

# An Introduction

Dark Souls 3 has been out for quite a while now, and there's been a lot of questions towards certain topics like:

- What is a softban?
- When are softbans?
- What gets me banned?
- Can other people get me banned?
- How can I protect myself from getting banned?
- Are there ways to get unbanned?
- Helpful Tools (you can skip this if you want)
- Can I help improve this guide?

And so on.

There's been lots of misconceptions about the banning system in DS3 that I want to address. There's been some other guides like this out there, such as the reddit post (that was taken down at some point) which didn't have the best testing methods for each thing they tried. So after quite some time, I'll be releasing my findings on the state of the system in the current patch. If you're only interested in certain things in this guide I'll be leaving headers for each section to skip to for your convenience. Note: This is not a guide to cheating itself, this is a guide on how to avoid getting banned doing so.

# What is a softban?

A 'softban' is the ultimate result of being caught by the anti-cheat residing in Dark Souls III. Being 'softbanned' will prevent any connection to worlds of players that are not 'softbanned'. They do not have manual bans, there is nobody overseeing these bans. When you are softbanned, you aren't disconnected entirely from online play, rather, you're moved to a separate server or online matchmaking pool to only be connected with other banned players. Passwords will not allow you to connect with an unbanned individual. Bans are not tied to your character that is cheated, rather your steam account. Bans are not

vac-bans meaning you can family share your game to a different account to play online. Bans will not go away after 2 weeks now; instead, the only way to be unbanned is to email Bandai Namco and request to be unbanned, more on that in a later section of the guide. There is no indication you have been flagged by the anti-cheat prior to being penalized. Deleting a save file will not prevent the flag from issuing a 'softban'. Playing offline will not limit the anti-cheat in flagging. Disabling autosave will not prevent a flag from occurring.

# When are softbans?

Softbans take place at 2 A.M. (GMT+0) on Wednesday. Flags can happen at any point beforehand which leads to this action by the system.

# What gets me Banned?

There's quite a bit in the public tables that can lead to a softban. I will be listing things commonly asked that can trigger a flag to ban from The Grand Archives Table as that is the most up to date version. An alternative good guide for this is to look for any code injection scripts and be cautious of those. Threaded scripts will not trigger the assembly check for the anti-cheat. Another good guide on this only works with the latest releases, most of the unsafe stuff is marked in red. You can use this as a huge TL;DR to be extra safe.

There are 2 types of Anti-Cheat in Dark Souls 3. The first being the save file check that occurs at the start of the game and every time the game saves (this is the flame icon in the corner of the screen). This checks stats, world flags, inventory, and possibly other things. The second being the code validation. This runs through the game making sure the internal code stays clean and unedited. If it catches an edit, it's going to trigger the Anti-Cheat.

Hero: Global Speed Modifier, Attributes.

Scripts: You can simply avoid the header that says "high ban risk" and most of everything else is pretty safe. Beware of SaveRequest.

Flags: A lotta testing needs to be done on World Flags. It's generally safe to revive bosses but not

to put fog walls back up. Be careful with these flags. Character Flags are fine though.

Params: Nothing, it's just a list of the params ingame.

Param Patcher v2.0.5: Param patching that directly edits attributes will trigger a flag. An example of which is the Knight ring script which provides +30 to all stats.

Camera: Pretty much everything here. :( rip my man vaati.

Teleport: Bloodstain Coord TP

Session Info: Monster Vac on players 1-5. Note: The camera options for each player is marked in red, however there is conflicting info on whether or not it flags since it technically modifies ingame

code but it also hasn't banned some people.  
More testing to be done with this.

Debug Stuff: I'mma be real with you chief, just avoid this one. But if you must, just avoid the red ones.

WIP: Haven't tested myself. But the stuff under Deprecated shouldn't be touched.

A note for Item gib: Some people might have the updated script from Item Swap called 'Item Gib', using that is safe since it does not use code injection.

Well that was a bit of stuff, there may be more stuff that could lead to a flag so please send me proper test results and I'll update it for each one. Also remember that code injections are generally unsafe themselves.

# Can other people get me banned?

(Third time redoing this section, stop finding ways to mess with other people smh.) Players can unfortunately ban other people again. The current methods are entirely dependent on whether or not you own the license for the DLC's. Players can use the Item Send script to give you DLC spells which would be safe normally, but attuning those spells without owning the DLC they came from will flag you. Players can trigger DLC events such as teleporting you to there or just changing a DLC flag on your save to lock you

out of your character or just flag you. Pretty nasty stuff but if you own the DLC you should be fine. If not then I recommend the anti cheat tool even more so below since Fromsoft have no plans to patch this exploit anytime soon. That info aside, receiving items from other players won't ban you as Fromsoft has disabled item bans for pretty much everything. Effects themselves are safe if someone applies one to you, for example hp and damage boosting effects. Of course the best way to be safe from other people cheating is by using the anti cheat tool [Blue Sentinel](#). Some of the more aware might notice I replaced Watchdog with BS, that's because Blue Sentinel is a more up-to-date anti-cheat tool made by the same person. More info on the differences between the two tools can be found on the Nexus page for it. I highly recommend using BS over anything else because of the amount of stuff it protects users

from aside from getting banned. (crashes, softlocks, etc.)

# How can I protect myself from getting banned?

While you have the above ways to avoid being banned, maybe you just want a full 100% way of not getting banned. Well it's a pretty simple short answer.

# Don't Use CE

That's the best way to avoid a ban from yourself. The best way for others is to use Blue Sentinel, the link is in the section above. It is advised that even with Blue Sentinel, you should block cheaters you encounter, it'll let you know who's actually cheating so don't worry about that. Blocks from steam take around 5 minutes to go through to matchmaking so you avoid matching with them ever again on that account. There is a limit of 1k blocks however, after which new blocks won't apply.

# Are there ways to get unbanned?

Let's say you somehow got yourself banned, is that it? Well, not quite. EU Bandai Namco can unban your account if you email them. You must include your steam64id within the email for them to potentially do it. You can find the ban appeals on this [link](#). Other than that, there is no other way. You can use this option seemingly any amount of times on the same account even. Will post records of the highest amount of times unbanned if provided. Current high score: 8 times on the same account (congrats).

# Helpful Tools

[SaveMerge](#) - Will help you move savefiles around safely between steam accounts. (disclaimer: this doesn't make it 100% safe because the save file transferred itself could flag you, such as a bad Mule file. And duping the same character to multiple slots has the potential to flag you.)

## Can I help improve this guide?

Absolutely, any help with this is much appreciated by me and anyone else that will be viewing this. The best way to test is to play on an unbanned account and only use one specific cheat you

would like to test for a while. (Ex: Summon Sign Vac). I will consider it a proper test if NO OTHER SCRIPTS ARE USED (exception of open script) OR ANY MODIFICATIONS OF ANY KIND ARE USED (changing stats using CE, stuff like that). The best way to keep that in check is to write down anything you activate in CE using Notes or any other text application. The best test results will usually happen about 2 weeks or 2 ban cycles once you start.

## A Conclusion

This guide could definitely use improving, but this will probably be the most accurate guide out currently. Make sure to contact me if you have any results of proper testing and I'll credit you down below. You can find me in The Grand

Archives discord server if you want to ask any questions there, or make fun of me for making this.

Unfairest#9653

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Saucy (item gib pic) \*removed since items were changed but i'll still leave the credit for him. <3  
Gáté (knowledge on the system + Bandai Namco link)

Vortexian (formatting choices for this whole guide since I'm terrible at this stuff)

Dalvik (reminding me constantly to update this guide even when i've long abandoned the game and also updates with outdated info)

ME (not really)

And everyone who's given actual testing results for this guide to be possible.

Now stop asking if X will get you banned you fa-

