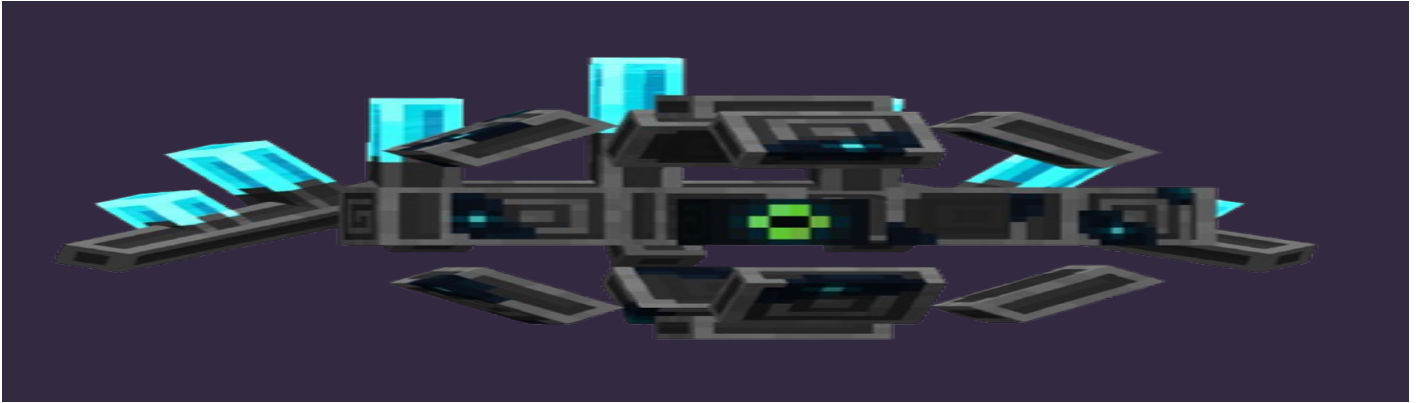


Boss Guide (Chesed) | Stoneblock 4



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

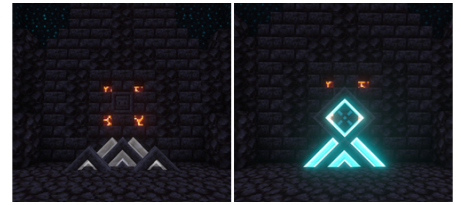
Phase 1

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.

Introduction

[Introduction](#)

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

Guide

[Automation Guide](#)

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

Boss Guide

[Mighty Ender Chicken](#)

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

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