Block a specific item with TShock item bans

Use a TShock item ban when your server rules prohibit a specific Terraria item. Item bans offer a narrower control than removing a player's building permissions. This guide covers TShock's built-in commands; plugins can add separate restrictions, so record which system owns the rule.

Agree the item and intended exception

You need an account with the `tshock.admin.itemban` permission and a backup before changing an established ruleset. Record the exact item name as recognised by the installed Terraria and TShock versions. Similar names or translated display names can identify the wrong item, so verify the command's response.

Tell players what the rule means before enabling it. The upstream documentation describes an item ban as restricting use or bringing the item into the server. Do not treat it as a promise that every interaction or plugin-created item will behave the same way on every release.

Add a narrow rule

1. Run `/itemban list` and save the current list. Check whether the item already has a rule.
2. Use the installed command help to confirm syntax for your release.
3. For an illustrative ban, run `/itemban add "Dynamite"`. Replace that item only after deciding your community's actual rule.
4. Read the response and list the bans again. Stop if the command selected an unexpected item.
5. If a specific staff group needs the item for an approved task, use `/itemban allow "Dynamite" GROUP` with the existing, limited group name.

Test the two account types

Use a normal test account without item-ban bypass permissions. Test the prohibited action in a disposable area or isolated world so a successful action cannot damage a player build. Keep valuable inventories out of this test. Record the exact message and result rather than assuming the absence of a kick means unrestricted access.

Then test the group exception with an account in that group. Confirm that the exception applies to the chosen item while another normal account remains restricted. An administrator with broad bypass privileges cannot establish whether your limited group rule works.

Remove an exception or reverse the policy

Use `/itemban disallow "Dynamite" GROUP` to remove that group's exception. Use `/itemban del "Dynamite"` to remove the item ban itself. Those actions solve different problems: removing an exception preserves the wider rule, while deleting the ban permits the item under other applicable rules.

Keep the original list and note the date, reason and approving staff member. If the ban behaves inconsistently, inspect the affected account's groups and installed plugins before adding broader restrictions. Do not grant SuperAdmin as a workaround.

After a planned restart, repeat the list check and a safe normal-account test to confirm your installation retained the rule. Report version numbers, the command response and the specific observed behaviour to support if persistence differs from your expectation. Leave account passwords and database contents out of the report.

Related CloudExa help

- Set up TShock accounts and limited administrator permissions
- Back up game files before making changes
- Open a support ticket

Official references

- TShock item-ban subcommands and group exceptions

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