

# Malformed Shell


## In-Game Description

*One of the malformed weapons developed in Aldia. Swung like a great hammer. Appears to be a fragment of a giant shell, but its precise origins are unknown.*

*The peculiar figure known as Lord Aldia attempted to uncover the secrets of life itself, and viewed the Undead as a key to this mystery.*

## Availability

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

- Aldia's Keep treasure. In the great hall, bait an Ogre in order to destroy the double door locked with many chains. It is in a metal chest behind the this door.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d <sup>1</sup> Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	286/0/ 0/0/0  (Strike)	0/0	100	60	35 <sup>2</sup> /8/0/0  D/-/-/- /-	45/10/ 30/30/ 40	15/15/ 15/15	30	50	18.0	Yes/Yes

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	downward smashes	horizontal swings
Heavy Attack	horizontal swing followed by overhead smash	downward smash followed by a twice-hitting spin
Rolling Attack	upward swipe	upward swipe
Running Attack	wide horizontal sweep	quick downward smash

## Notes

- Like all Hammers and most Great Hammers it can't be infused with Bleed.
  - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

## Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Raw	Enchanted	Mundane
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### Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Malformed Shell +0	286/0/0/0/0	0/0	D/-/-/-/-	-	-
Malformed Shell +1	314/0/0/0/0	0/0	C/-/-/-/-	1x Twinkling Titanite	1,200
Malformed Shell +2	343/0/0/0/0	0/0	C/-/-/-/-	2x Twinkling Titanite	1,500
Malformed Shell +3	372/0/0/0/0	0/0	C/-/-/-/-	3x Twinkling Titanite	1,800
Malformed Shell +4	401/0/0/0/0	0/0	C/-/-/-/-	4x Twinkling Titanite	2,400

Malformed Shell +5	430/0/0/0/0	0/0	A/-/-/-/-	5x Twinkling Titanite	2,700
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# 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 Malformed Shell +0	200/200/0/0/0	0/0	D/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Shell +1	220/220/0/0/0	0/0	D/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Shell +2	240/240/0/0/0	0/0	D/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Shell +3	260/260/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Shell +4	280/280/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Malformed Shell +5	301/301/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

## 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
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Fire Malformed Shell +0	200/0/200/0/0	0/0	D/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Shell +1	220/0/220/0/0	0/0	D/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Shell +2	240/0/240/0/0	0/0	D/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Shell +3	260/0/260/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Shell +4	280/0/280/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Malformed Shell +5	301/0/301/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

# 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 Malformed Shell +0	200/0/0/200/0	0/0	D/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Shell +1	220/0/0/220/0	0/0	D/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Shell +2	240/0/0/240/0	0/0	D/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Shell +3	260/0/0/260/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Shell +4	280/0/0/280/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Malformed Shell +5	301/0/0/301/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

## 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 Malformed Shell +0	200/0/0/0/200	0/0	D/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Shell +1	220/0/0/0/220	0/0	D/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Shell +2	240/0/0/0/240	0/0	D/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Shell +3	260/0/0/0/260	0/0	D/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Shell +4	280/0/0/0/280	0/0	D/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Malformed Shell +5	301/0/0/0/301	0/0	D/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

## 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 Malformed Shell +0	200/0/0/0/0	112/0	D/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Malformed Shell +1	220/0/0/0/0	117/0	D/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

Poison Malformed Shell +2	240/0/0/0/0	123/0	D/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Malformed Shell +3	260/0/0/0/0	128/0	D/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Malformed Shell +4	280/0/0/0/0	134/0	D/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Malformed Shell +5	301/0/0/0/0	140/0	D/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

## 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 Malformed Shell +0	328/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Shell +1	362/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Shell +2	395/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Shell +3	428/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Shell +4	461/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Malformed Shell +5	494/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

## 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 Malformed Shell +0	286/0/0/0/0	0/0	E/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Malformed Shell +1	314/0/0/0/0	0/0	E/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Malformed Shell +2	343/0/0/0/0	0/0	E/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Malformed Shell +3	372/0/0/0/0	0/0	E/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Malformed Shell +4	401/0/0/0/0	0/0	E/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Malformed Shell +5	430/0/0/0/0	0/0	E/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

## 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 Malformed Shell +0	143/0/0/0/0	0/0	E/-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Malformed Shell +1	157/0/0/0/0	0/0	E/-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Malformed Shell +2	171/0/0/0/0	0/0	E/-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

Mundane Malformed Shell +3	186/0/0/0/0	0/0	E/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Shell +4	200/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Mundane Malformed Shell +5	215/0/0/0/0	0/0	D/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0

# 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>

Footnotes 1. To Power Stance this weapon, only 52 Strength and 12 Dexterity is required. 2. When two-handing this weapon, only 17 Strength is required.