

# Red Rust Shield


## In-Game Description

*Shield of warrior Vengarl of Forossa.*

*The chisels on the face were carved by Vengarl, to count the heads he claimed. The shield is terribly rusted and worn, but incredibly powerful, as if the deeds of its previous owner have rubbed off on it.*

## Availability

Sold by Head of Vengarl for 4,500 souls after killing his body.

## General Information

Name	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	106/0/0 /0/0  (Parry/S trike)	0/0	110	15	17/0/0/ 0  B/-/-/-/-	100/10/ 10/10/1 0	70/70/1 0/10	55	70	5

## Notes

This shield has unusually high scaling and damage, making its leaping attack decent with the advantage of knocking the opponent down on the ground.

Infusing this shield is recommended, as it barely takes away from the physical resist, and also doesn't affect the scaling much.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Special upgrade path.  
Requires Twinkling Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Red Rust Shield +0	106/0/0/0/0	B/-/-/-/-	100/10/10/10/10	70/70/10/10	55	-	-
Red Rust Shield +1	116/0/0/0/0	B/-/-/-/-	100/12.2/12.2/12.2/12.2	70.7/70.7/12.2/12.2	56	1x Twinkling Titanite	930
Red Rust Shield +2	127/0/0/0/0	B/-/-/-/-	100/14.5/14.5/14.5/14.5	71.5/71.5/14.5/14.5	58	2x Twinkling Titanite	1,160
Red Rust Shield +3	138/0/0/0/0	B/-/-/-/-	100/16.7/16.7/16.7/16.7	72.2/72.2/16.7/16.7	59	3x Twinkling Titanite	1,390
Red Rust Shield +4	149/0/0/0/0	B/-/-/-/-	100/19/19/19/19	73/73/19/19	61	4x Twinkling Titanite	1,860
Red Rust Shield +5	160/0/0/0/0	B/-/-/-/-	100/21.2/21.2/21.2/21.2	73.7/73.7/21.2/21.2	63	5x Twinkling Titanite	2,090

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Red Rust Shield +0	66/81/0/0/0	0/0	B/-/C/-/-	97.7/28.3/7.7/7.7/7.7	67.7/67.7/7.7/7.7
Magic Red Rust Shield +1	73/89/0/0/0	0/0	B/-/C/-/-	97.7/30.1/10/10/10	68.5/68.5/10/10
Magic Red Rust Shield +2	80/98/0/0/0	0/0	B/-/C/-/-	97.8/31.9/12.3/12.3/12.3	69.3/69.3/12.3/12.3
Magic Red Rust Shield +3	87/106/0/0/0	0/0	B/-/B/-/-	97.8/33.7/14.6/14.6/14.6	70.1/70.1/14.6/14.6
Magic Red Rust Shield +4	93/114/0/0/0	0/0	B/-/B/-/-	97.9/35.5/16.9/16.9/16.9	70.9/70.9/16.9/16.9
Magic Red Rust Shield +5	100/123/0/0/0	0/0	B/-/B/-/-	97.9/37.2/19.2/19.2/19.2	71.7/71.7/19.2/19.2

# Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Red Rust Shield +0	66/0/81/0/0	0/0	B/-/-/C/-/-	97.7/7.7/28.3/7.7/7.7	67.7/67.7/7.7/7.7
Fire Red Rust Shield +1	73/0/89/0/0	0/0	B/-/-/C/-/-	97.7/10/30.1/10/10	68.5/68.5/10/10
Fire Red Rust Shield +2	80/0/98/0/0	0/0	B/-/-/C/-/-	97.8/12.3/31.9/12.3/12.3	69.3/69.3/12.3/12.3
Fire Red Rust Shield +3	87/0/106/0/0	0/0	B/-/-/B/-/-	97.8/14.6/33.7/14.6/14.6	70.1/70.1/14.6/14.6
Fire Red Rust Shield +4	93/0/114/0/0	0/0	B/-/-/B/-/-	97.9/16.9/35.5/16.9/16.9	70.9/70.9/16.9/16.9
Fire Red Rust Shield +5	100/0/123/0/0	0/0	B/-/-/B/-/-	97.9/19.2/37.2/19.2/19.2	71.7/71.7/19.2/19.2

# Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.  
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Red Rust Shield +0	66/0/0/81/0	0/0	B/-/-/C/-	97.7/7.7/7.7/28.3/7.7	67.7/67.7/7.7/7.7
Lightning Red Rust Shield +1	73/0/0/89/0	0/0	B/-/-/C/-	97.7/10/10/30.1/10	68.5/68.5/10/10
Lightning Red Rust Shield +2	80/0/0/98/0	0/0	B/-/-/C/-	97.8/12.3/12.3/31.9/12.3	69.3/69.3/12.3/12.3
Lightning Red Rust Shield +3	87/0/0/106/0	0/0	B/-/-/B/-	97.8/14.6/14.6/33.7/14.6	70.1/70.1/14.6/14.6
Lightning Red Rust Shield +4	93/0/0/114/0	0/0	B/-/-/B/-	97.9/16.9/16.9/35.5/16.9	70.9/70.9/16.9/16.9
Lightning Red Rust Shield +5	100/0/0/123/0	0/0	B/-/-/B/-	97.9/19.2/19.2/37.2/19.2	71.7/71.7/19.2/19.2

## Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Red Rust Shield +0	66/0/0/0/81	0/0	B/-/-/-/C	97.7/7.7/7.7/7.7/28.3	67.7/67.7/7.7/7.7
Dark Red Rust Shield +1	73/0/0/0/89	0/0	B/-/-/-/C	97.7/10/10/10/30.1	68.5/68.5/10/10
Dark Red Rust Shield +2	80/0/0/0/98	0/0	B/-/-/-/C	97.8/12.3/12.3/12.3/31.9	69.3/69.3/12.3/12.3
Dark Red Rust Shield +3	87/0/0/0/106	0/0	B/-/-/-/B	97.8/14.6/14.6/14.6/33.7	70.1/70.1/14.6/14.6

Dark Red Rust Shield +4	93/0/0/0/114	0/0	B/-/-/-/B	97.9/16.9/16.9/16.9/35.5	70.9/70.9/16.9/16.9
Dark Red Rust Shield +5	100/0/0/0/123	0/0	B/-/-/-/B	97.9/19.2/19.2/19.2/37.2	71.7/71.7/19.2/19.2

# Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base poison damage, poison damage reduction.  
Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Red Rust Shield +0	66/0/0/0/0	16/0	B/-/-/-/-	97.7/7.7/7.7/7.7/7.7	88.3/67.7/7.7/7.7
Poison Red Rust Shield +1	73/0/0/0/0	17/0	B/-/-/-/-	97.7/10/10/10/10	88.6/68.5/10/10
Poison Red Rust Shield +2	80/0/0/0/0	19/0	B/-/-/-/-	97.8/12.3/12.3/12.3/12.3	88.9/69.3/12.3/12.3
Poison Red Rust Shield +3	87/0/0/0/0	21/0	B/-/-/-/-	97.8/14.6/14.6/14.6/14.6	89.2/70.1/14.6/14.6
Poison Red Rust Shield +4	93/0/0/0/0	22/0	B/-/-/-/-	97.9/16.9/16.9/16.9/16.9	89.5/70.9/16.9/16.9
Poison Red Rust Shield +5	100/0/0/0/0	24/0	B/-/-/-/-	97.9/19.2/19.2/19.2/19.2	89.7/71.7/19.2/19.2

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base bleed damage, bleed damage reduction.  
Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Red Rust Shield +0	66/0/0/0/0	0/16	B/-/-/-/-	97.7/7.7/7.7/7.7/7.7	67.7/88.3/7.7/7.7

Bleed Red Rust Shield +1	73/0/0/0/0	0/17	B/-/-/-/-	97.7/10/10/10/10	68.5/88.6/10/10
Bleed Red Rust Shield +2	80/0/0/0/0	0/19	B/-/-/-/-	97.8/12.3/12.3/12.3/12.3	69.3/88.9/12.3/12.3
Bleed Red Rust Shield +3	87/0/0/0/0	0/21	B/-/-/-/-	97.8/14.6/14.6/14.6/14.6	70.1/89.2/14.6/14.6
Bleed Red Rust Shield +4	93/0/0/0/0	0/22	B/-/-/-/-	97.9/16.9/16.9/16.9/16.9	70.9/89.5/16.9/16.9
Bleed Red Rust Shield +5	100/0/0/0/0	0/24	B/-/-/-/-	97.9/19.2/19.2/19.2/19.2	71.7/89.7/19.2/19.2

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the shield does when used for bashing. The Damage stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the shield to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
<b>Weight:</b>	<p>The weight of the shield. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<b>Stats Needed:</b>	<p>Determines how high various Stats must be in order to wield the shield effectively.</p> <p>The requirement stats for shields are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>While it is possible to use a shield with lower-than-required Strength, your character will suffer a severe penalty to damage reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the shield will be at causing the effect. The Aux Effect stats for a shield are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the shield. It dictates how much effect the shield mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a shield are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the shield. It dictates how much damage the shield mitigates while blocking.</p> <p>The Damage Reduction % stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

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