

Cartographer

A **Cartographer** is a villager that trades various maps, compasses, as well as banners and banner patterns. Cartographers wear a golden monocle and an empty map pack.

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Spawning

An unemployed villager turns into an cartographer when an unclaimed cartography table is nearby.

Natural generation

The workstation of cartographers, the cartography table, generates in cartographer houses in villages.

Drops

In Java Edition, a cartographer can drop various items by throwing them as a gift towards a nearby player with the Hero of the Village effect. The gift is randomly selected from the following list:

-  Empty Map
-  Paper

Cartographer

Plains Desert Savanna Taiga Snowy

Jungle Swamp



Workstation  Cartography Table

Buys

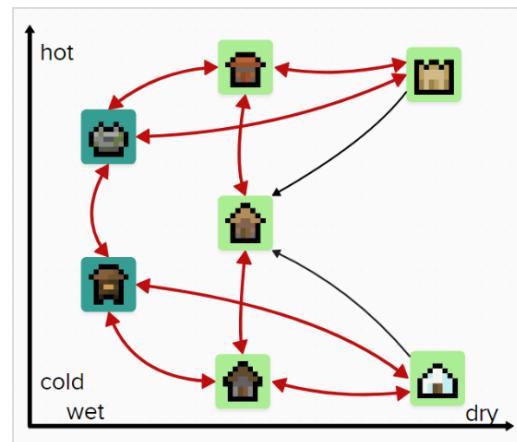
-  Paper
-  Glass Pane
-  Compass

Sells

-  Empty Map
-  Explorer Map
-  Item Frame
-  Banners
-  Globe Banner Pattern

Trading

Main article: [Trading](#)



A graph showing where the maps from each type of cartographer lead to

Cartographer									
Level	Java Edition		Bedrock Edition		Villager wants	Player receives	Trades in stock	Villager experience	Price multiplier
	Probability	Probability	Slot	Probability					
Novice	100%	100%	1	24 × Paper	Emerald	12	2	0.05	
	100%	100%	2	7 × Emerald	Empty Map	12	1	0.05	
Apprentice	Depends on the villager's biome	Depends on the villager's biome	3–4	11 × Glass Pane	Emerald	12	10	0.05	
	100%	100%		8 × Emerald + Compass	Explorer Map ^[t 1]	12	5	0.2	
Journeyman	67%	67%	5–6	Compass	Emerald	12	10	0.05	
	67%	67%		13 × Emerald + Compass	Ocean Explorer Map ^[t 2]	12	10	0.2	
	67%	67%		12 × Emerald + Compass	Trial Explorer Map ^[t 2]	12	10	0.2	
Expert	Depends on the villager's biome	Depends on the villager's biome	7–8	7 × Emerald	Item Frame	12	15	0.05	
	100%	100%		3 × Emerald	Banner ^[t 3]	12	15	0.05	
Master	100%	100%	9	8 × Emerald	Globe Banner Pattern	12	30	0.05	
	100%	100%	10	14 × Emerald + Compass	Woodland Explorer Map	12	30	0.2	

1. The structure that the map leads to depends on the biome the villager is from. Each of the two or three possible maps are counted as independent trades, so a villager trading multiple maps is possible.

2. In *Java Edition*, all copies of the map traded by a particular villager lead to the same structure. In worlds that do not have the structure, this trade is not offered. In *Bedrock Edition*, cartographers adopting the profession in the Nether or the End do not offer explorer maps.
3. The color of the banner depends on the biome the villager is from. The list of possible offers contains individual offers for each color, so multiple colors may be offered by the same villager as separate trades.

Biome-dependent trades

The apprentice-level explorer maps and expert-level banners that cartographers sell depend on their biome variant. The table below shows which maps and banners each biome variant can have in stock.

	Desert	Jungle	Plains	Savanna	Snowy	Swamp	Taiga
Maps	Savanna Village Map	Savanna Village Map	Savanna Village Map	Desert Village Map	Plains Village Map	Snowy Village Map	Plains Village Map
	Plains Village Map	Desert Village Map	Taiga Village Map	Plains Village Map	Taiga Village Map	Taiga Village Map	Snowy Village Map
	Jungle Explorer Map	Swamp Explorer Map	–	Jungle Explorer Map	Swamp Explorer Map	Jungle Explorer Map	Swamp Explorer Map
Banners	Cyan	Brown	Brown	Green	Blue	Black	Blue
	Gray	Green	Pink	Magenta	Cyan	Light Blue	Lime
	Green	Yellow	White	Orange	Light Blue	Purple	Pink
	Lime	–	Yellow	Red	Red	–	Purple
	Orange	–	–	–	White	–	–

Sounds

Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
Cartographer works	Cartographer works	Friendly Mobs	Randomly while a cartographer is working	entity.villager.work_cartographer	subtitles.entity.villager.work_cartographer	1.0	0.8-1.2	16	

Bedrock Edition

Sounds								[hide]
Sound	Closed captions <small>upcoming: BE 26.0</small>	Source	Description	Identifier	Translation key <small>upcoming: BE 26.0</small>	Volume	Pitch	
?	?	Blocks	Randomly while a cartographer is working	block.cartography_table.use	?	0.8	varies [sound 1]	

1. Can be 1.0 or 0.92 for each sound

Data values

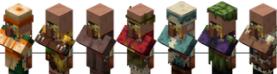
Cartographers have the data value `minecraft:cartographer` in [Java Edition](#).

History

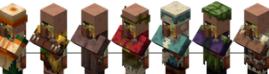
Java Edition

Java Edition			[hide]	
1.11	16w39a	Added cartographers as a career of the "Librarian" profession.		
1.14	18w50a	 Cartographers have been split from librarians and are now their own profession.		

Bedrock Edition

Pocket Edition			[hide]	
1.1.0	alpha 1.1.0.3	Added cartographers as a career of the "Librarian" profession.		
Bedrock Edition			[hide]	
1.10.0 Experiment Experimental Gameplay	beta 1.10.0.3	 Cartographers have been split from librarians and are now their own profession.		

Legacy Console Edition

Legacy Console Edition							[hide]
Xbox 360	Xbox One	PS3	PS4	PS Vita	Wii U	Switch	
TU54	CU44	1.52	1.52	1.52	Patch 24	1.0.4	Added cartographers as a career of the "Librarian" profession.
			1.91				 Cartographers have been split from librarians and are now their own profession.

Issues

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

Gallery

Renders



This section would benefit from the addition of [isometric renders](#).

Please remove this notice once you have added suitable isometric renders to the article.

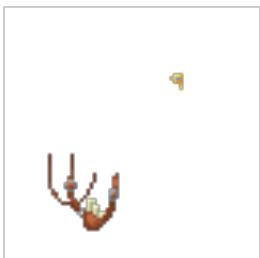
The specific instructions are:

Lying renders for other biome outfits.



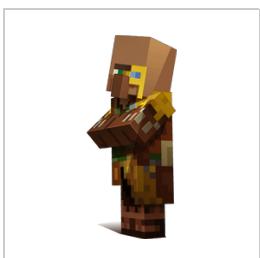
Plains cartographer asleep.

Textures



Cartographer overlay

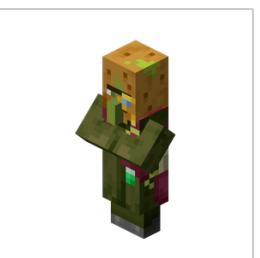
In other media



Artwork of a jungle cartographer



A cartographer with a swamp cleric and savanna farmer



A poisonous potato cartographer featured in Java Edition
[24w14potato](#)



A [cartographer](#) as seen in [A Minecraft Movie](#)

Navigation

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Villagers											
Villager professions											
Workstations											
Mechanics											
Structures											
Related mobs											

JE only Illusioner

Entities														
Mobs														
Passive	Allay	Armadillo	Axolotl	Bat	Camel	Camel Husk	Cat	Chicken						
	Cod	Copper Golem	Cow	Donkey	Frog	Glow Squid	Happy Ghast							
	Horse	Mooshroom	Mule	Ocelot	Parrot	Pig	Rabbit	Salmon						
	Sheep	Skeleton Horse	Sniffer	Snow Golem	Squid	Strider	Tadpole							
	Tropical Fish	Turtle	Villager	Wandering Trader	Zombie Horse									
	BE & edu only													
	Agent	NPC												
Neutral	Bee	Cave Spider	Dolphin	Drowned	Enderman	Fox	Goat							
	Iron Golem	Llama	Nautilus	Panda	Piglin	Polar Bear	Pufferfish							
	Spider	Trader Llama	Wolf	Zombie Nautilus	Zombified Piglin									
	Blaze	Bogged	Breeze	Creaking	Creeper	Elder Guardian	Endermite							
	Evoker	Ghast	Guardian	Hoglin	Husk	Magma Cube	Parched							
Hostile	Phantom	Piglin Brute	Pillager	Ravager	Shulker	Silverfish	Skeleton							
	Slime	Stray	Vex	Vindicator	Warden	Witch	Wither Skeleton	Zoglin						
	Zombie	Zombie Villager												
Bosses	Ender Dragon	Wither												
Mob types	Animal	Aquatic	Arthropod	Illager	Monster	Undead								
	Jockey	(Camel Husk	Chicken	Hoglin	Ravager	Skeleton Horseman								
Other	Spider	Strider	Zombie Horseman	Zombie Nautilus	Mob variants									
	Mob conversion													
	Other entities													
	Unimplemented													
	Joke													

[hide]

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