

Sculk Shrieker

A **sculk shrieker** is a sculk block that will "shriek" if any player touches its top (even indirectly) or activates a nearby sculk sensor. Only players can trigger it.

Naturally-generated sculk shriekers also inflict Darkness and may summon a warden if triggered, but shriekers placed by players or sculk catalysts are completely inert and harmless.

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Obtaining

Sculk Shrieker	
<u>Renewable</u>	Non Warden-Summoning: Yes Warden-Summoning: No
<u>Stackable</u>	Yes (64)
<u>Tool</u>	
<u>Blast resistance</u>	3
<u>Hardness</u>	3
<u>Luminous</u>	No
<u>Transparent</u>	JE: No BE: Yes
<u>Waterloggable</u>	Yes
<u>Flammable</u>	No
<u>Catches fire from lava</u>	No
<u>Map color (JE)</u>	<input type="checkbox"/> 29 COLOR_BLACK

Breaking

A sculk shrieker can be mined 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. When a sculk shrieker is broken it loses the ability to summon wardens, even if mined with Silk Touch.

Block	 Sculk Shrieker
Hardness	3
Tool	
Breaking time (sec)^[A]	
Default	4.5
 Wooden	2.25
 Stone	1.15
 Copper	0.9
 Iron	0.75
 Diamond	0.6
 Netherite	0.5
 Golden	0.4

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

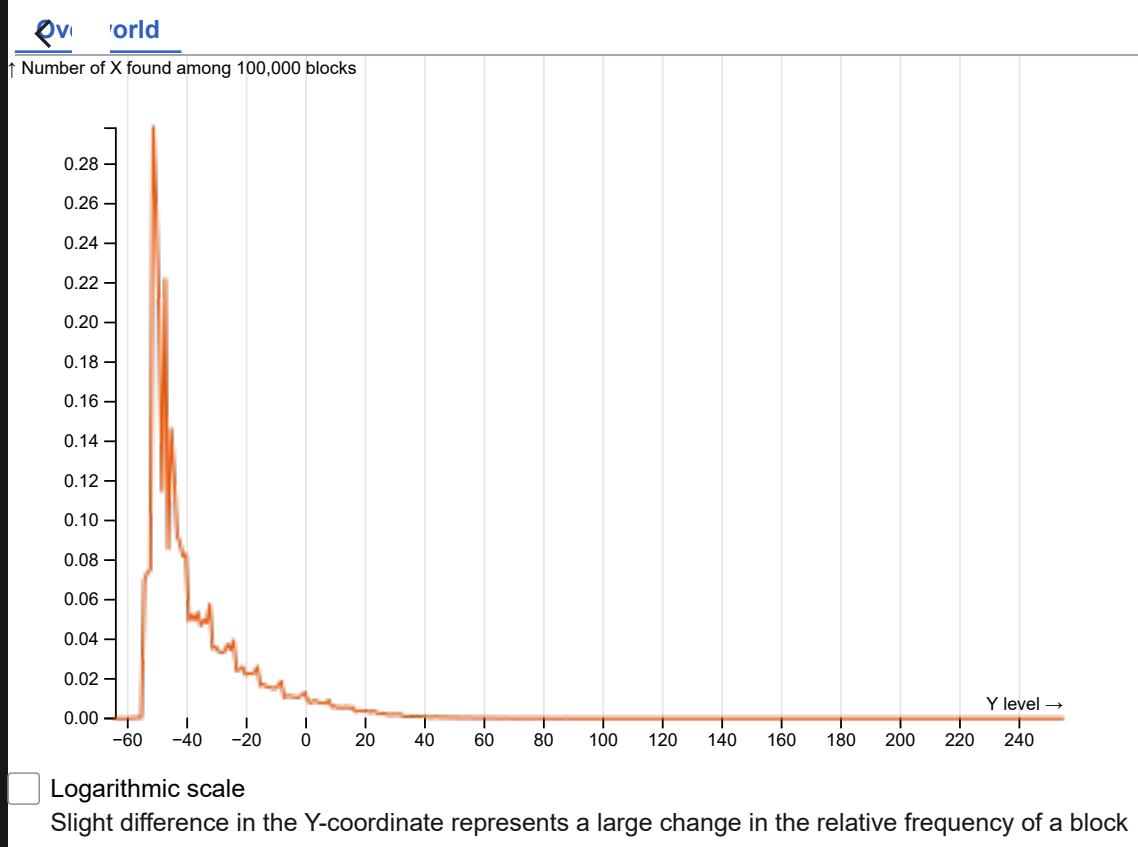
1. These durations ignore other influential factors (e.g., Mining Fatigue) and are measured in seconds. For more information, see Breaking § Speed.

Natural generation

Sculk shriekers can be found infrequently within the deep dark biome, and they are much more common within ancient cities. All naturally generated shriekers can summon wardens.

Block distribution for Sculk Shrieker in Java Edition 1.21.7

Sculk Shrieker



Logarithmic scale

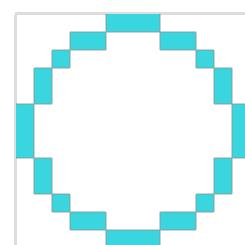
Slight difference in the Y-coordinate represents a large change in the relative frequency of a block type, making it useful to see small changes on the graph when there is a large spike.

Post-generation

A [sculk catalyst](#) has a 1% chance of generating a sculk shrieker on top of a [sculk](#) block. These shriekers do not summon wardens.

Usage

Sculk shriekers "shriek" after being activated. A sculk shrieker activates when any player stands on the black part in the center of the block, even when [sneaking](#). Sculk shriekers are also activated by any [sculk sensor](#) triggered within an 8-block spherical radius of itself, but only if the [vibration](#) was caused by a player. However, a [sculk sensor](#) cannot activate the sculk shrieker if the line between the two contains a wool block. The shrieker shrieks for 90 game ticks (4.5 seconds).



The shriek particle.

Spawning wardens

Sculk shriekers that naturally generate in the deep dark biome are capable of inflicting the [Darkness](#) effect upon players and summoning wardens. If a sculk shrieker is placed by a player or generated via a [sculk catalyst](#), the tag `can_summon` is set to `false`, and therefore a warden cannot be summoned and Darkness cannot be inflicted by that sculk shrieker^[1]. Each time a naturally generated sculk shrieker is activated, it adds 1 to a "warning" level to alert a [warden](#). The warning level is specific to each [player](#), not each sculk shrieker, meaning that the same player can activate a different sculk shrieker for each of the four times, and a warden still spawns on the fourth activation, even though any particular shrieker had

been activated once. If a player does not activate any sculk shrieker, the warning level decreases by 1 every 10 minutes (12000 ticks). After the shrieking ends, all players in Survival or Adventure mode within 40 blocks are given the [Darkness](#) effect for 12 seconds. After a warden is summoned, a player's warning level does not reset back to 0, meaning multiple wardens can be summoned.

Naturally generated sculk shriekers have a 10-second cooldown per *player*. This means that if a player triggers one shrieker, they are completely unable to trigger any other shrieker within 10 seconds. The cooldown period includes the 4.5-second shrieking, which means 5.5 seconds after the previous shrieking ends, the player can activate sculk shriekers again.

When a player's warning level reaches level 4, the sculk shrieker attempts to spawn a warden after its shrieking ends. If the shrieker is broken before it ends shrieking, a warden spawns immediately. Up to 20 attempts are made to spawn a warden within an $11 \times 13 \times 11$ box centered on the shrieker. If there isn't another warden within 24 blocks, a warden emerges from the ground. The warden always spawns at the highest available block. If all 20 spawning attempts fail, a loud roaring sound is played.

In Peaceful [difficulty](#) or in [Java Edition](#), if the game rule `doWardenSpawning` is set to `false`, naturally generated sculk shriekers behave as if they are placed by a player: they do shriek, but there is no shrieking cooldown, the player's warning level does not increase, no [Darkness](#) effect is inflicted, and no warden spawns.

If the player that triggered the sculk shrieker is outside the shrieker's range when the shrieking ends, the sculk shrieker does not apply the [Darkness](#) effect to any player. The player's warning level still increases by 1.

It is possible to make a warden spawn from a distance, by shooting a [projectile](#) into the direction of known sensors that are near shriekers.

The warnings have unique [subtitles](#) at different levels of warning:

1. *Warden approaches*
2. *Warden advances*
3. *Warden draws close*

Vibration filter

Since sculk shriekers only activate in response to vibrations caused by a player, it has the potential be used for systems that require player-only vibrations. Activated sculk shriekers can also be detected by an observer, making it useful for sending a pulse to [redstone](#) components.

Piston interactivity

Sculk shriekers cannot be moved by [pistons](#) or [sticky pistons](#).

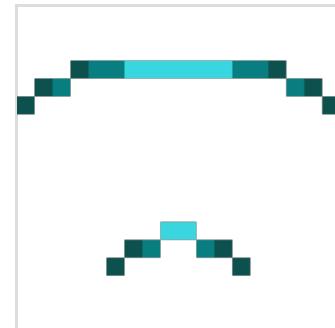


A set of shriek particles emitted by a sculk shrieker.

Sounds

Generic

Java Edition:



The sculk sensor vibration particle.

sculk_shrieker 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_shrieker.break	subtitles.block.generic.break	0.9	0.8	16	
	Block placed	Blocks	When the block is placed	block.sculk_shrieker.place	subtitles.block.generic.place	0.9	0.8	16	
	Block breaking	Blocks	While the block is in the process of being broken	block.sculk_shrieker.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_shrieker.fall	subtitles.block.generic.fall	0.5	0.75	16	
	Footsteps	<i>Entity-Dependent</i>	Walking on the block	block.sculk_shrieker.step	subtitles.block.generic.footsteps	0.15	1.0	16	

Bedrock Edition:

 sculk_shrieker 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_shrieker	?	1.0	0.8-1.0	
	Blocks	When the block is placed [sound 1]	break .sculk_shrieker	?	1.0	0.8-1.0	
?	Blocks	While the block is in the process of being broken	step .sculk_shrieker	?	0.3	0.5	
	Blocks	Falling on the block with fall damage	step .sculk_shrieker	?	0.4	1.0	
	Blocks	Walking on the block	step .sculk_shrieker	?	0.17	1.0	
	Blocks	Jumping from the block	step .sculk_shrieker	?	0.12	1.0	
	Blocks	Falling on the block without fall damage	step .sculk_shrieker	?	0.14	1.0	

1. MCPE-153217

Unique

Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Sculk Shrieker shrieks	Blocks	When a sculk shrieker is activated	block.sculk_shrieker.shriek	subtitles.block.sculk_shrieker.shriek	1.7	0.6-1.0	16	
	Warden approaches	Hostile Mobs	When a sculk shrieker calls a warden once	entity.warden.nearby_close	subtitles.entity.warden.nearby_close	5.0	1.0	16	
	Warden advances	Hostile Mobs	When a sculk shrieker calls a warden twice	entity.warden.nearby_closer	subtitles.entity.warden.nearby_closer	5.0	1.0	16	
	Warden draws close	Hostile Mobs	When a sculk shrieker calls a warden three times	entity.warden.nearby_closest	subtitles.entity.warden.nearby_closest	5.0	1.0	16	
	Warden groans angrily	Hostile Mobs	When a warden fails to spawn underwater	entity.warden.agitated	subtitles.entity.warden.agitated	5.0	1.0	16	
	Warden takes notice angrily	Hostile Mobs	When all of a warden's spawn attempts fail	entity.warden.listening_angry	subtitles.entity.warden.listening_angry	5.0	1.0	16	

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 sculk shrieker shrieks	shriek.sculk_shrieker	?	1.7	0.6-1.0	
?	?	Hostile Mobs	When a sculk shrieker calls a warden once	mob.warden.nearby_close	?	5.0	0.8-1.2	
?	?	Hostile Mobs	When a sculk shrieker calls a warden twice	mob.warden.nearby_closer	?	5.0	0.8-1.2	
?	?	Hostile Mobs	When a sculk shrieker calls a warden three times	mob.warden.nearby_closest	?	5.0	0.8-1.2	
?	?	Hostile Mobs	When all of a warden's spawn attempts fail <i>[more information needed]</i>	mob.warden.listening_angry	?	10.0 [verify]	0.8-1.2 [verify]	

Data values

ID

Java Edition:

Name	Identifier	Form	Translation key	[hide]
 Sculk Shrieker	sculk_shrieker	Block & Item	block.minecraft.sculk_shrieker	

Name	Identifier [hide]
 Block entity	sculk_shrieker

Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID ^[1]	Translation key [hide]
 Sculk Shrieker	sculk_shrieker	716	Block & Giveable Item ^[2]	Identical ^[i 3] (Numeric: -461)	tile.sculk_shrieker.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	SculkShrieker

Block states

See also: [Block states](#)

Java Edition:

Name	Default value	Allowed values	Description	[hide]
can_summon	false	false true	If true, the sculk shrieker can summon a warden .	
shrieking	false	false true	Whether the sculk shrieker is shrieking or not.	
waterlogged	false	false true	Whether or not there is water in the same place as this sculk shrieker. Waterlogged sculk shriekers do not emit sound when shrieking.	

Bedrock Edition:

Name	Metadata Bits	Default value	Allowed values	Values for Metadata Bits	Description	[hide]
active	Not Supported	0	0 1	Unsupported	Whether the sculk shrieker is shrieking or not.	
can_summon	Not Supported	false	true false	Unsupported	If true, the sculk shrieker can summon a warden .	

Block data

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

Java Edition:

See also: [Block entity format](#)

: The block entity's root tag.

└ **VibrationListener**: The vibration event listener of the sculk shrieker, sculk sensor, and calibrated sculk sensor.

- └ **event**: Unknown.
- └ **pending**: Unknown.
- └ **distance**: Unknown.
- └ **source**: Unknown.
- └ **vibration**: Unknown.
- └ **x**: Unknown.
- └ **y**: Unknown.
- └ **z**: Unknown.
- └ **selector**: Unknown.
- └ **ticks**: Unknown.

Bedrock Edition:

See [Bedrock Edition level format/Block entity format](#).

Advancements

Icon	Advancement	In-game description	Actual requirements (if different)	[hide]
	How Did We Get Here?	Have every effect applied at the same time	<p>Have <i>all</i> of these 34 status effects applied to the player at the same time: [show]</p> <p>The source of the effects is irrelevant for the purposes of this advancement. Other status effects may be applied to the player, but are ignored for this advancement.</p> <p><i>See also: Tutorial:Advancement guide/Nether tab § How Did We Get Here?</i></p> <p><i>This is a hidden advancement, meaning that it can be viewed by the player only after completing it, regardless of if its child advancement(s), if any, have been completed.</i></p>	

History

Announcement

[October 16, 2021 \(<https://youtube.com/watch?v=w6zLprHHZOk&t=6479>\)](https://youtube.com/watch?v=w6zLprHHZOk&t=6479)



Sculk shriekers are shown at [Minecraft Live 2021](#).

Java Edition

<i>Java Edition</i>		
[hide]		
1.19	Deep Dark Experimental Snapshot 1	 Added sculk shriekers.
	<u>22w11a</u>	Sculk shriekers no longer drop when mined with Silk Touch.
	<u>22w12a</u>	Sculk shriekers can't be activated in this snapshot, as <u>wardens</u> and the <u>Darkness</u> effect is not added in this snapshot.
	<u>22w13a</u>	Added functionality to the sculk shrieker. Sculk shriekers are no longer generated by <u>sculk catalysts</u> . ^[2]
	<u>22w15a</u>	Sculk shriekers are once again obtainable with Silk Touch and once again spawn from sculk catalysts. Introduced a new <u>can_summon</u> block state for sculk shriekers that determines whether or not they can spawn a warden, it is set to true for naturally generated shriekers and false for ones that were placed by a player or spawned by a sculk catalyst.  Added a new texture for when the <u>can_summon</u> block state is set to false.
	<u>22w19a</u>	Sculk shriekers now need to be activated four times to summon a warden.
1.19.3	<u>22w42a</u>	The warning level for sculk shriekers is no longer reset upon a player's death. ^[4]
1.20	<u>23w14a</u>	Waterlogged sculk shriekers are now silenced. Sculk shriekers are now located in the "Redstone Blocks" tab in Creative inventory.
	<u>23w16a</u>	If a vibration is scheduled to be received by a sculk shrieker, it remains queued until all adjacent chunks are loaded and ticking. This prevents vibration resonance setups from breaking when unloading their chunks from a distance.

Bedrock Edition

Bedrock Edition		
[hide]		
1.17.30	beta 1.17.30.22	"Sculk Shrieker" was mentioned in the Bedrock Beta documentation.
	beta 1.17.30.23	 Added textures of the sculk shrieker in internal Caves & Cliffs files.
1.18.0 Experiment Vanilla Experiments	beta 1.18.0.22	 Added sculk shriekers behind the "Vanilla Experiments" experimental toggle. It uses an outdated model. ^[5]
		It can be activated with a redstone signal, or by stepping on it.
1.18.10 Experiment Wild Update	beta 1.18.10.21	Moved sculk shriekers to the "Wild Update" experimental toggle.
1.18.30 Experiment Wild Update	Preview 1.18.30.21	Sculk shriekers now listen to sculk sensor tendril clicking. The threat level that causes a warden to spawn in the future now decreases over time.
	Preview 1.18.30.23	 Updated the sculk shrieker's model.
	Preview 1.18.30.29	Revamped the sculk spreading mechanics to match <i>Java Edition</i> .
	Preview 1.18.30.33	Sculk shriekers no longer drop when mined with Silk Touch. ^[6]
		Sculk shriekers can now summon wardens.
1.19.0	Preview 1.19.0.21	Sculk shriekers are now available without enabling experimental gameplay.
	Preview 1.19.0.25	Sculk shriekers can be obtained again with Silk Touch. There's now a new <code>can_summon</code> tag for sculk shriekers that control whether or not they can spawn a warden, it is set to true for naturally generated shriekers and false for ones that were placed by a player or spawned by a sculk catalyst.
		 When the <code>can_summon</code> tag is set to false, it has another texture.
		Sculk shriekers can no longer be triggered by redstone activation.
	Preview 1.19.0.27	 The model of the sculk shrieker has been changed to match <i>Java Edition</i> .
1.20.30	Preview 1.20.20.21	Increased the blast resistance of sculk shriekers from 1.8 to 3.

Issues

Issues relating to "Sculk Shrieker" are maintained on the [bug tracker](#). Issues should be reported and viewed there (<https://bugs.mojang.com/issues/?jql=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%22Sculk%20Shrieker%22%29%20ORDER%20BY%20resolution%20DESC>)

Trivia

- The sculk shrieker's design was inspired by the [human larynx](#).^[7]
- The old trypophobia shrieker was a combination of the modern day shrieker and scrapped sculk jaw as it

would both scream and show teeth.^[8]

Gallery

Screenshots



A player steps on a sculk shrieker and activates it.

A sculk shrieker getting activated.

A sculk shrieker summoning a warden.

A warden summoned by a sculk shrieker.

References

1. MC-250137 — resolved as "Works As Intended".
2. MC-249437
3. MC-250200 — resolved as "Works As Intended".
4. MC-255164 — resolved as "Fixed".
5. "Oh and Sculk Shrieker model is outdated" (<https://twitter.com/kingbdogz/status/1451257085925203972>) – [@kingbdogz](https://twitter.com/kingbdogz) (<https://twitter.com/kingbdogz>) on X (formerly Twitter), October 21, 2021
6. MCPE-153359
7. "Minecraft Live 2021 @ 1:52:36" (<https://youtube.com/watch?v=w6zLprHHZOk&t=6756s>) – Minecraft on YouTube, October 15, 2021
8. "The old shreiker didn't have lights" (<https://twitter.com/CagilMartin/status/1550728464608612352>) – [@CagilMartin](https://twitter.com/CagilMartin) (<https://twitter.com/CagilMartin>) on X (formerly Twitter), July 23, 2022

External links

- Block of the Month: Sculk Shrieker (<https://www.minecraft.net/en-us/article/block-month--sculk-shrieker>) – Minecraft.net on May 2, 2024
- Block of the Week: Sculk Shrieker (<https://www.minecraft.net/en-us/article/sculk-shrieker>) – Minecraft.net on June 20, 2024

Navigation

Sediment/Soil	Clay	Dirt	Coarse Soil	Grass Block	Mycelium	Podzol
	Rooted Dirt	Gravel	Mud	Nylium	Crimson Soil	Warped Soil
	Red Soil	Soul Sand	Soil			Sand

Blocks

[\[hide\]](#)

Structural

[\[show\]](#)

Ornamental

[\[show\]](#)

Natural

[\[hide\]](#)

<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) Iron Ore (Deepslate) Raw Block Lapis Lazuli Ore (Deepslate) Nether Quartz Ore Redstone Ore (Deepslate)
<u>Plant</u>	Azalea (Flowering Small) Bamboo (Shoot) Beetroots 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) 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) 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>Fungus & Related</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 & algae</u>	Coral (Dead) Coral Blocks (Dead) Coral Fans (Dead) Dried Ghast Kelp (Dried Block) Sea Pickle
<u>Fauna/Related</u>	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
<u>Fluid & Related</u>	Lava Water (Bubble Column) Ice (Blue Packed) Snow (Powder Block) Air (Cave) [JE only] Void [JE only] Invisible Bedrock [BE & edu only] Fire (Soul)
<u>Non-physical</u>	

Utility

[\[show\]](#)

Creative or commands only

[\[show\]](#)

Removed

[\[show\]](#)

Unused

[\[show\]](#)

Unimplemented

[\[show\]](#)

Joke

[\[show\]](#)

Extreme metadata variants

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