

# Ash Lake

Ash Lake (灰湖) is a Location in Dark Souls. It is accessible via [The Great Hollow](#).

## Information

Ash Lake is a serene yet desolate area, home to the ancient **Stone Dragon**, one of the few surviving Everlasting Dragons. It is accessible through [The Great Hollow](#), and while it is not mandatory for progression, it offers unique treasures, enemies, and lore.

## Enemies

### Lake Hydra

- A more powerful variant of the **Hydra** found in the [Darkroot Basin](#).
  - **HP** and **damage output** are increased.
  - Attacks:
    - **Water projectiles**: Long-range, highly damaging.
    - **Head slams**: Close-range attacks.
  - Drops:
    - **Dragon Scale** (x2)
  - Strategy:
    - Fight on the sandy shore to avoid deep water hazards.
    - Use a **high-stability shield** to block projectiles.
    - Attack heads after they slam down.
    - Using a bow from a safe position (e.g., behind the fallen tree) is effective but requires many arrows.

### Clams (Five-Legged Shell Beasts)

- Found near the Stone Dragon and along the path.
  - Attacks:
    - **Body slam**
    - **Double snap**
    - **Bite attack**: Inflicts **equipment durability damage**.
  - Drops:
    - **Twinkling Titanite**
    - **Purging Stone** (rare)
  - Strategy:
    - Avoid direct confrontation; attack from behind.
    - Use ranged magic or pyromancy to safely dispatch.

## Other Enemies

- **Mushroom Men** and **Basilisks**:
  - Found within the large hollow tree on the way to the Stone Dragon.
  - Behave the same as their counterparts in **The Great Hollow**.

## Items

### Weapons

- **Dragon Greatsword**:
  - Obtained by cutting off the tail of the **Stone Dragon**.
  - Can only be obtained once per playthrough.

### Rings

- **Great Magic Barrier (Miracle)**:
  - Found inside the large hollow tree. Requires careful navigation of branching paths to reach.

### Consumables

- **Dragon Scales**:
  - Drops from the Hydra (x2).
  - Found as loot (x3) along the sandy path.
- **Purging Stone**:
  - Rare drop from Clams.

### Upgrade Materials

- **Twinkling Titanite**:
  - Dropped by Clams.
- **Dragon Scales**:
  - Found as loot and dropped by the Hydra.

## Walkthrough

### Getting Started

- Access Ash Lake through **The Great Hollow**.
- Prepare for **fall damage** during the descent. Use **Fall Control** or **Cat Ring** to minimize risks.

### Progression

1. **First Bonfire**:

- Located at the beginning of the sandy shore, to the right after exiting The Great Hollow.
  - Rest here to make it a warpable bonfire.
2. **Lake Hydra:**
    - Encountered shortly after the first bonfire.
    - Defeat it to clear the area for safer exploration.
  3. **Large Hollow Tree:**
    - Found along the path. Contains Basilisks, Mushroom Men, and the **Great Magic Barrier**.
  4. **Stone Dragon:**
    - At the far end of Ash Lake.
    - Pray at its feet to join the **Path of the Dragon** covenant.
    - Cutting its tail grants the **Dragon Greatsword**.

## Returning

- If warpable bonfires are unlocked, you can fast travel back.
- Otherwise, you must backtrack through The Great Hollow.

# Covenants

## Path of the Dragon

Join this covenant by praying at the **Stone Dragon** located at the far end of Ash Lake. This covenant focuses on PvP invasions through the use of the **Dragon Eye**.

# Soul Farming

## Clams:

- Farm for **Twinkling Titanite** and **Purging Stones**.

## Notes

- Avoid resting at the second bonfire near the Stone Dragon unless warpable bonfires are unlocked.
- Use ranged attacks against the Hydra to avoid unnecessary risk.
- Equip gear with high curse resistance (e.g., **Cursebite Ring**) for areas with Basilisks.

# Trivia

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