

# Pumpkin Survival Guide

## Hard Core Edition



## Hard Core is hard

The name says it all. If you're sick of dying in the World of Warcraft Hard Core Edition, try follow the Pumpkin Survival Guide created by Warcraft's most risk adverse player.

As a risk adverse hard core player, I started listing down some of the million ways to die in the west. I have either experienced these deaths personally, or observed unfortunate players participate in an unscheduled suicide. Most deaths occur from a lack of planning, distraction, or over-confidence. If you don't want to be a statistic, follow the Pumpkin Survival Guide.

**1**

### LOOK

Look around before an encounter to confirm it is safe, and you have clear exit routes.

**2**

### LEAP

Leap into the battle while constantly monitoring your surroundings.

**3**

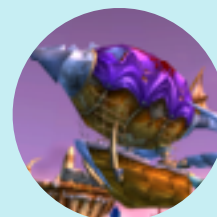
### BASK

Bask in the glory of your victory, once you're in a safe location.



### Instances

One of the fastest ways to die a painful death and instigate an even more painful re-roll.



### The Blimp

Safe transport, or an accident waiting to happen?



### Mage Quests

Don't do it. A nice shiny dress is not worth the death.

# Pumpkin Survival Guide

## Here's what you've been waiting for!

- 1) Always have a bank alt, because there's nothing worse than dying while carrying 200+ gold.
- 2) Always over-level and make sure the mobs you are attacking are 3-5 levels lower than you.
- 3) To build up your over-levelling, move between each of the starting areas and take advantage of the free rep and XP while the mobs are still green. Yes, it consumes time, but not as much as re-rolling.
- 4) Once you are level 10, only level while you have rest XP. This will maintain your over-levelling. Over-levelling keeps you alive longer.
- 5) If you find there are no areas to safely quest, find some green mobs and grind up levels, but only when you've got rest XP.
- 6) Always carry health, mana (if applicable), and sprint potions with you. Once you hit level 30, start carrying underwater breathing potions as well.
- 7) The moment you are down to your last or second last health potion, get your bank toon to send replacements.
- 8) If you are one of the two classes with roach buttons (rogue/hunter), do not enter a battle while they are on cooldown.
- 9) Always minimise the amount of gold you carry. If you're under level 10, 1 gold should be all you need.
- 10) Don't jump up and down when bored while travelling on a blimp, at Thunder Bluff, at Thousand Needles, or near an elevator. Yes, people do this, fall to their deaths, then act surprised when they die.
- 11) If you're warned that a certain type of behaviour that can lead to inadvertent and lethal slips on a banana peel, such as jumping up and down while at heights, heed the warning.
- 12) Always clear your way into a group of mobs and make sure you have a clear exit route should things go pear shaped.
- 13) Plan each encounter. The instant the encounter does not go to plan, run away like a pussy. A pussy that runs away, lives to fight another day. People don't plan to fail, but they certainly fail to plan.
- 14) Don't do escort quests unless in a competent group.





players that are distracted. There are a couple of elite giants in Desolace that wander around also that you need to keep an eye on.

- 15) If you enter a cave, expect to die unless you are 4-6 levels above the mobs. If the cave is called Skull Rock, never enter it unless you have a body guard. Even then, I recommend not entering Skull Rock. And make sure your Hearthstone is not on cooldown, in case you get respawned in with no exit.
- 16) Never enter Dwarven Keeps, such as Bael'dun Keep in the Southern Barrens, or Dun Garok in the Hillsbrad Foothills. Even if you enter while in a group, somebody is still likely to die.
- 17) Be extremely careful when entering crypts. Crypts are like caves and can lead to re-rolls. Like caves, make sure your Hearthstone is not on cooldown.
- 18) When in a battle with a mob, and especially if you're battling a mob plus an add, do not alt-tab away to change your current music track, enter a menu, or watch porn. This applies especially in the Barrens but could just as easily occur while doing "Beren's Peril". In the Barrens, there is an elite patrol that wanders around and historically, rapes
- 19) When in Silverpine Forest, always be on the lookout for Son of Arugal, because he will rape you with no remorse. So when engaging a mob, always rotate your camera around to maintain a 360° view of your surroundings. He has a habit of walking up behind you when you're occupied.
- 20) Do not enter Pyrewood Village, Fenris Isle Keep, or attempt "The Weaver" quest in Silver Pine Forest.
- 21) Stay away from Murlocs. They're crying little bitches that always run for friends. Goblins are similar, but not quite as bad. Gnomes don't behave like this as they have no friends.
- 22) If a quest is marked as Elite, that means typically to avoid it. If in doubt, run away.
- 23) Do not attempt any underwater quests without having an underwater potion, unless you're a Warlock, Shaman, Undead, or wish to permanent talk to a Spirit Healer that can heal as well as a warrior that has no First Aid training.
- 24) Do not attempt the Mage class quest in Undercity around levels 14-20. Skip it to save the re-roll.
- 25) In Orgrimmar, it's nearly impossible to die from falling, but still people manage to somehow defy the odds and impress me.

26) Be careful when grouping as you tend to be less risk adverse because of the implied “safety in numbers” paradigm. Just because there’s two or more of you, doesn’t mean you should be wailing on mobs of a similar level. Should you be ganked, you’ll be re-rolling. If you are still 3-5 levels above the mobs, ganking is then survivable.

27) When entering the Undercity elevator, if you do not witness the elevator doors opening, do not run into the elevator. If the doors close on you prematurely, you can be clipped into the elevator shaft, and fall to your death.

28) There is a cave with a quest within it called “Gerenzo’s Orders” in Windshear Crag within Stonetalon Mountains. Do not enter said cave to attempt said quest.

29) You really need to be 4-5 levels over to go into the cave in the Northern Barrens when doing the “Samophlange Manual” quest and “Miner’s Fortune”. It is very easy to be respawned in. Again, always have your Hearthstone off cooldown.

30) Don’t do the “Counterattack!” quest.

31) While in Stonetalon Mountains and attempting to kill Gerenzo Wrenchwhistle, be at least level 30 as he’s a bit of a tool like all gnomes, and will spawn a very anti-social shredding machine. When complete, be careful jumping off the elevated platforms, as it’s surprisingly easy to fall onto the rocks below.



32) The Boulderslide Ravine quest is extremely dangerous, as you will get respawned into the cave, and the casting mobs are deadly. You really need to over-level to attempt this quest.

33) If you attempt any quests in the Charred Vale, be extremely wary as there are a lot of wandering mobs in a confined space, and you can easily get respawned in.

34) Do not enter “The Den” at Stonetalon Peak, for any reason, unless your reason is to re-roll a toon.

35) When in Thousand Needles, do not enter the cave to get Grenka’s Claw in the “Test of Endurance” quest line, because you will likely become incompatible with life. The mobs in this cave silence you, and when you finally start the battle for Grenka, you’ll be likely mowed down before even seeing her from all the adds.

36) If in Ashenvale area, a great reliable way to the graveyard is to attempt “King of the Foulweald”. Just avoid it as you’ll be over run with adds





The former involves climbing the tower and killing casters, the latter involves clearing the fortress and expect a demon to jump out when you touch the crystal. You should be 4-5 levels over the quest level for both of these quests.

37) When doing the quest “Stonetalon Standstill”, be wary of an anti-social elemental mob called Tideress who can jump out of the water and attack your ass while you’re not looking. Worse, she can come up from underneath you while you’re swimming. She’ll then root you and you’ll either drown from the rooting, or die from her assault if you’re not ready for her. Mages be very weary, as all the mobs in this watery grave are immune to frost spells.

38) A quest you need to be wary of is “Satyr Horns”. It sounds so innocent, but seriously, you attempt this, you’re going to end up having chest pains, unless you’re a Mage. It’s a shoe in for a Mage. Still, there are many invisible mobs so I suggest 2-3 levels over to give you enough HP to survive chest pains.

39) Speaking of chest pains, don’t type in chat to friends that you’re having chest pains, as it turns out they tend to freak out.

40) When in Desolace, be extremely careful if you decide to enter Thunder Axe Fortress to do “Sceptre of Light” or “Hand of Iruxos”.

- 41) When in Stranglethorn Vale, don’t try and solo King Bangalash, as he is an elite pussy and calls for help, and then you get bashed. You’ll then have to explain to your guild how you got raped by a pussy.
- 42) Try to stay sober and focused while playing to mitigate against accidentally walking into an opposing faction’s village.
- 43) If you want to die quickly, feel free to enter the Town Hall in Hillsbrad Fields to kill Magistrate Burnside, or Clerk Horrace Whitesteed, when doing “Battle of Hillsbrad” and “Dangerous!” respectively. This is near impossible to do solo unless the quest is nearly grey. I suggest 5-6 over quest level.
- 44) If you enter the mine south of Hillsbrad Fields to kill Miner Hackett for the quest “Dangerous!”, you will find the quest will live up to its name. And even if you over-level and are asinine or drunk enough to attempt it, you may as well wait until you’re due to kill Foreman Bonds in the “Battle for Hillsbrad” quest line, and die doing them together. Again, I suggest 5-6 over quest level.

- 45) Do not attempt the second part of “Helcular’s Revenge” quest line, because you literally will end up in the Southshore graveyard. Don’t say I didn’t warn you!
- 46) When you are down in the Dalaran Dome area doing “Bracers of Binding” and “Dalaran Patrols”, be wary of the rock elemental patrols, as their routes tend to overlap. Don’t ask me how I know this, but in a matter of seconds, you can end up with 4 very cranky rocks ramming your butt while you’re trying to deal with Dalaran Mages from the front, and it’s brown trousers time.
- 47) Never cast a portal on a moving blimp.
- 48) Never travel to a portal that has been created on a moving blimp.
- 49) When in Stranglethorn Vale, don’t attempt “The Bloodsail Buccaneers” unless you’re like 6 levels higher. That quest is deadly in the confines of a ship.
- 50) “Stranglethorn Fever” is designed for one purpose; to make you re-roll you character.
- 51) If you somehow manage to die at a high character level, don’t delete the dead toon. Do a free transfer to a different server. All your items travel with you from heaven back to the new world.

