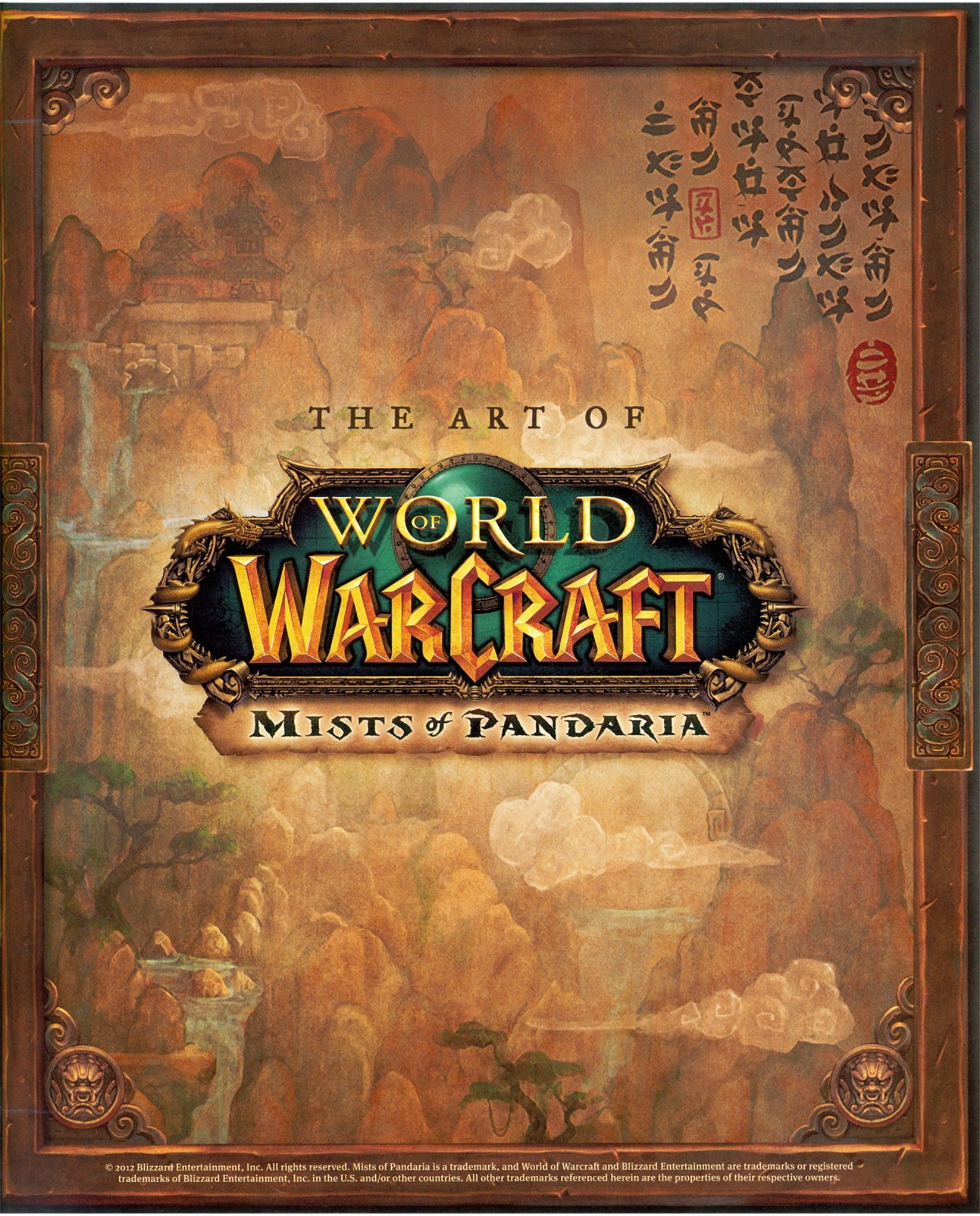

THE ART OF
WORLD OF WARCRAFT
MISTS of PANDARIA



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Printed in the United States.

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CHAPTER ONE

A NEW WORLD

For over ten thousand years, an impenetrable mist shrouded the legendary realm of Pandaria. Without warning, the island's veil disappeared, revealing this enchanted land to the outside world...

Teeming with exotic life, Pandaria's diverse landscapes range from lush emerald forests dotted with ancient ruins to towering, snow-capped mountains. The isle's myriad cultures have customs and beliefs unlike anything the rest of the world has ever seen. Pandaria's most prolific people—the noble pandaren—oversee a peaceful empire of quaint farming villages and stunning, majestic temples. Now that this island's long era of isolation is over, it is only a matter of time before the pandaren and other indigenous races make contact with explorers from Azeroth's disparate kingdoms.









1

A NEW WORLD

PARTING THE MISTS

Across Azeroth, war rages between the Alliance and the Horde. Their ferocious naval battles have bled onto the newly discovered shores of Pandaria. As both factions race to establish footholds on this mysterious island, it remains to be seen whether they will find new allies... or new enemies.





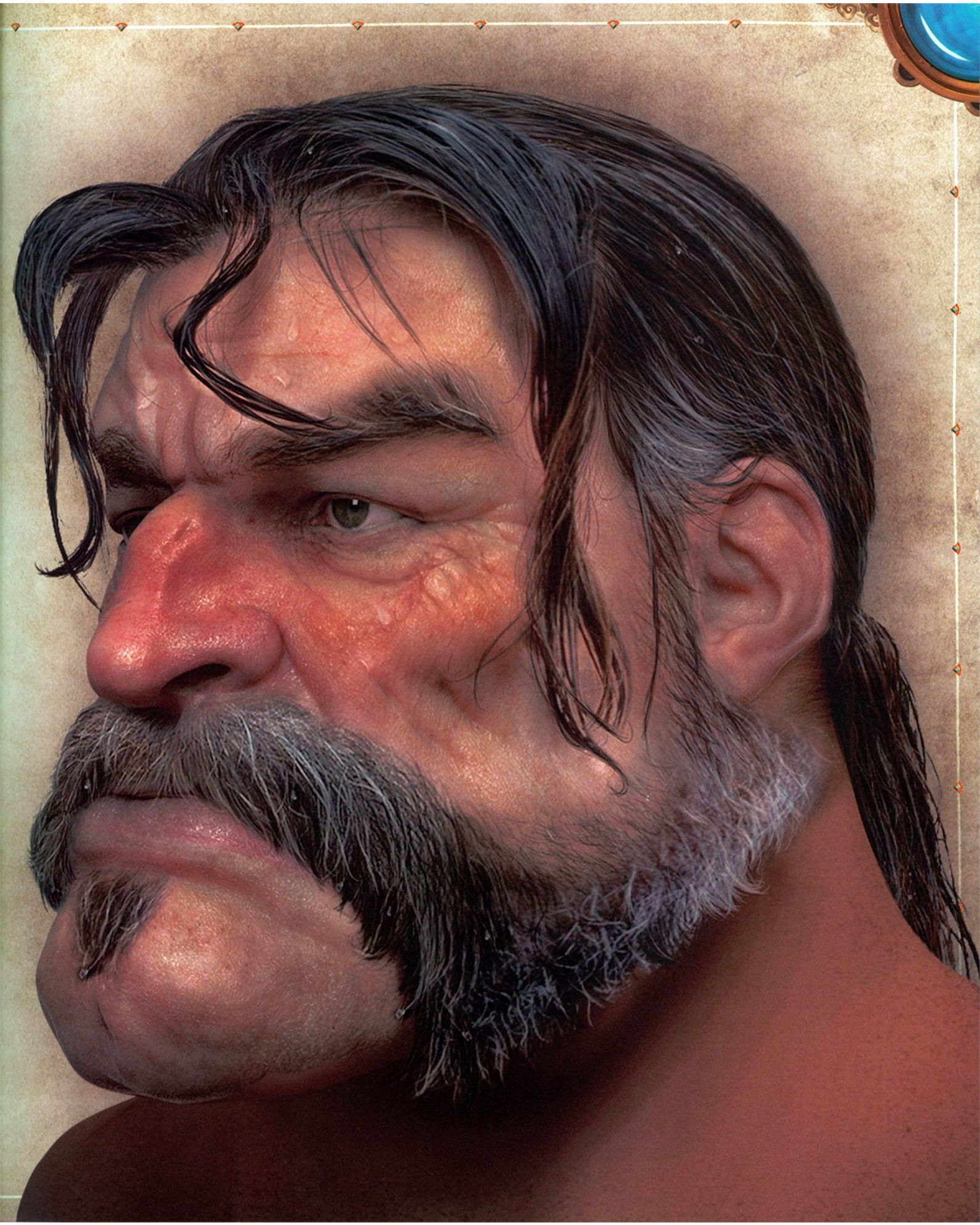






















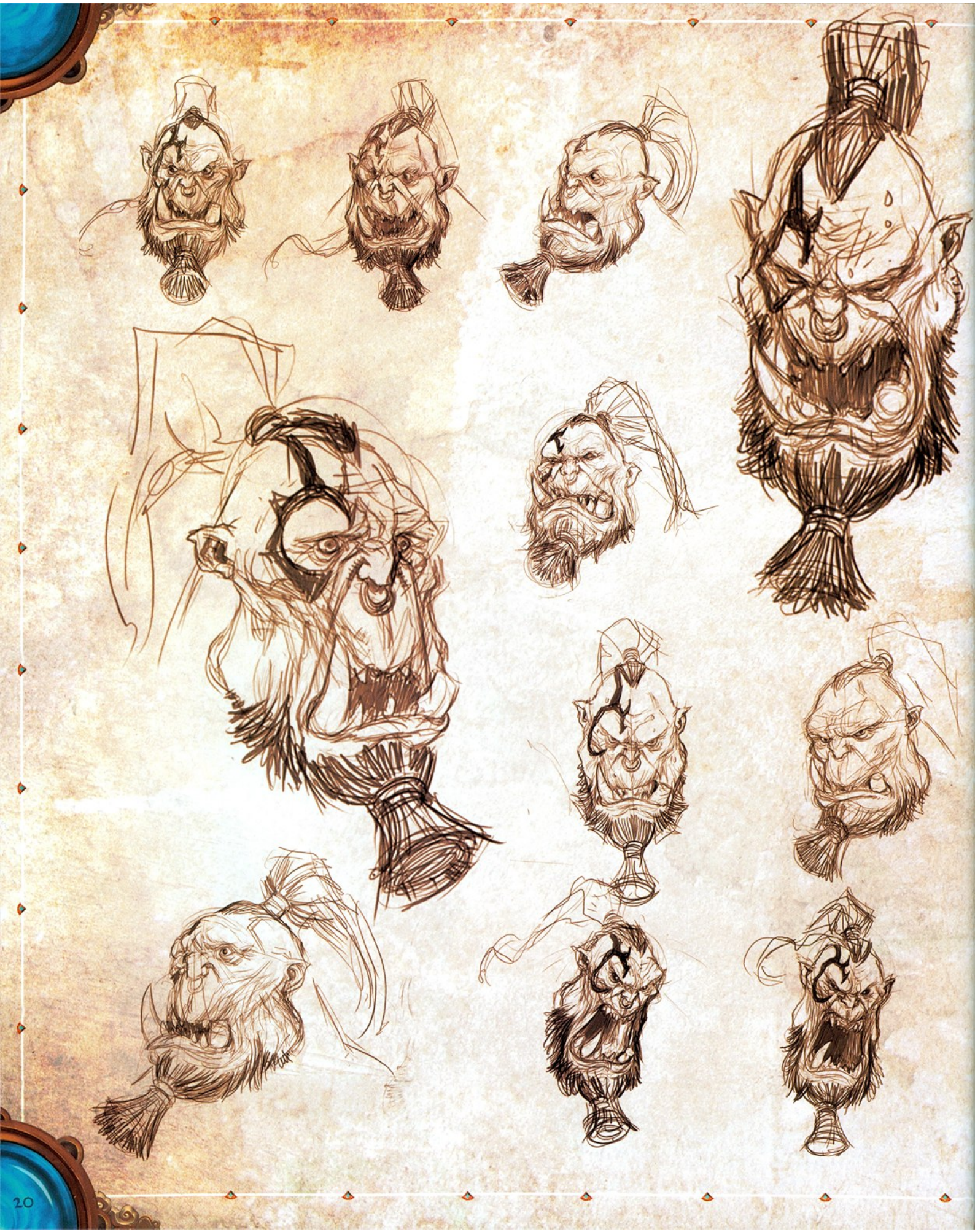






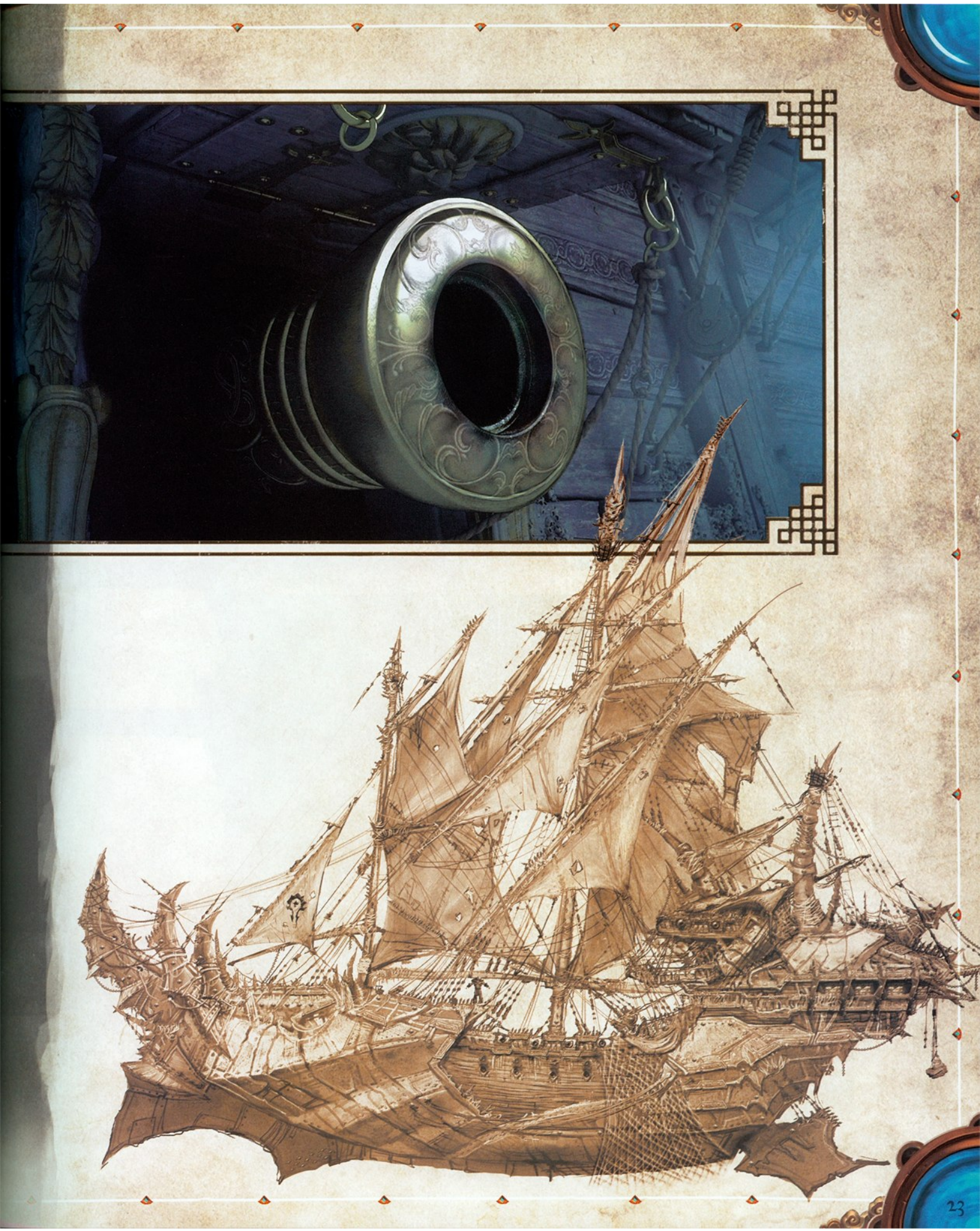


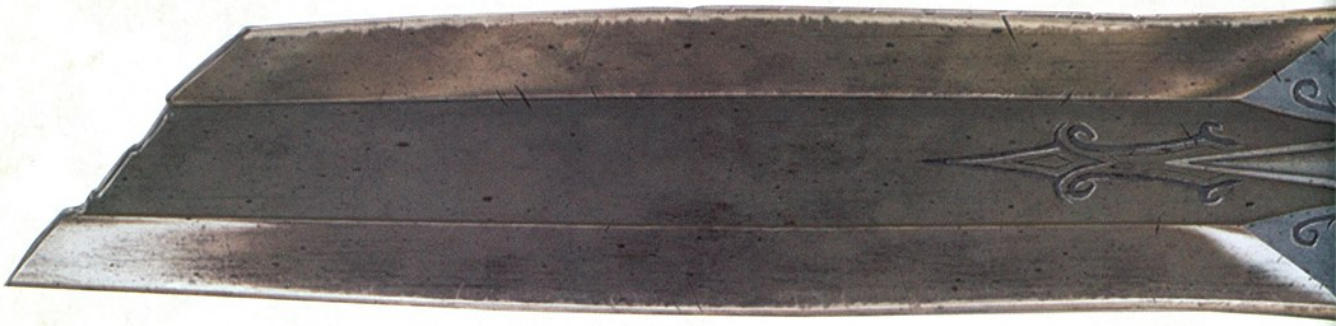





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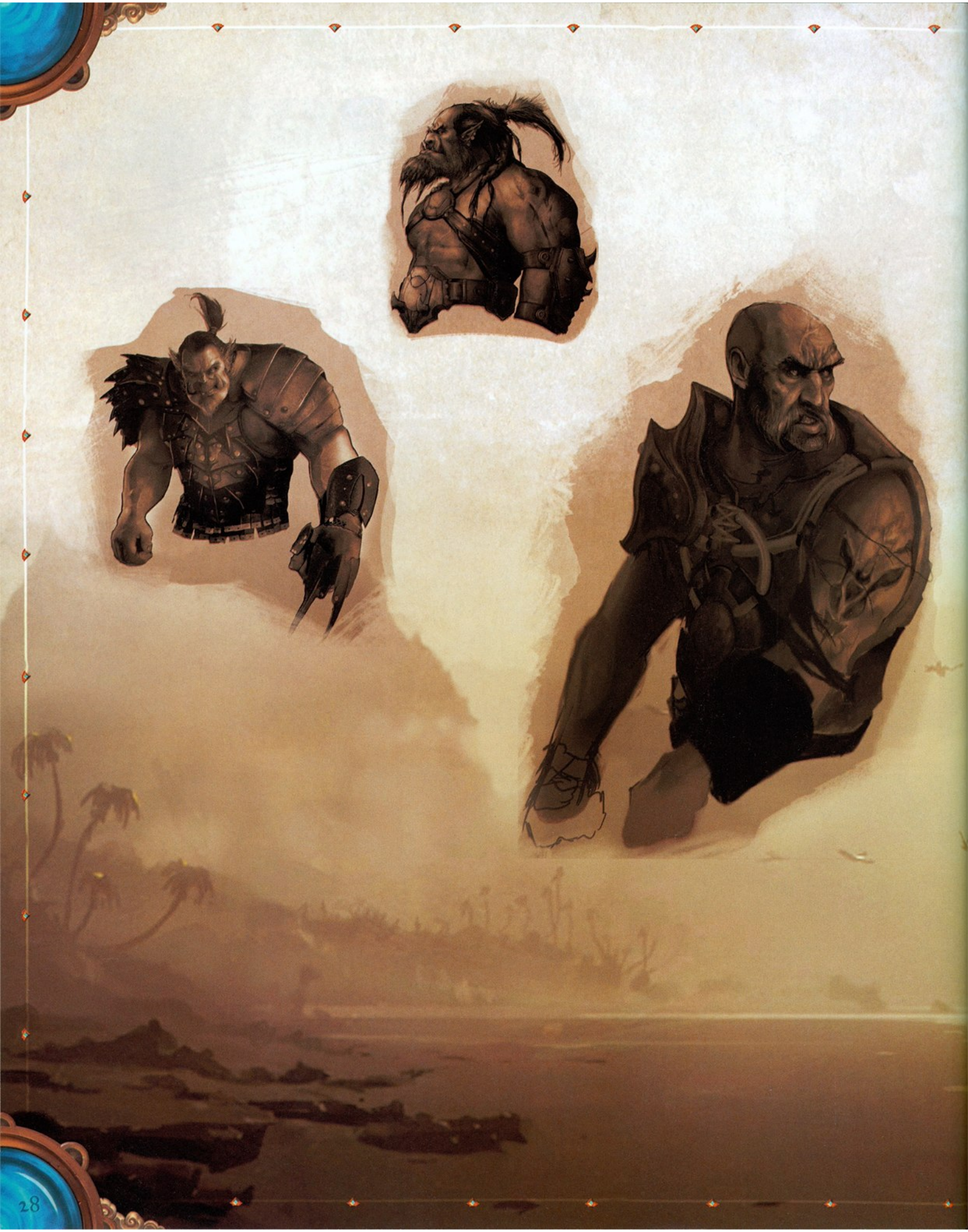








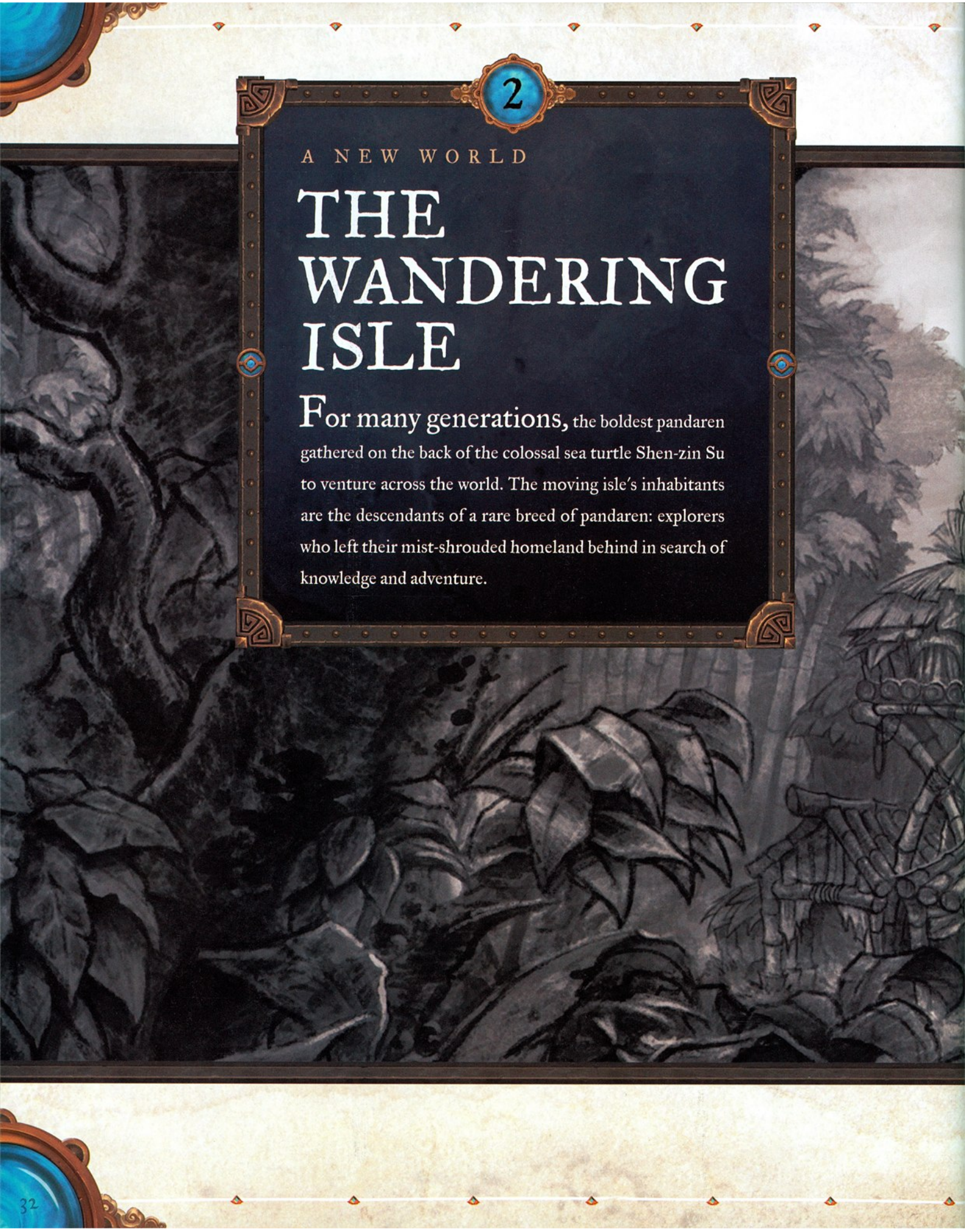












2

A NEW WORLD

THE WANDERING ISLE

For many generations, the boldest pandaren gathered on the back of the colossal sea turtle Shen-zin Su to venture across the world. The moving isle's inhabitants are the descendants of a rare breed of pandaren: explorers who left their mist-shrouded homeland behind in search of knowledge and adventure.





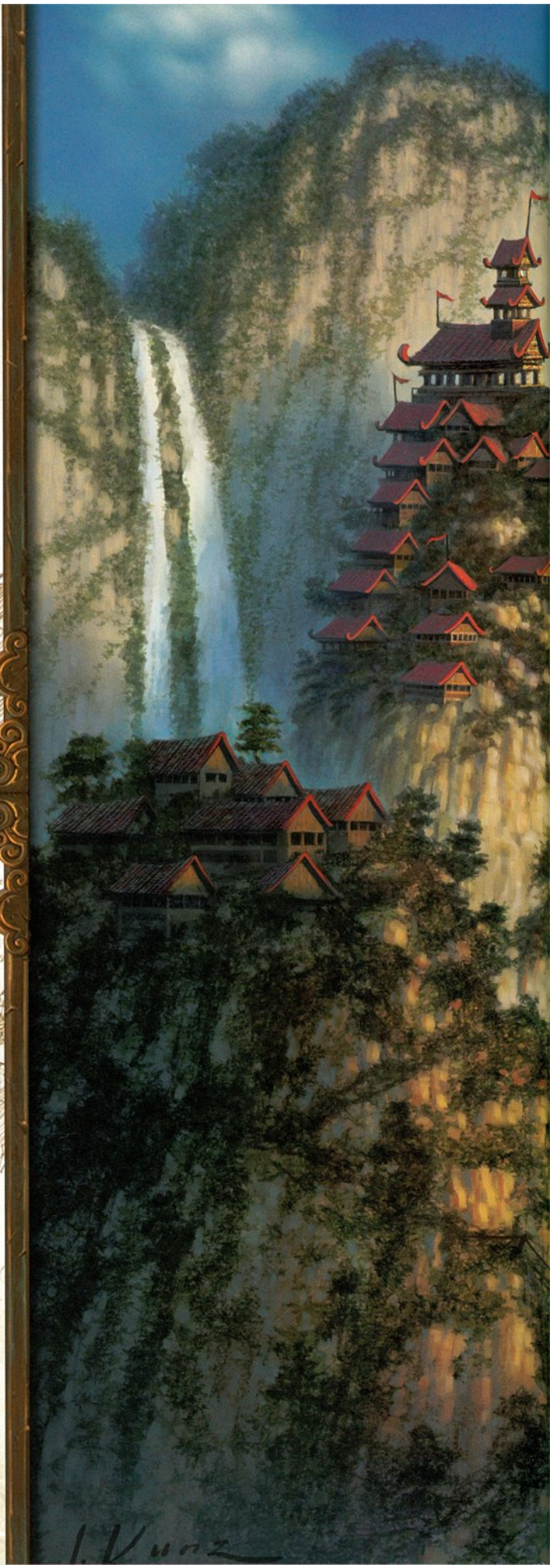





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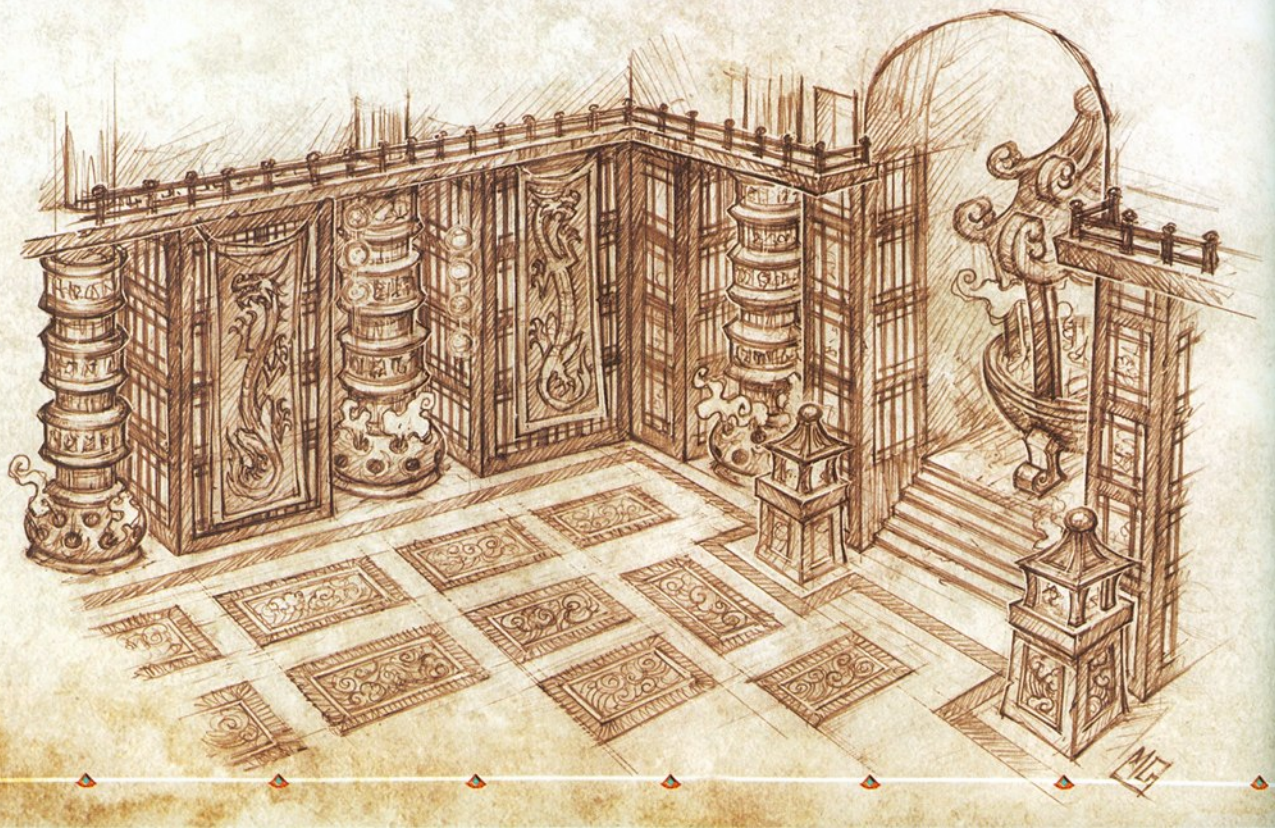


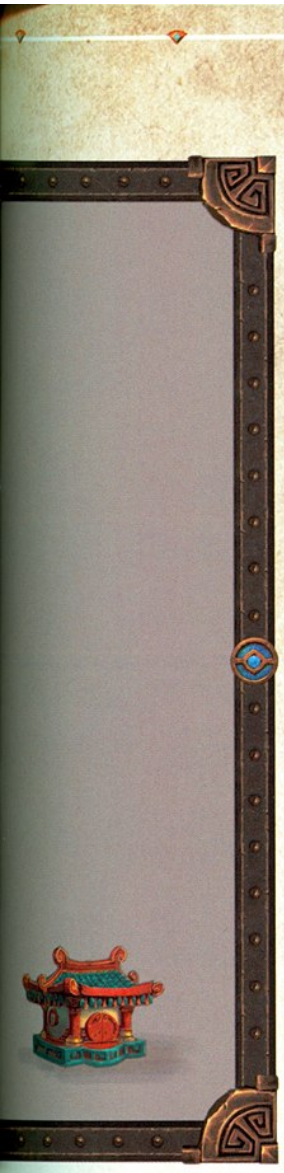












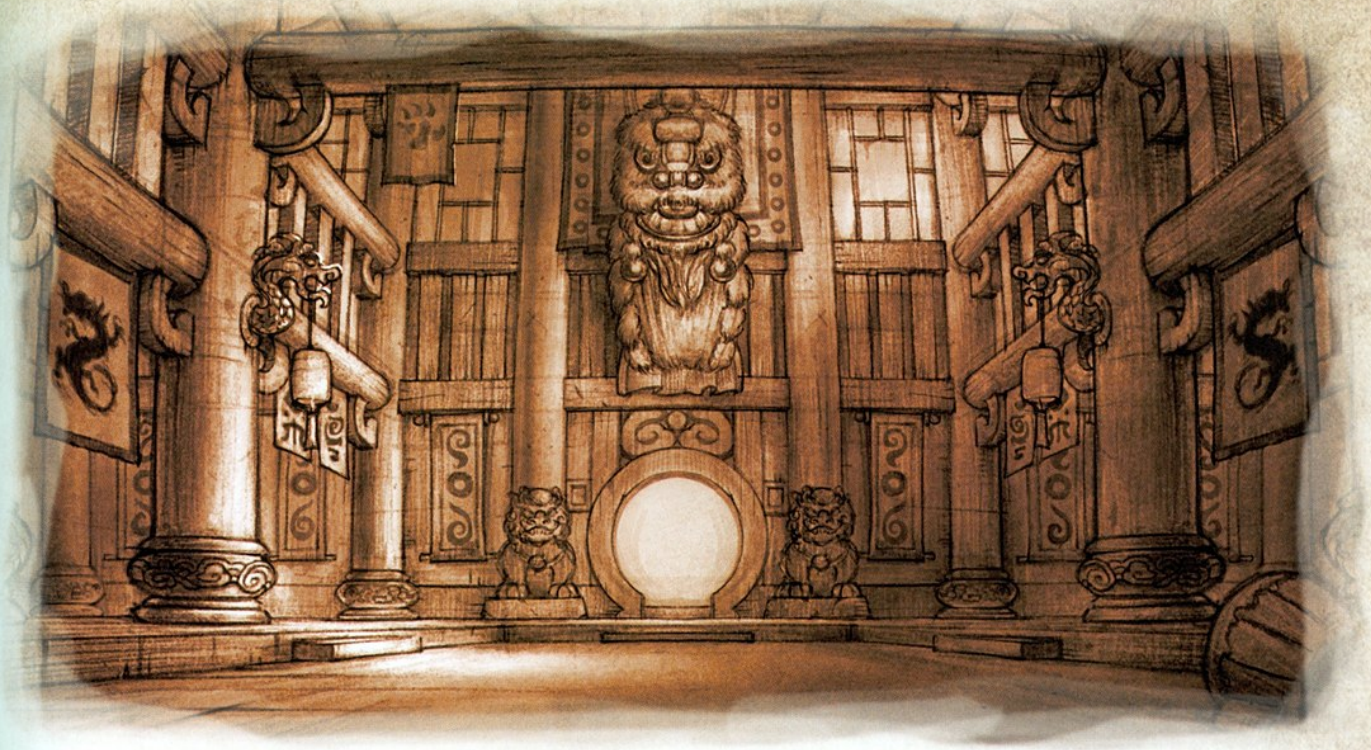


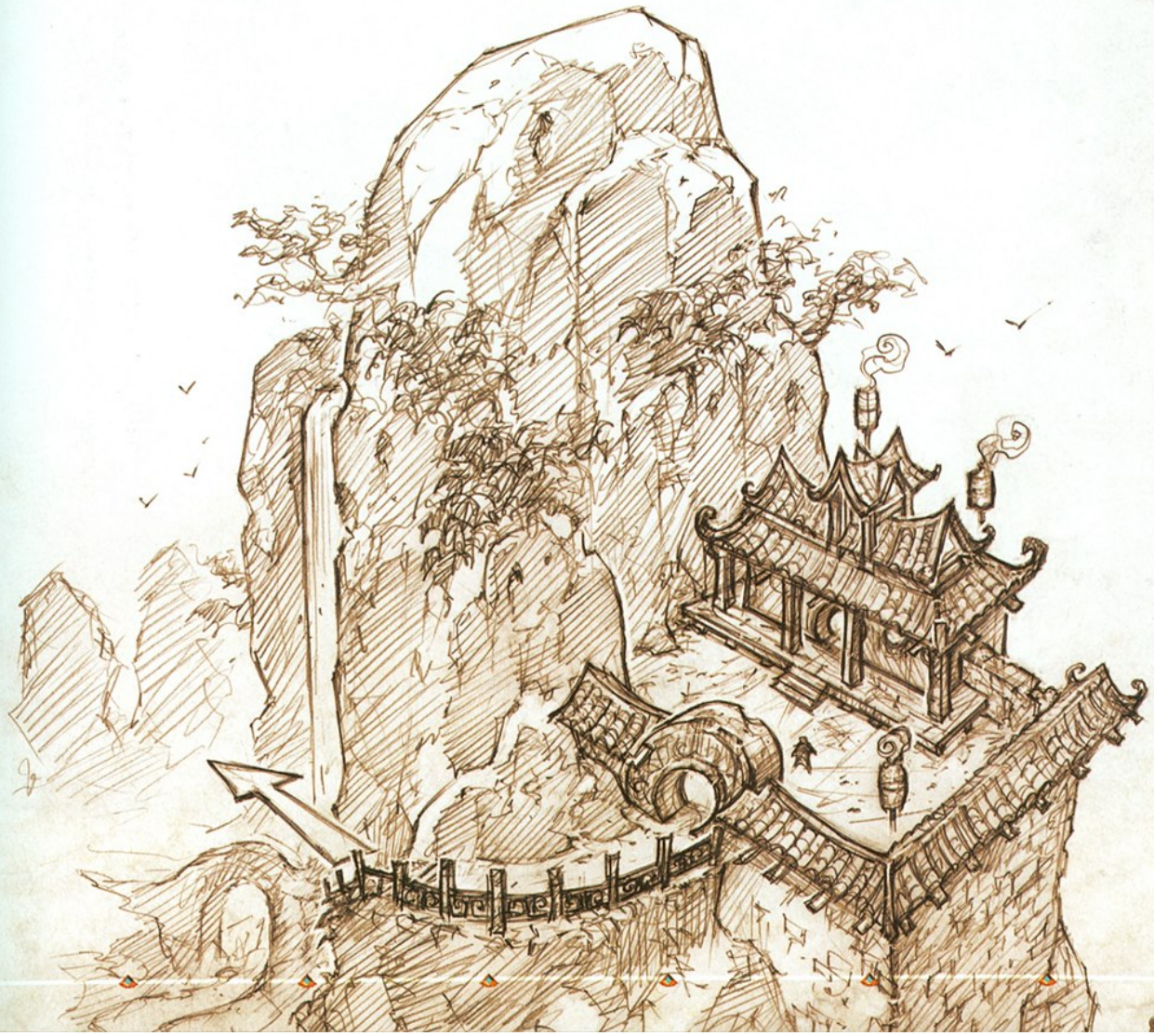














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A NEW WORLD

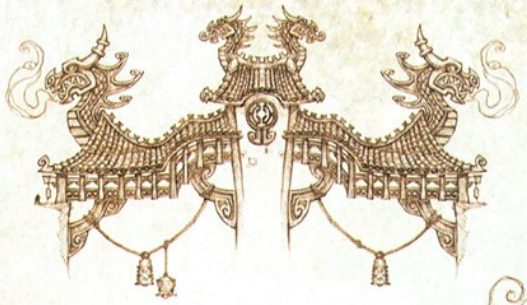
THE JADE FOREST

This land of cloud-ringed mountains and hidden bamboo thickets runs along Pandaria's eastern shore. Horde and Alliance forces have spread out into this extraordinary locale, hoping to gain support from the ferocious hozen and industrious jinyu races that dwell throughout the Jade Forest.





















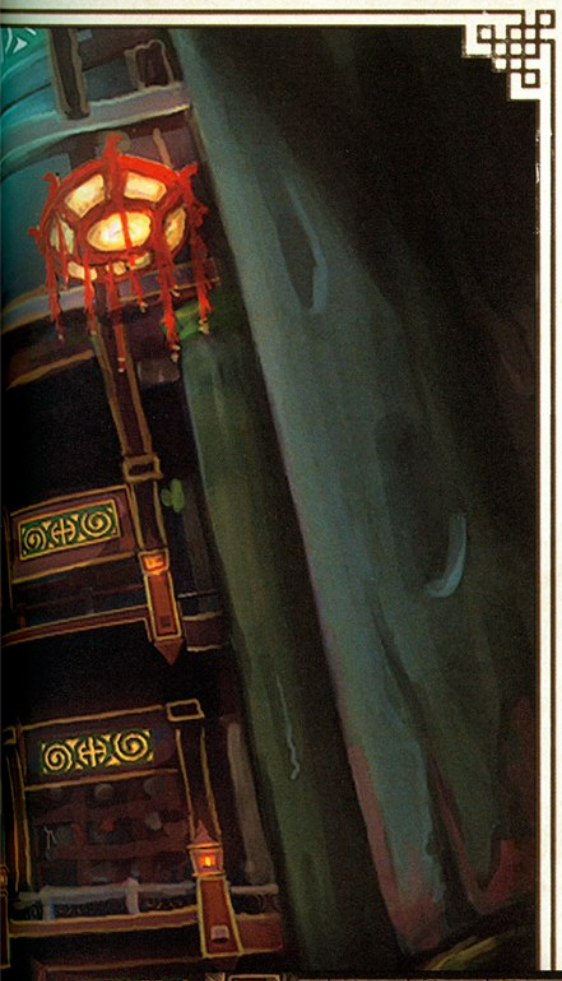


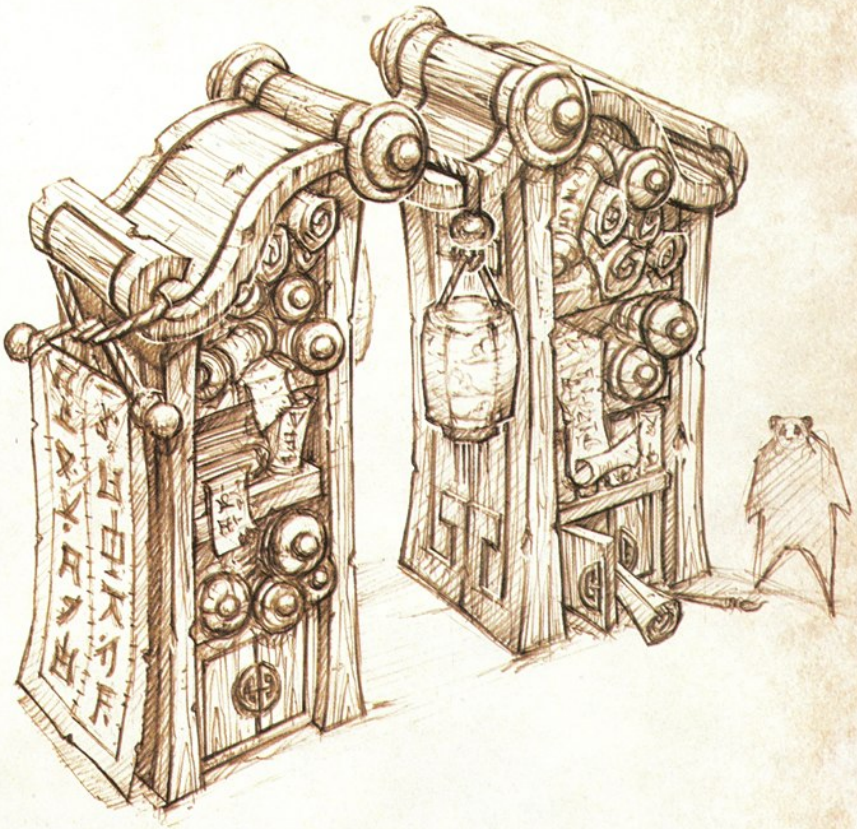






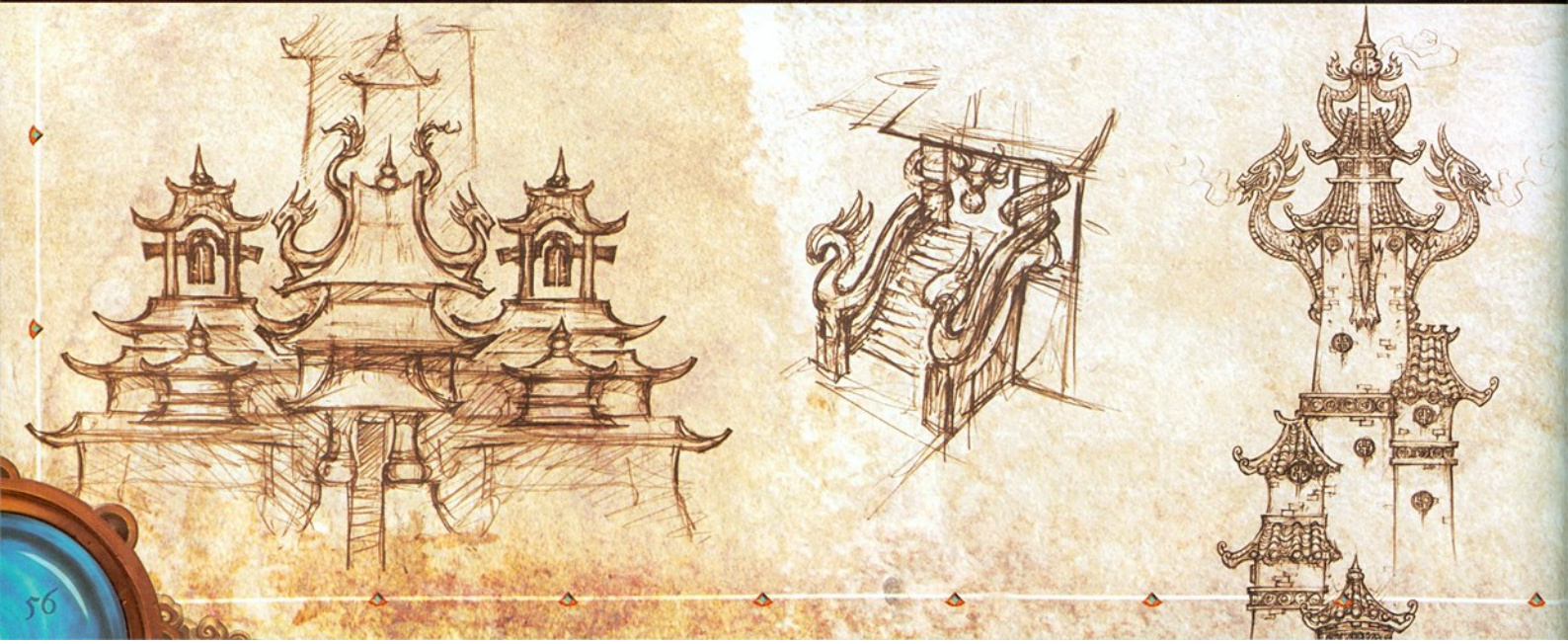








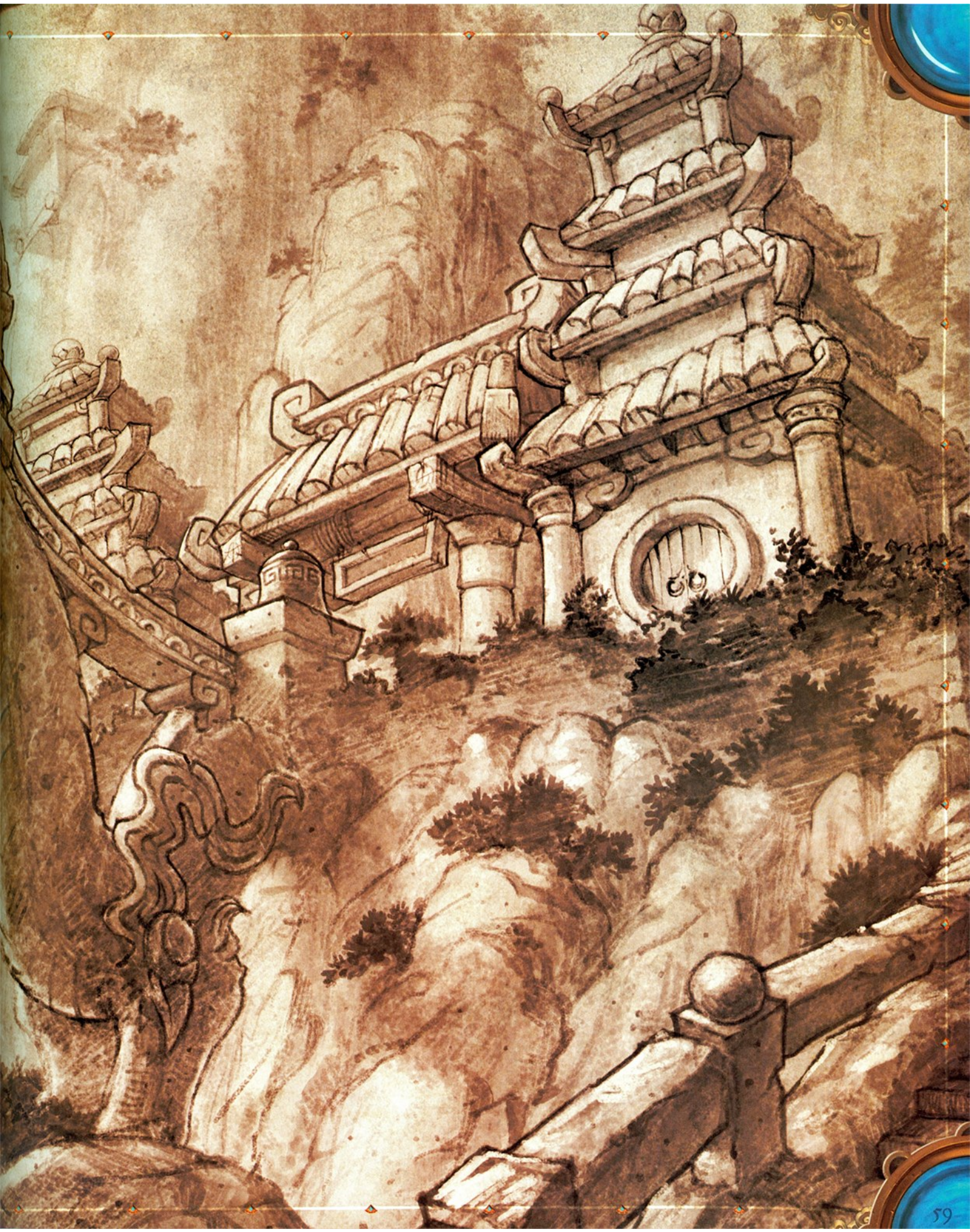




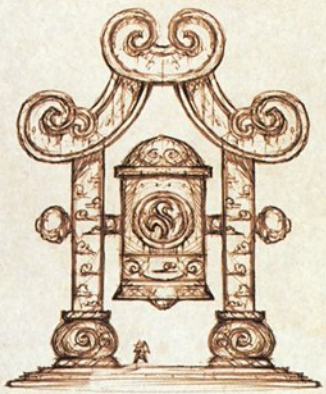






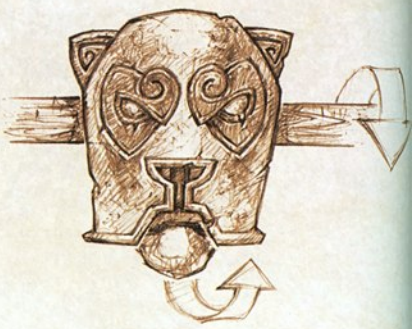


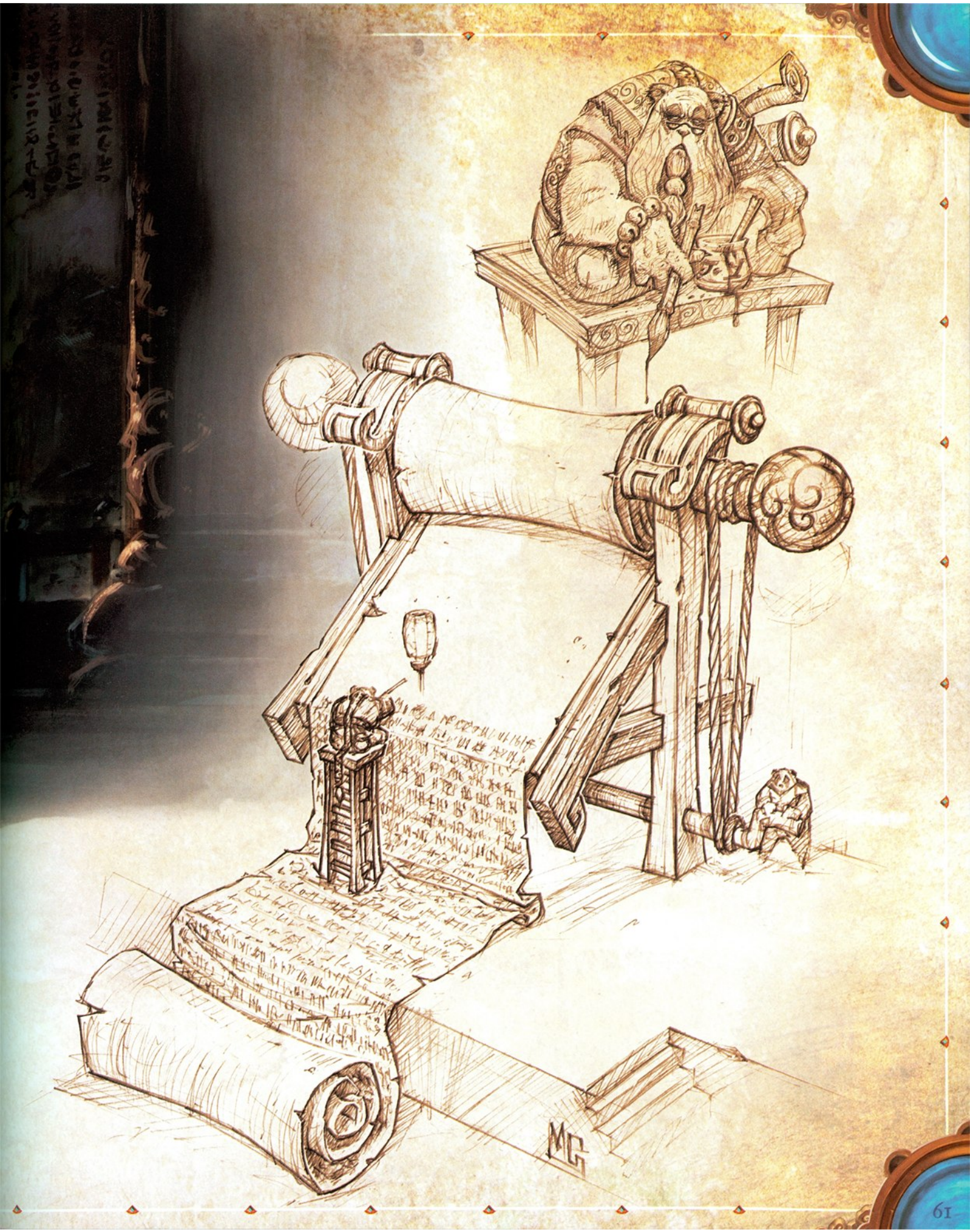






















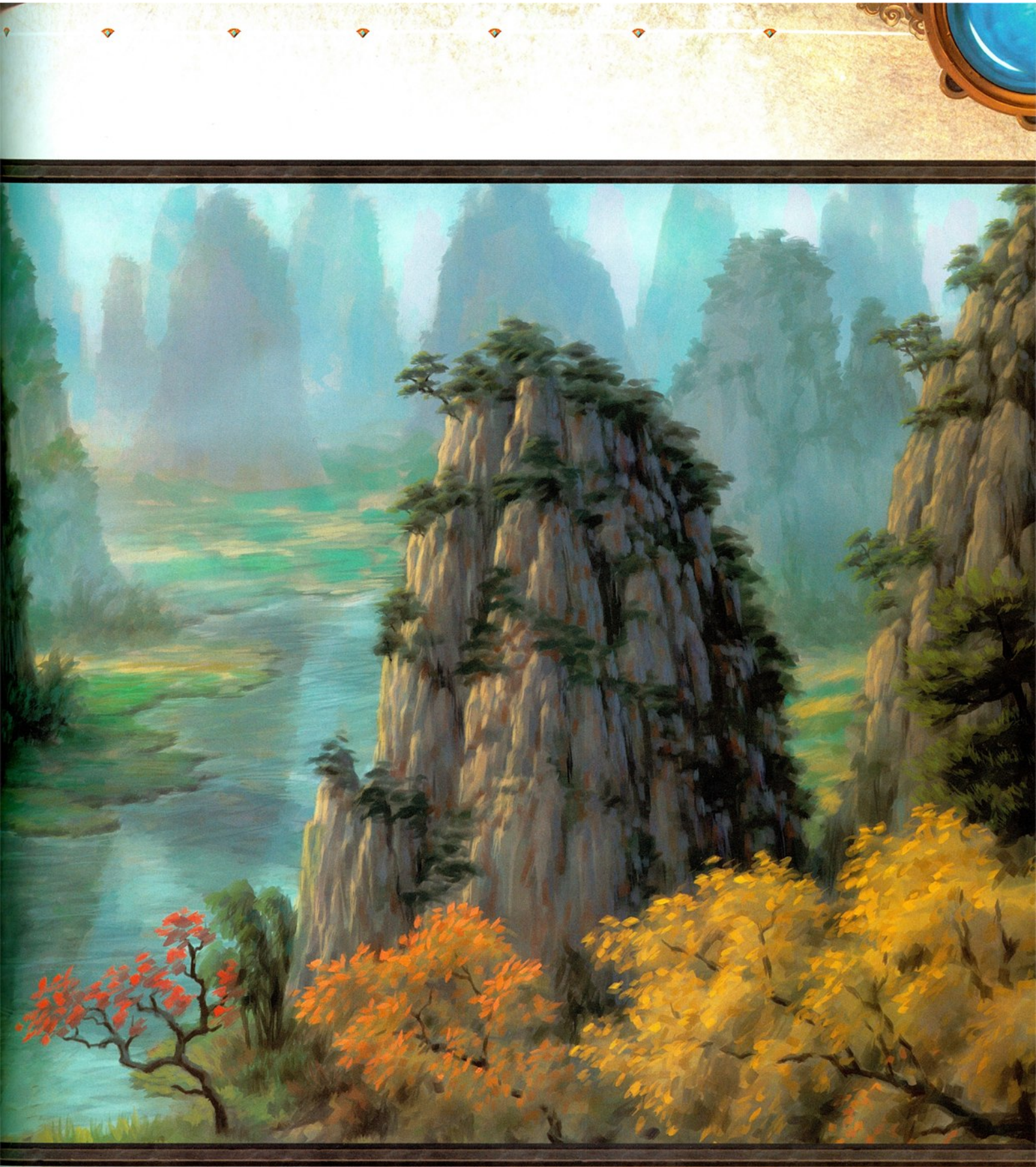


4

A NEW WORLD

VALLEY OF THE FOUR WINDS

Renowned for its tranquil farmlands and bustling breweries, the Valley of the Four Winds is a land rich with fertile soil and pristine waters. Although this thriving heartland's residents are plagued by virmen and other pests, they face an even greater threat from the savage mantid of the nearby Dread Wastes.

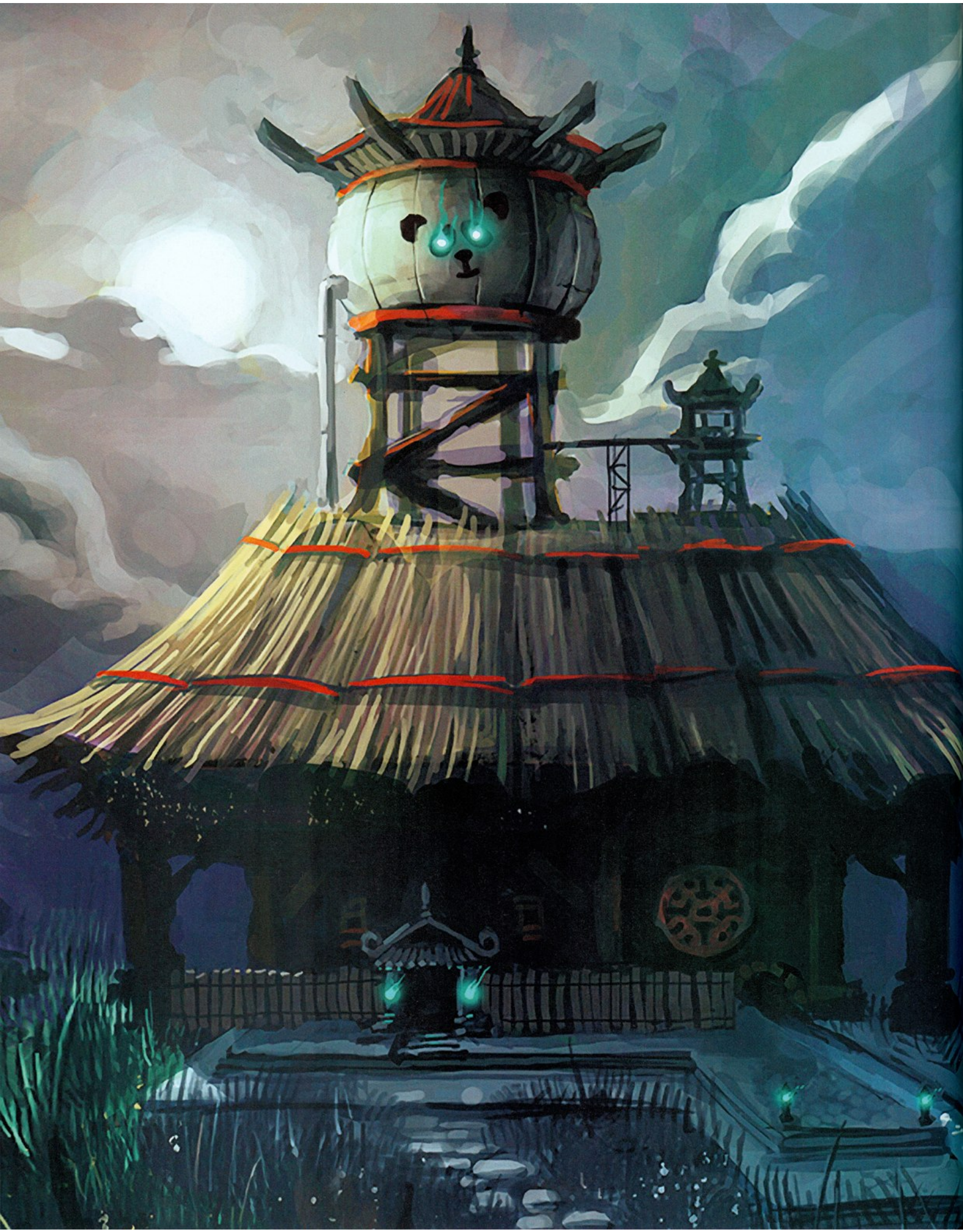




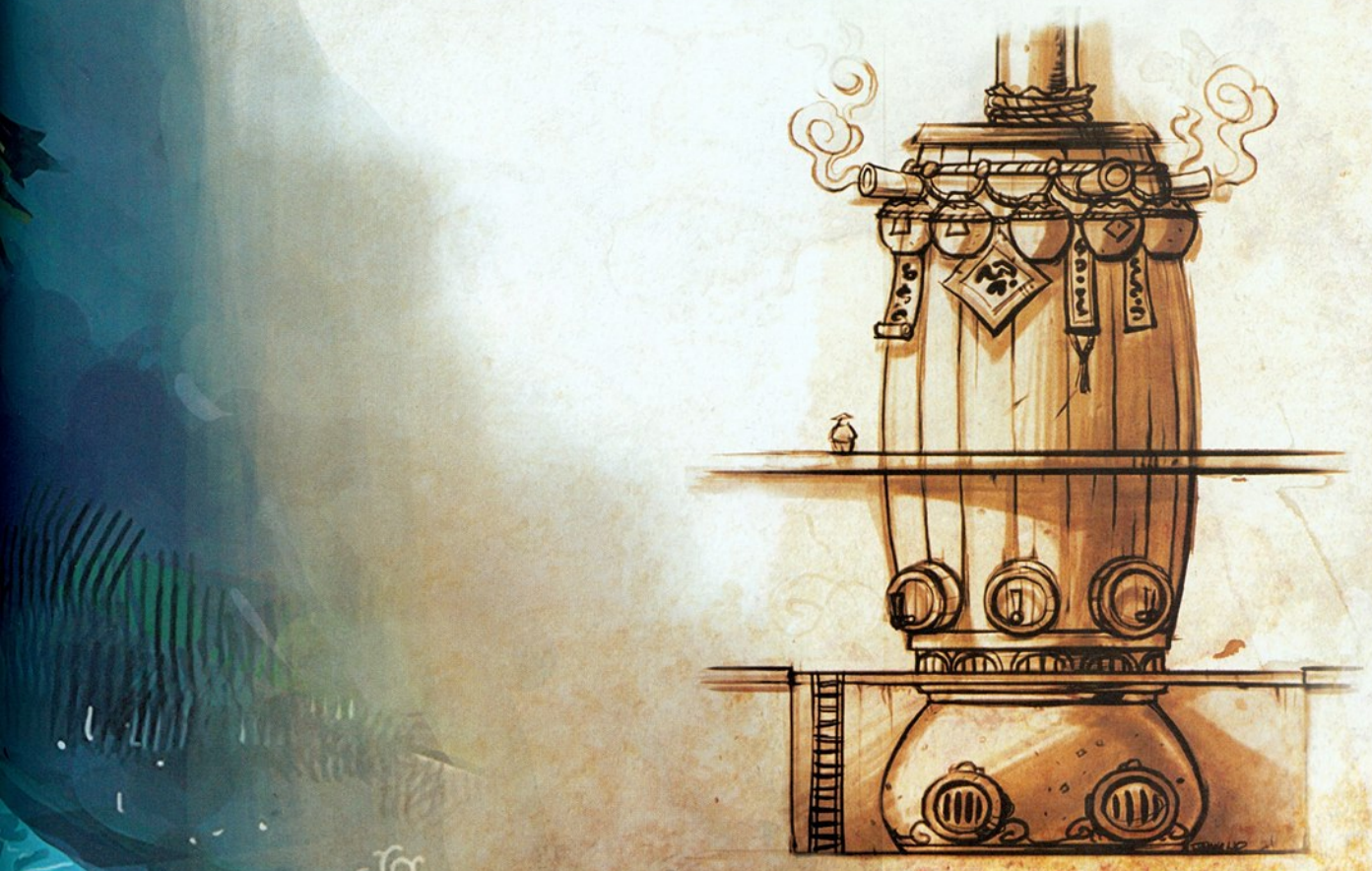








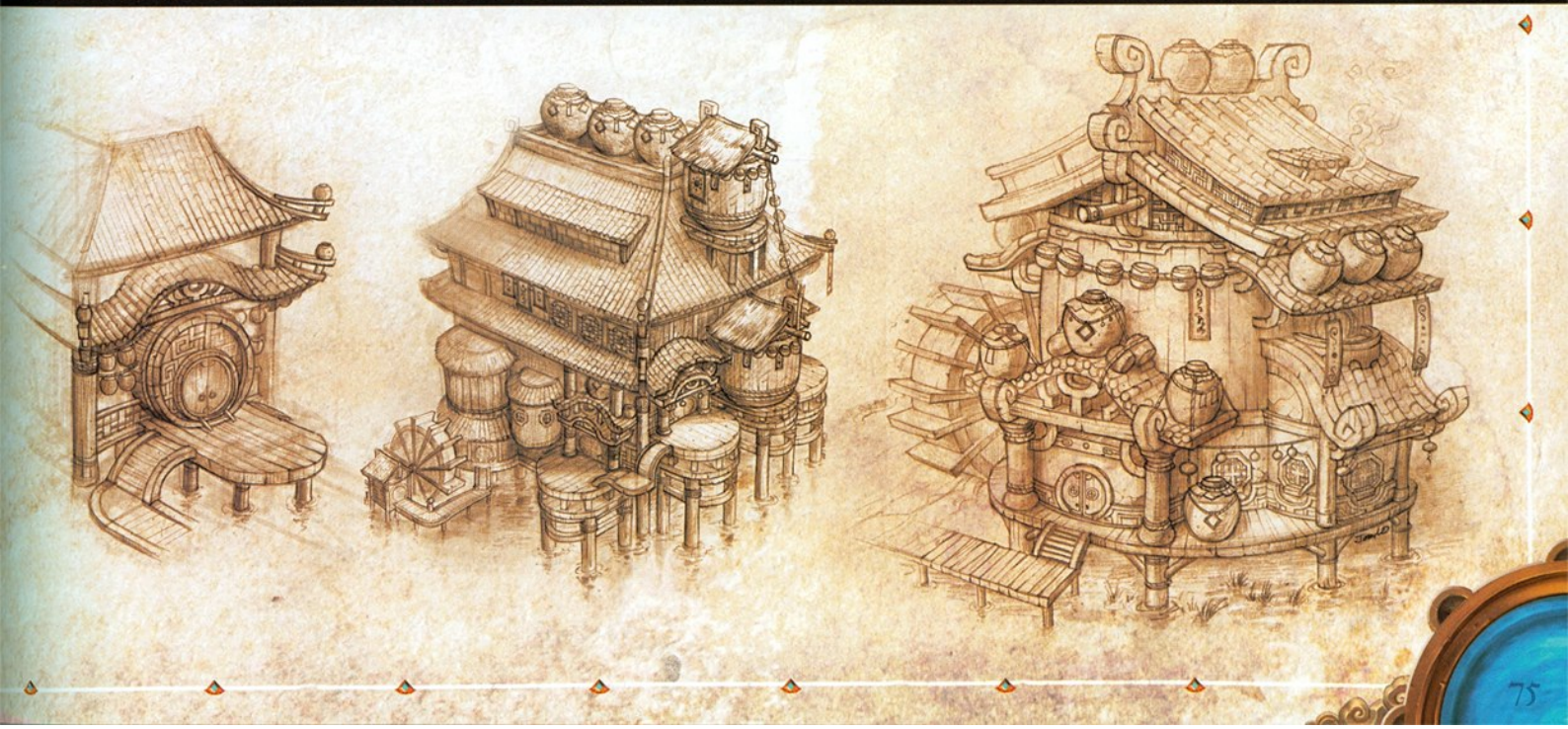






















5

A NEW WORLD

KRASARANG WILDS

Once home to a sprawling mogu port, the dense Krasarang Wilds stretch along Pandaria's southern shores. Most pandaren avoid this shadowy place and its dangerous inhabitants, but groups of intrepid fishermen have been known to brave the wilds and ply their trade in the area's bountiful coastal waters.





















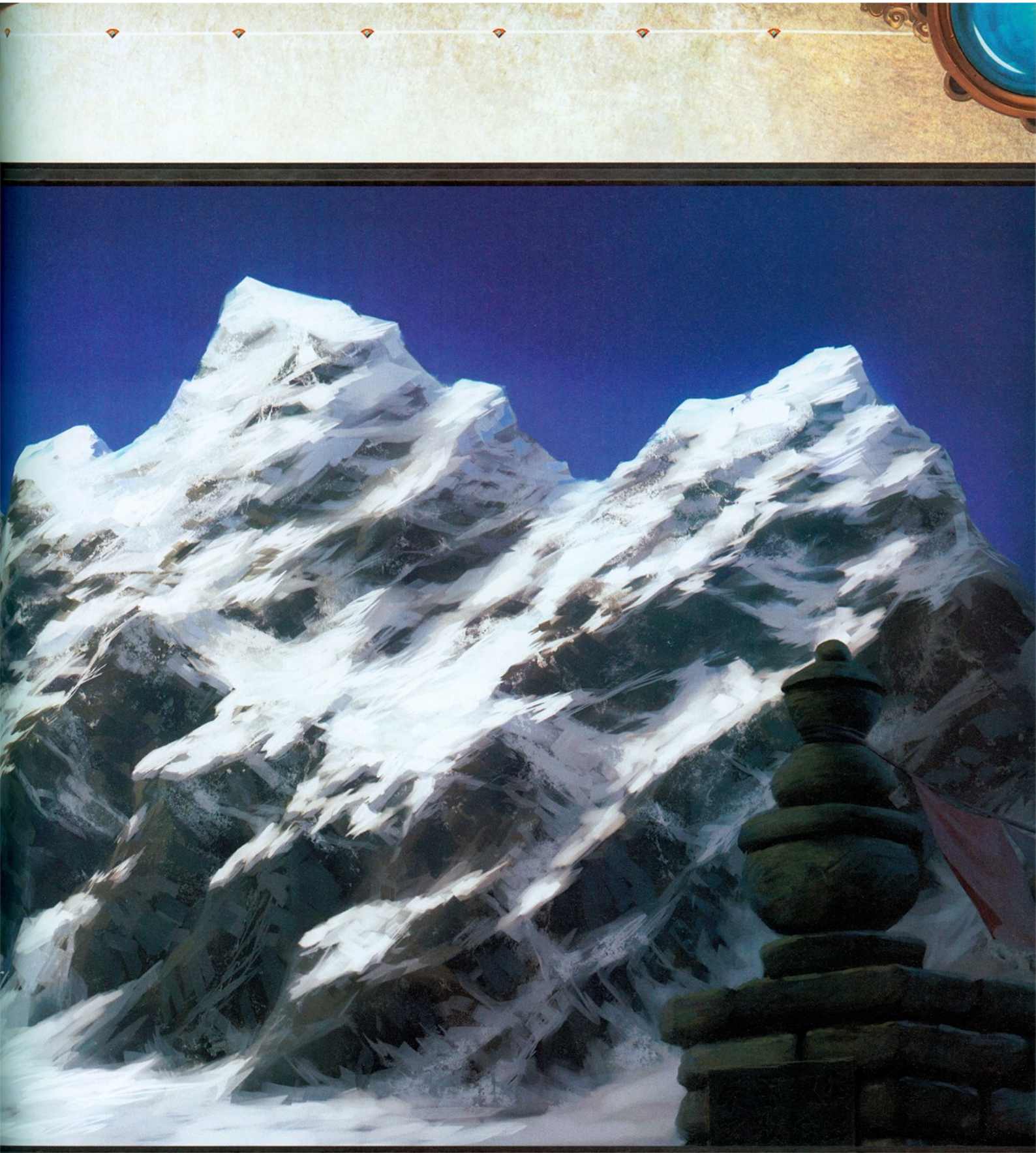


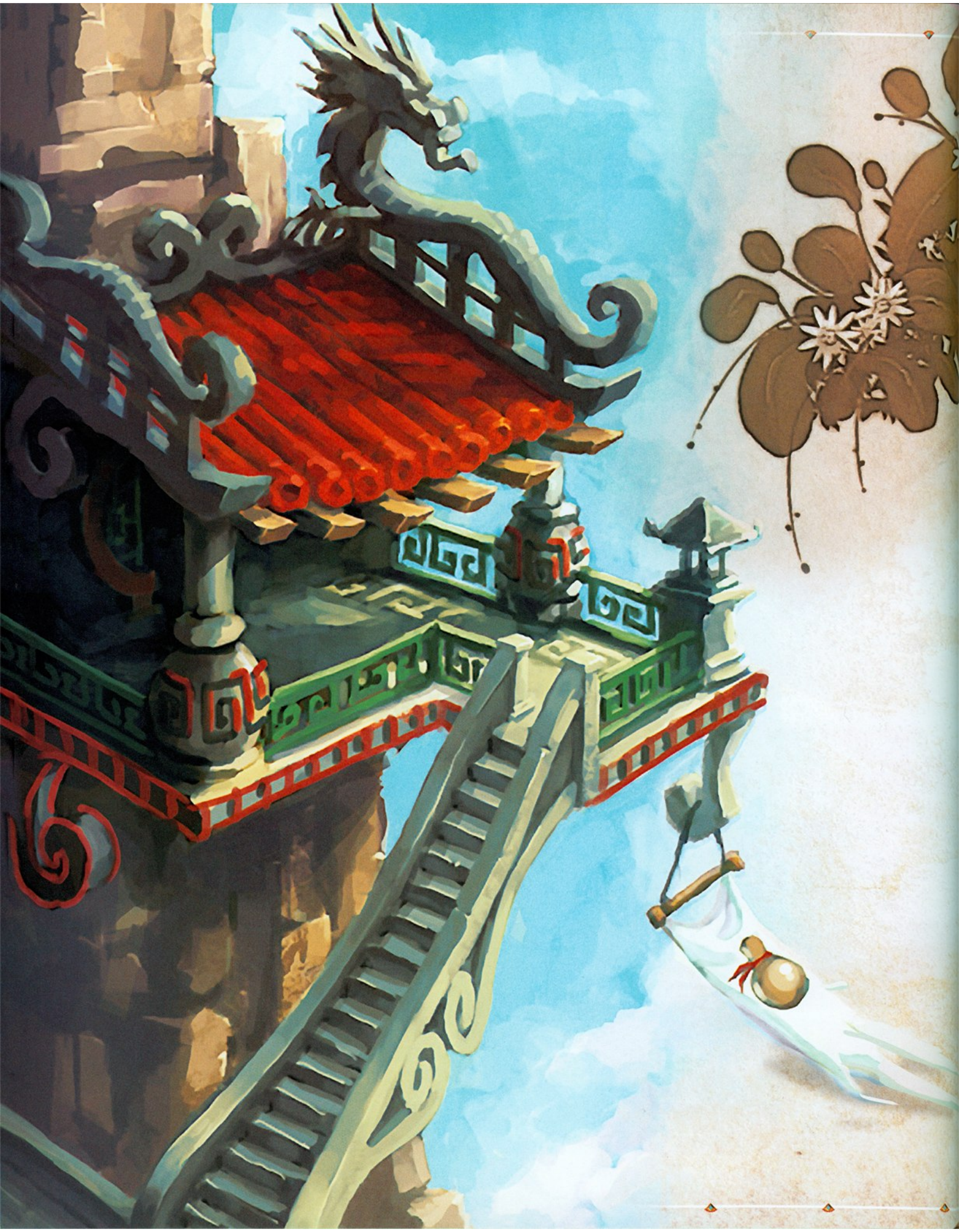
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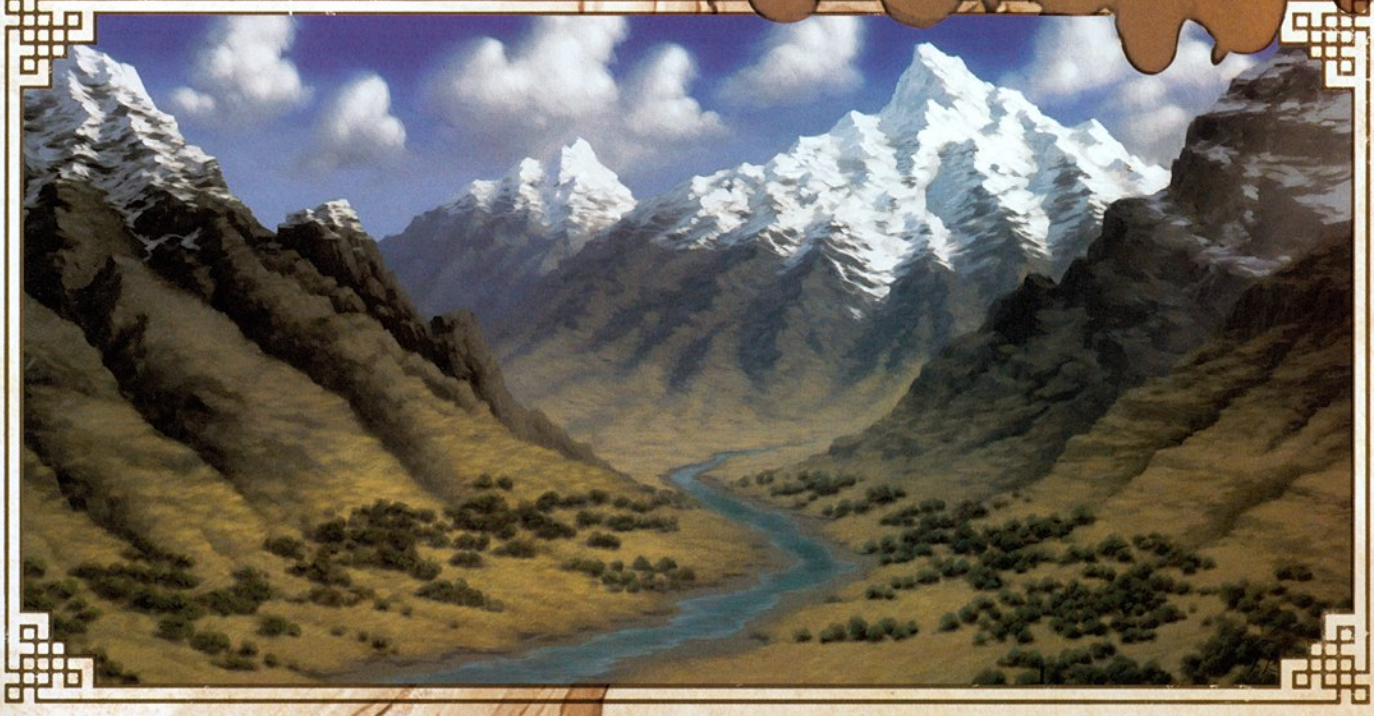
A NEW WORLD

KUN-LAI SUMMIT

Chill winds lash this snowy mountain region, site of a breathtaking temple complex devoted to the powerful spirit of the White Tiger, Xuen. Among Kun-Lai's denizens are members of the Shado-pan—an elite order of highly disciplined pandaren fighters dedicated to protecting their empire from any threat.





















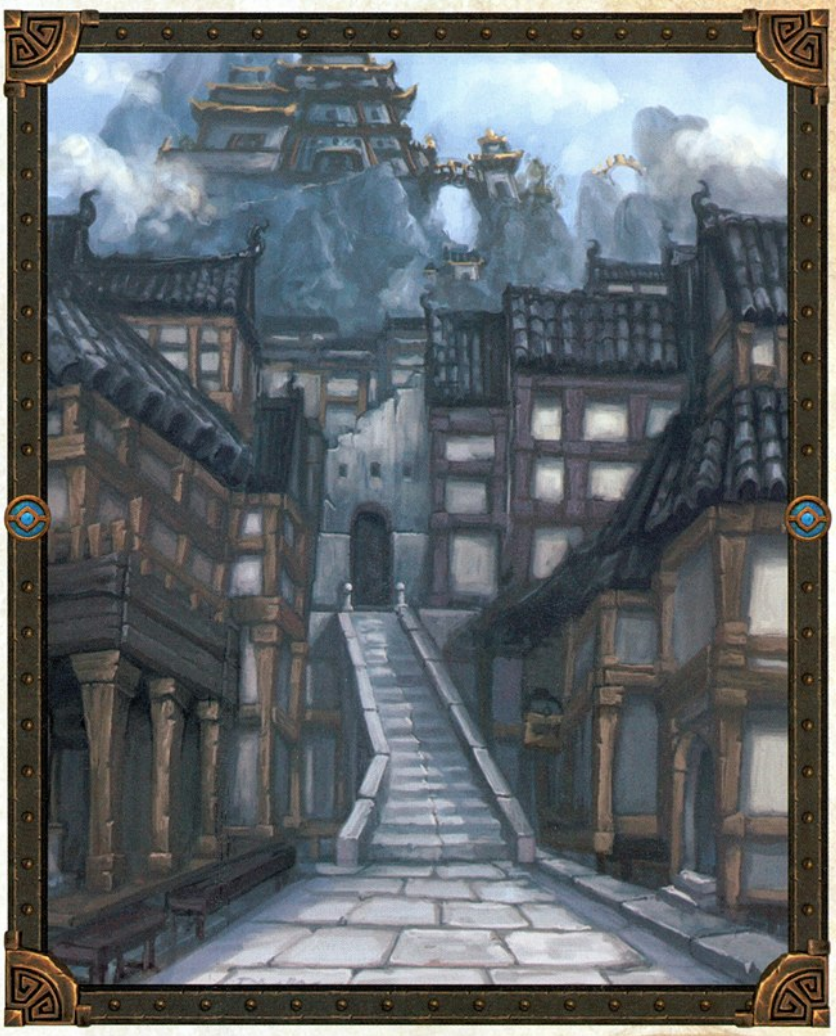



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7

A NEW WORLD

TOWNLONG STEPPES

Only the bravest pandaren dare enter these highlands. Although the area remains uncorrupted by the Sha, only the nomadic yaungols and the mantid choose to make the region their home.

























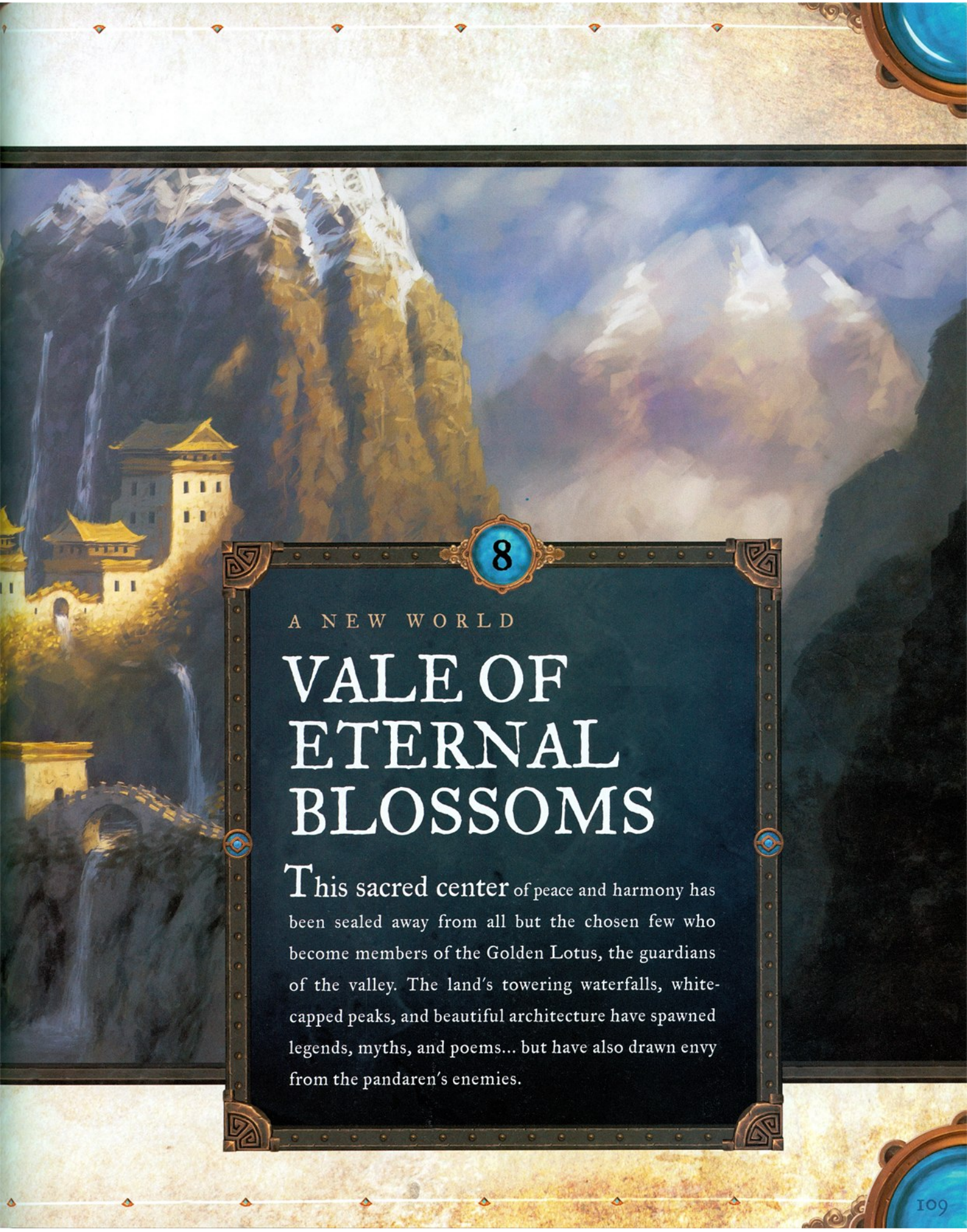












8

A NEW WORLD

VALE OF ETERNAL BLOSSOMS

This sacred center of peace and harmony has been sealed away from all but the chosen few who become members of the Golden Lotus, the guardians of the valley. The land's towering waterfalls, white-capped peaks, and beautiful architecture have spawned legends, myths, and poems... but have also drawn envy from the pandaren's enemies.



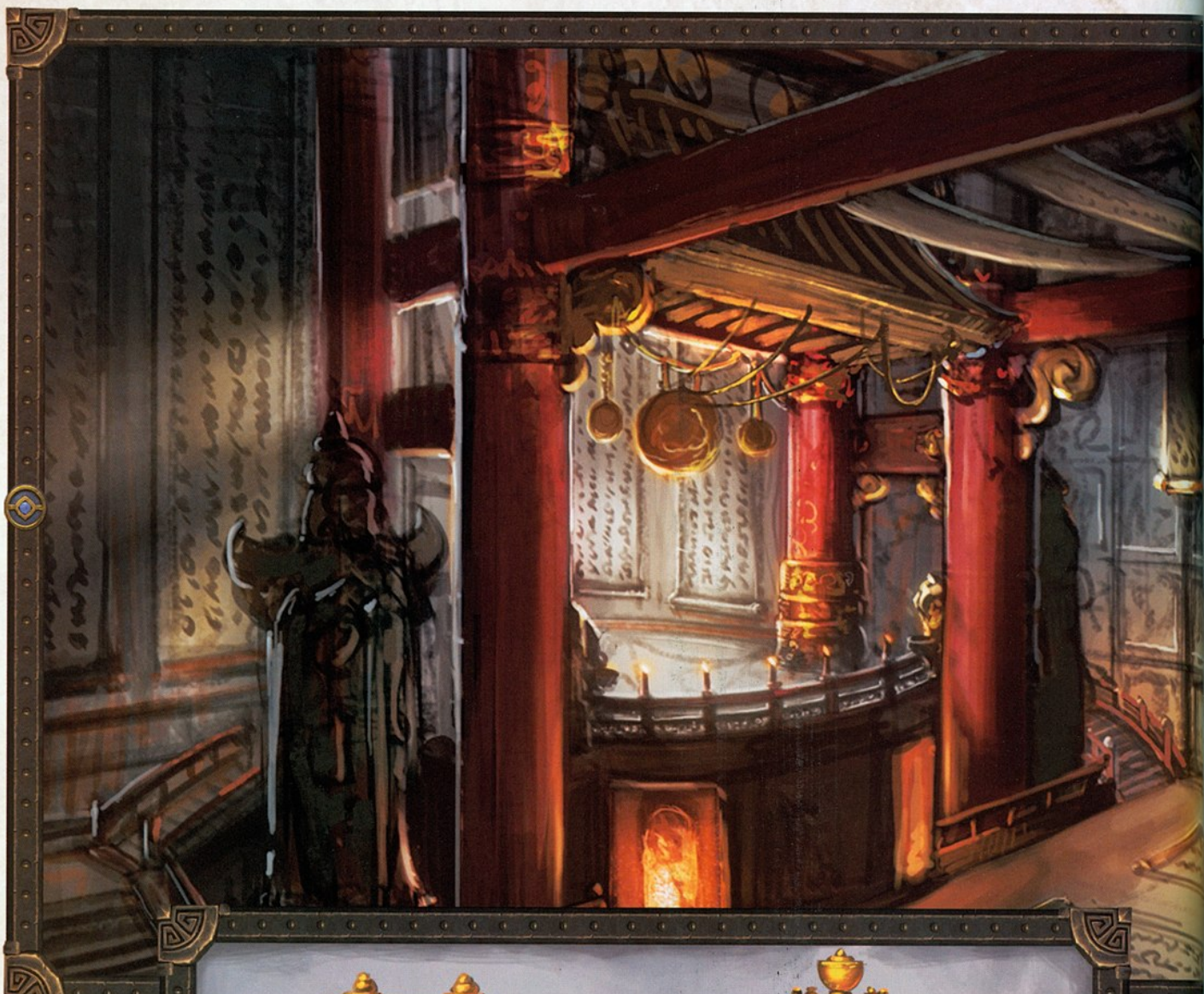








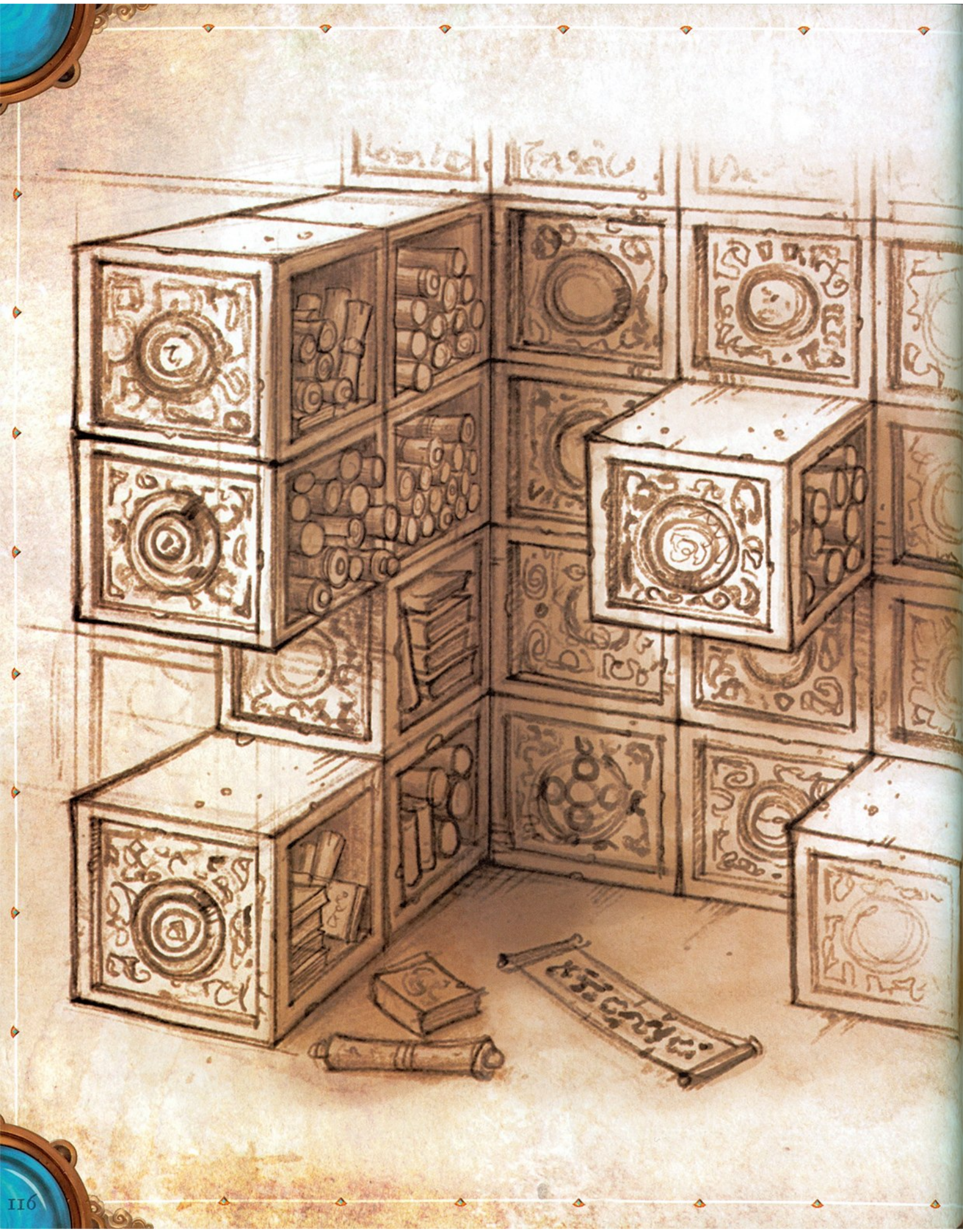












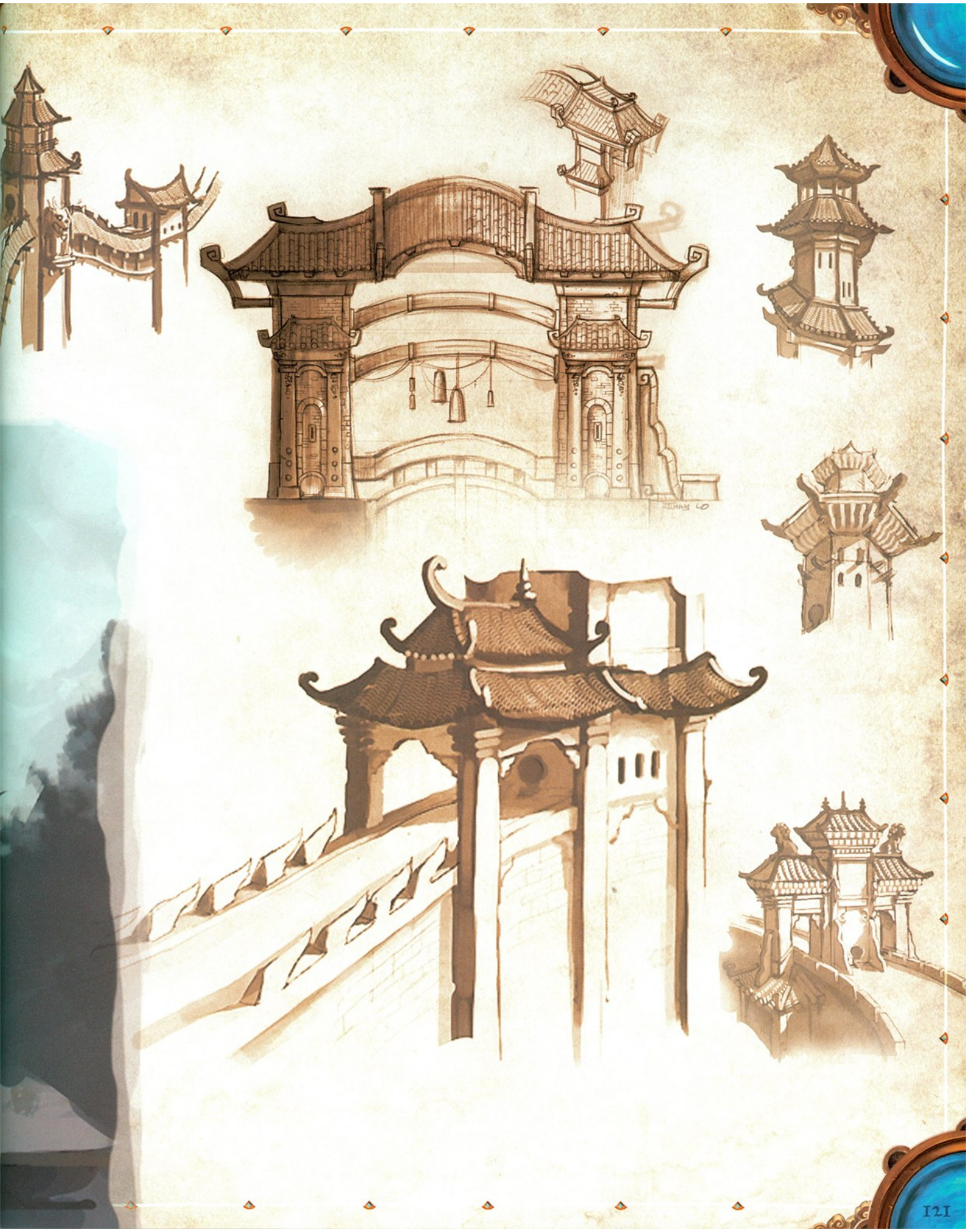












CHAPTER TWO

ALLIES AND ENEMIES

As the mists part to reveal an island formerly lost to the annals of time and mystery, friends and foes—both new and old—will make themselves known. Adventurers will enter a world of unspoiled beauty only to discover the threat locked deep beneath the surface of the earth. Unique races and exotic creatures will emerge as explorers from the outside world make their way through the lush and majestic land. Shrouded for millennia, their seclusion now shattered, Pandaria's indigenous races must help potential allies and find a common purpose as ancient powers conspire to awaken new tragedies.

When familiar hostilities flare and battles begin once more, who will stand with—or against—these malevolent forces?







1

ALLIES AND ENEMIES

PANDAREN

Embrace the moment, the pandaren seek inner peace and harmony. Each breath is cherished, just as each meal, each brew, each laugh, and each battle is treated as if it could be their last. Tied inextricably to their island of Pandaria, they will fight with their entire being to protect their way of life and their home.




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2

ALLIES AND ENEMIES

HOZEN

Fierce, reckless, and usually vulgar, the hozen are sometimes allies but often troublemakers. While their antics are rarely more than a nuisance, their ambitious and chaotic natures can make them dangerous. If hozen remain unchecked, they may become a destructive force, obliterating their neighbors and, perhaps, even themselves.













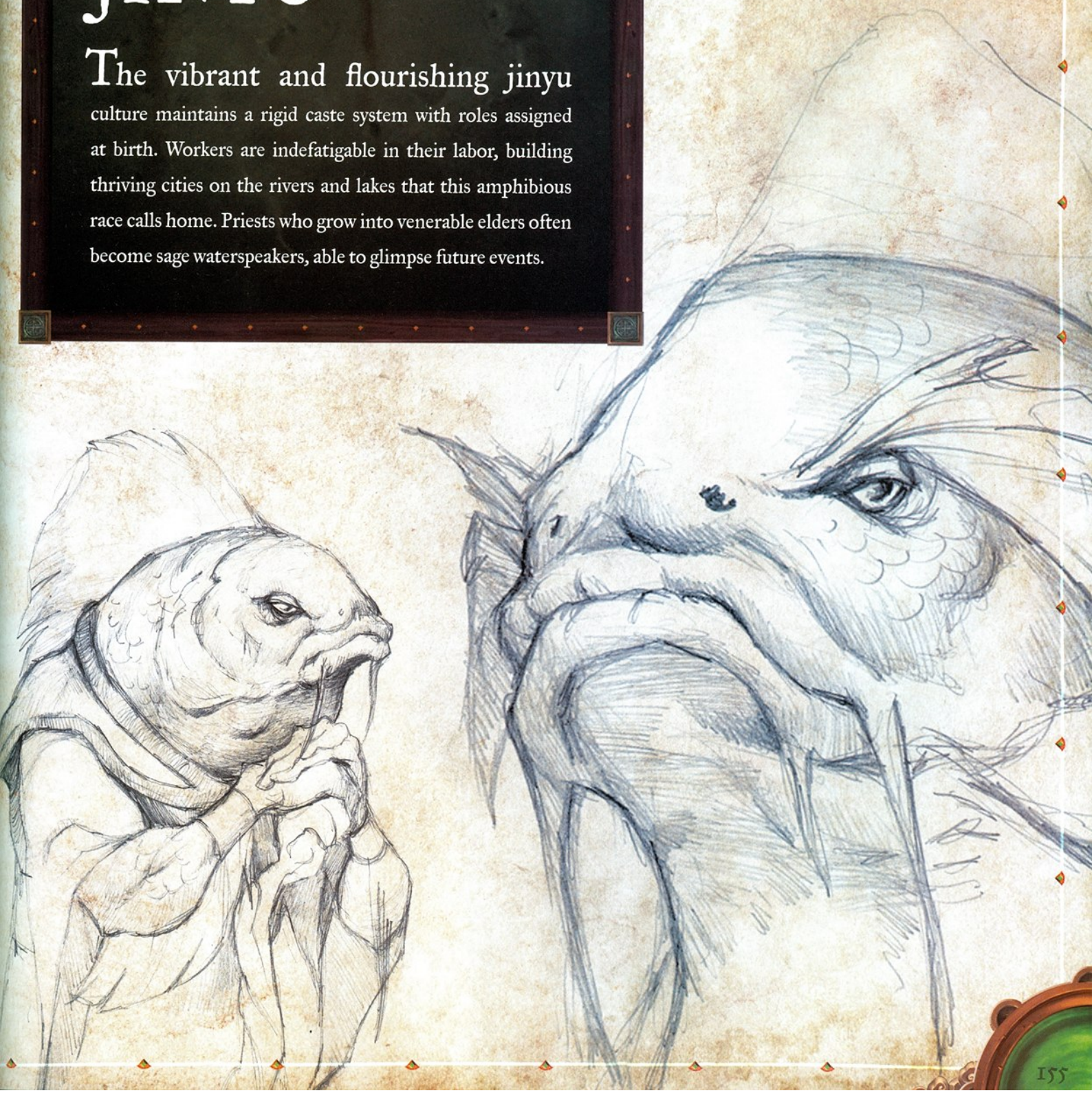


3

ALLIES AND ENEMIES

JINYU

The vibrant and flourishing jinyu culture maintains a rigid caste system with roles assigned at birth. Workers are indefatigable in their labor, building thriving cities on the rivers and lakes that this amphibious race calls home. Priests who grow into venerable elders often become sage waterspeakers, able to glimpse future events.









4

ALLIES AND ENEMIES

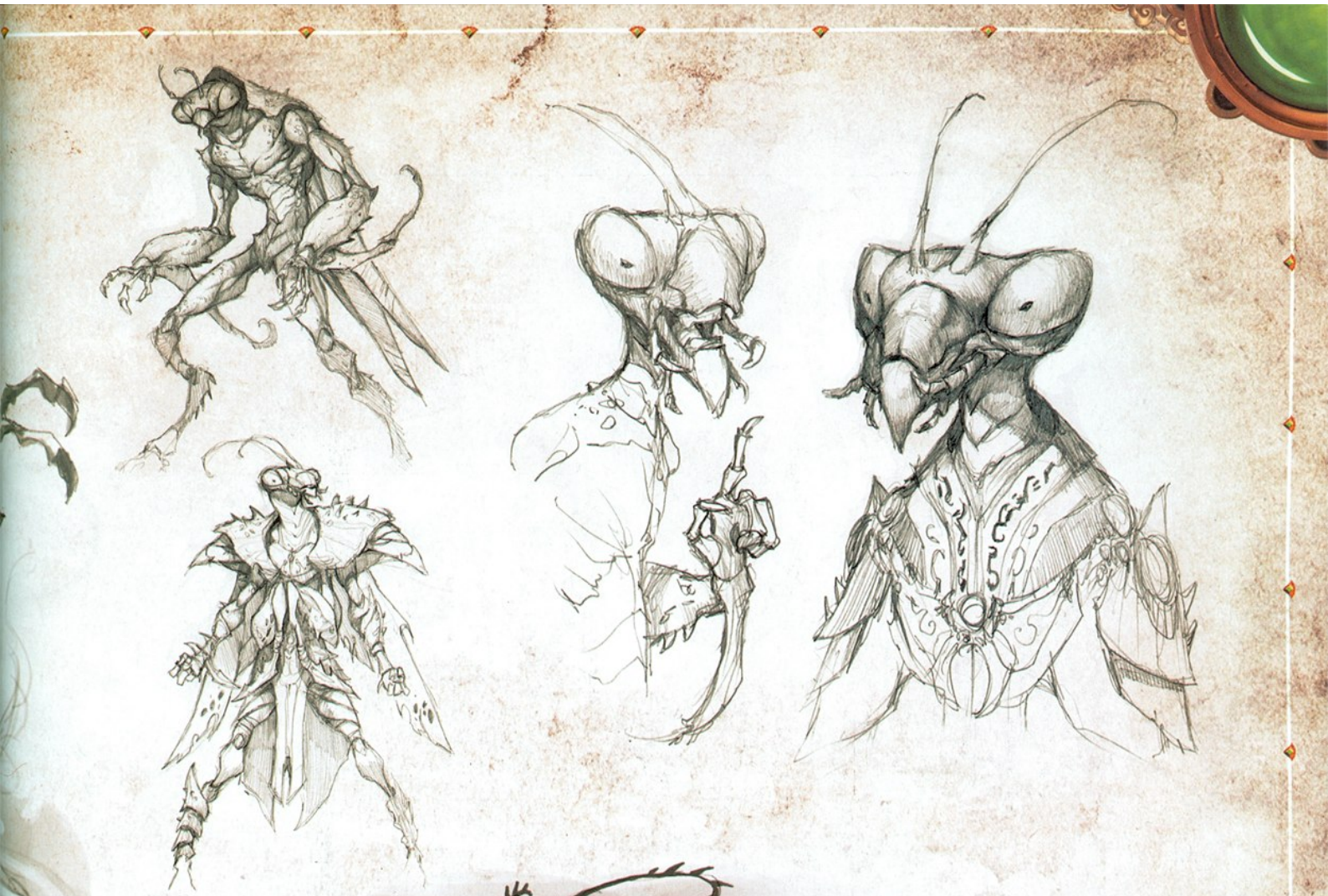
MANTID

Highly evolved, individually cunning, and overwhelmingly dangerous, these insect-like beings consume all in their path. The mantid were held at bay in their own lands for millennia, but the Cataclysm has changed the balance. Now, they're poised to unleash their unthinkable numbers on the rest of Pandaria.















5

ALLIES AND ENEMIES

MOGU

Ancient oppressors, the mogu subjugated the other sentient races of Pandaria for millennia until unarmed pandaren monks led a brilliant revolution. Remnants of the empire's rule are scattered throughout the island as massive and awe-inspiring reminders of the Mogu's power and cruelty. With the mists drawn back, they will seek old allies to regain their legacy.









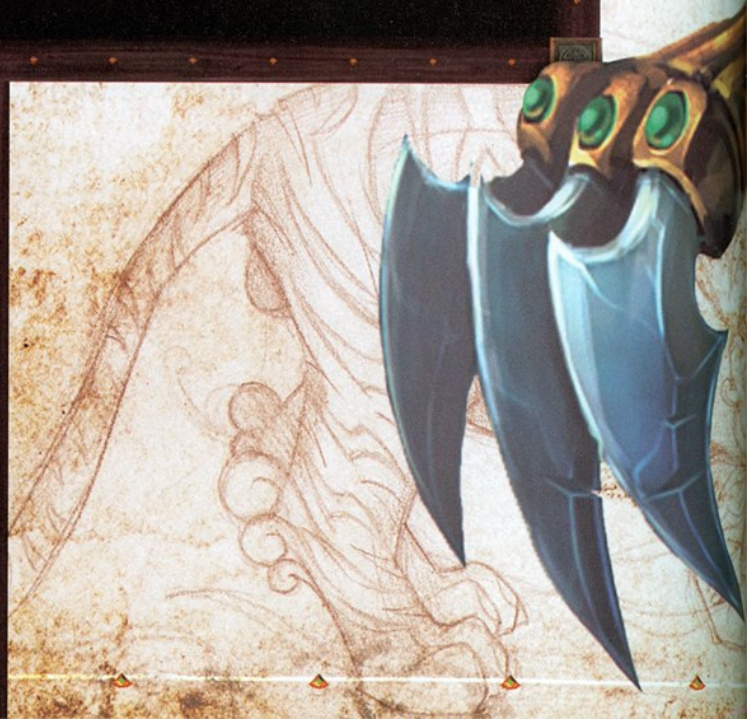


6

ALLIES AND ENEMIES

OTHER CULTURES AND CREATURES

New creatures await the eager adventurer in Pandaria—some tame, some wild, each presenting its own challenges. Some, like the nomadic yaungols, seek new territory. Others, like the mischievous forest sprites, might snare an unwary traveler with a practical joke. Still others, like the spiritual manifestations of the Sha, wreak destruction if left unchallenged. All are part of the island's balance.







































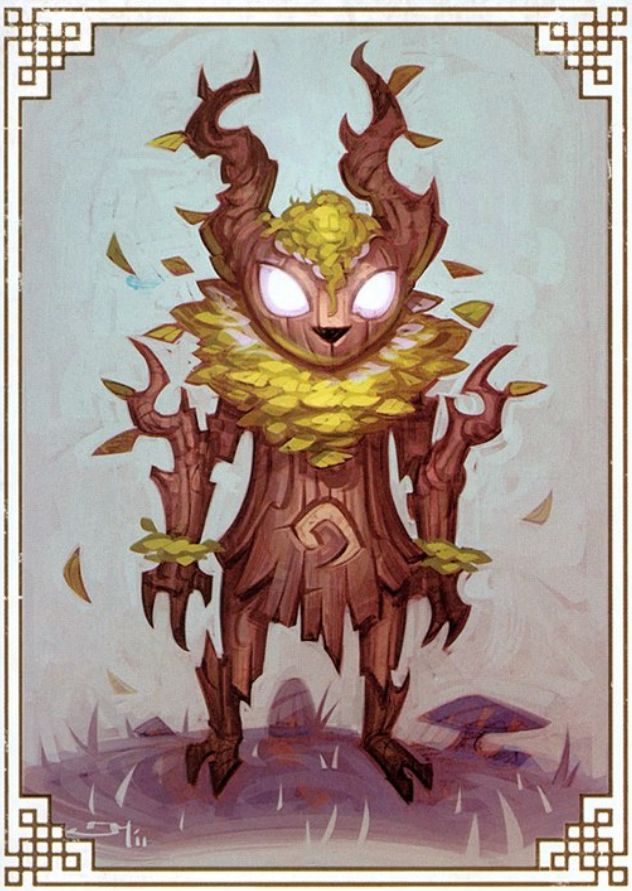




















CHAPTER THREE

EQUIPMENT

The Pandaren claimed their freedom from the Mogu without weapons, without armor, using only their fists, their feet, and the power of their chi in battle. In the thousands of years since, the Pandaren have held close the lessons of that victory, choosing to keep their weapons and armor in harmony with their spirits. Some of Pandaria's other inhabitants thrive on corrupt and negative energies, and they march into war bearing armaments that reflect their natures.



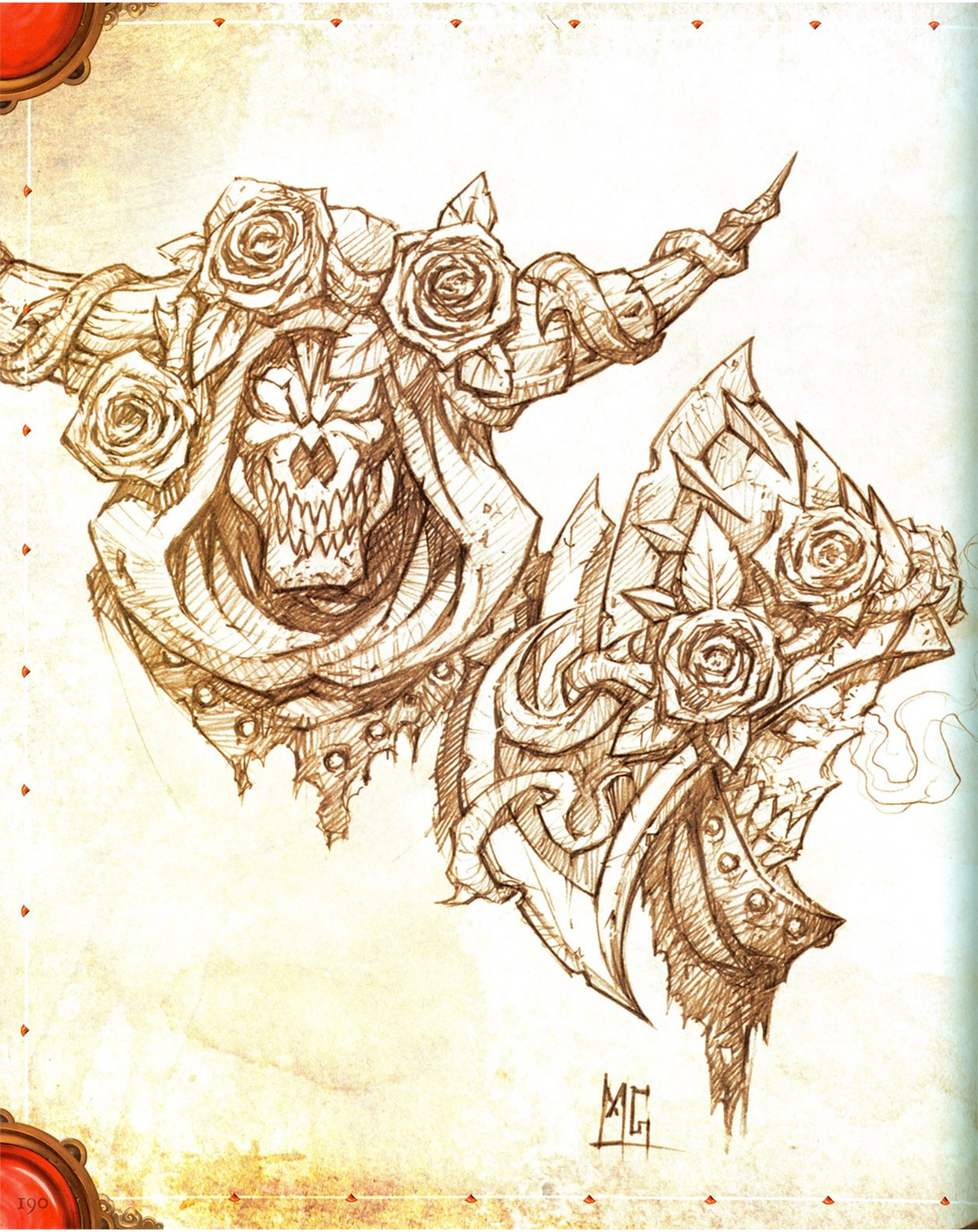


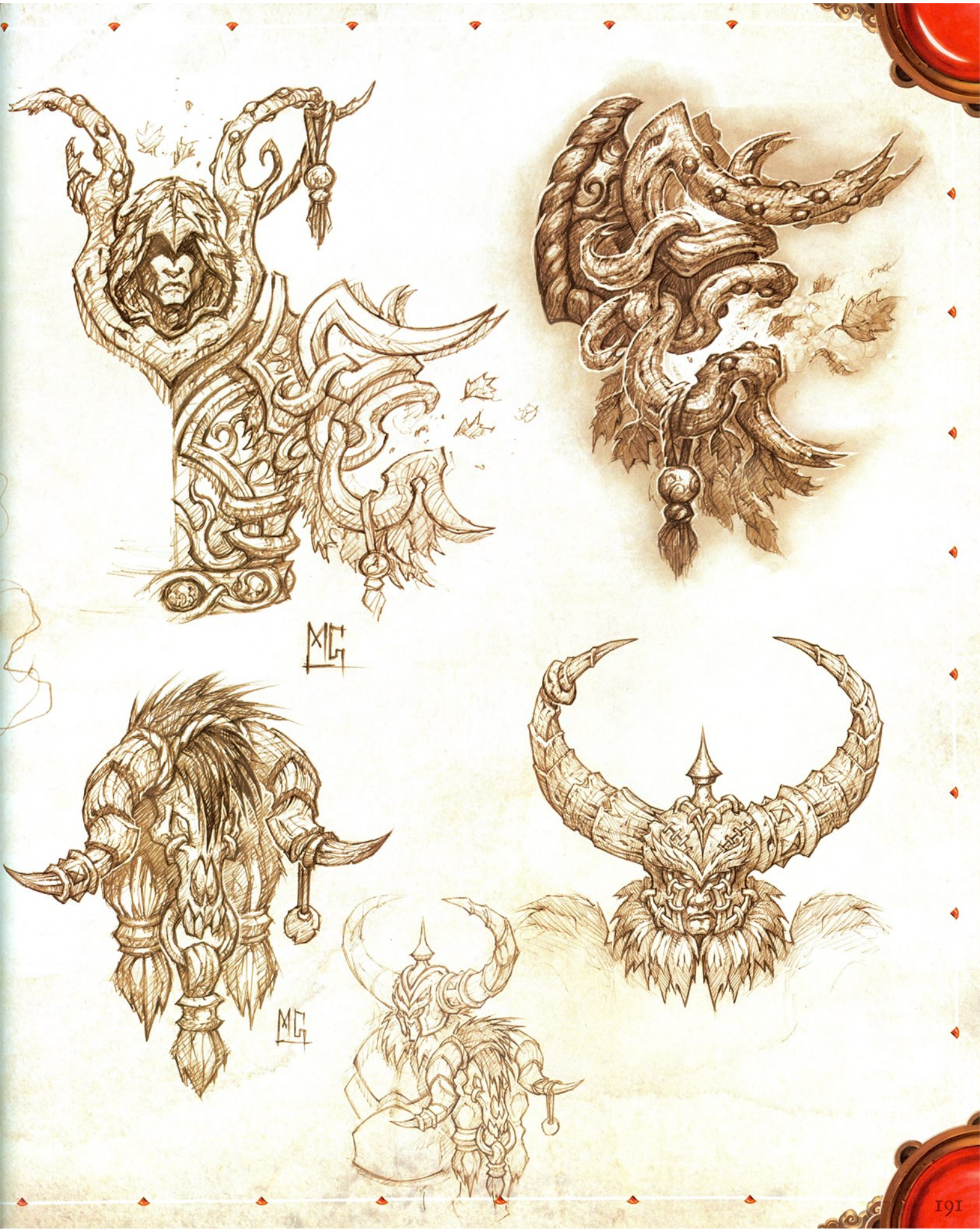




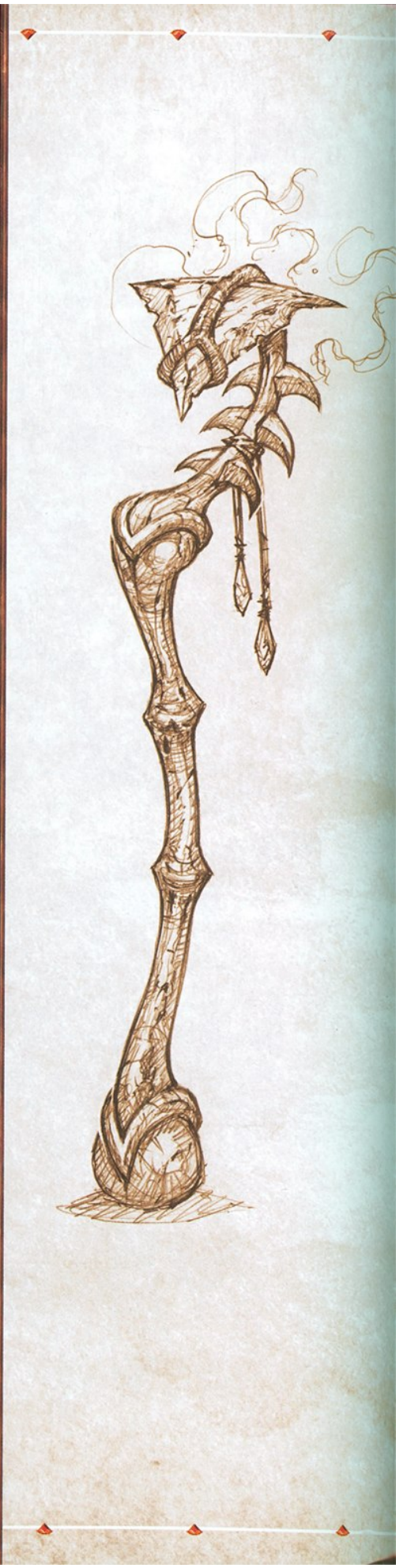


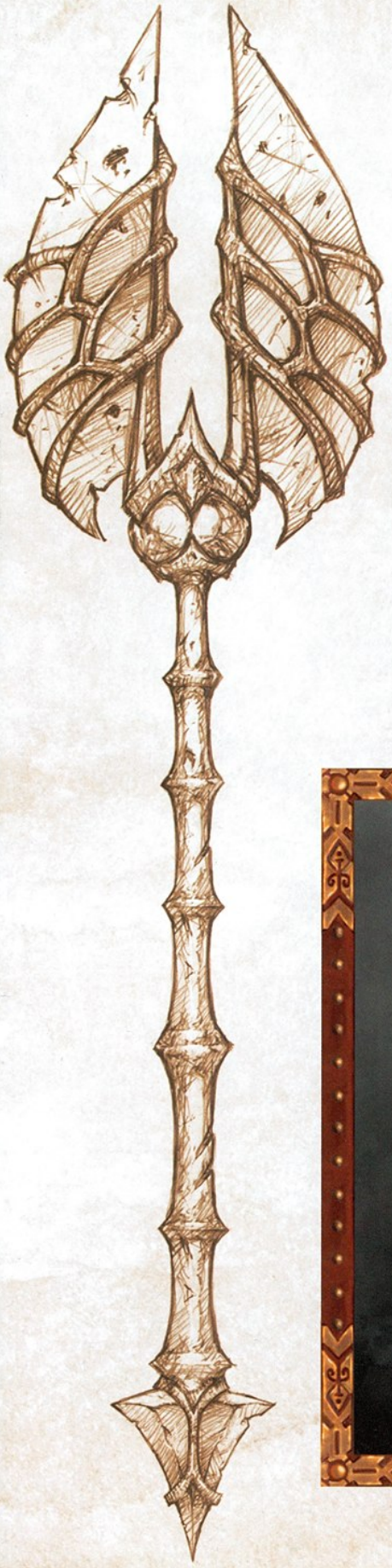




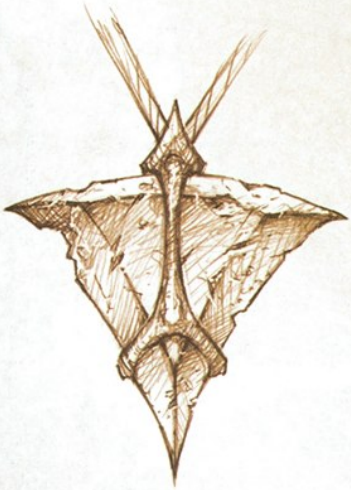


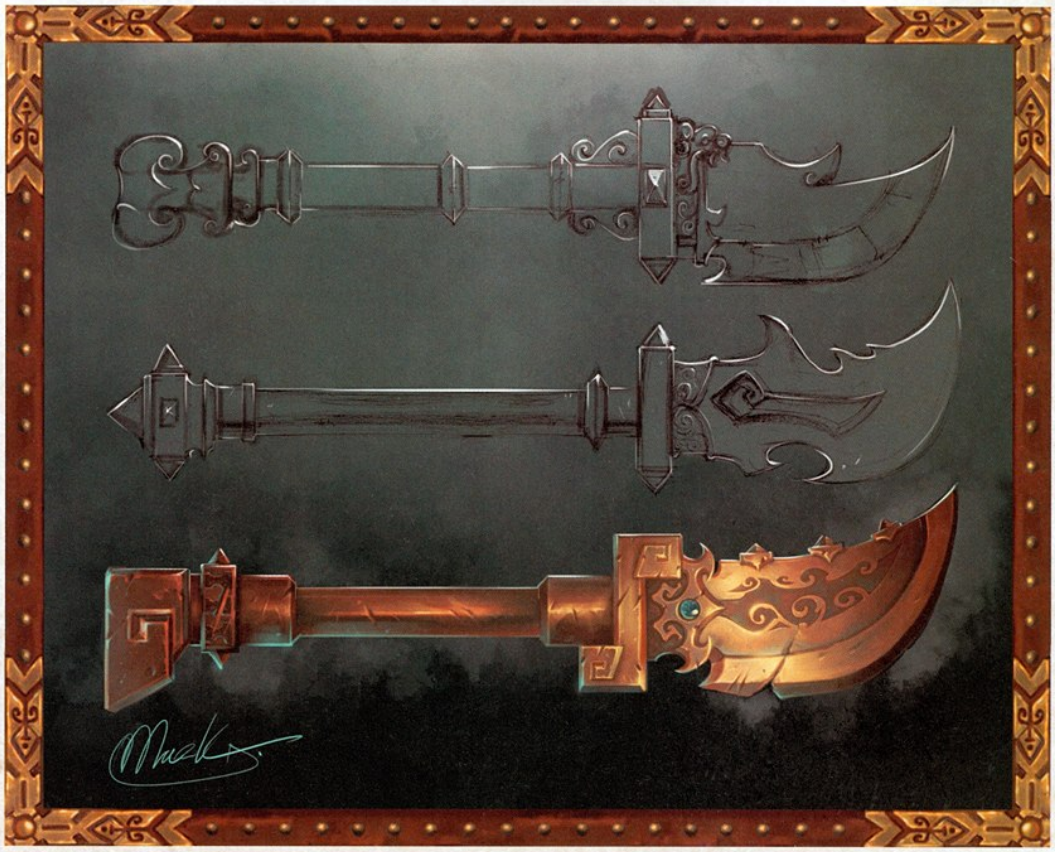










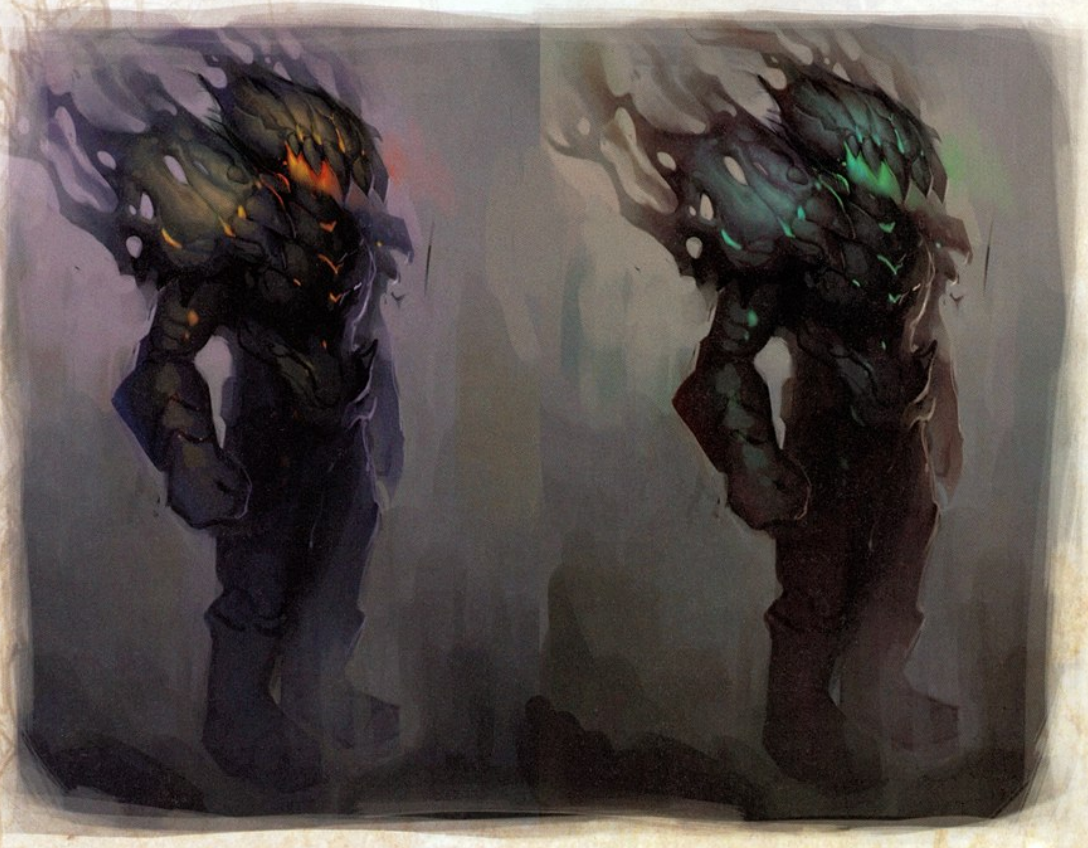






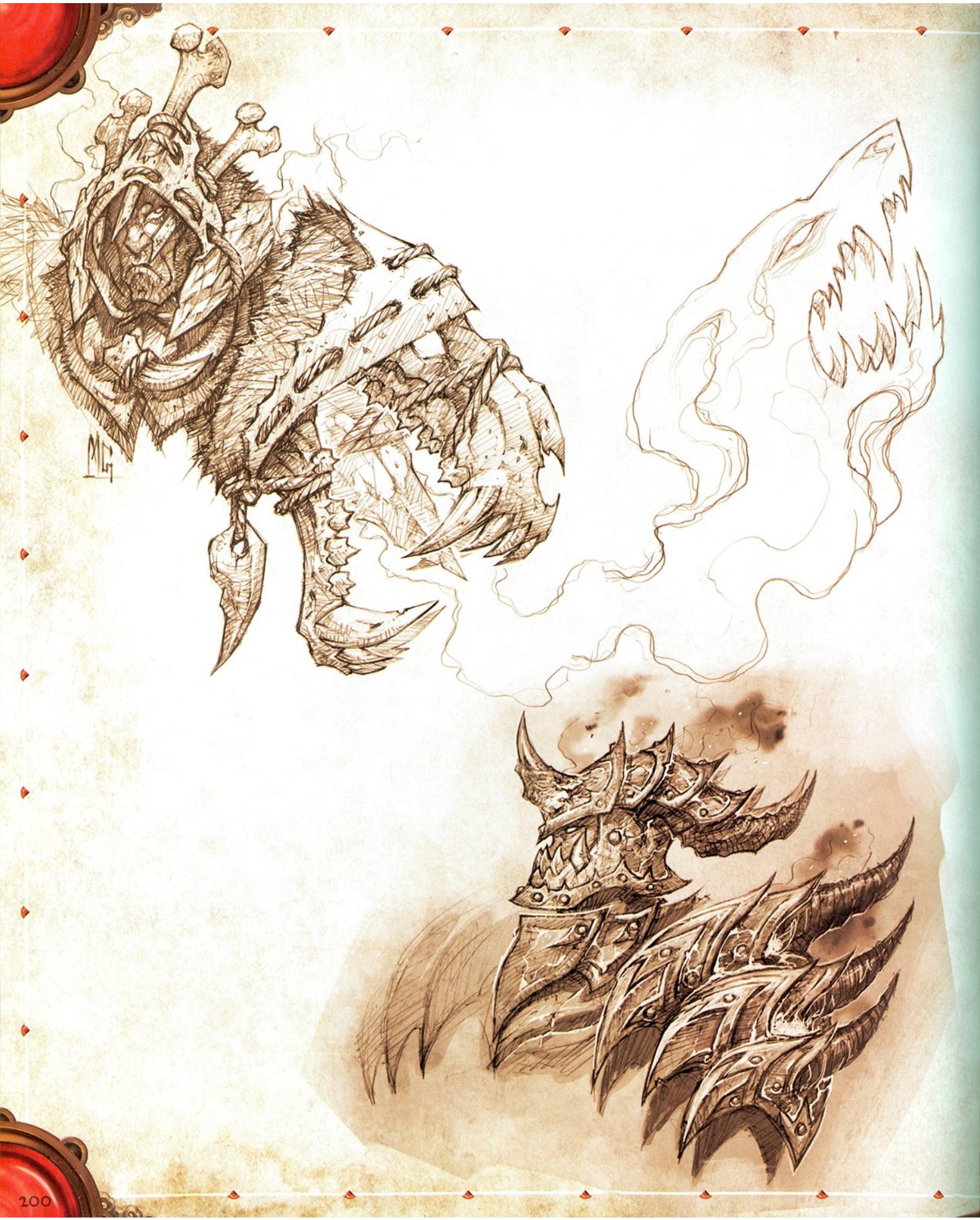







MG












KUN-LAI SUMMIT
TOWNLONG STEPPES
VALE
VALLEY
DREAD WASTES
KRASARANG WILDS
PANDARIA


THE
JADE FOREST
OF ETERNAL
BLOSSOMS
OF THE
FOUR WINDS

Mists of Pandaria Artbook Credits



Art Director

Chris Robinson

Concept Artist

Mark Gibbons

Lead Dungeon Artist

Wendy Vetter

Sub Lead Dungeon Artists

Steve Crow

Jimmy Lo

Dungeon Artists

Andrew Matthews

Chad Max

Cole Eastburn

Danny Kim

David Harrington

Jeff Chang

Jonathan Jacobson

Patrick Burke

Pio Ravago

Rhett Torgoley

Ryan Cooper

Lead Environment Artist

Gary Platner

Environment Artists

Tina Wang

Matthew Heyman

Gustav Schmidt

Justin Kunz

Lead Prop Artist

Eric Browning

Prop Artists

Dan Moore

Holly Wilson

Jamie Chang

Jay Hwang

Kelvin Tan

Kevin Maginnis

Mark Abadier

Terrie Denman

Lead Technical Artist/ Art Manager

Thomas Blue

Character Artists

Christopher Chang

Danny Beck

Danny Saint-Hillaire

Dusty Nolting

Joe Keller

Jon McConnell

Robert Sevilla

Roman Kenney

Thomas Yip

Tyson Murphy

Technical Artists

Paul Forest

Joram Hughes

Trevor Rothman

Alexis Meade

Lead Visual Animator

Steve Aguilar

Animators

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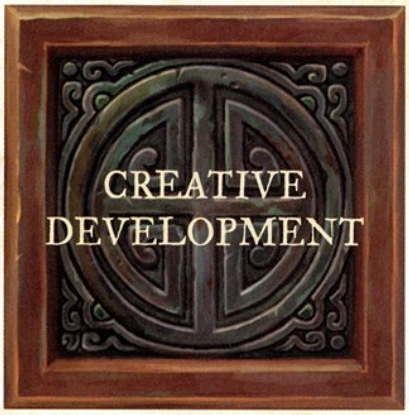
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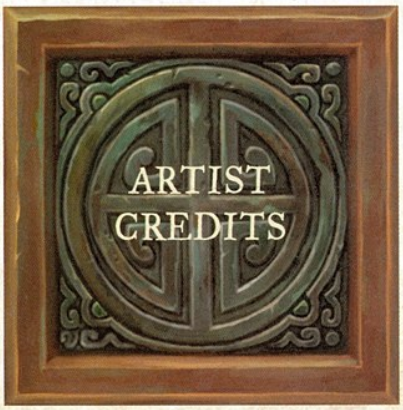
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