

Apotheosis Guide | Stoneblock 4

Apotheosis is a mod included in FTB Stoneblock 4 that expands Minecraft's enchanting system, adds a loot-based affix and gem progression system, and gives players full control over mob spawners. It is one of the most impactful progression mods in Stoneblock 4, influencing gear power from early game through to endgame. Apotheosis features an in-game guidebook, the **Chronicle of Shadows**, crafted with 1 Book and 1 Gold Ingot, that covers the mod in detail.

Apothic Enchanting

Apotheosis completely replaces the vanilla enchanting system with a stat-driven overhaul. Rather than simply placing 15 bookshelves around a table to reach level 30, players must build progressively more powerful shelf setups to push their enchanting table up to a maximum level of 100.

There are also several new mechanics, such as [Eterna, Quanta, and Arcana](#), [Apotheosis Bookshelves](#), [vanilla changes](#), [Utility Items](#), the [Enchanting Information Menu](#), and [new enchantment types and books](#).

Eterna, Quanta, and Arcana

Eterna

Controls the level of the enchanting table.

Eterna is the primary stat when it comes to enchanting items, and each point of Eterna increases the maximum enchant level by 2. However, each bookshelf type has a maximum Eterna it can contribute before its bonus is discarded, for example Vanilla bookshelves cap out at 15 Eterna, whereas a higher-tier shelf such as the Pearlescent Endshelf caps out at 90 Eterna. Apotheosis uses a step-ladder system meaning it will count lower-max-tier shelves first, so is it not needed to remove existing shelves to unlock higher Eterna levels.

Quanta

Controls the randomness of enchanting results.

Quanta controls the variation of enchantments. Higher Quanta increases both the best and worst possible outcomes, introducing more variance into each enchant, with the chance of negative enchantments such as Curse of Binding, Curse of Vanishing, and Life Mending.

The Quanta stat is more complex than Eterna and Arcana, having a tertiary stat called **Quantic Stability**. Quantic Stability is what directly impacts the lower bound of Quanta enchantments, and when this is present players will no longer be able to roll negative enchantments forced by the Quanta stat.

Arcana

Increases the number of enchantments and their rarity.

Arcana controls the rarity weight of enchantments and the amount of enchantments that will be applied to tools or armour. At 25% Arcana two enchantments are guaranteed, and at 75% Arcana three enchantments are guaranteed.

Apotheosis Bookshelves

Apotheosis bookshelves are tiered, and reaching higher enchanting levels requires building up through each tier in sequence, players cannot skip straight to the best shelves, as crafting higher-tier shelves requires the current setup to already be at a sufficient level. The broad progression path is:

Shelf Tier	Maximum Eterna
Bookshelf	30
Hellshelf / Seashelf	45
Infused Hellshelf / Glowing Hellshelf / Infused Seashelf / Crystalline Seashelf / Heart-Forged Seashelf / Geode-Encased Bookshelf of Stability / Blazing Hellshelf	60 - 65
Deepshelf / Deepshelf of Arcane Treasures / Echoing Deepshelf / Soul-Touched Deepshelf	70 - 75
Echoing Sculkshelf / Soul-Touched Sculkshelf	80
Endshelf / Pearlescent Endshelf / Draconic Endshelf	90 - 100

Note: Candles and mob skulls can also be used to increase Quanta and Arcana.

Maximum Enchanting Bookshelf Setup

The cheapest bookshelf set up to have 100 Eterna, Quanta, and Arcana, as well as Quantic Stability is:

- 11x Pearlescent Endshelf
- 3x Melonshelf
- 3x Draconic Endshelf
- 3x Echoing Sculkshelf
- 2x Heart-Forged Seashelf
- 1x Vanilla Bookshelf
- 1x Skeleton Skull

Vanilla Changes

Apotheosis changes the way vanilla Minecraft operates when it comes to enchanting. There are some minor changes such as changing the enchantability of certain items from 0 to 1, allowing those items to become unintentionally enchantable, to major changes like changing the experience cost of enchanting and using an anvil from a flat rate to an optimal rate.

Minor Changes

Apotheosis changes the enchantability of certain items from 0 to 1, allowing those items to become unintentionally enchantable.

Shears are now able to be enchanted with Unbreaking, Efficiency, and Fortune.

Tridents are now able to be created through Infusion Enchanting, and able to be enchanted with Sharpness, Looting, and Piercing.

Major Changes

The experience cost of enchanting and using an anvil has gone from a flat rate to an optimal rate, meaning instead of a level 30 enchant costing the player 30 levels and leaving them with 0, it will now cost the player 30 experience points, leaving them with 27 levels.

The protection enchants are no longer exclusive with other subtypes of protection enchants, meaning armour pieces can now have the Protection enchantment, and one other defensive enchantment that is normally exclusive. The protection percentage has been tweaked to allow for balancing, meaning the vanilla protection points of 4% damage reduction up to 80% has been changed to the Apotheosis protection points of 2.5% damage reduction up to 85%.

Sharpness enchants are also no longer exclusive with other subtypes of damage enchants, meaning players can now have one other damage enchantment that is normally exclusive in vanilla Minecraft.

Utility Items

Apotheosis adds new utility items that can be used to make enchanting items easier and less random.

Enchantment Filtering

The Seashelf of Aquatic Filtration allows players to filter out undesirable enchantments by inserting enchanted books into it. The Seashelf of Aquatic Filtration holds up to 6 enchanted books and prevents those enchantments from appearing in the Enchanting Table, however, those enchanted books must only have one enchantment type to work.

Adding enchanted books to the shelf will increase its Eterna and Arcana depending on the number of books inserted.

Treasure Enchantments

The Deepshelf of Arcane Treasures allows players to obtain treasure enchantments that are usually not available in the Enchanting Table. However, many treasure enchantments are curses, so it is recommended to have Quantic Stability before using this shelf.

Enchantment Libraries

There are 2 types of libraries, the Enchantment Library, and the Library of Alexandria. Both libraries have a level capacity, the Enchantment Library has a level capacity of 16 (XVI), and the Library of Alexandria has a level capacity of 31 (XXXI). Attempting to store enchantments once the threshold is reached will void them.

Players can obtain the Enchantment Library from the Echo of The Enchanter for 35 coins, but the Library of Alexandria can only be made through Infusion Enchanting with 100 Eterna, 45-50 Quanta, and 100 Arcana.

These serve as storage systems for enchanted books. To remove enchanted books players can left-click on the desired enchant to gain that book at level 1, or can shift-left-click to obtain the enchanted book at the highest level stored inside the library. Adding an enchanted book to the output slot will add other enchantments to it with no experience cost.

Tomes

Tomes are similar to enchanted books, but they can only receive specific enchantments:

Tome of the Others: Miscellaneous enchantments

Tome of Helmets: Helmet enchantments

Tome of Chestplates: Chestplate enchantments

Tome of Legplates: Legging enchantments

Tome of Boots: Boot enchantments

Tome of Weaponry: Weapon enchantments

Tome of the Miners: Pickaxe enchantments

Tome of the Fishers: Fishing rod enchantments

Tome of the Archers: Bow enchantments

There are special tomes called the Tome of Scrapping, Tome of Superior Scrapping, and Tome of Extraction.

The Tome of Scrapping can be combined with an enchanted item in an anvil, destroying the item and extracting half of the enchantments at random. The upgraded version of this tome is the Tome of Superior Scrapping, which still destroys the item, but instead will extract all the enchantments from the item. The final tier of this tome is the Tome of Extraction, which extracts all the enchantments from the item without destroying it.

Cobwebs

Apotheosis adds a new type of cobweb called the Prismatic Cobweb, which can be combined with an item or armour piece that has a cursed enchantment to remove it.

Enchanting Information Menu

The Enchanting Table is now equipped with a helpful GUI that allows players to see an Enchantment Window, that features a Power Slider, level, rarity weights, percentage chance, and a description of the enchantment.

View Available Enchantments

This menu allows players to view which enchantments are available on the current item inserted into the Enchanting Table. On top of seeing the available enchantments, this menu also shows the level, rarity, percentage chance of that enchantment being selected, which enchantments are exclusive with one another, and gives the player a description of the enchantment.

The Power Slider

This slider will simulate the power level, by default it is centered, but can be changed to the minimum power or maximum power for the current slot selected. The power level is determined by the players enchanting setup, with a maximum set up allowing for a maximum power of 200, and a minimum power of 1. The higher the power the more enchantments are available.

Rarity Weights

Each enchantment has a rarity and each rarity has a weight. The chance of selecting an enchantment is calculated by its individual weight divided by the total weights of all available enchantments. By default the weights are as follows:

Common: 10
Uncommon: 5
Rare: 2
Very Rare: 1

However, with high Arcana the rarity weights can be inverted, since every 10% of Arcana changes the weights at 100% Arcana they become fully inverted:

Common: 1
Uncommon: 2
Rare: 5
Very Rare: 10

This means that when the chance of selecting a very rare enchantment is calculated its individual weight is now 10 divided by the total pool of weights of all available enchantments, instead of 1.

New Enchantment Types and Books

Apotheosis adds 3 new enchantment types, and 20 new enchantments.

Enchantment Types

Enchantment types are new sub-categories of enchantments, each with their own colours and rules.

Masterwork

These are green enchantments and represent the strongest and rarest enchantments. They require 55 Final Power to receive.

Twisted

These are purple enchantments and represent enchantments that have one positive effect and one negative effect. They require 45 Final Power to receive.

Corrupted

These are dark red enchantments and represent enchantments that have a health cost associated with their effect. They require 65 Final Power to receive.

New Enchantments

Apotheosis adds 20 new enchantments.

New Apotheosis Enchantments ?

Enchantment Name	Description	Type
Berserker's Fury	Player receives Resistance, Speed, and Strength after taking damage.	Corrupted
Boon of the Earth	Chance to receive ores when mining simple stones.	Masterwork
Chainsaw	Breaking logs will break the entire tree.	Masterwork
Chromatic Aberration	Shearing sheep gives a random colour of wool.	Normal
Crescendo of Bolts	Gain an extra arrow shot per level for free.	Masterwork
Endless Quiver	Arrows are never consumed no matter the type.	Masterwork
Growth Serum	Gives sheep a 50% chance to immediately regrow their wool.	Masterwork
Icy Thorns	Applies slowness to the attacker, duration increases with level.	Normal
Knowledge of the Ages	Mob drops are converted into experience orbs.	Masterwork
Life Mending	Uses the player's received healing to fix tools instead of experience.	Corrupted
Miner's Fervor	Break blocks quickly, but never instantaneously.	Twisted
Natures Blessing	Allows hoes to be used as bonemeal.	Normal
Rebounding	Causes melee attackers to be knocked back.	Normal
Reflective Defenses	Inflict 15% of the damage blocked back to the attacker. Higher levels inflict more damage.	Normal

Enchantment Name	Description	Type
Scavenger	Give a 2.5% chance per level to roll loot tables twice when a mob is killed.	Masterwork
Shield Bash	Makes melee attacks with shields do extra damage.	Normal
Spearfishing	Kills with a trident give a 3.5% chance per level to drop a random fish.	Normal
Stable Footing	Removes the break speed penalty for flying.	Normal
Tempting	Animals will follow the player when holding a hoe with this enchantment.	Normal
Worker Exploitation	Causes damage to sheep, but doubles wool drops.	Corrupted

Affixes, Gems, and World Tiers

The adventure module of Apotheosis introduces an RPG-style loot system to Stoneblock 4. Weapons, armour, and tools can carry **Affixes**, randomised stat bonuses and special effects, and can be socketed with **Gems** for additional bonuses. The power of both is tied to a five-tier rarity system.

Item Rarity

Every affix item has a rarity indicated by its name colour. Higher rarities provide more affixes, stronger stats, and additional gem sockets.

Rarity	Name Colour	Notes
Common	Grey	Basic stat affixes, few or no sockets
Uncommon	Green	More affixes, occasionally socketed
Rare	Blue	Multiple affixes, sockets more common
Epic	Purple	Effect affixes and multiple gem sockets
Mythic	Orange	Maximum affixes, strongest possible stats

World Tiers

World Tiers control the difficulty of the world and the quality of loot the player receives. Each player sets their own World Tier individually, accessible with the default hotkey **Ctrl+T**. Progressing to the next tier requires meeting an unlock condition. Higher tiers increase enemy strength but improve the rarity of affix item drops.

Tier	Unlock Condition
Haven	Starting tier, no requirement
Frontier	Obtain a full set of Common affix gear

Ascent	Obtain a full set of Uncommon affix gear including a weapon, and slay at least one Apothic Invader
Summit	Obtain a full set of Rare affix gear and defeat the Wither
Pinnacle	Obtain a full set of Epic affix gear, an Epic affix weapon and defeat the Ender Chicken Jockey

Apothic Invaders and Elites

Once the player reaches Frontier in Stoneblock 4, they can use Gate Pearls to summon powerful named enemies called **Apothic Invaders**. Invaders wield affix gear themselves and always drop a piece of affix loot matching their rarity when defeated, making them a reliable source of high-quality gear.

Workstations

Apotheosis adds six workstations for managing affix items and gems:

- **Salvaging Table:** Breaks down affix items into Rarity Materials. Common items yield low-tier scrap; Mythic items yield Godforged Pearls. Gems can also be salvaged here into Gem Dust. Rarity Materials are the primary currency for reforging.
- **Simple Reforging Table:** Turns any item into an affix item with randomised modifiers using Rarity Materials and Sigils of Rebirth. Limited to Rare rarity, making it suitable for early and mid-game.
- **Reforging Table:** An upgraded version of the Simple Reforging Table capable of producing Epic and Mythic items, at a higher material cost.
- **Augmenting Table:** Allows individual affixes on an item to be upgraded in power (+25% per upgrade) or rerolled into an alternative affix. Fuelled by Sigils of Enhancement and costs large amounts of XP. Intended for late-game fine-tuning of the player's best gear.
- **Gem Cutting Table:** Used to upgrade gem quality by combining two identical gems with Gem Dust and a Rarity Material.
- **Gem Case:** A storage block that can automatically combine gems into higher tiers. Breaking this block keeps the gems inside.

Gems and Sockets

Gems drop from hostile mobs and can be found in loot chests. They come in the same five rarity tiers as affix items and provide bonuses specific to the type of item they are socketed into. A gem socketed into a sword may give a bonus that the same gem socketed into a chestplate does not. Gems are inserted by right-clicking an item while hovering it with the gem, or via a Smithing Table.

Gem quality can be upgraded at the **Gem Cutting Table** by combining two identical gems with **Gem Dust** and a **Rarity Material**. Or by having enough of the same gem inside a Gem Case, which players can use to automatically produce perfect gems.

Gem Dust is obtained by dropping an anvil onto a gem, or by salvaging gems in the Salvaging Table, and rarity material can be obtained by placing affixed items into the Salvaging Table, giving back a certain amount of items that the tool or armour is made from, along with the corresponding rarity material.

Sigils

Sigils are consumable items used to fuel workstations or apply special effects to affix gear. The key sigils are:

- **Sigil of Rebirth:** Fuel for the Reforging Table.
- **Sigil of Enhancement:** Fuel for the Augmenting Table.
- **Sigil of Unnaming:** Clears the affix name from an item without removing the affixes themselves.
- **Sigil of Malice:** Randomly modifies an affix item in an unpredictable way. High risk, high reward.
- **Sigil of Supremacy:** Overcharges every affix on an item to its maximum possible value. Obtained by completing Wave 100 of the Endless Gateway of Apothic Invaders.

Apothic Spawners

Apotheosis gives players full control over mob spawners. In vanilla Minecraft, breaking a spawner destroys it. With Apotheosis, a spawner can be collected by mining it with a **Silk Touch** pickaxe. The spawner retains all of its properties when picked up and can be placed elsewhere. Alternatively, in Stoneblock 4, players can use Cardboard Boxes from the Mekanism mod to pick up spawners.

Modifying Spawners

Spawner stats can be modified by right-clicking the spawner with specific items. If a modifier can be applied, the item is consumed. Most upgrades can be applied multiple times up to a cap. To reverse an upgrade, hold Quartz in the off-hand while applying the modifier item. The modifiable stats include spawn delay, spawn count, and spawn range. Shifting and looking at a placed spawner will show what modifiers have already been added.

Item	Modifier
Turtle Egg	Youthful
Piston	+2 Spawn Range
Fermented Spider Eye	+2 Spawn Count
Wool	Silent
Redstone Comparator	Redstone Control
Prismarine Crystals	+4 Activation Range
Chorus Fruit	No AI
Sugar	-10 Min Spawn Delay
Ghast Tear	+2 Max Entities
Clock	-20 Max Spawn Delay

Pointed Dripstone	-5% Initial Health
Nether Star	Ignores Players
Soul Lantern	Ignores Light
Conduit	Ignores Conditions
Echo Shard	+1 Echoing (Built In Looting)
Campfire	Burning

Changing the Mob Type

A spawner's mob type can be changed by right-clicking it with a **Spawn Egg**. In survival, spawn eggs are obtained using a sword enchanted with **Capturing**, which gives a small chance per level for a killed mob to drop its egg.

Mobs from spawners in Stoneblock 4 are unable to produce Gems or Affixed Gear automatically. Players must initiate the killing blow.

Introduction

[Introduction](#)

An introduction into Stoneblock 4, including how to get started and what mods are featured.

Guide

[Malum Guide](#)

A guide to Malum, the spirit magic mod. Covers spirit harvesting, infusion, equipment, and curios.

Boss Guide

[Chesed](#)

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

Revision #6

Created 2026-06-14 13:16:57 UTC by Teddy040

Updated 2026-06-27 21:30:11 UTC by Teddy040