

# Red Rust Sword



## In-Game Description

*Straight sword of warrior Vengarl of Forossa.*

*This sword is battle-worn and terribly rusted, but remains a deadly weapon owing to its incredible weight.*

*Legend has it that it was built to test the limits of the strength of Forossa knights, until Vengarl swung it about like a wooden plaything, claiming ownership by demonstration.*

## Availability

### Dark Souls 2 & Scholar of the First Sin:

- One sold, per play-through, by Head of Vengarl for 7,500 souls after you kill his body.

## General Information

Image	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
	136/0/0 /0/0  (Slash)	0/0	100	30	23/13/0 /0  A/E/-/-/- /-	50/10/3 5/35/25	20/20/2 0/20	30	80	8

# Move Set

- Despite being classified as a straight sword, it has move set of the Axes. This includes power stance.
- When in powerstance with this weapon in the right hand and a compatible weapon in the left, the L1 and L2 attacks become those of Hammers'.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

## Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Red Rust Sword +0	136/0/0/0/0	0/0	A/E/-/-/-/-	-	-
Red Rust Sword +1	149/0/0/0/0	0/0	A/E/-/-/-/-	1x Twinkling Titanite	1,090
Red Rust Sword +2	163/0/0/0/0	0/0	A/E/-/-/-/-	2x Twinkling Titanite	1,370
Red Rust Sword +3	177/0/0/0/0	0/0	A/E/-/-/-/-	3x Twinkling Titanite	1,640
Red Rust Sword +4	191/0/0/0/0	0/0	A/E/-/-/-/-	4x Twinkling Titanite	2,180
Red Rust Sword +5	205/0/0/0/0	0/0	S/E/-/-/-/-	5x Twinkling Titanite	2,450

# 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 Sword +0	95/95/0/0/0	0/0	B/E/C/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Red Rust Sword +1	104/104/0/0/0	0/0	B/E/C/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Red Rust Sword +2	114/114/0/0/0	0/0	B/E/C/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Red Rust Sword +3	124/124/0/0/0	0/0	B/E/B/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Red Rust Sword +4	133/133/0/0/0	0/0	B/E/B/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Red Rust Sword +5	143/143/0/0/0	0/0	B/E/B/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9

## 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 Sword +0	95/0/95/0/0	0/0	B/E/-/C/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Red Rust Sword +1	104/0/104/0/0	0/0	B/E/-/C/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Red Rust Sword +2	114/0/114/0/0	0/0	B/E/-/C/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Red Rust Sword +3	124/0/124/0/0	0/0	B/E/-/B/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9

Fire Red Rust Sword +4	133/0/133/0/0	0/0	B/E/-/B/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Red Rust Sword +5	143/0/143/0/0	0/0	B/E/-/B/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9

## 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 Sword +0	95/0/0/95/0	0/0	B/E/-/-/C/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Red Rust Sword +1	104/0/0/104/0	0/0	B/E/-/-/C/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Red Rust Sword +2	114/0/0/114/0	0/0	B/E/-/-/C/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Red Rust Sword +3	124/0/0/124/0	0/0	B/E/-/-/B/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Red Rust Sword +4	133/0/0/133/0	0/0	B/E/-/-/B/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Red Rust Sword +5	143/0/0/143/0	0/0	B/E/-/-/B/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9

## Dark

Reduces: Physical 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 Sword +0	95/0/0/0/95	0/0	B/E/-/-/-/C	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9

Dark Red Rust Sword +1	104/0/0/0/104	0/0	B/E/-/-/-/C	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Red Rust Sword +2	114/0/0/0/114	0/0	B/E/-/-/-/C	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Red Rust Sword +3	124/0/0/0/124	0/0	B/E/-/-/-/B	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Red Rust Sword +4	133/0/0/0/133	0/0	B/E/-/-/-/B	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Red Rust Sword +5	143/0/0/0/143	0/0	B/E/-/-/-/B	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9

## 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 Sword +0	95/0/0/0/0	112/0	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9
Poison Red Rust Sword +1	104/0/0/0/0	117/0	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9
Poison Red Rust Sword +2	114/0/0/0/0	123/0	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9
Poison Red Rust Sword +3	124/0/0/0/0	128/0	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9
Poison Red Rust Sword +4	133/0/0/0/0	134/0	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9
Poison Red Rust Sword +5	143/0/0/0/0	140/0	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9

## 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 Sword +0	95/0/0/0/0	0/112	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Red Rust Sword +1	104/0/0/0/0	0/117	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Red Rust Sword +2	114/0/0/0/0	0/123	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Red Rust Sword +3	124/0/0/0/0	0/128	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Red Rust Sword +4	133/0/0/0/0	0/134	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Red Rust Sword +5	143/0/0/0/0	0/140	B/E/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9

## Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Red Rust Sword +0	156/0/0/0/0	0/0	D/E/-/-/-/-	50/10/35/35/25	20/20/20/20
Raw Red Rust Sword +1	172/0/0/0/0	0/0	D/E/-/-/-/-	50/10/35/35/25	20/20/20/20
Raw Red Rust Sword +2	188/0/0/0/0	0/0	D/E/-/-/-/-	50/10/35/35/25	20/20/20/20
Raw Red Rust Sword +3	204/0/0/0/0	0/0	D/E/-/-/-/-	50/10/35/35/25	20/20/20/20
Raw Red Rust Sword +4	219/0/0/0/0	0/0	D/E/-/-/-/-	50/10/35/35/25	20/20/20/20
Raw Red Rust Sword +5	235/0/0/0/0	0/0	D/E/-/-/-/-	50/10/35/35/25	20/20/20/20

# Enchanted

Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).  
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Red Rust Sword +0	136/0/0/0/0	0/0	D/E/D/-/-/-	50/10/35/35/25	20/20/20/20
Enchanted Red Rust Sword +1	149/0/0/0/0	0/0	D/E/D/-/-/-	50/10/35/35/25	20/20/20/20
Enchanted Red Rust Sword +2	163/0/0/0/0	0/0	D/E/D/-/-/-	50/10/35/35/25	20/20/20/20
Enchanted Red Rust Sword +3	177/0/0/0/0	0/0	D/E/D/-/-/-	50/10/35/35/25	20/20/20/20
Enchanted Red Rust Sword +4	191/0/0/0/0	0/0	D/E/D/-/-/-	50/10/35/35/25	20/20/20/20
Enchanted Red Rust Sword +5	205/0/0/0/0	0/0	C/E/C/-/-/-	50/10/35/35/25	20/20/20/20

# Mundane

Reduces: Base damage, stat bonuses.  
Adds/Increases: Damage scaling from lowest stat.  
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Red Rust Sword +0	68/0/0/0/0	0/0	C/E/-/-/-/-	50/10/35/35/25	20/20/20/20
Mundane Red Rust Sword +1	74/0/0/0/0	0/0	C/E/-/-/-/-	50/10/35/35/25	20/20/20/20
Mundane Red Rust Sword +2	81/0/0/0/0	0/0	C/E/-/-/-/-	50/10/35/35/25	20/20/20/20

Mundane Red Rust Sword +3	88/0/0/0/0	0/0	C/E/-/-/-	50/10/35/35/25	20/20/20/20
Mundane Red Rust Sword +4	95/0/0/0/0	0/0	C/E/-/-/-	50/10/35/35/25	20/20/20/20
Mundane Red Rust Sword +5	102/0/0/0/0	0/0	C/E/-/-/-	50/10/35/35/25	20/20/20/20

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon 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>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>
<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 weapon to break the poise of an enemy.</p>



<p><b>Stats Needed:</b></p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon 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>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons 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>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon 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 Petrification Effect</li><li>• D is Curse Effect</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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. 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>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

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