

Calibrated Sculk Sensor

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For the normal sculk sensor, see [Sculk Sensor](#).

A **calibrated sculk sensor** is a [craftable](#) type of [sculk sensor](#) that functions similarly, but detects [vibrations](#) more quickly and from further away. Its [amethyst-covered](#) input side can be powered to make the sensor only detect vibrations from specific sources, depending on the signal strength used.

Contents

Obtaining

[Breaking](#)
[Crafting](#)

Usage

[Filtering](#)
[Piston interactivity](#)

Sounds

[Generic](#)
[Unique](#)

Data values

[ID](#)
[Block states](#)
[Block data](#)

Videos

History

[Mention](#)
[Java Edition](#)
[Bedrock Edition](#)
[Data history](#)

Issues

Gallery

References

Navigation

Obtaining

Breaking

A calibrated sculk sensor can be broken with any tool, but [hoes](#) are the quickest. It drops itself only if mined with any tool enchanted with [Silk Touch](#). If mined with a non-Silk Touch tool, it drops 5 [experience](#) instead.

Calibrated Sculk Sensor



[Java Edition](#)



[Bedrock Edition](#)



[Renewable](#) Yes

[Stackable](#) Yes (64)

[Tool](#)

[Blast resistance](#) 1.5

[Hardness](#) 1.5

[Luminous](#) Yes (1)

[Transparent](#) Yes

[Waterloggable](#) Yes

[Flammable](#) No

[Catches fire from lava](#) No

Block	 Calibrated Sculk Sensor
Hardness	1.5
Tool	
Breaking time (sec)^[A]	
Default	2.25
 Wooden	1.15
 Stone	0.6
 Copper	0.45
 Iron	0.4
 Diamond	0.3
 Netherite	0.25
 Golden	0.2

Legend

-  incorrect tool, drops nothing
-  correct tool, drops nothing or something other than the block itself
-  correct tool, drops the block itself
- *italicized* can be instant mined

1. These durations ignore other influential factors (e.g., [Mining Fatigue](#)) and are measured in seconds. For more information, see [Breaking § Speed](#).

Crafting

Ingredients	Crafting recipe	[hide]
Amethyst Shard + Sculk Sensor		

Usage

When a calibrated sculk sensor detects a vibration, it is activated and emits redstone signal in every direction (including top and bottom), except the side with the amethyst stripe. The redstone signal emitted from the bottom will strongly power the block below the sensor, whereas in all other directions (excluding the side with the amethyst stripe) it is as though the sensor itself is the strongly powered block.

The calibrated sculk sensor is different from the basic [sculk sensor](#) in multiple ways:

- can detect vibrations within a distance of 16 blocks, instead of 8.
- is activated for 10 game ticks after detecting a vibration instead of 30 game ticks
- can be filtered (see below) to react only to some sounds.
- one side does not emit a redstone signal when activated (the side with the amethyst stripe).

When a calibrated sculk sensor detects a vibration, it is activated for 10 game ticks, then has a 10 game tick

cooldown before it can detect another vibration. This means that a calibrated sculk sensor can detect a vibration once every 1.05 seconds, as opposed to once every 2.05 seconds for a regular sculk sensor. (Plus 0.05 for every block of distance from the vibration past the first.)

Filtering

When a [redstone signal](#) powers a calibrated sculk sensor on its crystalized side, the sensor is filtered to respond only to vibrations that match the strength of that signal. Every vibration in the game has a frequency associated with it, and every vibration frequency directly matches a specific redstone signal strength. For example, a vibration with a frequency of 5 matches the redstone signal with a strength of 5.

Some events can create multiple vibrations simultaneously. For example, eating most food items creates vibrations of frequency 3 (item interaction) and 8 (entity eats). Hitting the ground and taking fall damage creates vibrations of frequency 2 (hit ground) and 7 (entity damage). Using a redstone signal, the sensor can be filtered to detect either frequency. If no redstone signal is provided, the sensor detects the highest frequency.



An activated calibrated sculk sensor. Only the block *below* the sensor is strongly powered. All other sides react as if the sensor itself is strongly powered, excluding the side with the amethyst stripe.

Sculk sensor vibration frequencies

Redstone		Sounds with that frequency
Signal	Wire	
1	☒	Walking (not <u>sneaking</u>), climbing, jumping, <u>swimming</u> , crawling on a <u>non-wool</u> block.
2	☒	Landing on any solid block (i.e. stone, a slime block, or a honey block) or in any liquid (water, lava, or powder snow).
3	☒	Using an item (casting a fishing pole, throwing a snowball, drinking a potion, drinking milk, etc.).
4	☒	A player gliding with an <u>elytra</u> , unequipping a piece of gear, or a <u>mob</u> performing a <i>unique</i> action (e.g. a ravager roaring, a wolf shaking, etc.).
5	☒	Dismounting a mob/entity (a minecart or a boat) or equipping a piece of gear.
6	☒	Mounting a mob or interacting with a mob (e.g. trading with a villager, etc.).
7	☒	A mob or player taking <u>damage</u> .
8	☒	Eating a <u>food</u> item.
9	☒	A block 'deactivating' (e.g. closing a door or chest, a pressed button becoming unpressed, etc.).
10	☒	A block 'activating' (e.g. opening a door or chest, a button being pressed, etc.).
11	☒	A block changing (e.g. adding food to <u>campfire</u> , <u>bell</u> ringing, etc.).
12	☒	A <u>non-wool</u> block getting destroyed.
13	☒	A <u>non-wool</u> block getting placed.
14	☒	A mob or player <u>teleporting</u> or spawning.
15	☒	A mob or player dying, or an <u>explosion</u> happening.

Piston interactivity

Calibrated sculk sensors cannot be moved by pistons or [sticky pistons](#).

Sounds

A calibrated sculk sensor is silent if [waterlogged](#). It can still detect vibration, but does not produce sounds itself.

Generic

The sculk sensor's third break sound has a vex death sound.[Java Edition](#):

 sculk_sensor sound type [hide]								
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance
	Block broken	Blocks	Once the block has broken	block.sculk_sensor.break	subtitles.block.generic.break	0.9	0.96	16
	Block placed	Blocks	When the block is placed	block.sculk_sensor.place	subtitles.block.generic.place	0.8	0.96	16
	Block breaking	Blocks	While the block is in the process of being broken	block.sculk_sensor.hit	subtitles.block.generic.hit	0.25	0.5	16
	Something falls on a block	<i>Entity-Dependent</i>	Falling on the block with fall damage	block.sculk_sensor.fall	subtitles.block.generic.fall	0.5	0.75	16
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.sculk_sensor.step	subtitles.block.generic.footsteps	0.15	1.0	16

[Bedrock Edition](#):

 sculk_sensor sound type [hide]							
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch
	?	Blocks	Once the block has broken	break.sculk_sensor	?	0.8	0.8-1.0
	?	Blocks	When the block is placed	place.sculk_sensor	?	0.8	0.8-1.0
	?	Blocks	While the block is in the process of being broken	hit.sculk_sensor	?	0.35	0.5
	?	Players	Falling on the block with fall damage or the player flying with elytra	fall.sculk_sensor	?	0.4	1.0
	?	Players	Walking on the block	step.sculk_sensor	?	0.17	1.0
	?	Players	Jumping from the block	jump.sculk_sensor	?	0.12	1.0
	?	Players	Falling on the block without fall damage	land.sculk_sensor	?	0.14	1.0

Unique

Java Edition:

Sounds [hide]							
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch
	Sculk Sensor clicks	Blocks	When a calibrated sculk sensor detects a vibration	block.sculk_sensor.clicking	subtitles.block.sculk_sensor.clicking	0.73	0.8-1.0
	Sculk Sensor stops clicking	Blocks	When a calibrated sculk sensor deactivates	block.sculk_sensor.clicking_stop	subtitles.block.sculk_sensor.clicking_stop	0.62	0.8-1.0
	Amethyst resonates	Blocks	When an amethyst block re-emits a vibration	block.amethyst_block.resonate	subtitles.block.amethyst_block.resonate	1.0	varies[sound 1]

1. Picks number from 0, 0, 2, 4, 6, 7, 9, 10, 12, 14, 15, 18, 19, 21, 22, or 24 using the vibration's signal strength, and applies $2^{\frac{n-12}{12}}$. It uses the same equation that note blocks do.

Bedrock Edition:

Sounds								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Blocks	When a calibrated sculk sensor detects a vibration	power.on.sculk_sensor	?	0.73	0.8-1.2	
	?	Blocks	When a calibrated sculk sensor deactivates	power.off.sculk_sensor	?	0.62	0.8-1.2	
	?	Blocks	When an amethyst block re-emits a vibration	resonate.amethyst_block	?	3.0	varies[sound 1]	
None	None [sound 2]	None	Undefined sound event	block.sculk_sensor.clicking	None [sound 2]	1.0	0.73	
	?	None	Undefined sound event	block.sculk_sensor.clicking_stop	?	1.0	0.62	

1. Uses the same system as Java Edition. [\[verify\]](#)

2. Empty events do not have this parameter set.

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key	[hide]
Calibrated Sculk Sensor	calibrated_sculk_sensor	Block & Item	block.minecraft.calibrated_sculk_sensor	
Name	Identifier	[hide]		
Block entity	calibrated_sculk_sensor			

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[i 1]	Translation key	[hide]
Calibrated Sculk Sensor	calibrated_sculk_sensor	835	Block & Giveable Item ^[i 2]	Identical ^[i 3] (Numeric: -580)	tile.calibrated_sculk_sensor.name	

1. ID of block's direct item form, which is used in savegame files and addons.

2. Available with `/give` command.

3. The block's direct item form has the same ID as the block.

Name	Savegame ID	[hide]
Block entity	CalibratedSculkSensor	

Block states

See also: [Block states](#)

Java Edition:

Name	Default value	Allowed values	Description	[hide]
facing	north	east north south west	The direction the calibrated sculk sensor's amethyst <i>input</i> is facing. The opposite from the direction the player faces while placing the calibrated sculk sensor.	
power	0	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	The calibrated sculk sensor's current power level.	
sculk_sensor_phase	inactive	active cooldown inactive	Whether or not the calibrated sculk sensor is active. <i>[more information needed]</i>	
waterlogged	false	false true	Whether or not there's water in the same place as this calibrated sculk sensor.	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
minecraft:cardinal_direction	Not Supported	south	east north south west	Unsupported	The direction the calibrated sculk sensor's amethyst <i>input</i> is facing. The opposite from the direction the player faces while placing the calibrated sculk sensor.	
sculk_sensor_phase	Not Supported	0	0 1 2	Unsupported	The calibrated sculk sensor phase. <i>[more information needed]</i>	

Block data

A calibrated sculk sensor has a block entity associated with it that holds additional data about the block.

Java Edition:

See also: [Block entity format](#)

: Block entity data.

Tags common to all block entities

- └ **last_vibration_frequency**: The frequency of the last vibration.
- └ **listener**: The vibration event listener for this sculk shrieker, sculk sensor, or calibrated sculk sensor.
- └ **event**: Exists only if there is an incoming vibration.
- └ **distance**: The distance between this vibration's source and the block.

– **game_event**: The resource location of the vibration event that caused the current incoming vibration.

– **pos**: The coordinates of the source of this vibration.

- : X coordinate.
- : Y coordinate.
- : Z coordinate.

– **projectile_owner**: If the vibration was caused by a projectile, this is the UUID of the entity that launched the projectile. Does not exist if vibration was not caused by a projectile.

– **source**: The UUID of the entity that caused the vibration. Does not exist if vibration was not caused by an entity.

– **event_delay**: How many ticks remain until triggered by the vibration. Set to 0 if there is no incoming vibration

– **selector**: The data of the vibration selector.[\[more information needed\]](#)

– **tick**: The game time when the vibration occurs, or -1 if there is no vibration to choose from.
[\[more information needed\]](#)

– **event**: Candidate game event, with the same structure as the **event** tag above.
[\[more information needed\]](#)

Bedrock Edition:

See Bedrock Edition level format/Block entity format.

Videos

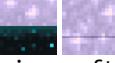
History

Mention

October 12, 2020 (<https://twitter.com/kingbdogz/status/1315607422162079744>)

Brandon Pearce mentioned adding "habituation" to the sculk sensor.

Java Edition

Java Edition			[hide]
1.17	 20w49a	<p>Added unused textures for calibrated sculk sensor to the game files (specifically to the assets/minecraft/textures/blocks directory).</p> <p>The top texture is a translucent version of the block of amethyst texture, where the side texture is composed of the sculk sensor's side texture overlaid on the amethyst texture.</p> <p>However, the sculk sensor side texture used is actually the pre-release one shown in Minecraft Live 2020.</p>	
		<p>The amethyst textures are based on those from 20w45a, despite these textures being added after the amethyst block textures were redone twice, implying these textures come from a scrapped functionality of the sculk sensor coupled with amethyst.</p>	
		21w13a Removed texture files from the game files. ^[1]	
	 23w12a	<p>Calibrated sculk sensors now detect vibrations up to 16 blocks radius instead of 8 blocks.</p> <p>Calibrated sculk sensors now have 1 second active cooldown instead of 2 seconds.</p> <p>Calibrated sculk sensors now accept signals into the calibration input side more consistently with other redstone components.</p>	
		<p>Calibrated sculk sensors can now be activated by sniffer digging.</p> <p>Calibrated sculk sensors can now glow when they trigger, just like a regular sculk sensor.</p>	
		<p>Default redstone output has been modified to be more reliable for distance calculations.</p> <p>Calibrated sculk sensors can now strongly power the block they are placed on.</p>	
		23w16a  The model of the calibrated sculk sensor have been changed. The amethyst is now stretched to match the model of the amethyst cluster .	
		23w17a Now lasts 10 game ticks when in "Active" phase instead of 20.	
		23w17a Now lasts 10 game ticks when in "Cooldown" phase instead of 1.	
		23w18a Landing or jumping on the edge of wool no longer triggers calibrated sculk sensors. ^[2]	
		23w18a Walking on the edge of blocks now properly triggers sculk sensors. ^[3]	
	1.20.2	<p>Calibrated sculk sensors can now detect totems of undying activating.</p> <p>Calibrated sculk sensors can now detect witches drinking a potion.</p> <p>Calibrated sculk sensors can now detect turtles clearing away sand.</p> <p>Calibrated sculk sensors can now detect camels standing up, sitting down, or dashing.</p>	
		<p>23w31a Vibrations no longer risk being lost on simulation distance limit.</p> <p>Unequipping items emits a new unequip vibration of frequency 4.</p>	
		<p>Chiseled bookshelves emit a block_change vibration of frequency 11 when receiving books from hoppers.</p> <p>Turtle eggs cracking emit a block_change vibration of frequency 11.</p>	
		<p>Turtle eggs hatching emit a block_destroy vibration of frequency 12.</p> <p>Using bone meal emits an item_interact_finish vibration of frequency 3.</p>	
		<p>Fire being doused by water potion emits a block_destroy vibration of frequency 12.</p>	
		<p>Evokers evoking vexes or fangs emit an entity_place vibration of frequency 14.</p>	
		<p>Carrots being eaten by rabbits emit a block_change vibration of frequency 11.</p>	
		<p>Sweet berries being eaten by fox emit a block_change vibration of frequency 11.</p>	
		<p>Camels eating cactus emit an eat vibration of frequency 8.</p>	

1.21

24w19a

Frosted ice being placed by Frost Walker emits a block_place vibration of frequency 13.

Bedrock Edition

<i>Bedrock Edition</i>			[hide]
1.19.80 Experiment Next Major Update	Preview 1.19.80.22	 Added calibrated sculk sensors behind the "Next Major Update" experimental toggle.	
1.20.0	Preview 1.20.0.21	Calibrated sculk sensors are now available without using the "Next Major Update" experimental toggle.	
1.20.10	Preview 1.20.10.20	Calibrated sculk sensors can now detect the following events: <ul style="list-style-type: none"> ▪ Placing, rotating, or removing an item in an item frame or a glow item frame. ▪ Charging a respawn anchor. ▪ Scraping or applying wax to blocks of the copper block set. ▪ Switching a daylight detector to an inverted daylight detector or vice-versa. ▪ Adding food to a campfire. ▪ Adding or removing a music disc to a jukebox. ▪ Mud turning into clay. ▪ Harvesting sweet berries. ▪ Placing an eye of ender in an end portal frame. ▪ Bees entering or exiting a beehive or a bee nest. ▪ Interacting with composter. ▪ Attaching or detaching a lead from a fence. ▪ Attaching or detaching a lead from a mob. ▪ Dying a sheep. ▪ Picking glow berries. ▪ Farmland turning into dirt. ▪ Using a spawn egg on a monster spawner. ▪ Silverfish merging with blocks. ▪ Using a hoe on rooted dirt. ▪ Using a shovel to create dirt paths. ▪ Placing a door. ▪ Planting seeds in farmland. 	
1.20.30	Preview 1.20.30.20	Calibrated sculk sensors can now detect the following events: <ul style="list-style-type: none"> • Throwing an eye of ender. • Minecarts, consistently when moving on rails while empty. • Collecting fish, axolotls, and tadpoles with buckets. • Cleaning items in cauldrons. • Dying leather armor in cauldrons. • Tipping arrows in cauldrons. • Using dyes to change cauldrons' water color. • Non-player actors event when equipping shields in their off-hand slot. 	
1.20.30	Preview 1.20.30.21	Calibrated sculk sensors can now detect the following events: <ul style="list-style-type: none"> • Applying a nametag. • Evokers summoning vexes or fangs. • Chickens, frogs, and turtles laying eggs. • Using bone meal. • Chiseled bookshelves when books are inserted into them using hoppers. • Extinguishing fire. • Mounting or dismounting a vehicle. • Rabbits eating carrot crops. • Foxes eating sweet berry bushes. • Unequipping armor. • Placing a banner, bamboo sapling, lily pad, or a head. • Placing frogspawns. • Placing or adding sea pickles. • Adding/destroying a turtle egg. • Turtle eggs cracking. 	

Data history

Bedrock Edition		
[hide]	[show]	
1.20.30	Preview 1.20.30.20	Calibrated sculk sensors now use the <code>minecraft:cardinal_direction</code> block state instead of direction.

Issues

Issues relating to "Calibrated Sculk Sensor" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jqI=project%20in%20%28MC%2C%20MCPE%29%20AND%20%28resolution%20is%20EMPTY%20OR%20resolution%20in%20%281%2C%202%2C%206%29%29%20AND%20%28summary%20~%20%22Calibrated%20Sculk%20Sensor%22%29%20ORDER%20BY%20resolution%20DESC>).

Gallery



One interpretation of how the old texture could have looked.

Another interpretation.

References

1. MC-208551 — Calibrated Sculk Sensor are unused in-game files — resolved as "Fixed".
2. MC-252389 — When landing (or jumping) on wool with your hitbox over the edge, it produces a vibration — resolved as "Fixed".
3. MC-207290 — Calibrated sculk sensors don't detect vibrations while walking on the edge of a block — resolved as "Fixed".

Navigation

◆ Redstone		
Redstone circuits & tutorials		
Redstone components		
Power emission	Block of Redstone Buttons (Wooden Stone)	Detector Rail
	Polished Blackstone) Daylight Detector	Jukebox Lectern Lever Lightning Rod Observer
	Pressure Plates (Wooden Stone Polished Blackstone)	Light Weighted Heavy Weighted) Redstone Comparator
	Redstone Torch Sculk Sensor (Calibrated) Target	Trapped Chest Tripwire Hook (Tripwire)
Signal transmission	Redstone Wire Redstone Repeater	
Item and entity transportation	Conductive and non-conductive blocks	
	Allay Boat with Chest (Bamboo Raft) Copper Golem	Crafter Dispenser Dropper Hopper Minecart
	with Chest with Furnace with Hopper)	Rail (Activator)

<u>Comparator-related</u>	Powered) Water (Bubble Column)
	Barrel Bee Nest (Hive) Brewing Stand Cake
	Cauldron Chest (Copper) Chiseled Bookshelf
	Composter Copper Golem Statue Decorated Pot
	End Portal Frame Furnace (Blast Smoker) Item Frame
	Glow Respawn Anchor Shulker Box
<u>Observer-related</u>	Redstone Ore (Deepslate) Scaffolding Sculk Catalyst
	Sculk Shrieker Wall
<u>Pistons/related</u>	Piston (Sticky) Honey Block Slime Block
	Movable and immovable blocks
<u>Sculk sensor-related</u>	Block of Amethyst Wool (Carpet)
	Armor Stand Bell Big Dripleaf Copper Bulb
	Creaking Heart Doors (Copper) Iron Wooden)
	Fence Gate Head Note Block Redstone Lamp Shelf
	TNT (Minecart) Trapdoors (Copper Iron Wooden)
<u>Creative or commands only</u>	Command Block (Minecart) Minecart with Monster Spawner
	Structure Block Test Block

	Blocks	[hide]
	Structural	[show]
	Ornamental	[show]
	Natural	[hide]
<u>Sediment/Soil</u>	Clay Dirt (Coarse Grass Block Mycelium Podzol Rooted Dirt (Red) Gravel Mud Nylium (Crimson Warped) Sand Soul Sand (Soil)	
<u>Misc. rock</u>	Bedrock Magma Block Obsidian Calcite Pointed Dripstone (Block)	
<u>Ore/Mineral</u>	Amethyst Bud (Cluster Budding Amethyst) Ancient Debris Coal Ore (Deepslate) Copper Ore (Deepslate Raw Block) Diamond Ore (Deepslate) Emerald Ore (Deepslate) Gold Ore (Deepslate Nether) Iron Ore (Deepslate Raw Block) Lapis Lazuli Ore (Deepslate) Nether Quartz Ore Redstone Ore (Deepslate)	
<u>Plant</u>	Azalea (Flowering Small) Bamboo (Shoot) Beetrots Big Dripleaf Bush Cactus Carrots Cave Vines Chorus Plant Flower) Cocoa Creaking Heart Dead Bush Fern (Large) Firefly Bush Hanging Roots Leaf Litter Leaves Lily Pad Mangrove Propagule Mangrove Roots (Muddy) Melon (Stem) Moss Block (Carpet) Pale Hanging Moss Pale Moss Block (Carpet)	
<u>Flower</u>	Potatoes Pumpkin (Carved Stem) Resin Clump Saplings Seagrass (Tall) Short Dry Grass (Tall) Short Grass (Tall) Sugar Cane Sweet Berry Bush Vines Wheat Crops (Hay Bale)	
<u>Fungus & Related</u>	Allium Azure Bluet Blue Orchid Cactus Flower Cornflower Dandelion Eyeblossom Lilac Lily of the Valley Oxeye Daisy Peony Pink Petals Pitcher Plant (Crop) Poppy Rose Bush Spore Blossom Sunflower Torchflower (Crop) Tulips Wildflowers Wither Rose	
<u>Fauna & algae</u>	Nether Fungi (Crimson Warped) Glow Lichen Mushrooms (Brown Red Blocks Stem) Nether Sprouts Nether Wart Wart Block (Nether Warped) Crimson Roots Warped Roots Shroomlight Twisting Vines Weeping Vines	
<u>Fauna/Related</u>	Coral (Dead) Coral Blocks (Dead) Coral Fans (Dead) Dried Ghast Kelp (Dried Block) Sea Pickle Bee Nest Bone Block Cobweb Dragon Egg Frogspawn Infested Blocks Sniffer Egg Turtle Egg	
<u>Sculk</u>	Sculk Sculk Catalyst Sculk Sensor (Calibrated) Sculk Shrieker Sculk Vein	

Fluid & Related

Lava Water (Bubble Column) Ice (Blue) Packed) Snow

Non-physical Powder Block
 Air (Cave [*JE only*]) Void [*JE only*] Invisible Bedrock [*BE & edu only*] Fire
 Soul)

Utility

[\[show\]](#)

Creative or commands only

[\[show\]](#)

Removed

[\[show\]](#)

Unused

[\[show\]](#)

Unimplemented

[\[show\]](#)

Joke

[\[show\]](#)

Extreme metadata variants

[\[show\]](#)

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