

Inventory Manipulation Using Dark Souls 3 Debug Menu

By [Challenger Andy](#)

Discord: challenger_andy, Email: [Challenger Andy](#)

Introduction

This tutorial will explain how to spawn (and destroy) items in Dark Souls 3.

This is most useful when you want ALL items, all items of a certain class, or all items with a specific reinforcement and enhancement.

While it is possible to spawn one specific item, this is more easily and quickly done with a Cheat Engine table.

This tutorial assumes you already read the [Control Guide](#).

Related Links

[Full Debug Menu Transcription](#)

For adjustment of possessed souls, see <COMING SOON>.

For attunement slot adjustments, see <COMING SOON>.

For durability adjustments, see <COMING SOON>.

For manipulation of Estus, see <COMING SOON>.

DO NOT USE CHEATS TO GAIN AN ADVANTAGE IN MULTIPLAYER.

Don't be a jerk.

Before Going Further...

Navigate to `Game → GameData → Player Game Data:LocalPlayer`. This is where we'll be working.

Spawn ALL Weapons

To spawn all weapons of EVERY INFUSION with +0 reinforcement, select **the first** `全ベース武器の追加1 | Add Orig Weapon`.

To spawn all weapons WITHOUT INFUSIONS with +0 reinforcement, select `全ベース未強化武器の追加2 | Add NoStrengthening Weapon`.

All Weapons with Defined Rein./Enhancements

To spawn all weapons with a specific infusion type and reinforcement level:

1. Navigate to `全武器取得 (条件指定版)3`.
2. The first node, `派生の指定4`, defines the specific type of Infusion to be applied.
[See Infusion IDs.](#)
3. The second node, `強化値5`, defines the reinforcement level to be applied, up to +15. Remember, vanilla only goes to +10, and going past that results in weaker weapons.
4. The final node, `条件を指定して全武器取得6`, will add all the weapons with the specified conditions to the player's inventory.

¹ Jap. translates to "Add all base weapons"

² Jap: "Add all base unenhanced weapons"

³ Jap: "Obtain all weapons (conditional version)"

⁴ Jap: "Derivation specification"

⁵ Jap: "Reinforcement"

⁶ Jap: "Acquire all weapons by specifying the conditions"

All Weapons of a Specific Class

1. Navigate to 武器カテゴリ別⁷
2. Selecting one of the nodes here will spawn all weapons of that class with all infusion types and all reinforcement levels up to +10. The arrow and bolt options will add every type *in stacks of 1*. Thanks FromSoft.

Dagger = Daggers

Sword = Straight Swords

Rapier = Rapiers/Thrusting Swords

Saber = Curved Swords, Katanas

Axe = Axes

Hammer = Hammers

Spear = Spears

Glaive = Polearms, Glaives, Scythes

Wand = Catalysts, Pyromancy Flames, Talismans

Knuckle = Fist-weapons

Bow = Bow

Crossbow = Crossbows

Arrow = Arrows

Bolt = Bolts

Shield = Shields

⁷ Jap: "By weapon category"

Spawn ALL Armor

To spawn all armor pieces, select 全防具の追加⁸ | Add all protector⁹.

Spawn All Rings / Covenant Insignias

To spawn all rings (including higher level versions) and covenant “insignia” items, select 全装飾の追加¹⁰ | Add all accessory.

Spawn All Goods (Items)

Goods/tools refers to consumables, spell scrolls, upgrade materials, key items, and other stuff of that nature. There are multiple ways to do this (all will give max stacks):

To spawn ALL goods, select **the first** 全道具の追加¹¹ | Add all goods.

To spawn all goods EXCEPT KEY ITEMS, **the second** (イベント以外)道具の追加¹² | Add all goods.

To spawn all key items only, select **the third** (イベントだけ)道具の追加¹³ | Add all goods.

⁸ Jap. translates to “Add All Armors”

⁹ The second “Add Orig Weapon” adds all armors as well. The Jap. translates to “Add all base armor.” As far as I know, there is no difference between the two.

¹⁰ Jap: “Add all decorations”

¹¹ Jap: “Add all tools”

¹² Jap: “(Other than events) Add all tools”

¹³ Jap: “(Events only) Add all tools”

Delete All Items

There are two different ways to do this:

To delete **ALL** items (including weapons, armors, etc.), including those equipped, select 全データ削除¹⁴ | UnEquip all Data.

To *drop* all items, *excluding those equipped*, navigate to Game → GameData → TEST: Drop Item that exceeds weight limit. I have no idea why it refers to weight limit.

¹⁴ Jap: “Delete all data”

Specific Item (All Types) Spawn

As noted in the beginning, I don't recommend using Debug Menu to spawn in a single item as it is largely inefficient compared to Cheat Engine. Nevertheless, here is how you would do so:

1. Navigate to *Equipment data* | Equip Game Data → *Inventory* | *Inventory*. We'll be using the nodes below the "Add" section.
2. *TypeName* specifies the type of item to be added.
3. *EquipID* contains all the IDs of a specified type. This is good to use if you don't know the exact ID for the item you want.
4. The second *EquipID* node allows manual input of the item ID. Useful if you know the exact ID and how to adjust its infusion / reinforcement.
5. *Quantity* determines the amount that will be spawned.
6. *Owner* determines whether the item will spawn in the player's inventory (*Equip*) or storage box (*Repository*).
7. *Add Inventory Data* spawns the item(s) as specified by nodes above.

Specific Weapon Spawn

Again, spawning a single weapon is inefficient with Debug Menu compared to Cheat Engine.

1. Navigate to `Equipment data | Equip Game Data → 強化デバッグ`¹⁵. Note that some nodes here (not listed) are seemingly non-functional, but it doesn't matter because the other nodes cover for them.
2. `武器選択` translates to “Weapon Selection”. This contains a list of every weapon ID.
3. `装備部位` translates to “Equipped Part”. This specifies what slot the weapon will be equipped to.
4. `WepId[#] WepName [Weapon Name]` specifies the weapon to be spawned. It will skip over invalid IDs, but not unused weapons. Infusion types are listed here as well.
5. `強化数` translates to “Number of enhancements”. This determines the reinforcement level of the specified weapon.
6. The last node translates to “Equip”. This spawns the weapon. It will not function totally correctly until you unequip the weapon you just spawned.

¹⁵ Jap: “Advanced Debugging”

Other Nodes

You can also add specific base level weapons of any infusion in `Game → Chr Ins → WorldChrMan → c0000 → ChrAsm`, though I really don't recommend it because it is **vastly inferior** due to inefficiency. To do it, navigate down to the nodes starting with `PrimaryLeftWep: [ID #] NAME`. All the following nodes act similarly:

`PrimaryLeftWep: [ID #] NAME`

Displays the weapon currently equipped in the Primary Left Weapon slot (slot 1). Changing (and pressing A) it will change the weapon equipped there to act and appear like the weapon specified, but will not change the appearance of the equipped item slot, nor the appearance/name of the icon in the equipment page. The equipment stats will show those of the specified weapon. The weapon specified will be added to the player's inventory.

Infusion IDs

ID	Japanese Translation	English
000	<i>None</i>	None
100	<i>Strength</i>	Heavy
200	<i>Skill</i>	Sharp
300	<i>Fine Quality</i>	Refined
400	<i>Magic Power</i>	Simple
500	<i>Absorb MP</i>	Crystal
600	<i>No Flame Correction</i>	Fire
700	<i>With Flame Correction</i>	Chaos Fire
800	<i>With Lightning Correction</i>	Lightning
900	<i>No Darkness Correction</i>	Deep
1000	<i>With Darkness Correction</i>	Dark
1100	<i>Poison</i>	Poison
1200	<i>Bleeding</i>	Blood
1300	<i>Compensation Lost</i>	Raw
1400	HP <i>Regeneration</i>	Blessed
1500	<i>Dead Drain</i>	Hollow