

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.

Introduction

[Introduction](#)

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

Guide

[Automation Guide](#)

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Boss Guide

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