

Dark Souls III - Any% Glitchless Sharp +3 Twinblades Route (Patch 1.08, Regulations 1.22)

Video reference

Character Creation

Starting class: Assassin

Starting gift: Black Firebomb

Gundyr segment

Ashes Estus Flask x1

Titanite Shard x1

Gundyr boss fight

You need: Estoc, Black Firebomb x3

Strategy: 13 R1s in first phase, 2 charged two handed R2s during transition, 3 Black Firebombs in 2nd phase

Quitout after Gundyr's death

Vordt segment

In Firelink: Buy Homeward Bone x4, Dagger, Shortsword

Warp to Highwall

Gold Pine Resin x2

Ember x1

Talk to Emma, get Banner, heal and quitout

Vordt boss fight

You need: Shortsword, Gold Pine Resin x1

Strategy: 8 R1s till phase 2, R1s until Vordt is dead

Quitout after Vordt's death

Sharp +3 Segment

Warp to Undead Settlement

Alluring Skulls x2

Light bonfire after gate

Charcoal Pine Bundle x2

Estus Shard x1

Titanite Shard x1

Titanite Shard x1

Kill Crystal Lizard (two handed charged R2 + R1)

Sharp Gem x1

Bone out to Last Rested Bonfire

Go to the Siegward elevator

Cast Spook before triggering elevator and do a plunging attack once you jump down to elevator

Ember x1

Reach Crucifixion Woods

Titanite Shard x1, Titanite Shard x1 (two of them are really close to each other right after drop from Anri's place)

Light Crucifixion Woods bonfire

Grass Crest Shield x1

Green Blossom x4

Sellsword Twinblades x1

Farron Coal x1

Bone out to Last Rested bonfire

Reach Farron Keep

Estus Shard x1

Titanite Shard x1

Light first Farron Keep fire (quitout in case of ghru)

Titanite Shard x1, Titanite Shard x1 (one of them is to the right side from jumping ghru, and next one is really close right after that ghru)

Light second Farron Keep fire

Light Keep Ruins bonfire

Titanite Shard x1

Undead Bone Shard x1

Titanite Shard x1

Titanite Shard x2

Light third Farron Keep fire

Bone out to Firelink Shrine

In Firelink: Give Andre Farron Coal, Upgrade Twinblades to +3, Infuse them with Sharp gem, Allot and Upgrade your Estus Flask, Level up Dexterity up to at least 16 (to be able to use Twinblades) and Vigor optionally, Burn Undead Bone Shard

Warp back to Keep Ruins

Abyss Watchers Segment

Reach Abyss Watchers door

Abyss Watchers boss fight

You need: Sharp +3 Twinblades, Gold Pine Resin x1, Green Blossom x1, Black Firebomb x1

Strategy: Consume Green Blossom while entering the fight and apply Gold Pine Resin. Trigger the second watcher (hit main watcher with L1 R1 L1 and then start moving to 2nd watcher). L1 R1 L1 kills the second watcher. Go back to the main Watcher and kill it with the L1 R1 combo. Once 2nd phase starts, throw Black Firebomb at the boss to trigger him. L1 R1 until it's dead.

Activate Catacombs altar and Heal/Use Abyss Watchers soul + cast Spook

Drop down with Spook

Carthus Milkring x1 (and equip it)

Gravewarden's Ashes x1

Run up to Wolnir's door and quitout

Wolnir Segment

Wolnir boss fight

You need: Sharp +3 Twinblades, Charcoal Pine Bundle x2

Strategy: First Bracelet - Light first bundle -> L1 R1 L1

Second Bracelet - 5 L1s (Light another bundle once first runs out)

Third Bracelet - 4 L1s

Use Wolnir's soul, Light Wolnir's bonfire and bone out to Firelink Shrine

Crystal Sage Segment

In Firelink: Give Gravewardens Ashes, Buy Carthus Rouge x4, Homeward Bone x5. Level Up 30 Dex (3 Dex you will have from Milkring), other levels into Vigor)

Warp to Crucifixion Woods bonfire

Reach Crystal Sage's arena

Crystal Sage boss fight

You need: Sharp +3 Twinblades, Carthus Rouge x1

Strategy: Apply Carthus Rouge before starting the fight. Combo for both phases - L1 L1 L1 L2 R2 (you need full stamina bar for it). After the first combo, Sage will disappear, read crystals pattern and locate Sage's position based on crystals. (screenshots of patterns are below) In the second phase, repeat the combo and kill Sage. In case of Soulmass - L1 R1 L1 THREE times.

1st pattern



2nd pattern



3rd pattern



Deacons Segment

Herald's Armor x1

Estus Shard x1 (optionally)

Make your way to Cathedral of the Deep

Lloyd's Sword Ring x1 (equip it)

Quickstep through swamps under 1st giant (be aware of mud attack)

Quickstep through swamps under 2nd giant

Deacons boss fight

You need: Sharp +3 Twinblades, Carthus Rouge x1

Strategy: Enter the fight, kill the first deacon, apply Carthus Rouge. 4 more deacons until Archdeacon spawns, then kill Archdeacon. (Small deacon - ONE L1 with Lloyds, L1+R1 without Lloyds; Tall deacon - L1+R1 with Lloyds, TWO L1s without Lloyds; Fat deacon - TWO L1s with Lloyds,

L1+R1+L1 without Lloyds; Archdeacon - SEVEN
L1s with Lloyds, EIGHT L1s without Lloyds)

After Deacons are dead, bone out to Firelink Shrine.

Yhorm Segment

Warp to High Lord Wolnir bonfire

Kill Sulyvahn's Beast with Carthus Rouge - 2 L1s to stagger (you need headshots), after stagger - 3 L1s

Equip Pontiff's Right Eye

Equip Assassins Hood, Gloves and Pants for Irithyll running section (more fire resistance compared to Herald's armor)

Green Blossom x1 (optionally)

Light Distant Manor bonfire

Enter Irithyll Dungeon

Pale Pine Resin x2

Cast Spook right after opening cage

Perform Dungeon Skip

Undead Bone Shard x1

Cast Spook before going down the ladder

Drop Dagger and Shortsword

Yhorm boss fight

You need: Stormruler

Strategy: Unequip weapon if you have any, enter boss fight, run straight to Stormruler and equip it. Hold L2 until Stormruler is charged. Once it's charged - while holding L2 press R1. Repeat 5 times. Try staying in front of Yhorm, under his knees but not right under him

Once Yhorm is dead, Bone out to Last Rested bonfire

Pontiff Sulyvahn Segment

Reach Irithyll dogs on stairs

Use Alluring Skulls to get rid of dogs

Reach Pontiff's fog gate

Pontiff boss fight

You need: Sharp +3 Twinblades, Carthus Rouge, Parry Shield, Grass Crest Shield

Not to get over 70% of weight ratio with parry shield equipped, switch gloves from Herald's to Assassins.

Strategy: Apply Carthus Rouge, Parry the first attack, Riposte, 2 L1s, Parry the next attack, Riposte, Switch from Parry Shield to Grass Crest Shield and go behind Pontiff. 4 L1s, avoid explosion, L1 to stagger Pontiff, finish with 4 L1s after he backsteps from you.

Reach part with Silver Knight Archers

Easterner's Ashes x1

Reach Elevator, pull lever and quitout

Aldrich Segment

Run up to Elevator lever

Use Yhorm's soul while elevator goes up

Light Anor Londo bonfire and bone out to Firelink Shrine

In Firelink: Sell Deacons and Pontiff's souls, Give Easterner's Ashes, Buy Large Titanite Shard x12. Upgrade Twinblades to +6. Level up Dex up to 40. Burn Undead Bone Shard and warp to Anor Londo bonfire.

Reach Aldrich's fog wall

Aldrich boss fight

You need: Twinblades +6, Carthus Rouge

Strategy: Apply Carthus Rouge before entering the fog wall. Perform stamina management to get one out of three scripted openers. Once opener is done, move to the middle of the arena and wait until it spawns again. L1s to death.

Dancer Segment

Dancer boss fight

You need: Twinblades +6, Carthus Rouge, Green Blossom (optionally)

Strategy: Once you are spawned next to Emma, kill her with R1, and apply Carthus Rouge + consume Green Blossom (if you have extra one). Pick up Basin. 8 L1s to stagger Dancer (seventh L1 will trigger second phase so be careful, you need to be fast between sixth and eighth L1s). L1s to death.

After Dancer is dead, trigger altar with ladder.

DSA segment

Run through Dragon Barracks

Perform a quitout on Wyverns bridge to avoid fire

Consume Green Blossom after you run passed Lothric Knight with Greatsword and Hollow

DSA boss fight

You need: Twinblades +6, Pale Pine Resin, Green Blossom

Strategy: Enter the fog wall, apply Pale Pine Resin, strafe one of the openers, sixth L1 will make DSA transition, make sure to punish not more than TWO timer AFTER you trigger transition to avoid shockwave. Count until you reach 13th L1. After that - replenish stamina until you have enough for FOUR L1s and finish DSA (14th L1 gonna stagger DSA).

After DSA's death, pick up Archives Keys and quitout

Twin Princes Segment

Run through Archives (make sure to stick to stamina management)

Twin Princes boss fight

You need: Twinblades +6, Carthus Rouge, Green Blossom, Black Firebomb

Strategy: Consume Green Blossom before entering the fight. Once the fight starts - immediately apply Carthus Rouge.

If you get a slow opener - make Lorian to teleport to Frozen Princes spot (screenshot below). Spin him and hit with L1s, once bleed procs - add one more L1 and wait for full stamina bar. Perform L1 L1 L1 L2 R2.

If you get a fast opener - Spin Lorian and hit with L1s, once bleed procs - add one more L1 and perform 4 L1s. After that run to the Frozen Princes spot and throw Black Firebomb at Lorian to finish him.

In 2nd phase - perform Frozen Princes strategy.

Frozen Princes Spot



Once Princes are dead, Bone out to Firelink Shrine

Soul of Cinder segment

In Firelink: Put all the ashes on Thrones, Level up Vigor how much you can. Once you trigger a bonfire - bone out the Last Rested bonfire.

Soul of Cinder boss fight

You need: Twinblades +6, Carthus Rouge x2, Green Blossom

Strategy: Apply Carthus Rouge once you trigger Soul of Cinder, then immediately consume Green Blossom. L1s till the first phase is done. Right before the second phase, reapply Carthus Rouge, roll into the first blast, hit Cinder with 3 L1s and roll away, wait for the combo to end. L1s till Cinder is dead.

Once Cinder is dead, activate the bonfire, skip all the cutscenes until you reach this screen (on screenshot below). ALT+F4 from the game without pressing YES or NO. Launch it back and show In-Game time on savefile.



Good luck with runs and +eg 