

# Cartography Table

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For other uses, see [Table](#).

A **cartography table** is a utility block used for cloning, zooming out, and locking maps. It also serves as a [cartographer's job site block](#).

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## Obtaining

### Breaking

A cartography table can be obtained using [any tool](#) or by hand, although using an [axe](#) is the fastest.

Cartography Table	
	
<b>Renewable</b>	Yes
<b>Stackable</b>	Yes (64)
<b>Tool</b>	
<b>Blast resistance</b>	2.5
<b>Hardness</b>	2.5
<b>Luminous</b>	No
<b>Transparent</b>	No
<b>Flammable</b>	No
<b>Catches fire from lava</b>	Yes
<b>Map color (JE)</b>	<input type="checkbox"/> 13 WOOD

Block	 Cartography Table
Hardness	2.5
Tool	
Breaking time (sec) <sup>[A]</sup>	
Default	3.75
 Wooden	1.9
 Stone	0.95
 Copper	0.75
 Iron	0.65
 Diamond	0.5
 Netherite	0.45
 Golden	0.35

### 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

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

## Natural generation

Cartography tables can generate naturally inside cartographer houses in [villages](#). They can also generate in the [trail ruins](#) structure.

## Crafting

Ingredients	Crafting recipe	[hide]
Paper + Any Planks		

## Usage

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### Placement

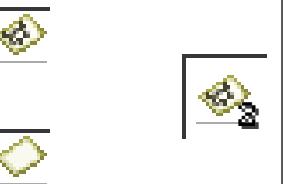
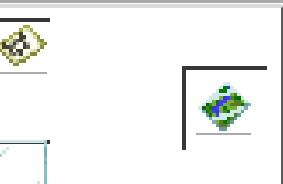
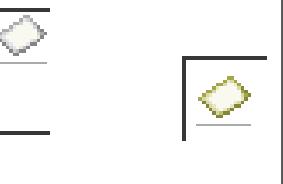
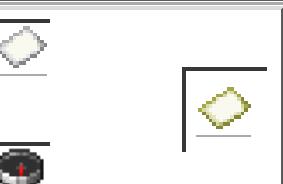
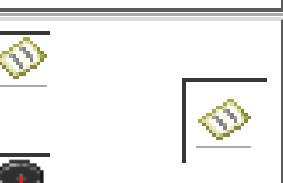
Regardless of the player's [position](#) during placement, the different textures of the block are always facing the same direction (the texture with the globe in the right corner always faces west, while the one with the [compass](#) and map faces up).

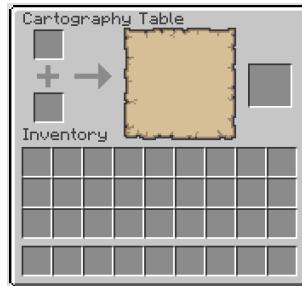
### Map functions

Cartography tables are used for zooming out, cloning, and locking maps (making them unable to be altered). In [Bedrock Edition](#), they can also be used for adding pointers to maps, creating empty maps, and renaming maps.

Below is a list of brief descriptions of all available functions of the cartography table:

For more detailed information of each of these functions, see [Map § Usage](#).

Name	Ingredients	Cartography recipe	Description	[hide]
<u>Zoomed out map</u> (1 level higher)	Map + Paper			
<u>Cloned map</u>	Map + Empty Map			
<u>Locked map</u>	Map + Glass Pane			
<u>Empty map</u>	Paper		[Bedrock Edition only] This map only records terrain and does not show the player's location.	
<u>Empty locator map</u>	Paper + Compass		[Bedrock Edition only] This map records terrain and displays a marker showing the player's location.	
<u>Locator map or empty locator map</u>	Map or Empty Map + Compass		[Bedrock Edition only]	



The GUI of cartography table in Java Edition.



The GUI of cartography table in Bedrock Edition.

Zooming out a map always starts with an existing map, not a blank map. Zooming it out makes the map aligned to the grid that would include the area of the original map. To build a set of maps such as for a map wall, a player cannot create several level 0 (base) maps at one location then zoom them out before going out into the world to fill them in; the player must start with a base map created in each area to be covered by the zoomed out map. See more discussion of map alignment at [Map](#).

In Bedrock Edition, the cartography table UI features a text field which can be used to rename a map or empty map. Unlike renaming items at an [anvil](#), this does not cost any [experience](#).

## Profession

*Main article: [Job site block](#)*

If a cartography table has not been claimed by a [villager](#), any nearby unemployed villager may become a cartographer and claim it as their [job site block](#).

## Fuel

A cartography table can be used as fuel in a [furnace](#), smelting 1.5 items per block.

## Note blocks

Cartography tables can be placed under [note blocks](#) to produce "bass" sounds.

## Sounds

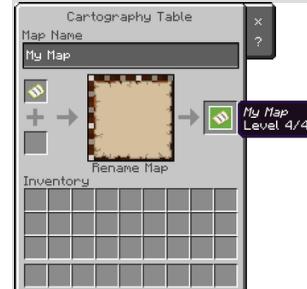
### Generic

[Java Edition](#):

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

[Bedrock Edition](#):

Wood sound type								[hide]
Sound	Closed captions [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	Block broken	Blocks	Once the block has broken	dig.wood	subtitles.block.generic.break	1.0	0.8-1.0	
	Block broken	Blocks	When the block is placed	dig.wood	subtitles.block.generic.break	1.0	0.8	
	Block breaking	Blocks	While the block is in the process of being broken	hit.wood	subtitles.block.generic.hit	0.23	0.5	
	Footsteps	Players	Falling on the block with fall damage	fall.wood	subtitles.block.generic.footsteps	0.4	1.0	
	Footsteps	Players	Walking on the block	step.wood	subtitles.block.generic.footsteps	0.3	1.0	
	Footsteps	Blocks	Jumping from the block	jump.wood	subtitles.block.generic.footsteps	0.12	1.0	
	Footsteps	Blocks	Falling on the block without fall damage	land.wood	subtitles.block.generic.footsteps	0.18	1.0	



Renaming a map

## Unique

### Java Edition

Sounds									[hide]
Sound	Closed captions	Source	Description	Identifier	Translation key	Volume	Pitch	Attenuation distance	
	Map drawn	Blocks	When a map is edited using a cartography table	ui.cartography_table.take_result	subtitles.ui.cartography_table.take_result	1.0	1.0	16	
	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 [upcoming: BE 26.0]	Source	Description	Identifier	Translation key [upcoming: BE 26.0]	Volume	Pitch	
	?	Blocks	When a map is edited using a cartography table	ui.cartography_table.take_result	?	0.8	1.0	
	?	Blocks	Randomly while a cartographer is working	block.cartography_table.use	?	0.8	1.0	

## Data values

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### ID

#### Java Edition:

Name	Identifier	Form	Translation key	[hide]
Cartography Table	cartography_table	Block & Item	block.minecraft.cartography_table	

#### Bedrock Edition:

Name	Identifier	Numeric ID	Form	Item ID <sup>[1]</sup>	Translation key	[hide]
Cartography Table	cartography_table	455	Block & Giveable Item <sup>[2]</sup>	Identical <sup>[3]</sup>	tile.cartography_table.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.

## History

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### Java Edition

<b><i>Java Edition</i></b>		
<b>[hide]</b>		
1.14	<a href="#">18w44a</a>	 Added cartography tables. Cartography tables are currently obtainable only from the <a href="#">Creative inventory</a> and do not have any functionality.
	<a href="#">18w46a</a>	 The texture of cartography tables has been changed.
	<a href="#">18w48a</a>	Cartography tables now generate in the updated plains villages.
	<a href="#">18w49a</a>	Cartography tables now generate in the updated savanna villages and the new snowy villages.
	<a href="#">18w50a</a>	Cartography tables now generate in the updated desert and taiga villages.
	<a href="#">19w02a</a>	Cartography tables are now functional and <a href="#">craftable</a> . Cartography tables can now be used to clone, extend, and lock <a href="#">maps</a> .
	<a href="#">19w06a</a>	Block <a href="#">sounds</a> have been added for cartography tables.
		The crafting recipe of cartography tables now requires four <a href="#">planks</a> instead of only two.
	<a href="#">19w11a</a>	This also means cartography tables no longer can craft in 2x2 grid. Cartography tables now serve as cartographer <a href="#">villagers</a> ' job site block.
1.16	<a href="#">20w06a</a>	Crimson planks and <a href="#">warped planks</a> can now be used to craft cartography tables.
1.18	<a href="#">pre5</a>	 The texture of cartography tables has been changed.
1.19	<a href="#">22w11a</a>	Mangrove planks can now be used to craft cartography tables.
1.19.3 — Experiment — Update 1.20	<a href="#">22w42a</a>	Bamboo planks can now be used to craft cartography tables.
1.19.4 — Experiment — Update 1.20	<a href="#">23w07a</a>	Cherry planks can now be used to craft cartography tables.
1.20	<a href="#">23w16a</a>	Cartography tables now generate in <a href="#">trail ruins</a> .

## ***Bedrock Edition***

<b><i>Bedrock Edition</i></b>		
<b>[hide]</b>		
1.9.0 — Experiment — Experimental Gameplay	<a href="#">beta 1.9.0.2</a>	 Added cartography tables which are currently locked behind <a href="#">Experimental Gameplay</a> . Cartography tables can be used to smelt 1.5 items in a furnace.
		Cartography tables are now <a href="#">craftable</a> , but with a different recipe than in <a href="#">Java Edition</a> . Cartography tables can now generate in cartographer houses in villages.
1.10.0 — Experiment — Experimental Gameplay	<a href="#">beta 1.10.0.3</a>	Cartography tables are now functional. Cartography tables are now available outside of Experimental gameplay. Cartography tables can now be used to create, clone, extend, mark, and rename <a href="#">maps</a> . The crafting recipe of cartography tables has been changed to <a href="#">Java Edition</a> 's recipe.
		Cartography tables can now be used to lock <a href="#">maps</a> .
		The crafting recipe of cartography tables now requires four <a href="#">planks</a> instead of only two.
1.11.0	<a href="#">beta 1.11.0.1</a>	 The texture of cartography tables has been changed.
1.18.10	<a href="#">beta 1.18.10.22</a>	

## PlayStation 4 Edition

PlayStation 4 Edition		[hide]
1.91	 Added cartography tables.	

## Issues

Issues relating to "Cartography Table" 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%22Cartography%20Table%22%29%20ORDER%20BY%20resolution%20DESC>).

## Gallery

### Screenshots



In *Java Edition*, cartography table's UI, showing the map is being zoomed out.

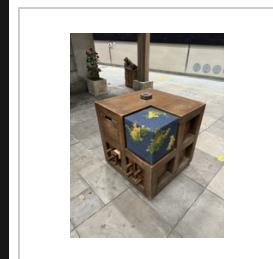
Cartography table's UI, showing the map is being cloned.

Cartography table's UI, showing the map is being locked.

Cartography table in a village.

Cartography table on the ground.

### In other media



A cartography table in *A Minecraft Movie*.

## External links

- [Block of the Week: Cartography Table](https://www.minecraft.net/en-us/article/block-week--cartography-table) (<https://www.minecraft.net/en-us/article/block-week--cartography-table>)
  - Minecraft.net on July 22, 2021

## Navigation

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	Utility	<a href="#">[hide]</a>
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	Cartography Table Chest ( Ender Copper) Crafting Table	
	Enchanting Table Furnace ( Blast Smoker) Grindstone Lectern Loom	
	Shulker Box ( Dyed) Sign ( Hanging) Smithing Table Stonecutter	
	Banners ( Ominous) Beehive Beds Bell Bookshelf Cake	
	( with Candle) Campfire ( Soul) Cauldron Chiseled Bookshelf Composter	
	Conduit Copper Golem Statue Decorated Pot End Gateway End Portal	
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	Element Constructor Heat Block Item Frame ( Glow) Lab Table	
	Material Reducer Underwater TNT Underwater Torch	
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	Removed	<a href="#">[show]</a>
	Unused	<a href="#">[show]</a>
	Unimplemented	<a href="#">[show]</a>
	Joke	<a href="#">[show]</a>
	Extreme metadata variants	<a href="#">[show]</a>

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