

Malum Guide | Stoneblock 4

Malum is a magic mod in FTB Stoneblock 4 centred around Spirit Arcana, derived from the souls of both the living and the undead. Players harvest spirits from slain mobs, use them to fuel a growing arsenal of crafting stations, and progress through an open-ended codex toward powerful magical equipment and unique world-altering rituals. As one of the primary magic mods in Stoneblock 4, Malum ties into several questline milestones and is a core part of mid-to-late game progression.

Getting Started

Encyclopedia Arcana

Your first step is obtaining the **Encyclopedia Arcana**, Malum's in-game codex. The book is crafted using 1 vanilla book, and 1 Refined Soulstone. Refined Soulstone can be obtained by smelting Raw Soulstone, obtainable from the Echo of The Magician's shop for 10 coins, or by throwing any raw ore into **The Weeping Well**.

Spirit Altar and Pedestals

Once you have the book, your next priority is acquiring **Runewood** to be able to make the **Spirit Altar** and **Runewood Item Pedestals**. There are two different types of Runewood trees, regular, and Azure, but both give the same type of Runewood logs. Azure Runewood trees are the easiest to come by and can be found at Weeping Wells, whereas regular Runewood trees can be found at an **Arcane Grove** located near the coordinates x:512, z:512.

The Spirit Altar is crafted using 4 Runewood Planks, 2 Gold Ingots, and 1 Refined Soulstone; and the Runewood Item Pedestals are crafted using 6 Runewood slabs, and 1 Runewood plank.

Scythes

Now that the Spirit Altar is ready you need to gather souls used for crafting. To do this you will need to craft a **Crude Scythe** using 2 sticks, 3 Iron Ingots, and 1 Refined Soulstone. Scythes are the primary spirit-harvesting tool, they are slow but deal significant area damage with enhanced sweep attacks.

The entry-level weapon is the Crude Scythe, but after obtaining spirits you can use it in Spirit Infusion to create the **Soulstained Steel Scythe**, which needs 16 Earthen Spirits, 8 Wicked and Arcane spirits, 4 Soulstained Steel Ingots, 2 Hex Ash, and 4 Refined Soulstones.

Spirit Harvesting

Spirits are the core crafting components of Malum. They are released when a mob is killed by a scythe. Spirits come in several types, each associated with different mobs and uses. Below are two tables showing what mobs drop Primary Arcana spirits and Elemental Arcana spirits.

This list includes common mobs, if you want an exhaustive list of what spirits mobs drop see the **Exhaustive Spirit List** below.

Primary Arcana

Spirit Type	Common Sources
Sacred (Innocent)	Sheep, Pigs, Cows, Chicken
Wicked (Malicious)	Zombies, Skeletons, Witch, Wither Skeleton
Arcane (Fundamental)	Witches, Skeletons, Blaze, Enderman

Elemental Arcana

Spirit Type	Common Sources
Aerial (Swift)	Chickens, Bees, Rabbit, Spider
Aqueous (Malleable)	Cod, Squids, Salmon, Slime
Earthen (Steady)	Cows, Iron Golem, Mooshroom, Sheep
Eldritch (Esoteric)	Enderman, Endermite, Warden, Ender Chicken
Infernal (Radiant)	Blaze, Creeper, Ghast, Magma Cube

Collected spirits can be stored in **Spirit Jars** and used as ingredients in Spirit Infusion crafting systems.

Mobs must spawn "naturally" to be able to collect their souls. It is recommended to use **Dreadful Dirt** and not **Spawners**.

[Exhaustive Spirit List ?](#)

Primary Arcana

Spirit Type	Common Sources
Sacred (Innocent)	Allay Armadillo Axolotl Bat Bee Camel Cat Chicken Cow Dolphin Fluid Cow Fox Frog Glow Squid Guardian Horse Iron Golem Ocelot Panda Parrot Pigs Polar Bear Rabbit Sheep Sniffer Squid Strider Tadpole Villagers Wandering Trader Wolf

Wicked (Malicious)

Bogged
Bulwark
Cave Spider
Commando
Drowned
Evoker
Fusilier
Goat
Guardian
Husk
Llama
Mossback Goliath
Phantom
Piglin
Piglin Brute
Pillager
Plunderer
Pufferfish
Ravager
Riftling Observer
Shadow Beast
Silverfish
Skeleton Horse
Skeleton
Sludgeling
Spider
Stray
Trader Llama
Vindicator
Witch
Wither Skeleton
Zoglin
Zombie
Zombie Horse
Zombie Villager
Zombified Piglin

Arcane (Fundamental)

Blaze
Bogged
Breeze
Enderman
Evoker
Ghast
Glow Squid
Magma Cube
Mooshroom
Phantom
Shulker
Skeleton Horse
Skeleton
Slime
Stray
Strider
Vex
Wandering Trader
Wither Skeleton
Witch

Elemental Arcana

Spirit Type	Common Sources
Aerial (Swift)	Bat Bee Breeze Cat Cave Spider Chicken Donkey Fox Ghast Horse Llama Mule Ocelot Parrot Phantom Rabbit Skeleton Horse Spider Stray Trader Llama Vex Zombie Horse

Aqueous (Malleable)	Axolotl Cod Dolphin Drowned Elder Guardian Ghast Glow Squid Guardian Polar Bear Pufferfish Salmon Slime Snow Golem Squids Tadpole Tropical Fish Turtle
Earthen (Steady)	Armadillo Bogged Cow Donkey Fox Hoglin Horse Iron Golem Llama Mooshroom Mule Panda Polar Bear Sheep Silverfish Trader Llama Tropical Fish Zoglin Zombie Zombie Horse Zombie Villager
Eldritch (Esoteric)	Abyssal Sludge Abyssal Winged Corrosive Craig Elder Guardian Ender Chicken Enderman Endermite Evoker Malkuth Warrior Ravager Rift Demon Rift Minotaur Shulker Tentacled Horror Warden

Infernal (Radiant)

Blaze
Creeper
Ghast
Hoglin
Husk
Magma Cube
Piglin
Piglin Brute
Strider
Wither Skeleton
Zoglin
Zombified Piglin

Spirit Infusion

Spirit Infusion is the central crafting system of Malum. It takes place at the **Spirit Altar**, which functions as an arcane workbench. Items are placed on the altar surrounded by **Item Pedestals** containing the required ingredients, and specific spirits are consumed to complete the process. The recipe for each infusion is viewable in JEI.

As you progress, more complex infusions become available, requiring rarer spirits and additional ingredient arrangements. Spirit Infusion is used to produce most of Malum's key materials and equipment, including **Soul Stained Steel**.

Equipment

Soulstained Armour

Soulstained Steel is the main mid-game metal introduced by Malum. It is produced through Spirit Infusion and used to craft armour, tools, and weapons. **Soulstained Steel Armour** provides substantial damage absorption, approximately 60% at a full set. Soulstained Steel tools deal magic damage, which pierces a portion of enemy armour value.

To craft Soulstained Steel you will need 3 Wicked Spirits, 1 Earthen and Arcane Spirit, 4 Refined Soulstone, and 1 Iron Ingot.

Soulhunter Armour

An alternative armour set oriented toward offensive magic builds. Where Soulstained Steel focuses on defence, Soulhunter Armour increases the magic damage you deal, giving you 60% Magic Proficiency and 40% Spell Power for a full set. Instead of using Soulstained Steel Ingots, you will be using Soulwoven Silk as the main crafting component.

To craft Soulwoven Silk you will need 3 Aerial and Earthen Spirits, 2 String, and 2 Wool.

Malignant Stronghold Armour

A late-game armour set with a unique defensive mechanic called **Malignant Conversion**. Rather than reducing damage, Malignant Conversion completely nullifies incoming magic damage up to a threshold, which refills as the armour absorbs hits. Each piece grants 25% Magic Resistance in addition to the 25% Malignant Conversion mechanic. This is the strongest defensive option Malum offers and uses Malignant Pewter Plating as its main crafting component.

To craft Malignant Pewter Plating you need 4 Malignant Pewter Nuggets, and 1 Malignant Pewter Ingot.

The Tyrving

The Tyrving is a sword and one of Malum's signature weapons. It is crafted via Spirit Infusion at a later stage of progression. It deals magic damage with prominent particle effects during use. The Tyrving cannot sweep attack.

Totem Magic

Totems are constructed by etching **Spirit Runes** onto **Runewood** logs and placing them on a **Totem Base**. The combination of rune types used determines which ritual effect the totem produces. Totems can affect a radius of blocks around them or apply aura effects to nearby players, depending on the rite.

Each spirit type enables different rites, for example Earthen rites weave a Bound Rite Locus, the Locus can:

Rite of Destruction: Attempt to break blocks where it travels

Rite of Creation: Place Cobblestone when it travels

Rite of The Soul Ward: Provides damage reduction, which increases if the player isn't wearing armour

Rite of The Oaken Might: Provides damage increase, which increases if the player isn't holding anything

The Encyclopedia Arcana lists the available rites in detail.

Runeworking (Curios)

Runeworking is focused around trinkets, also known as Curios. There are 6 types of Curios that can be crafted:

1. [Brooches](#)

2. [Belts](#)
3. [Geas](#)
4. [Necklaces](#)
5. [Rings](#)
6. [Runes](#)

Brooches

There are 4 types of brooches:

Gluttonous Brooch / Elaborate Brooch

Exchanges 1 Necklace slot for 1 Belt slot.

Glass Brooch / Runic Brooch

Exchanges a Ring slot for 2 Rune slots.

Belts

There are 2 types of belts:

Belt of the Prospector

Explosions are enchanted with Fortune III (3), and collecting precious materials sometimes grants **Avarice**. Avarice increases the player's Fortune enchantment to the maximum level temporarily.

Belt of the Starved

Spirit collection generates **Gluttony**. Gluttony increases the player's magic damage, but drains hunger in return.

Geas

There are 6 types of geas. Each of these give negative effects as well as strong positive effects, the negative effects are listed below the positive effects.

Pact of Reciprocation

Dealing magic damage generates Soul Ward, additionally the player's Soul Ward capacity is increased significantly, as well as Soul Ward gain, which is doubled.

Natural Soul Ward regeneration is disabled.

Pact of Rune Exploitation

Gives the player an additional 2 Rune slots.

Each rune that is equipped will reduce the player's healing, armour, armour toughness, and magic resistance by 5%.

Pact of the Profane Glutton

Increases Scythe Proficiency significantly by turning Gluttony into Desperate Need (Desperate

Need increases Scythe Proficiency significantly); additionally enables poisonous scythe slashes.

Desperate Need reduces armour and magic resistance, and fades when attacking. Damage taken from starvation will give the player the poison effect, and poison effects from mobs will spread to the player.

Pact of the Profane Ascetic

Increases the healing received by the player by turning Gluttony into Trial of Faith (Trial of Faith increases healing received); additionally eating rotten foods will heal the player and cause the Trial of Faith effect to last longer and increase its healing ability.

Having full hunger and saturation will no longer heal the player, and players can only eat rotten foods.

Pact of the Blastweaver

Explosions are enhanced in their damage output, and will grant the player Avarice, further enhancing explosions by adding a chance to enchant the explosions with Fortune.

Avarice increases the incoming explosive damage towards the player.

Pact of Wyrd Reconstruction

The player is reconstructed (resurrected) upon death, and when repeatedly reconstructed the player will receive brief invulnerability, and the effect Arcane Resonance, improving their spirit collection effects.

Reconstruction effect has a long cool down, and during this cooldown Arcane Resonance is halved. Additionally, collecting spirits will drain the player's hunger.

Necklaces

There are 3 types of necklaces:

Necklace of Blissful Harmony

Reduces enemy aggression by making players less noticeable to mobs, especially mobs that drop Wicked Spirits.

Necklace of the Narrow Edge

Increases Scythe Proficiency by 40% and adds the augments Rebound and Ascension, but disables Scythe Sweeping causing only one mob to take the brunt.

Necklace of the Mystic Mirror

Increases the player's **Arcane Resonance** by 100%. Arcane Resonance improves Spirit-Collection effects.

Rings

There are 5 types of rings:

Ring of Curative Talent

Causes the player's health to regenerate each time they collect a spirit.

Ring of Alchemical Mastery

Causes any potion effects on the player to be prolonged each time they collect a spirit.

Ring of Manaweaving

Causes the player's Soul Ward and Spell Mana (from Iron's Spellbooks) will be replenished each time they collect a spirit. Soul Ward absorbs damage to the player and will recharge over time.

Ring of Arcane Prowess

Collecting spirits will now earn the player experience points.

Ring of Esoteric Spoils

Increases the amount of spirits you obtain from killing a mob by 1.

Runes

There are 8 types of runes:

Rune of Vitality

All healing the player receives is increased by 20%.

Rune of Culling

Mobs below half health will receive increased damage from the player when using a Scythe by around 40%.

Rune of Scorching

Fire damage from players is increased by 100%.

Rune of Dexterity

Increases the player's speed by 20%. Additionally, will increase the player's speed when they are at half health.

Rune of Ailment Cleansing

Causes any negative effects on the player to be shortened.

Rune of Protection

Increases the player's armour by 20%

Rune of Reinforcement

Increases the player's Soul Ward capacity by 6, and gives an additional 25% to Soul Ward integrity. Soul Ward absorbs damage to the player and will recharge over time.

Rune of Volatile Distortion

Increases the chance of the player doing a critical strike.

Spirit Focusing

Spirit Focusing allows players to use Alchemical Impetuses to craft new items via the **Spirit Crucible**. Alchemical Impetuses have durabilities that are diminished each time they are used, however through the use of a **Repair Pylon** those Impetus' can become fractured instead of broken. Repair Pylons can also be used to fix tools.

Core Augments

There are several types of Core Augments that can be added to the Spirit Crucible:

Sympathy Drive

+100% Misfortune Reversal

Resonance Tuner

+100% Resonance Tuning

Caustic Catalyst

+100% Caustic Synergy

Augments

There are several types of Augments that can be added to the Spirit Crucible:

Mending Diffuser

+15% Restoration Chance

Impurity Stabiliser

+40% Weakness Tuning

+8% Tuning Strain

Blazing Diode

-25% Fuel Usage Rate

+25% Focusing Speed

Accelerating Inlay

+100% Focusing Speed

Prismatic Focus Lens

-15% Instability

Intricate Assembly

+10% Fortune Chance

+10% Instability

-20% Focusing Speed

Shielding Apparatus

+10% Damage Absorption Chance

- 5% Instability
- 20% Focusing Speed

Warping Engine

- +10% Chain Focusing Chance
- +5% Tuning Strain
- +15% Fuel Usage Rate

Introduction

Introduction

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

Boss Guide

Mighty Ender Chicken

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

Boss Guide

Chesed

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

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