
How To Get To Pandaria

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INTRODUCTION

For many World of Warcraft adventurers, the mystical continent of Pandaria remains one of the game's most beloved destinations. Whether you are a new player eager to explore the Jade Forest for the first time or a veteran returning after a long break, knowing exactly **how to get to Pandaria** is essential. This guide will cover every possible method—from the standard quest chains and faction-specific transport to special options like mage portals and the Wandering Isle. By the end, you will have a clear, step-by-step understanding of how to travel to Pandaria, regardless of your character's level or faction.

PREREQUISITES FOR TRAVELING TO PANDARIA

Before you set out on your journey, there are a few requirements you must meet. The path to Pandaria is not open to everyone immediately. Below we break down the essential conditions.

Level Requirement

In modern World of Warcraft (Shadowlands and Dragonflight expansions), characters need to be at least **level 10** to begin the Pandaria questline if they use Chromie Time. However, for characters who are level 30

or higher (the previous level cap for the expansion), the standard quest givers become available. If you are below level 30, you will need to enable Chromie Time to access the Pandaria leveling content. Without Chromie Time, the introductory quests may not appear until you reach the appropriate level.

Purchasing the Mists of Pandaria Expansion

Technically, **Mists of Pandaria** is no longer a separate purchase. As of the Shadowlands pre-patch, all previous expansions (including Mists of Pandaria) are included in a base World of Warcraft subscription. So if you have an active subscription or game time, you already own the content. This means **how to get to Pandaria** is essentially a matter of knowing where to find the right quests and portals.

METHOD 1: THE STANDARD QUEST INTRODUCTION

The most straightforward way to reach Pandaria is by accepting the quest that begins the leveling experience. This method works for both Horde and Alliance players, though the quest givers and starting locations differ.

For the Alliance

Alliance players should head to **Stormwind City**. Look for the Hero's Call Board, usually located in the center of the city near the Cathedral of Light or the Dwarven District. Interact with the board and select the quest for Pandaria (titled "The Jade Forest" or similar). This quest will direct you to the docks in **Stormwind Harbor**. There, you will find an NPC who will fly you to the alliance ship bound for the Jade Forest. Simply board the ship and wait for the short loading screen—you will arrive in the eastern part of the Jade Forest.

For the Horde

Horde players should travel to **Orgrimmar**. Find the Warchief's Command Board, which is located near the main entrance to Grommash Hold (or outside the Valley of Strength). Select the Pandaria quest from the board. You will be directed to the zeppelin tower at the northern edge of Orgrimmar, just outside the city walls (close to the path to the Undercity). Board the zeppelin marked for Pandaria—it will fly directly to the Horde landing point in the Jade Forest. Once you land, you can begin your adventures.

Both of these quest paths are simple and will automatically unlock the portal to Pandaria once you complete the initial quest chain.

METHOD 2: USING A MAGE PORTAL OR SUMMON

If you are already friendly with a mage player, you may be able to bypass the travelling quests entirely. Mages can learn the portal spell for Pandaria once

they reach level 40 and have the appropriate spell rank. The portal to **Vale of Eternal Blossoms** (the central hub of Pandaria) is often the most convenient destination. Simply ask a mage in your guild or party for a portal. Alternatively, you can be summoned by a warlock or through a meeting stone if another player is already in Pandaria. This is the fastest method if you have helpful friends.

METHOD 3: THE WANDERING ISLE (PANDAREN MONKS)

If you choose to roll a Pandaren character (or simply want to start in the Pandaren starting zone), you will begin on the **Wandering Isle**—a giant turtle that drifts through the oceans. The starting experience for Pandaren takes place entirely on this isle, and once you complete the introductory quests (roughly level 10–12), you will be given a choice: join the Horde or the Alliance. After that, you will be flown via whirlwind (or a magical cloud) directly to Pandaria's mainland. This is the most immersive way to reach Pandaria if you want to experience the story from the beginning.

ALTERNATIVE ROUTES: TAKING A BOAT OR ZEPPELIN

Even if you do not complete the initial quest, you can still travel to Pandaria by simply finding the correct transport. The boats and zeppelins that run to the Jade Forest are always available once you are at the appropriate level.

- **Alliance:** From the Stormwind Harbor, look for a ship with a Pandaria flag. The captain will take you directly to the continent. No quest required, though you may

get a short loading screen.

- **Horde:** From the zeppelin tower in northern Orgrimmar (the same tower that goes to Undercity and Thunder Bluff), look for the Pandaria zeppelin. It is typically located at the east side of the tower. Board it, and you will be off.

These routes are always operational, so if you are unable to find a quest board (for example, if you are a low-level character without Chromie Time), the boat or zeppelin may still be available. However, note that you will not automatically receive the quests for the zone until you speak to an NPC on the other side.

GETTING TO PANDARIA FOR LOWER-LEVEL CHARACTERS (CHROMIE TIME)

If you are below level 30 (and especially below level 10), you will need to use **Chromie Time** to unlock Pandaria. Chromie is located in the capital cities: in Stormwind (near the Trade District) and in Orgrimmar (near the Grommash Hold entrance). Speak to Chromie and select the “Mists of Pandaria” timeline. This will scale the content to your current level and also make the Pandaria questgivers appear. Once you accept Chromie’s offer, you can then go to the quest boards or transport as described above. This is essential for players who are leveling a new character and want to experience Pandaria without being under-leveled.

TROUBLESHOOTING COMMON ISSUES

Sometimes the path to Pandaria can be confusing. Here are a few common problems and solutions.

- **Quest board doesn’t have the Pandaria quest:** This usually means you are not in the correct level range (10-60) or you have not spoken to Chromie. Check your level and visit Chromie if needed.
- **The boat or zeppelin isn’t there:** Make sure you are at the correct dock/tower. Sometimes the NPCs are hidden behind other transport vehicles. Also ensure you have the appropriate expansion content loaded (try reloading the UI or visiting the area again after a zone change).
- **I completed the Pandaria intro but can’t find the portal:** Once you finish the introductory quest chain in the Jade Forest, you will be given a quest called “The Portal to Pandaria” or similar. This unlocks a portal in your faction’s capital. For Alliance, it appears in Stormwind’s Mage Quarter; for Horde, it appears in Orgrimmar’s Valley of Spirits. Look for a shimmering portal icon on your minimap.
- **I am a Pandaren who chose a faction—now what?** After completing the Wandering Isle, you will be flown directly to Pandaria. If you skip the final quest, you can always ask a mage for a portal or take the standard boat/zeppelin from your capital.

CONCLUSION

Knowing **how to get to Pandaria** is a rite of passage for every World of Warcraft player. Whether you choose the classic quest-board method, a mage portal, or the Pandaren-specific Wandering Isle, the journey is well worth it. The lush landscapes, the unique

enemies, and the deep lore make Pandaria one of the game's richest continents. Follow the steps outlined above based on your character's level

and faction, and you will soon be stepping onto the shores of the Jade Forest, ready for the adventures that await.