Unearther Level 3.



Smithing templates can be crafted using **4x stone, 2x gem-fused slates, and 1x mysterious scrap metal**, or purchased from the Echo of Guidance for 10 coins after completing Unknowing - Task 3.

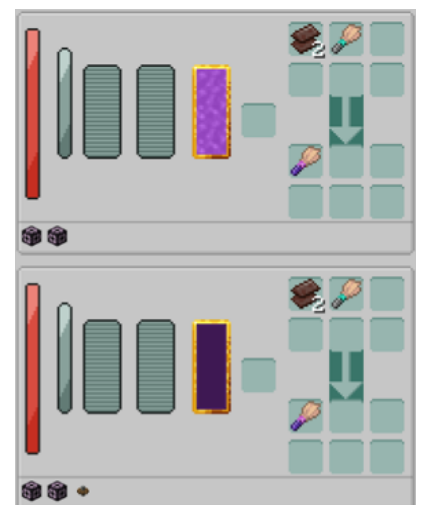


From Reinforced Brushes To Unbreakable Brushes

Unbreakable brushes are the best tier of brush you can get. These brushes have unlimited durability, but cost a lot more than the previous brushes. The materials you need to craft an unbreakable brush are 2x netherite scrap, and 1x reinforced brush.

In addition to the base materials you will need, you also have to have upgraded your World Engine to contain either:

1. 2x Sourcestone and 64x World Engine Machine Block (Ars Nouvaeu Pathway)
2. 20x Shadow Casing, 64x World Engine Machine Block (Create Pathway)



Using the Ars Pathway:

When using the Ars Nouvaeu pathway you will need to supply the World Engine with Source. This can only be done once you have completed the "Meet The Magician" quest line from the quest chapter Tier 1: Foundation. You must have a minimum of 1,000 Source in the World Engine for the cores to begin crafting.

Using the Create Pathway:

When using the Create pathway you will need to supply the World Engine with kinetic energy. This can only be done once you have completed the "Meet The Machinist" quest line from the quest chapter Tier 1: Foundation. You must have a minimum of 32 rotations per minute (RPM) before the cores will begin crafting. **Note:** The stress impact during crafting is 16x RPM

Now that you have your core tools and understand the basic resource loop, you are ready to start making your base into a fully fledged home. The next steps are growing your first trees and getting a water source set up, if you haven't chosen a base with water and trees already on it, and eventually automating your brushing and hammering to free up your time for bigger projects. Check out our other guides for more information about Stoneblock 4!

To install Stoneblock 4 and learn more about the server and scheduled restarts, visit the [Stoneblock 4 Server Card](#).

It is recommended to allocate between 8GB and 10GB of RAM for Stoneblock 4.

SiriusMC bans certain items to protect server performance, the in-game economy, and claimed player bases. Use `/banneditems` in-game to see the full list of banned items on the server, or expand the Banned Items list below.

Banned Items ?

Item-based chunk loaders

Watch of Flowing Time

Nuke

Ice Bomb

Paradox Machine

Infinity Nuke

Harvest Goddess Band

Dimensional Stabilizer

Advanced Time Wand

Time Twister

Spatial Anchor

Ticker

Time Sand Pouch

Time Wand

Confiscation Module

Upgrade Anchor

ItemStack Insert Transfer Label

ItemStack Extract Transfer Label

FluidStack Insert Transfer Label

FluidStack Extract Transfer Label

Ready to Play?

Open Minecraft, select Multiplayer, and add a new server with the address below.

`sb4.siriusmc.net`

[Installation guide](#)

[Server rules](#)

[Join Discord](#)

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Set up cobble generators, auto hammers, and Unearthers to automate your resource chain.

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[Mighty Ender Chicken](#)

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The first major boss. Learn how to defeat it and what drops you can earn.

Automation Guide | Stoneblock 4

At the beginning in Stoneblock 4 you'll be manually gathering resources through mining, hammering and brushing blocks. But, as you progress you'll unlock a multiblock called an Unearther, and machines called Cobble Generators, and Auto Hammers. This guide will take you through how to unlock them, how they work, and how to set them up.

Unearthers

Unearthers are 3x3x3 structures that allow you to use villagers to automate the brushing process. The structure is crafted using 5 tinted glass and 3 polished deepslate slabs, and you only need one Unearther block to build it.

To operate an Unearther you will need the following:

- A Villager Worker Token from an employed villager
- A brush
- Blocks to brush
- Food (optional, but increases brushing speed)



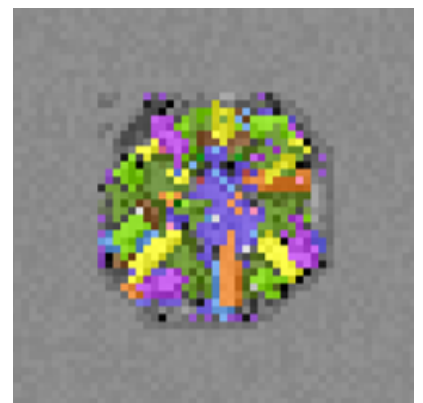
Step 1: Getting a Villager

First, complete the quest **Chronon Generator** in the **Getting Started** chapter. This rewards you with **Dreadful Dirt**, which causes hostile mobs to spawn on it more frequently than usual. Place it in a dark area to allow a zombie villager to spawn.

Next, complete **Unknowning Task 3** from the Echo of Guidance to obtain the **Endur Lead**. Use it to pick up the zombie villager that spawns on the Dreadful Dirt.

Step 2: Healing the Zombie Villager

Take the zombie villager to the **Healing Spring**, located to the north of your base's spawn point. Open your map with **M** to find it; it appears as a colourful circle on the map. Place the zombie villager down inside the Healing Spring, and it will begin converting into a regular villager.



Step 3: Crafting the Echo Encoder

Head to the **World Engine** and craft an **Echo Encoder**. You will need the following materials:

- **Amethyst Resonance Charm:** Crafted from 1 amethyst shard (obtained from the Healing Spring) and 4 leather (from killing cows or smelting rotten flesh on a campfire).
- **Iron Stick:** Place 1 iron ingot in the top-right corner of the crafting table, with two wooden sticks diagonally below it.

Place the Amethyst Resonance Charm and Iron Stick into the World Engine. It will engage one of its cores and begin crafting the Echo Encoder.

Step 4: Employing a Villager

With the Echo Encoder in hand, you can convert villagers into Worker Tokens. There are three Worker Token types that work in the Unearther, each requiring a specific workstation:

- **Archeologist** | Workstation: Decorative Pot | Brushes: Dirt, Dust, Mud, Sand
- **Geologist** | Workstation: Salvaging Table | Brushes: Gravel, Soul Sand, Crushed Kivi
- **Dimensionalist** | Workstation: Resonanz Engineering Block | Brushes: Netherrack, End Stone, Otherrock

Place down the workstation for the worker type you need, then place the villager nearby, and they will take on that job role. Once employed, use the Echo Encoder on the villager to pick them up as a Worker Token.

Step 5: Setting Up the Unearther

Insert the Worker Token into the Unearther along with a brush and the blocks you want brushed. The villager will begin brushing automatically.

To fully automate the process, connect a chest filled with brushable blocks, brushes (unless using an Unbreakable Brush), and optionally food to increase speed. Use item pipes to feed items into the Unearther from the chest.

It is strongly recommended to use **Mekanism Logistical Transporters** as your item pipes. They can pull multiple different item types from the same chest simultaneously. Opaque Item Pipes from Oritech Machines will only extract the first item type in the chest and will ignore the rest.

Auto Hammers and Cobble Generators

Once you have a handle on manually hammering and brushing, the next step is automating the process. This guide covers setting up a Stone Cobble Generator and chaining it into an Auto

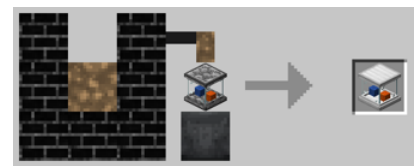
Hammer to produce resources passively.

Step 1: The Stone Cobble Generator

Craft a **Stone Cobble Generator** using 6 compressed stone blocks, 1 lava bucket, 1 water bucket, and 1 glass. Once placed, it will automatically generate 1 cobblestone per tick.



The Stone Cobble Generator will generate 1 cobblestone per tick, but can be upgraded to iron, gold, diamond, and netherite versions by placing the generator into a casting basin, and pouring the corresponding molten ore on top of it, for example, to turn the Stone Cobble Generator into an Iron Cobble Generator you will pour molten iron onto it whilst it is inside a casting basin.



Step 2: Collecting the Cobblestone

Place an inventory directly on top of the generator to collect the cobblestone it produces, these can be chests, barrels, or drawers. There are a couple of things to keep in mind:

- **Stone Chests** from the Stone Chest mod do not work with the generator.
- **Compacting Drawers** from Functional Storage must have a piece of cobblestone manually placed inside them before they will begin collecting from the generator.

Step 3: Piping into the Auto Hammer

Now you need item pipes to move the cobblestone into the Auto Hammer, when starting out you can use the Opaque Item Pipes from Oritech Machines or Item Pipes from Pipez, however it is recommended to use Logistical Transporters, which are Mekanism's version of item pipes. Several options are available:

- **Opaque Item Pipes** from Oritech Machines: a good early option
- **Item Pipes** from Pipez: another early game alternative
- **Logistical Transporters** from Mekanism: recommended for the best performance and reliability

Step 4: Chaining Auto Hammers

Auto Hammers can be chained together to convert cobblestone all the way down the conversion chain, into dust, in a single pass. The number of hammers you need depends on the output you are after.

For example, to produce sand for brushing into gold chunks, you would chain 3 Auto Hammers together:

Cobblestone → Gravel → Dirt → Sand



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Defeat this boss to keep progressing, learn how to summon and defeat it.

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Chesed

The first major boss. Learn how to defeat it and what drops you can earn.

Boss Guide (Chesed) | Stoneblock 4



Chesed is a powerful boss that cannot be damaged directly. You must use the environment and mechanics of the arena to defeat it. A diamond axe is not just recommended; it is essential. All damage from Chesed ignores resistances, and the arena cannot be easily escaped from.

Walkthrough

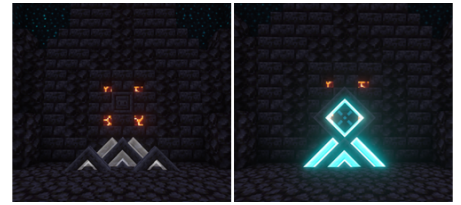
Phase 1

A diamond axe is more than just recommended for defeating Chesed, it is essential. You cannot damage Chesed directly and must use your surroundings to deal damage to it, making the diamond axe the best early game weapon for this purpose. With the diamond axe you can disable the Chesed Monoliths. Chesed Monoliths have 50HP each, and you'll know when they've been disabled because they stop spinning. This is particularly important, because during the ability "Tenebrae Aeternae" Chesed drains power from the monoliths and uses it to unleash a lightning strike that damages everyone in the arena, and the amount of damage given depends on how many monoliths are in an active state. Deactivated monoliths become active again after this ability ends.

To defeat Chesed, you'll need to wait for the Crystals phase. This is when blue crystals will appear in the corners of the arena. Following this, Chesed activates the "Lightning Ray" ability that follows the player's movement. While charging the attack, Chesed tries to anticipate the player's movements, and aims slightly beyond the target's movement direction, and stops aiming seconds before releasing the lightning ray.



Using your axe, break one of the blue crystals from the "Crystals" ability, and then find a Lightning Ray Reflector at the far sides of the arena. You'll notice when you approach one with the Energized II effect, it will rise from the ground and glow blue. And, if aimed correctly, means that when Chesed fires a lightning ray, it will reflect from the Reflector and hit Chesed, dealing 1 point of damage.



Phase 2 (below 50% HP)

When Chesed drops below 50% HP it enters its second phase, causing the Monoliths to regenerate with an additional 50 HP, bringing them to 100 HP each. Same as in phase 1, you will need to destroy them again to ensure that during the ability "Tenebrae Aeternae" you are not taking significant damage. Then you can wait again for the Crystals and Lightning Ray phase, and damage Chesed in the same way you did in phase 1.

Abilities

Passive

Mightiness

Chesed cannot be hurt directly, and its arena cannot be easily escaped from. All damage it inflicts ignores resistances. Gives all combatants Night Vision while alive. If a player looks away from Chesed, they are inflicted with Chesed Gaze. Second phase begins when HP drops below 50%.

Electrified Air

The air above Chesed crackles with power. Any entity that interacts with it takes damage.

Monoliths

Spawns 4 monoliths when summoned. Monoliths deactivate upon death and cannot be damaged further. Gain an additional 50 HP in second phase.

Crystals

Cast before the lightning ray attack. Destroys all existing crystals then summons 1 on each side of the battlefield. If a player destroys a crystal, they become Energized II.

Active

Block Barrage

Tears out blocks from the earth and hurls them at the target.

Earthquake

Slams the earth, emitting a shockwave and lightnings that travel outward from Chesed's position. During second phase, more lightnings are summoned and they move faster.

Tempest Core

Releases ball lightnings that travel outward from Chesed. These cannot be reflected.

Rolling Thunder

Rolls around the arena damaging and knocking back anyone in its path. During second phase, leaves a fire trail behind.

Rockfall

Fires a lightning beam at the ceiling causing it to crumble, while summoning lightnings around all combatants. During second phase the frequency and quantity of lightnings are increased.

Kinetic Field *(second phase only)*

Traps players in a kinetic field that prevents escape. Periodically summons lightnings inside all active kinetic fields.

Drops

Lightning Core

A core that Chesed draws its power from, and can be applied to any weapon by using a crafting table. When attacking entities with a weapon that is enhanced with a Lightning Core there is a 33% chance to strike the target with Chesed lightning, summoning a lightning bolt that will deal 100% of the weapons damage whilst also inflicting the Shocked effect on the target. The Shocked effect reduces the target's outgoing damage by 25% for 200 ticks (10 seconds)

Phase Sphere

The Phase Sphere allows you phase through blocks at high speed for 200 ticks (10 seconds), with a 100 tick (5 second) cooldown before you can use it again. However, you are only immune to suffocating inside blocks, and mobs can still damage you while phasing. So, it is recommended to use this as a mobility and traversal tool, and not to escape from combat.

Chesed Trophy

A trophy of Chesed that you can place down to showcase your heroic deeds in defeating this boss.

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Boss Guide (Mighty Ender Chicken) | Stoneblock 4



The Mighty Ender Chicken is a powerful boss found in the End rings, with several highly dangerous abilities at its disposal, and resembling a huge enderman-style chicken with a zombie on its back. It must be summoned using a specific item and can only be damaged through removing its shield mechanic.

Finding and Summoning

The Mighty Ender Chicken can be found in the north and south parts of the End ring. To summon it, you will need to locate a **Dislocator Receptacle**  from the mod Draconic Evolution, then use a **Mighty Ender Chicken Egg** on it.

The Mighty Ender Chicken Egg is crafted using the following materials:

- 4 Dimensional Shard Gems
- 4 Ender Pearls
- 1 Dark Matter



Once summoned, the chicken will grow from a regular sized chicken into a giant one and will be protected by a shield that grants it full immunity to damage. To break the shield you must hit the Mighty Ender Chicken **4 times with the Chicken Stick** to deactivate the shield before you can deal any damage to it. Once the shield has been deactivated you have 30 seconds to damage it, after 30 seconds the shield regenerates, and you must deactivate it again to continue damaging it.

Abilities

Spinning Attack

Generates a charging up sound before spinning around and shooting out Dragon Eggs that explode on impact.

Clearing an Area

Lets out a cry and quickly moves around the arena, breaking any blocks in its path.

Forcefield Retaliate

Regenerates its shield after 30 seconds. When this happens you will need to hit it with the Chicken Stick again to deactivate it.

Clearing away Entities

If it senses entities nearby it may begin flapping its wings to blow them away from it.

Drops

1x Dragon Egg

6x - 10x Dragonskin

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Boss Guide (Malkuth) | Stoneblock 4



Malkuth is a powerful boss found in the Void ring, also known as the Void Chasms. The Qliphoth of Malkuth, a benevolent king who ruled over a once-prosperous land, whose blind, excessive generosity became his kingdom's demise. Players cannot directly damage Malkuth and must instead use cannons to fight him on equal ground.

Locating and Summoning Malkuth

Malkuth is located in the Void ring, also known as the Void Chasms. Once you have found the arena, you can summon him directly from the Boss Spawner, the two swords in the ground, without any summoning requirements.

The Fight

When getting close to the arena the player's crosshair will have either an orange swirling circle, or a blue swirling circle around it, indicating that the player is currently vulnerable to either Fire or Ice damage. This also means the player has a 100% damage reduction against the opposite type.



Malkuth cannot be directly damaged by a player. The only way to deal damage is by using the cannons on the players' side of the arena. Only the cannon that corresponds to the player's current weakness can be used, for example, blue for Ice damage and orange for Fire damage. Malkuth will periodically jump onto the lava side of the arena, making himself vulnerable. When he does, fire the cannon that corresponds to your current weakness to damage him.

Once Malkuth is at half health the fight enters Phase 2, where crystals will appear out of the ground in the arena. When one of these crystals is active the corresponding cannon will be unable to be used. To destroy these crystals Malkuth must hit them with the opposite damage type from a slash attack.

To get Malkuth to return to the players' side of the arena, move near the lava side to prompt him to jump back.

Flying over to the lava side of the arena will cause instant death.

Malkuth's Marks

All combatants receive a **Mark of a Knight** at the start of the boss fight. If a combatant leaves the arena before the fight ends, they will be instantly killed in seconds, and the Mark of a Knight transforms into a **Mark of a Coward**. Stepping back into the arena with a Mark of a Coward will change it back to a Mark of a Knight.

Abilities

Divine Armor

Malkuth wields impenetrable armor, capable of neglecting any damage.

Fire and Ice

While in the arena, combatants may be weak to Fire or Ice. Malkuth's abilities deal three types of damage: Basic (regular damage), Fire (makes targets weaker to Fire damage, deals reduced damage to targets weak to Ice), and Ice (makes targets weaker to Ice damage, deals reduced damage to targets weak to Fire).

Fair Duel

Combatants can use two cannons on their side to fight on equal ground with Malkuth. Right-click a cannon to fire a shot. Combatants can only use the cannon of the type they are currently weak to. After firing a shot, the cannon becomes unusable until the next use of Cannonade.

Knights Duty

During the boss fight all combatants receive Mark of a Knight. When a combatant escapes the arena before the fight ends, Mark of a Knight transforms into Mark of a Coward. When a combatant with Mark of a Coward steps into the arena once again, it changes back to Mark of a Knight.

Slashes

Charges one of his swords and releases an aerial slash traveling towards the target. The damage type of the slash is based on the sword that was charged. This slash is capable of slicing through crystals.

Cannonade

Malkuth jumps on the wall behind him and orders his cannons to fire devastating shots at the target. When this ability is cast, combatants' cannons can be used once again, unless they are broken. Second phase: Malkuth orders his cannons to break the cannons on the combatants' side.

Arcslash

Malkuth charges up his swords and releases aerial slashes in arcs, covering the whole arena.

Boulder Volley

Malkuth tears up boulders from the earth, imbues them with his magic, and hurls them at the player.

Impaling Doom

Malkuth slams the earth, releasing either Fire or Ice spikes that travel in the slam direction. When colliding with combatants, those spikes hurl them up into the air.

Earthshatter

Malkuth leaps to the target and crushes the earth, hurling everyone caught in the attack into the air. During the second phase, if there are broken cannons on the combatants' side, spawns a special crystal at the attack location that is capable of repairing cannons.

Chainpunch

Malkuth pulls every combatant who was in the air and punches them with overwhelming force.

Tsars Wrath

Malkuth summons two giant swords and orders them to slam the ground with devastating force. Second phase: Also fires his cannons before the attack lands.

Hellshaper

Malkuth slams the earth, summoning floating islands, hurling everyone into the air and rendering the floor impossible to walk on. Launches fireballs at these islands thereafter.

Drops

Fire and Ice Core

The core of Malkuth. Can be attached to any item that has durability to summon Malkuth fireballs. Use an item to release a fireball that deals a percentage of item damage and ignites targets. Crouch while using an item to release an iceball that slows targets instead.

Emberfrost Gauntlet

In right hand: acts as a grappling hook for blocks, casting Malkuth's crush attack at the grapple position. If used on the ground while facing downwards, propels the user up into the air. In left hand: acts as a grappling hook for entities, making the user automatically attack the target before knocking them back. Combo: using the item in the left hand and then switching it to the right hand resets its cooldown.

Malkuth Trophy

A trophy of Malkuth to showcase your heroic deeds.

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