







# PANDAREN

Since breaking free of the control of the mysterious race known as the Mogu thousands of years ago, the Pandaren have lived peacefully on the continent of Pandaria, and on the Wandering Isle, which is actually Shen-zin Su, the great turtle. Pandaren are known to be tenacious and have a passion for food and imbibing spirits.

Pandaren are generally between 5 and 6 feet tall, and covered in fur from head to toe. Every Pandaren has two colors of fur; one is always white but the other color ranges from black to brown to red.

Pandaren are unique among the playable races of Azeroth in that they begin as Neutral, part of neither the Horde nor the Alliance. Pandaren who wish to see the rest of Azeroth must choose between the factions before they're allowed to depart the Wandering Isle.



*Start location: Shang Xi Training Grounds on Shen-zin Su*



*Dragon Turtle, the Pandaren Racial Mount*

## RACIAL ABILITIES

### EPICUREAN



Your love of food allows you to receive double the stats from Well Fed effects.

### GOURMAND



Cooking skill increased by 15.

### INNER PEACE



Your rested experience bonus lasts twice as long as normal.

### BOUNCY



You take half falling damage.

### QUAKING PALM



Strikes the target with lightning speed, incapacitating them for 4 seconds, and turns off your attack.

## AVAILABLE CLASSES



DEATH KNIGHT



DRUID



HUNTER



MAGE



MONK



PALADIN



PRIEST



ROGUE



SHAMAN



WARLOCK



WARRIOR





# YOUR FIRST DAY AS A PANDAREN

The mysterious Pandaren have rarely been seen by the other denizens of Azeroth, and indeed, were often thought to be nothing more than a myth. Pandaria, the continent of this ancient culture, has been shrouded by the mists that kept it hidden and safe since before the Sundering.

Now, through a simple accident, they find themselves connected to the rest of Azeroth once more. They must also choose which side of the great conflict to lend their strength and wisdom.





## SHANG XI TRAINING GROUNDS

You begin your journey as a Pandaren at the Shang Xi Training Grounds on Shen-zin Su, the Wandering Isle. As a young Pandaren you know you have **Much to Learn**. Speak with Master Shang Xi to get started. Before he can teach you **The Lesson of the Iron Bough**, he sends you to retrieve and equip a Trainee's Weapon, appropriate to your chosen class.

Follow the path that leads down the hill to one of the Weapon Racks. Right click on it and take the Trainee's Weapon. Once you have it in your bag, right click it to equip it. Now that you are properly armed, return to Master Shang Xi.



He next instructs you in **The Lesson of the Sandy Fist**. Again follow the path down the hill to reach the Training Targets. There are several groups of them on the edges of the courtyard. Use your weapon to destroy five of the targets and return to Master Shang Xi.

Though you performed well against the Training Targets, Master Shang Xi reminds you that facing a living opponent can be much more difficult. He tasks you with **The Lesson of Stifled Pride**. Head back down into the courtyard and into the dojo at the eastern edge. Inside are Tushui and Huojin Trainees. It doesn't matter which ones you choose as opponents. Approach each one individually and battle them until you are the victor. After defeating six sparring partners, return to Master Shang Xi, who has come to the dojo to watch your performance.







# PET BATTLES

Since the day it was announced as a part of Mists of Pandaria, Pet Battles has been one of the most eagerly anticipated additions to World of Warcraft. The vanity pets you've been collecting since you started playing World of Warcraft are now able to battle wild pets, pets from NPC trainers, and teams controlled by other players.

## GETTING STARTED

The only requirement to get started with Pet Battles is having one character of level 5 or higher. There are Pet Battle Trainers in the towns nearest each race's starting locations. For example, look for trainers in Goldshire (Elwynn Forest) and Razor Hill (Durotar), though each faction capital (Stormwind for Alliance and Orgrimmar for Horde) has a trainer as well. Speak with any of these trainers to learn the Pet Battles ability. In addition to teaching your companions how to battle, you'll also learn how to track wild pets and return your companions to full health every 8 minutes. These trainers also sell starter pets to you, based on your character's race.

Your trainer also offers a quest called "Learning the Ropes" that sends you to your first Pet Battle. Look for wild pets in the areas outside the town where you trained. Run around the area and watch your mini-map for a green paw icon. This green paw icon indicates the locations of wild pets eligible for battle.

Before you click on a wild pet to start a battle, press Shift + "p" to open your mounts and pets window. Click on the Pets Journal tab to view the vanity pets you've collected previously. If there's a specific pet you want to use, click on the pet's icon and drag it to the top line of Pet Battle Slots. Once you click on a wild pet to start the fight, you can't switch any pets from your journal into an active slot. If you're happy with your pet choice, right click on a wild pet to start your first battle.



## PETS LEARNED FROM PET BATTLE TRAINERS

The race of your character, not the race of the trainer, determines which pet a given trainer offers to you.

ALLIANCE	
RACE	PET
Draenei	Blue Moth
Dwarf	Snowshoe Rabbit
Gnome	Snowshoe Rabbit
Human	Orange Tabby Cat
Night Elf	Great Horned Owl
Worgen	Giinean Raven
HORDE	
RACE	PET
Blood Elf	Golden Dragonhawk Hatchling
Goblin	Shore Crawler
Orc	Black Kingsnake
Tauren	Brown Prairie Dog
Troll	Black Kingsnake
Undead	Undercity Cockroach
PANDAREN	
RACE	PET
Pandaren	Jade Crane Chick

## MORE FUN WITH THE PET JOURNAL

There are a few other commands available to you in the Pet Journal. Right click on any portrait to bring up the following options: Summon/Dismiss, Rename, Set as Favorite, and Release.

Use Rename to name your pets. Set as Favorite marks your pet and allows you to find it quickly when you choose to display only favorite pets. If you right click on a pet that's already marked as a favorite, the option becomes Remove Favorite. Release returns your pet to the wild.

There's another option available to pets that are purchased from a vendor: Put In Cage. Pets that can be put into a cage can be traded with other players or sold through the Auction House.



## A BASIC PET BATTLE

In your first encounter your pet has a single ability set in its first ability slot. Pet Battles are turn-based, meaning each combatant is allowed one action each turn. Click on the icon, or press “1” on your keyboard to send your pet out to attack. After you win a battle, return to the trainer and complete your quest.



## KEEPING YOUR PETS HEALTHY

Your trainer offers a follow-up quest, “On the Mend.” You’re tasked with locating a Stable Master (NPCs who, up to this point, had only dealt with Hunters) and getting your pets restored to full health. Speak with the indicated Stable Master, heal your pets (there’s a minimal charge for the service), and turn in the completed quest with the trainer.

Stable Masters are just one way to restore your pets. Your other choice is the Revive Battle Pets ability, available once every 8 minutes. Look for the ability’s icon at the top right corner of the Pet Journal page.

## GETTING YOUR PET TO LEVEL 3

The next quest from the trainer is “Level Up” where you raise one pet to level 3. The only way to level up your pets is through defeating wild pets, so head back out into the wilds. While you’re completing this quest, your pet learns a second ability (if it hasn’t already). When your pet reaches level 2, a new ability appears in the 2 spot when you go into battle. Now you have a choice of abilities to use in each round of battle. Mousing over the ability’s icon and read its description to learn more about it. Try it out a few times in battle to become more familiar with how it works.

## ADDING WILD PETS TO YOUR PET JOURNAL

After turning in “Level Up” the Pet Battle trainer sends you to your faction’s capital city to meet a different Pet Battle Trainer. This trainer sends you out with the quest “Got One.” When your first pet reached level 3, it unlocks the ability to capture wild pets in battle. The wild pet must be at 35% health or lower before the Trap (slot 5 on your shortcut bar) becomes available for use. When the Trap is ready, click on it to try to capture the weakened wild pet. There’s only a chance you will succeed in capturing the wild pet each round, so be prepared to exercise some patience when capturing wild pets.





# VALE OF ETERNAL BLOSSOMS

Located in the heart of Pandaria, Vale of Eternal Blossoms holds two structures that act as central hubs for the Horde (Shrine of Two Moons) and the Alliance (Shrine of Seven Stars). Mogu'shan Palace and Gate of the Setting Sun, two world dungeons, are located here as well. You must complete Xuen's trials at The Temple of the White Tiger before accessing Vale of Eternal Blossoms. Look for daily quest hubs at The Golden Pagoda and Whitepetal Lake.

## REPUTATION INFORMATION

The Anglers, The August Celestials, The Lorewalkers, The Tillers, Order of the Cloud Serpent





## RESOURCE LEGEND

FISHING	
FISH - FRESHWATER	
Emperor Salmon	
Flying Tiger Gourami (rare)	
Jewel Danio	
Redbelly Mandarin	

MINING	
METAL	MIN SKILL
Ghost Iron Deposit	500
Rich Ghost Iron Deposit	550
Trillium Vein	600
Rich Trillium Vein	600

HERBALISM	
HERB	MIN SKILL
Green Tea Leaf	500
Rain Poppy	525
Golden Lotus	550

## QUESTING IN VALE OF THE ETERNAL BLOSSOMS

After completing the Xuen's three trials at the Temple of the White Tiger, talk to Sunwalker Dezco or Anduin Wrynn at the Gate of the August Celestials. The gate is open and you are free to enter the new zone. Ahi the Harmonious waits for you inside to send you in the right direction.

## VALE OF ETERNAL BLOSSOMS LEGEND

- 1 **THE GOLDEN STAIR**  
Pako the Speaker (Quest Giver)
- 2 **THE EMPEROR'S APPROACH**  
Bartender Tomro <Innkeeper>  
Cook Tope  
Mayor Shiyo
- 3 **THE GOLDEN PAGODA**  
Anji Autumnlight (Daily Quest Giver)  
Che Wildwalker (Daily Quest Giver)  
Kun Autumnlight (Daily Quest Giver)  
Leven Dawnblade (Quest Giver) (Daily Quest Giver)  
Ren Firetongue  
Rook Stonetoe  
Sun Tenderheart (Quest Giver) (Daily Quest Giver)  
Zhi the Harmonious <Caretaker>
- 4 **MOGU'SHAN PALACE**  
Jaluu the Generous <The Golden Lotus Quartermaster>  
Sinan the Dreamer
- 5 **RUINS OF GUO-LAI**  
Anji Autumnlight (Quest Giver)  
Kun Autumnlight (Quest Giver)
- 6 **SERPENT'S SPINE**  
Bowmistress Li (Quest Giver) <Guard Captain>  
Len at Arms <Adventuring Supplies>  
Mai of the Wall <Flight Master>
- 7 **WHITEPETAL LAKE**  
He Softfoot (Daily Quest Giver)  
Merchant Tantan (Daily Quest Giver)  
Ren Firetongue (Daily Quest Giver)
- 8 **SEAT OF KNOWLEDGE**  
Brann Bronzebeard (Quest Giver) <Archaeology Trainer>  
Kai Featherfall <Phoenix Egg Trader>  
Lorewalker Cho (Quest Giver)  
Lorewalker Huynh <Inscription Trainer>  
Master Liu (Daily Quest Giver)  
Mishi <Lorewalker Cho's Companion>  
Ms. Thai (Daily Quest Giver)  
Tan Shin Tiao <Lorewalkers Quartermaster>





# MONK

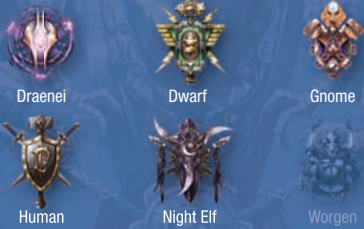
Originally advocated by the Pandaren, the way of the Monk employs discipline and martial arts as combat proficiencies. Relying on their feet and fists as much as their weapons, Monks are quick and serene and can channel their inner energies to boost their efficiency in the battlefield.

Monks are newcomers to Azeroth with Mists of Pandaria, adding to the list of hybrid classes; this means they can fulfill all three roles: tanking, healing, and damage dealing. Like Rogues and Druids, Monks rely on their abilities more than their leather armor to survive enemy attacks. In order to perform their fighting skills, Monks of all types channel their Chi as a primary resource. Additionally, different stances provide a second resource—energy or mana—further adding depth to the class.



## RACE AVAILABILITY

### ALLIANCE



Pandaren

### HORDE



## RACIAL ADVANTAGES

### ALLIANCE

RACE	NOTES
Draenei	Heroic Presence grants Draenei +1% Hit chance. Gift of the Naaru heals the Draenei or any ally. Draenei take less damage from Shadow spells.
Dwarf	Stoneform is excellent for PvP and tanking, as it removes all bleeds and reduces damage taken. Mace Specialization provides increased Expertise with one and two hand maces.
Gnome	Escape Artist provides an extra ability for escaping slow or snare effects; great for PvP. Shortblade Specialization provides increased Expertise with daggers and one hand swords.
Human	Every Man for Himself removes effects that cause loss of control. Sword and Mace Specialization provides Expertise with one and two hand swords and maces.
Night Elf	Night Elves are less likely to be hit by any physical attack (perhaps the best racial passive for tanking) and take less damage from Nature spells. Shadowmeld renders the Night Elf invisible while motionless and cancels spells being cast by enemies on the Night Elf.
Worgen	Worgen get 1% increased Critical Strike from Viciousness. Darkflight increases movement speed temporarily.

### HORDE

RACE	NOTES
Blood Elf	The signature Blood Elf racial, Arcane Torrent, provides 1 Chi and an AoE silence. The former helps in tight mana situations, and the latter is great for PvP and certain PvE encounters.
Goblin	Rocket Jump is a great mobility tool, allowing Monk to stay at range. Goblins get 1% increased Haste, making them great for PvE. Rocket Barrage is another source of damage for Goblins.
Orc	Blood Fury is an activated ability that increases your attack or spell power. Axe Specialization provides Expertise for axes and fist weapons. Hardiness reduces the duration of stun effects by 15%.
Tauren	Nature Resistance increases a Tauren's ability to stand up to harmful Nature effects. War Stomp provides an (AoE) stun in melee range, and Endurance boosts base health by 5%.
Troll	Berserking grants a temporary increase in attack speed. Da Voodoo Shuffle passively reduces the duration of movement impairing effects. Trolls regenerate Health faster than other races, and 10% of total Health regeneration may continue in combat.
Undead	Undead are more suited for PvP as they can break out of Charm, Fear, and Sleep effects with Will of the Forsaken. Their passive racial, Touch of the Grave, is a life leech and also provides a modest DPS increase in any situation. Undead take less damage from Shadow spells.

### PANDAREN

RACE	NOTES
Pandaren	Epicurean doubles the statistical bonuses from being Well Fed. Quaking Palm acts as a form of brief crowd control.

## EQUIPMENT OPTIONS

ARMOR TYPE	SHIELD
Leather	No

### USABLE WEAPONS

1 HAND WEAPON	2 HAND WEAPON
Axes	Polearm
Fist Weapons	Staves
Maces	
Swords	





## PROMINENT CLASS ABILITIES

### WEAPON ATTUNEMENT

Way of the Monk attunes Monks to the weapons they have equipped, something no other class does. What that means is a Monk dual-wielding one-hand weapons will deal 40% more autoattack damage than another character with similar stats. A Monk wielding a staff or polearm swings 40% faster than another character with similar stats.

### STANCES

Depending on their specialization, Monks can adopt one of three animal stances, granting them various significant boosts to their abilities.

Like other hybrids, these stances are best used in conjunction with their respective specialization trees.



STANCE	TYPE	DESCRIPTION
Stance of the Fierce Tiger	Damage	The only stance available to all three specialization trees, fighting like a fierce tiger increases damage output and Chi generation significantly. Though mainly advocated by Windwalker Monks, Brewmasters and Mistweavers can benefit from it when soloing or fighting weaker monsters.
Stance of the Sturdy Ox	Tanking	Exclusive to Brewmaster Monks, taking on this stance reduces damage taken, increases energy regeneration and health, and reduces the chance you'll be critically hit. Additionally, it adds an interesting new mechanic, Stagger, which allows you to take a portion of the incoming physical damage over time, rather than instantly.
Stance of the Wise Serpent	Healing	This stance is favored by (and exclusive to) Mistweaver Monks. It increases healing done significantly, replaces your energy resource for mana, and grants hit and expertise based on spirit. Additionally, it grants attack power based on your spell power. Yes, this means Mistweavers can get close and personal to enemies and dish some damage in certain situations!

### CHI

Chi is a new resource introduced in Mists of Pandaria, and it's exclusive to Monks of all kinds. Along with energy or mana, it's used as a resource to execute most of the Monk's staple abilities.

Similar to a Rogue's combo points, Chi is generated by using certain abilities—most notably the melee attack Jab—and can be then used to perform more powerful moves. Chi can be accrued up to five times before capping, so make sure you use it before that happens.

### TRANSCENDENCE

The Monk's level 87 ability is Transcendence. It splits your body and spirit, leaving your spirit behind for as long as the spell lasts and you stay in range.

By using its complementary ability, Transcendence: Transfer, you can return to the spirit you left behind. This makes it very similar to a Warlock's Demonic Portal ability, with a few exceptions: your spirit lasts a long time in place, and both placing and using this ability have short cast times. Regardless, it's invaluable for PvE encounters where you know you will have to be somewhere quick or PvP encounters where you just need to get away from a melee siege.

