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Kölsch / Ripuarian Search Crafting

made by darvz, credit to [amartema](#) and [astrid](#) for the template, soup and smaltine for the old document and [bezzdev](#) for the search crafting site!

Kolsch is a really good search crafting language, it has its downsides as the swords craft doesn't really exist, but with that aside it's still a pretty good language.

a more in-depth guide to all splits will be below the crafts list/example layout!

Terminology:

SH = Shift + Home

BS = Backspace

_ = Space

Crafts List

overworld:

fns: f (dyes and logs junk) 

bucket: em (bonemeal junk) 

boat: tc 

iron pick: epi 

ingots: ik  

ingots and bread: br   

tnt: tn 

bastion:

ingot: eb 

chalice craft: dp BS dhe  

bed: ß_ 

garrot: _m 

iron/stone axe: +8 

iron axe: ea (anchor junk) 

iron sword: +5 (golden chestplate and iron leggings junk) 

stone sword: +4 

bars: ji 

sticks: oc (bonemeal junk) 

wool: ß (carpet junk) 

fort/postblind:

bricks: ej 

wool: ß (carpet junk) 

glowstone: lo / on 

sticks: oc (bonemeal junk) 

beds: ß_ 

anchors: lea (iron axe junk on ea) 

bow: li 

picks: dp / ldp 

bars: ji 

powder: f (dyes junk) / rs 

eyes: au/uc (carpet and dye junk on au) 

gapple: e_a 

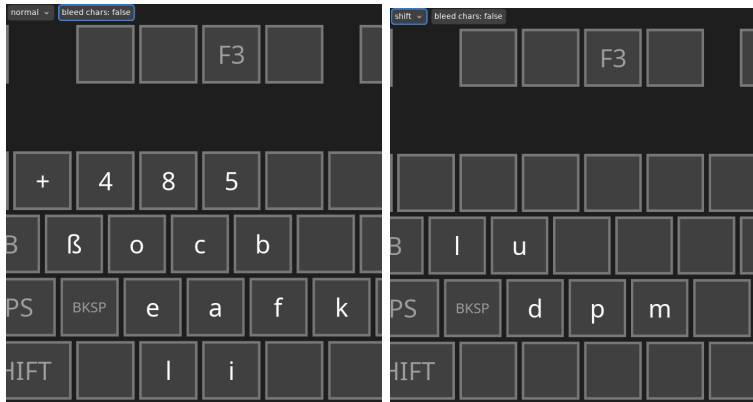
tripwire hook: ok 

crossbow: uß 

Example Layouts

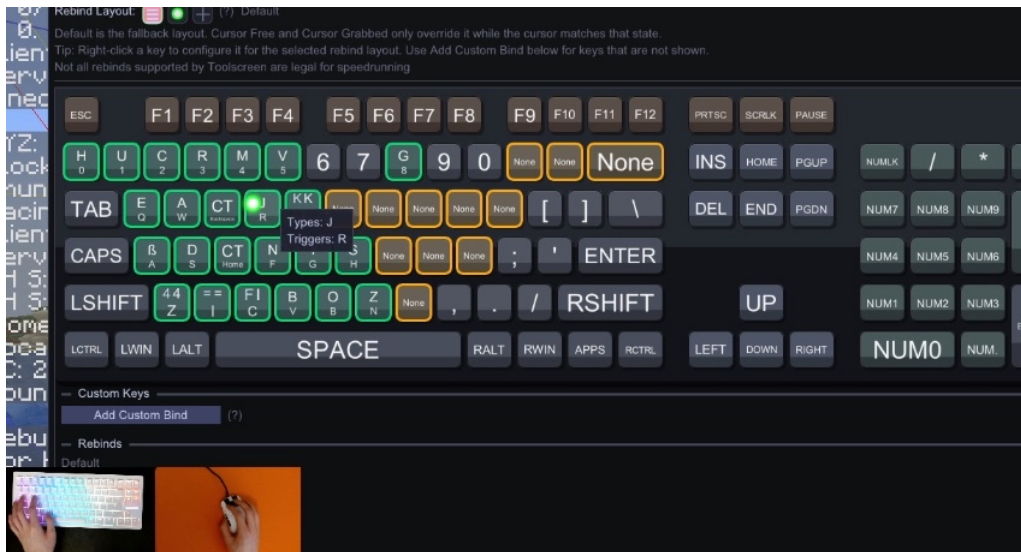
We don't recommend copying layouts, try creating your own before copying ours, you've been warned.

darvz's layout



chat: mouse5; home: mouse4

jay's (BadGamer) layout



chat: W; home: ?

In-Depth Crafts

SH means [Shift]+[Home], BS means [Backspace], _ means [Space]

red: not advised/very niche.

overworld:

iron ingot into pick:

  BS [e]pi

bucket into pick:

  BS [e]pi

iron ingot into bucket into pick:

   BS [e]m BS [e]pi

bread: br / ut

if you craft bread post ow, this **will** have junk, br will have both ingots, wool, beds, banners, carpets and cobblestone related junk. ut will have wool related junk. you should therefore prioritize crafting it in the ow or craft the beds before crafting the bread to avoid most of the junk, junkless craft is 4 chars so it's not worth it.

sticks: oc / ock

oc can have bonemeal junk if you have bone blocks from the bastion or kill skeletons in fort, do ock if you have any problems with it.

tools:

stone+iron axe: +8

iron axe: **ea** / +8

stone sword: +4 diamond pickaxe/shovel junk

diamond pickaxe: tp

diamond sword: 6 iron chestplate, diamond pants, wood and golden axe junk

bastion:

chalice:  

dp BS [d]he

you can do lm BS ldp if you don't want to add the extra char, lm has all helmets junk.

universal bastion craft:

 SH  m SH  eb SH +8 SH +5

you can also do eb BS [e]a for iron axe, wouldn't recommend since it can have anchor junk if you need to death reset in bastion on rp overworld seeds. you can do +5_a for junkless iron sword if you get recurrent junk or feel uncomfortable with the concept of it.

axe to bed:

 ea BS [e]

not recommended due to reasons specified earlier in the document.

2x2s:

bastion 2x2s:

wool+sticks:  SH oc

gold nugget: dk

wool:  / wo  has carpet junk, if you are really bothered by this you can use wo as it's a junkless alternative.

bricks+glowstone: ej SH lo / on

bricks+wool: ej BS e

blaze powder: f (dyes junk) / rs

rs is a junkless alternative to powder if f gives you any problems.

ender eyes: au / uc

au has carpet and dyes junk, it shouldn't be a problem if you precraft but it could be annoying if you dont have time for that, would recommend just using uc.

fort:

bow+anchors+beds+golden pickaxes:

 li BS [l] ea SH   SH dp

beds: 

tripwire hook+crossbow + bed:

ok SH uß BS _b

misc:

planks: eb / br / **dd** / **ee** double input on dd and ee

shears: hi

fishing rod: fe logs junk

crafting table: ba if you lose it

button: **kn** requires an extra character, for the tnt bastion junkies

shield: **eld** has sign junk

snowblock: **eb** for new village filter, technically has planks junk?

Subtitles/Enchants/Advancements

Easy: Einfach

Hard: Hat

Looting: Afluchse

Thorns: Döner

Fire Aspect: Verbrutzele

Unbreaking: Unkapottbar

Feather Falling: Fädderfall

Depth Strider: Wasserschon

Silk Touch: Sampheische

Mending: Flecke

Curse of Binding: Floch vum klävve

Blaze: Förmann odemp

Silverfish: Selverfeschje zisch

Lava: Lava am jluckere

Bubbles: Blose platze

Fire: För am knistere

Hot Stuff: Vörsich, heiß!

Enter Nether: Mer müsse noch deefer

Iron Pickaxe: Ze vill lese em Blot

Bastion: Dat wore noch Zigge. . .

Obsidian: Ilesemmer Erusforderong

Fortress: En schreckliche Festong

Blaze Rod: Spill met dem För

Eye Spy: Ich sin jet, wat do nit sühs

Enter End: Dat Engk?

Take Aim: Zillübunge

Dragon Kill: Befrei dat Engk

if you want to investigate further, here is the bezz.dev-link i used (originally by ranik, i edited stuff)

want to discuss this language with others? [join searchcraftcord!](https://joinsearchcraftcord.com)

