



Shadow Panther's Powerleveling Guide for Rogues



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A Guide for Powerleveling Rogues Quickly and Efficiently

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Shadow Panther's Powerleveling Guide for Rogues

Leveling a new character can be a slow and tedious process. This guide has been developed to help you powerlevel your Rogue in a quick and efficient manner, while ensuring that he or she is as powerful as can be throughout the leveling journey. This guide is specifically designed for established players who have the necessary resources to properly powerlevel a character, however new players can find a wealth of useful information in this guide to help them master their Rogue. Refer to the charts available at ShadowPanther.net when researching items listed in this guide.

Getting Prepared to Powerlevel

The key to powerleveling a character is knowing exactly what you'll need to be most effective at your class. Your powerleveling efficiency is going to be directly tied to how much gold, gear and supplies you can apply to that effort. For Rogues, that means having the best weapons, gear and consumables to minimize your downtime and maximize your leveling speed. The first thing you need to do is evaluate the amount of resources you'll have available to powerlevel your Rogue.

Initial Powerleveling Profiles

Powerleveling a Rogue is going to be easier for some and harder for others. Your current, available resources play a big part in that. If you've been playing for quite a while, and have amassed a significant amount of resources, then you should have little trouble powerleveling your Rogue. However, if you've just started playing World of Warcraft or haven't played for long, then you're going to have a tougher time properly outfitting your Rogue for maximum powerleveling efficiency. Listed below are several "Initial Powerleveling Profiles" that describe the various states of progression from which your Rogue may begin his own journey of powerleveling.

Bankrolled: You have every possible resource available to you. You've saved up 10,000 gold or more and you've stockpiled numerous Justice Points and Honor Points so you can pretty much buy anything you might need. You are a valued member of an established guild and you can get access to any enchant or craftable you could ever want. You'll have very little trouble powerleveling and should be able to easily upgrade and outfit your Rogue with the best gear and consumables along the way.

Privileged: You have a fairly significant amount of resources available to you. You've saved a few thousand gold for this venture and you've collected a reasonable amount of Justice Points and/or Honor Points to get your Rogue properly geared up. You're most likely a veteran member of a medium sized guild that has had moderate success with endgame content. You won't have too much trouble powerleveling your Rogue and should be able to upgrade most of your gear along the way.

Casual: You haven't made any considerable effort to prepare for powerleveling your Rogue, but you do have some resources available to you. You have a modest amount of gold and you've collected a few Justice Points and/or Honor Points with your current characters. You may be a member in a smaller, casual guild, but you don't expect to be able to rely on them for much help. You may have some trouble properly powerleveling your Rogue and getting fully geared up with the best possible items.

Pauper: You're either a new player or an experienced player starting a Rogue on a new server (or an opposing faction on the same server). You have virtually no gold or other resources available to you. You're going to have a tough time powerleveling your Rogue, but if you pay close attention to this guide, you should still see significant gains in your leveling speed and effectiveness.

Heirloom Gear

Powerleveling a character is best achieved with several basic components – lots of gold and a nice collection of alternative currency used to purchase Heirloom gear. With enough of these resources, you can outfit your Rogue with just about anything that you'd need to be fully geared up throughout your leveling experience. Heirlooms, if you have access to them, are the basic foundation of powerleveling. Ever since they were introduced in the Wrath of the Lich King expansion, heirlooms have been the gold standard for powerleveling a character. Unfortunately, most heirlooms cannot be purchased with gold alone, so no matter how rich you may be in-game, you'll still need to invest time in order to acquire the most powerful gear for leveling, whether it be through raiding, questing and/or PVP.

Heirlooms are the equivalent of rare-quality weapons and armor that increase in power and stats as you level. Some heirloom items even give you experience bonuses as you level. Heirlooms are "BoA" or Bind on Account (technically Bind to Battle.net account), which means they can be mailed to other alts on your Battle.net account, even characters of the opposing faction (as a matter of fact, they are the only items you can actually mail cross faction). If you can farm up a decent set of heirloom gear, your Rogue will be much better for it. However, keep in mind that class restrictions still apply, so your Rogue won't be able to use Mail or Plate heirloom gear. And if you're considering using Cloth heirlooms, be aware that you won't get the benefit of the 5% Agility bonus from [Leather Specialization](#) after Level 50.

A standard set of heirloom gear for Rogues includes two [heirloom weapons](#), [shoulders](#), [chestpiece](#) and two [trinkets](#). In addition to that, players also have access to an [heirloom ring](#) through Fishing as well as a [cloak](#) and a [helm](#) introduced in the [Cataclysm](#) expansion. As of the new Mists of Pandaria (MoP) expansion, [heirloom pants](#) will be available to those in guilds who have completed the [Working Better as a Team](#) achievement by obtaining 600 skill points in all professions and secondary professions.

When putting together an heirloom set for your Rogue, you have several avenues available to you. Many players like to collect "badges", known as Justice Points, to purchase their heirloom gear. Justice Points are gained through raiding and 5-man heroics/dungeons. Another way to purchase heirloom gear is by using [Honor Points](#) earned through PVP. A third way you can purchase heirlooms, as of patch 4.3, is with [Darkmoon Prize Tickets](#), earned at the [Darkmoon Faire](#).

The final way to get heirloom gear is by collecting [Champion's Seals](#) earned through the [Argent Tournament](#) in northern Icecrown. This last method requires that you have a [Crusader](#) title, which has been made significantly easier to get with the addition of [Faction Tabards](#) and [Commendation Badges](#) that help you earn extra reputation. Previously, heirloom gear could only be purchased in a few specific Northrend locations, but [heirloom vendors](#) were added to major cities in patch 4.1 to simplify the process. In addition to that, you can now trade Honor Points for Justice Points, and vice versa, by visiting the appropriate [Honor Vendor](#) or [Justice Vendor](#).

When prioritizing heirloom gear, a Rogue's main hand weapon is his most important piece of gear. If you're severely limited in the alternative currency department, try to make this the one heirloom purchase you don't skip. Having a high DPS, hard-hitting main hand weapon will help you level up faster than any experience bonus. When it comes to choosing a main hand weapon, your choice of spec will ultimately determine which weapons you should get. Assassination Rogues should get a [Balanced Heartseeker](#) (or [Sharpened Scarlet Kris](#), which was changed to a slower 1.8 speed dagger in the 5.0.4 patch) for their main hand dagger while Combat Rogues will want to get [Venerable Mass of McGowan](#) or [Venerable Dal'Rend's Sacred Charge](#) as their non-dagger main hand weapon.

Subtlety Rogues can excel with daggers or non-daggers, so any of those weapons listed above will work fine as a main hand weapon, although daggers are usually the better overall choice for Subtlety. Once you get access to [Dual Talent Specialization](#) at level 30, you'll be able to switch back and forth between two specs, so try to get a main hand weapon that will work well with both of your preferred talent specs.

One additional factor to consider when selecting your heirloom weapons is what other classes you might potentially level up in the future aside from a Rogue. Picking swords or maces gives you more flexibility than daggers, since Rogues are pretty much the only class that benefits from melee daggers.

Once you've secured your main hand BoA weapon, you'll want to get a good offhand heirloom dagger to go along with it. Having a dagger in your offhand will allow you to apply offhand poisons quicker, especially now that all poisons have been changed to percentage-based procs in patch 5.0.4, rather than the old Procs-Per-Minute (PPM) system.

After selecting your heirloom weapons, the next most important BoA items you'll want to get are the armor items that provide experience bonuses. After you've acquired those items, go ahead and get the [heirloom trinkets](#) to complete your heirloom set. Note: As of patch 5.0.4, you no longer have a ranged weapon slot, so the [heirloom ranged weapons](#) will provide no benefit.

In addition to heirloom gear, there are other ways you can greatly enhance your leveling experience. A set of [Herbalist's Gloves](#) enchanted with [+15 Agility](#) and a cloak enchanted with [Stealth](#) (which actually provides 8 Agility & 8 Dodge Rating as of 4.0.3a) will last you for dozens of levels and can really improve your DPS and survivability in the earlier stages of leveling. Enchanting a set of Level 1 bracers with [+9 Strength](#) can also give you a nice AP boost (yes, Strength still provides AP for Rogues). And the best part is that most of those items can be freely traded to any other level 1 character to powerlevel them as well. Below you'll find detailed Powerleveling "Shopping Lists" for each level range.

Level 1-9 Shopping List

- 4 Bags – Get the largest you can afford. The more space you have, the less trips you'll need to empty them.
- Plenty of gold for spending money (or mail a [sellable BoA item](#) to sell for starter gold if your alt is cross faction)
- Heirloom weapons enchanted with [+15 Agility](#) or [Crusader](#)
- [Stained Shadowcraft Cap](#) (or [Battered Jungle Hat](#) / [Authentic Jr. Engineer Goggles](#))
- Heirloom shoulders ([Stained Shadowcraft Spaulders](#) or [Exceptional Stormshroud Shoulders](#))
- [Stained Shadowcraft Tunic](#) (or [Cracked Leather Vest](#) / [Dirty Leather Vest](#)) enchanted with [Greater Stats](#)
- [Cracked Leather Belt](#) / [Dirty Leather Belt](#)
- [Stained Shadowcraft Pants](#) enchanted with [Light Armor Kit](#) (or [Haliscan Pantaloon](#)s with [Rugged Armor Kit](#))
- 2 [Cracked Leather Boots](#) / [Dirty Leather Boots](#) enchanted with [Minor Speed](#) and [Greater Agility](#)
- [Cracked Leather Bracers](#) / [Dirty Leather Bracers](#) enchanted with [Superior Strength](#)
- 2 [Herbalist's Gloves](#) (BiS as of patch 4.2) enchanted with [Superior Agility](#) and [Gatherer](#) (no more level requirement!)
- [Dread Pirate Ring](#)
- 2 [Swift Hand of Justice](#) (and an [Inherited Insignia of the Alliance/Horde](#) if you like to PVP)
- [Inherited Cape of the Black Baron](#) (or [Linen Cloak](#)) enchanted with [Stealth](#)
- [Illustrious Guild Tabard](#) or [Renowned Guild Tabard](#) – Work on Guild Reputation while you level
- 100 [Rumsey Rum Black Label](#) – You'll really want to stock up on these, as there's nothing better at low levels
- 5 [Elixir of Minor Agility](#) (Level 2) or [Scroll of Agility](#) (unfortunately, these no longer stack with each other)
- 5 [Elixir of Minor Defense](#) or [Elixir of Minor Fortitude](#) (these also no longer stack with each other)
- 5 [Rough Sharpening Stone](#) or [Rough Weightstone](#) (if using maces)
- 5 [Lesser Healing Potion](#) (Level 3)
- 10 [Thistle Tea](#) (Level 5) – Save these for burst or emergency situations
- 10 [Elixir of Water Breathing](#) (Level 8) – These will come in handy anytime you're questing in underwater areas
- 160 [Linen Cloth](#)
- 160 [Wool Cloth](#)
- 260 [Silk Cloth](#) (to level First Aid up to 225 so that you can start off using [Heavy Rune Cloth Bandages](#))
- 20 [Heavy Rune Cloth Bandage](#)
- [Gnomish Army Knife/Skinning Knife/Mining Pick/Herbalist's Spade](#) +10 to gathering professions as of patch 5.0.4

As you can see, properly outfitting your Level 1 Rogue for maximum leveling effectiveness is a lot more involved than just throwing together a few heirlooms (assuming your alt is not of the opposite faction). Making the effort to get most or all of the items on this shopping list will give you that extra edge that you'll really come to appreciate when powerleveling your Rogue. The Cracked/Dirty Leather items can be purchased from an Armor vendor in most starting zones. Enchant those items with the best possible enchants so that they can be used well past their normal lifespan. The glove, cloak and bracer enchants will give you 55 more AP than you would have had otherwise, in addition to Crit and Dodge Rating. Putting an armor kit on your pants is just another way to get the most out of your starting gear.

Now, when it comes to getting multiple sets of boots, gloves and tools, this is where having extra versatility comes into play. Enchanting a set of boots with [Minor Speed](#) will enable you to increase your walking speed throughout those first slow 20 levels before you can ride a mount. If you find yourself facing a particularly tough enemy that you want to solo, then just switch to the Agility-enchanted boots. As far as your professions are concerned, you can boost your skill level with the Gatherer enchanted gloves. And now, as of patch 5.0.4, gathering tools are no longer required, but still give you a +10 bonus to your gathering professions if you have them in your bags.

With respect to the consumables I've listed above, those will all help increase your DPS and survivability in one way or another. The [Rumsey Rum Black Label](#), which can be purchased from Barkeep Kelly in the [Old Hillsbrad Foothills](#) instance, is an especially effective consumable, providing your Rogue with an additional 150 health at all times, which is better than any buff food you'll find during your first 30-40 levels. [Thistle Tea](#), on the other hand, can be a Rogue's best friend, giving you added burst damage potential when it really counts. Having access to an instant boost of 100 Energy can make a huge difference when faced with an overwhelming situation.

The stacks of cloth, as you can probably guess, are needed to powerlevel your First Aid profession up to 225 so that you can start using [Heavy Rune Cloth Bandage](#) right from the very beginning. When you have so little health compared to the capability of those bandages, you'll enjoy the near-instant healing effect they can offer, not only for speeding up your leveling process but also for getting some quick health in the heat of battle. Using those high level bandages, as well as some of the other consumables I've pointed out, may seem like overkill, but that's the whole point. When powerleveling your Rogue, you want to take advantage of every possible advantage to increase your speed and effectiveness. You never know when you may need to rely on those items to save your Rogue from certain death.

So is it really worth it to get the very best gear, enchantments and consumables for leveling? Well, if you check out my [Rogue Twink Project](#), you'll see that the amount of DPS you can put out in fully twinked gear is significantly higher than that of standard "Monkey" gear, especially at lower levels. Using DPS consumables like Agility potions, explosives and Thistle Tea just widens that gap even further. The more DPS you can put out, the less downtime you'll need, and the faster you will level. When powerleveling your Rogue, you'll want to consider every possible advantage you can get.

Level 10-19 Shopping List

Level 10

- 20 [Instant Poison](#) – Note: As of patch 5.0.4, you no longer have to buy poisons, you simply learn them as you level.
- 10 [Ez-Thro Dynamite](#) – The first Area of Effect (AoE) attack available to a Rogue unless you're an Engineer
- [Embossed Leather Pants](#) enchanted with a [Medium Armor Kit](#) (unless you have the heirloom pants)

Level 12

- 10 [Healing Potion](#)

Level 13

- [Malachite Pendant](#) – Jewelcrafting craftable
- [Tigerseye Band](#) – Jewelcrafting craftable
- [Murloc Scale Belt](#) – Leatherworking craftable
- [Deviate Scale Cloak](#) enchanted with [Stealth](#) (if you don't have the heirloom cloak)

Level 15

- [Inlaid Malachite Ring](#) – Jewelcrafting craftable
- 5 [Elixir of Minor Accuracy](#) or [Scroll of Agility II](#)

Level 16

- 5 [Elixir of Defense](#)

Level 18

- 5 [Elixir of Lesser Agility](#) (replaces [Elixir of Minor Accuracy](#) / [Scroll of Agility II](#))
- [Deviate Scale Belt](#) – Another excellent crafted upgrade that requires no enchanting

Once you begin to level beyond the first few levels, you're going to want to have additional items ready and waiting, to allow you to quickly equip and go. That way, you won't have to go around searching for gear, because it will have already been prepared beforehand. Send these items in the mail so that they can be picked up at any nearby mailbox. Unfortunately, in Mists of Pandaria there is no mailbox in the Pandaren starting zone ([Wandering Isle](#)), so new Pandaren characters will not be able to receive any gear until they choose a faction and leave the starting zone (around level 10-15). If you decide to level up a Pandaren Rogue, you'll need to adjust your shopping list accordingly.

To put together this package, purchase these items at the AH and/or hire players to craft them for you. The armor items in the 10-19 level range will be some of the first items with decent stats that you can use to replace some of your statless starter gear. In the case of the rings and necklace, those will probably be the first decent items you can actually equip in those specific slots. In this level range, you'll also get your first chance to upgrade some of your low level consumables to more potent versions. Once you've gotten together everything on this shopping list, put it all in the mail and send it to your Rogue to use after reaching level 10. Note: Worgen players should be sent all of their level 1-15 gear as soon as they start at level 1, since they won't find a mailbox after the starting point until at least level 14.

Level 20-29 Shopping List

Level 20

- [Mithril Spurs](#)

Level 21

- 10 [Greater Healing Potion](#)
- [Dark Leather Gloves](#) (or any gloves really, since these no longer appear to work) enchanted with [Riding Skill](#)

Level 25

- 10 [Elixir of Fortitude](#)
- 20 [Vanishing Powder](#) (Reagent required for switching out glyphs)
- [Glyph of Blurred Speed](#)
- [Glyph of Deadly Momentum](#)

Level 26-30

- Any cloth/leather [Helm of the Monkey/Tiger/Bear/Agility](#) or equivalent (if you don't have the heirloom helm)

Level 27

- 10 [Elixir of Agility](#)

Level 29

- 10 [Elixir of Greater Defense](#) (if you don't already have plenty of [Elixir of Fortitude](#))

Level 20 is when you'll first get access to a mount, so I recommend getting a set of [Mithril Spurs](#) and the [Riding Skill](#) enchantment on a pair of gloves to increase your mounted speed. In the past, [Dark Leather Gloves](#), available at level 21, were the perfect item to put that [Riding Skill](#) enchantment on (they used to give an added bonus to your Pick Lock skill, but don't appear to work now). Always keep your riding gear on your hot bar so that you can switch to it whenever you need to ride long distances. Make sure to switch back to your DPS gear before heading into battle.

If you happen to enjoy PVP, you may want to have your Rogue play some games of [Warsong Gulch](#) and [Arathi Basin](#) during these levels so that you'll have enough Honor Points to pick up a set of [Highlander's](#) or [Defiler's Leather Boots](#) at level 28 to put your [Mithril Spurs](#) on, making those your general purpose "speed boots" to use while you're leveling. Before patch 4.0.1, you could purchase [Wintergrasp Commendations](#) with [Stone Keeper's Shards](#) to easily transfer honor to your new Rogue to get those boots, but unfortunately [Wintergrasp Commendations](#) are no longer available.

In this level range, you'll also get your first chance to enhance your talents with [Glyphs](#), so make sure that you've purchased every glyph that you might need ahead of time. With the removal of prime glyphs in patch 5.0.4, the early glyph choices have become fairly simplified, with [Glyph of Deadly Momentum](#) and [Glyph of Blurred Speed](#) being the clear favorites for leveling. However, you might find specific situations where other glyphs can be more useful, so go ahead and collect any other glyphs you think you might need. Another key item to pick up for this range is a good Helm, since this will be your first chance to equip a decent one with stats. Unfortunately, those are in high demand with level 20-29 Twinks, so you may have a hard time finding one. Check the AH for both leather and cloth helms and you should eventually find one.

Level 30-39 Shopping List

Level 30

- 10 [Ez-Thro Dynamite II](#)
- 10 [Scroll of Agility III](#) (only if you don't already have [Elixir of Agility](#) or [Elixir of Lesser Agility](#))

Level 35

- 10 [Grilled Squid](#) – Your first Agility food!
- 10 [Superior Healing Potion](#)
- 10 [Elixir of Water Walking](#) – Nice way to save time when traveling in watery zones. Great when mounted!
- 100 [Mageweave Cloth](#)
- 80 [Runecloth](#) (to level First Aid up to 300 so that you can make and use [Netherweave Bandages](#))
- 20 [Netherweave Cloth](#) (to make a stack of [Netherweave Bandages](#) after reaching 300 in First Aid)

Level 37

- [Aquamarine Signet of the Monkey](#) – One of the few items that qualifies as BiS (Best in Slot) for 20+ levels.

Level 38

- 10 [Elixir of Greater Agility](#)
- 10 [Gift of Arthas](#) – Every little bit of damage helps, and it even benefits party members

Level 39

- [Aquamarine Pendant of the Warrior](#) – Especially useful if you enjoy leveling up in 5-man dungeon groups

This level range features a variety of consumable upgrades, including some offense-oriented, DPS consumables to replace your defense-oriented Stamina/Health/Defense consumables. Replace [Rumsey Rum Black Label](#) with [Grilled Squid](#) and swap in [Gift of Arthas](#) for whatever Guardian elixir you may have been previously using. Both of these consumables, along with the upgraded [Ez-Thro Dynamite II](#) and [Elixir of Greater Agility](#) will help increase your potential DPS, allowing you to level up faster than you would normally. To make up for the loss of some of those defensive items, you can get [Aquamarine Pendant of the Warrior](#) for the Stamina buff and you'll also be able to learn [Artisan First Aid](#) at Level 35, allowing you to upgrade to the more powerful [Netherweave Bandages](#).

A specific item in this level range that deserves a special mention is [Elixir of Water Walking](#). You wouldn't believe how much time you can save by popping one of those, mounting up and riding across the flat surface of the water for long distances. Have you ever gotten tired of waiting for the boat in [Feralas](#) or wanted to completely avoid the crowds of undead in [Western Plaguelands](#)? How about those annoying trips around the hook of the road in [Dustwallow Marsh](#)? [Elixir of Water Walking](#) is the answer to those problems, providing fast, easy travel around various annoying obstacles.

Level 40-49 Shopping List

Level 40

- 10 [Scroll of Agility IV](#) (only if you don't already have [Elixir of Greater Agility](#) or [Elixir of Agility](#))

Level 42

- [Nightscape Boots](#) enchanted with [Cat's Swiftnes](#)

Level 43

- 10 [Elixir of Superior Defense](#)

Level 45

- 10 [Major Healing Potion](#)
- [Helm of Fire](#)

Level 46

- 10 [Elixir of the Mongoose](#)

Level 49

- 50+ [Red Power Crystal](#) / [Yellow Power Crystal](#) (quest items for Un'Goro Crater used to make [Crystal Charges](#))
- 7 [Blue Power Crystal](#) & [Green Power Crystal](#) (also needed to complete the quest, or just gather them yourself)

This level range includes the usual consumable upgrades in addition to [Nightscape Boots](#), which can make you even stealthier for those times when you'd rather just avoid mobs in order to reach a key objective. I've also included a few items you can purchase beforehand to quickly complete several quests in [Un'Goro Crater](#), a very-quest-heavy zone located west of [Tanaris](#). You can farm most of these items in Un'Goro Crater, or just purchase them ahead of time. The power crystals are used in Un'Goro Crater to complete a repeatable quest which allows you to convert them into [Crystal Charges](#), a nice AoE upgrade over [Ez-Thro Dynamite II](#). Don't discount the value of AoE as a Rogue. There will be times when you get swarmed with mobs and your Vanish is on cooldown, forcing you to stand and fight. Having a powerful AoE item like Crystal Charges gives your non-Engineer Rogue added utility that shouldn't be ignored.

Level 50-59 Shopping List

Level 50

- 10 [Elixir of Major Fortitude](#)
- 10 [Scroll of Agility V](#) (only if you don't already have [Elixir of Greater Agility](#) or [Elixir of the Mongoose](#))
- 10 [Insane Strength Potion](#) – Your first burst potion!
- 10 [Sneaking Potion](#) – Use for maximum stealth capability
- [Cobrahide Leg Armor](#) or [Cleftside Leg Armor](#) – Place on the best possible pants you can find
- [Glyph of Safe Fall](#)
- [Glyph of Evasion](#)
- 60 [Netherweave Cloth](#) (to level First Aid up to 350 so that you can use [Frostweave Bandages](#))
- 20 [Frostweave Cloth](#) (to make a stack of [Frostweave Bandages](#) after reaching 350 in First Aid)

Level 55

- 10 [Super Healing Potion](#)
- 10 [Elixir of Major Agility](#)
- 10 [Warp Burger](#) or [Grilled Mudfish](#)
- 10 [Lesser Rune of Warding](#) (Note: Can't be used on the heirloom chestpiece)
- 10 [Flame Cap](#) – A nice little 1 minute offensive boost that can be useful on tough encounters

Level 57+

- Inexpensive Burning Crusade gear “[of the Bandit](#)” (Item Level 81+) for your non-heirloom slots

This level range will inundate you with numerous upgrades from [The Burning Crusade](#) (TBC). Some of these items, like the Bandit gear (a major boost in stats over pre-TBC gear), can be found fairly cheaply. Just keep an eye out on the AH for good bargains and your Rogue will benefit from the extra power over pre-TBC items. Level 50 is also when you get access to more Glyph slots, so pick up any other Glyphs you might need to fill those extra slots.

Level 60-69 Shopping List

Level 60

- 10 [Scroll of Agility VI](#) (only if you don't already have [Elixir of Major Agility](#) or [Elixir of the Mongoose](#))
- 10 [Haste Potion](#)
- 10 [Greater Rune of Warding](#) (Note: Can't be used on the heirloom chestpiece)
- [Nethercobra Leg Armor](#) or [Nethercleft Leg Armor](#)

Level 65

- 100 [Frostweave Cloth](#) (to make [Frostweave Bandages](#) up to 400 First Aid for [Heavy Frostweave Bandages](#))

Level 67+

- Inexpensive WotLK gear “[of the Bandit](#)” (Item Level 130+) for your non-heirloom slots

This level range has surprisingly few items that you'll want to collect beforehand aside from BoE Bandit gear to get you ready for Northrend. If you're itching to buy more consumables, then check the previous 50-59 Shopping List for ideas, although some of those will already have upgraded versions available in this level range.

Level 70-79 Shopping List

Level 70

- 10 [Elixir of Mighty Agility](#)
- 10 [Scroll of Agility VII](#) (only if you don't already have [Elixir of Mighty Agility](#) or [Elixir of Major Agility](#))
- 10 [Runic Healing Potion](#)
- 10 [Blackened Dragonfin](#)
- 10 [Elixir of Mighty Fortitude](#)
- 10 [Potion of Speed](#)
- [Nerubian Leg Armor](#) or [Jormungar Leg Armor](#)
- [Eternal Belt Buckle](#) with the best pre-Cataclysm [Agility gem](#) you can afford

Level 75

- [Glyph of Sprint](#)
- Any remaining Minor Glyph you prefer
- 150 [Embersilk Cloth](#) (to make [Embersilk Bandages](#) and [Heavy Embersilk Bandages](#) up to 500 First Aid)

Level 77+

- Inexpensive Cataclysm gear "[of the Stormblast/Galeburst/Windflurry](#)" (Item Level 272+) for your non-heirloom slots

This level range consists mainly of a few consumable upgrades and BoE gear from Cataclysm. Instead of Bandit gear, you'll now be looking for Stormblast/Galeburst/Windflurry gear that has a total of four useful stats per item. Avoid gear with Mastery as you cannot get any benefit from that stat until you reach level 80. Don't forget that you get two more Glyph slots at level 75, so check your Glyphs to make sure that you have all of your slots filled.

Level 80-84 Shopping List

Level 80

- 20 [Cataclysm Battle Elixirs](#) or [Scroll of Agility IX](#) (get whatever you can find the cheapest on the AH)
- 1 [Drums of Forgotten Kings](#) and [Runesroll of Fortitude](#) (great for both solo and group leveling)
- 20 [Cataclysm Stat Food](#), preferably [Skewered Eel](#) (get whatever you can find the cheapest on the AH)
- 20 [Cataclysm Non-Stat Food](#) (for general healing needs)
- 10 [Potion of the Tol'Vir](#) or [Deathblood Venom](#) (save for emergencies or when you need serious DPS)
- 10 [Mythical Healing Potion](#)
- 20 [Dust of Disappearance](#) (Reagent required for switching out level 81+ glyphs)
- 200 Windwool Cloth (to make [Windwool Bandage](#) and [Heavy Windwool Bandage](#) up to 600 First Aid)

Level 83+

- Inexpensive BoE MoP gear (Item Level 364+)

Cataclysm consumables are vastly superior to pre-Cataclysm consumables, so pick some up if you can afford them. Otherwise, start keeping an eye out for inexpensive MoP BoE gear and consumables as you approach levels 83-85.

Level 85-90 Shopping List

Level 85

- 20 [MoP Battle Elixirs](#) (get whatever you can find the cheapest on the AH)
- 20 [Runesroll of Fortitude II](#)
- 20 [MoP Stat Food](#), preferably [Sauteed Carrots](#) (get whatever you can find the cheapest on the AH)
- 20 [MoP Non-Stat Food](#) (for general healing needs)
- 10 [Master Healing Potion](#)
- 10 [Virmen's Bite](#) (save for emergencies or when you need serious DPS)

As with consumables from the previous expansions, MoP consumables are vastly superior to pre-MoP consumables, so pick some up if you can afford them.

Leveling Specs

Each class specialization (spec) has its unique advantages and disadvantages when it comes to leveling. One spec might be better at solo leveling while another works better in PVP or dungeon leveling situations. Some specs are good at several different methods of leveling. I recommend that you try out each spec from time to time to see which works best for your particular playstyle and leveling environment. The introduction of one or more powerful abilities deep in a spec could suddenly change the way you look at a particular talent build, so try to keep an open mind.

Combat (Questing/Dungeon Spec) – [Sample Spec](#)

Combat Specialization Bonuses (Level – Specialization: Description)

10 – [Blade Flurry](#): While active, your attacks strike an additional nearby opponent, but Energy regeneration is reduced by 20%. Lasts until canceled.

10 – [Vitality](#): Increases your Energy regeneration rate by 20% and your Attack Power by 25%.

10 – [Ambidexterity](#): Increases the damage you deal with your off-hand weapon by 75%.

20 – [Revealing Strike](#): 40 Energy. Melee Range. Instant. Requires Melee Weapon. An instant strike that deals 125% weapon damage and exposes the target's vulnerabilities, increasing the effectiveness of your offensive finishing moves on that target by 35%, and giving your Sinister Strikes a 20% chance to generate an extra combo point, for 18 sec. Awards 1 combo points.

30 – [Combat Potency](#): Gives your successful off-hand melee attacks and Main Gauche attacks a chance to generate 15 Energy. Slower off-hand weapons have a proportionally higher chance to trigger Combat Potency.

40 – [Adrenaline Rush](#): Instant. 3 min cooldown. Increases your Energy regeneration rate by 100% and your melee attack speed by 20% for 15 sec.

50 – [Restless Blades](#): Your damaging finishing moves reduce the remaining cooldown of your Adrenaline Rush, Killing Spree, Redirect, Shadow Blades, and Sprint abilities by 2 sec per combo point.

60 – [Bandit's Guile](#): Your training allows you to recognize and take advantage of the natural ebb and flow of combat. Your Sinister Strike and Revealing Strike abilities increase your damage dealt by up to 30%. After reaching this maximum, the effect will fade after 15 sec and the cycle will begin anew.

80 – [Killing Spree](#): 10 yd range. Instant. 2 min cooldown. Requires Melee Weapon. Step through the shadows from enemy to enemy within 10 yards, attacking an enemy every 0.5 sec with both weapons until 7 assaults are made, and increasing all damage done by 50% for the duration. Can hit the same target multiple times. Cannot hit invisible or stealthed targets.

80 – [Main Gauche](#): Your main-hand attacks have a X% chance (modified by Mastery) to grant you an attack that deals damage equal to 120% of a main-hand attack.

Combat has always been a very effective spec for leveling, and with the various updates in Mists of Pandaria, that still hasn't changed. Blade Flurry, despite receiving a penalty to energy regeneration, is still an amazing ability for dealing with multiple enemies. And since Blade Flurry can be used at all times (as of patch 4.0.6), you'll find that you'll seek out situations to use it as often as possible.

When leveling with Combat, you'll want to let Blade Flurry take out weaker targets while you focus your main attacks on the tougher opponent. A fully twinked Combat Rogue using Blade Flurry and Adrenaline Rush becomes a veritable whirling dervish, capable of mowing down several mobs at a time.

Combat is as equally good at solo leveling as it is at dungeon leveling. However, if you prefer to PVP while leveling, you may want to go with one of the other two specs. Combat does not provide the frontloaded burst damage that works best in PVP. Combat's damage is much more consistent and sustained which lends itself well to solo grinding and group leveling in dungeons.

Assassination (Questing/Dungeon/PVP Spec) – [Sample Spec](#)

Assassination Specialization Bonuses

10 – [Mutilate](#): 55 Energy. Melee Range. Instant. Requires Daggers. Instantly attacks with both weapons for 200% weapon damage plus an additional 223 with each weapon. Awards 2 combo point.

10 – [Improved Poisons](#): Increases the application chance of Deadly Poison and Wound Poison by 20%.

10 – [Assassin's Resolve](#): Requires Daggers. While wielding daggers, your maximum Energy is increased by 20 and your damage is increased by 20%.

20 – [Envenom](#): 35 Energy. Melee Range. Instant. Requires One-Handed Melee Weapon. Finishing move that deals instant poison damage proportional to the number of combo points on the target. Following the Envenom attack, your poison application chance is increased by 15%, for 1 sec plus an additional 1 sec per combo point. Replaces Eviscerate.

30 – [Seal Fate](#): When you critically strike with a single-target attack that generates combo points, you gain an additional combo point on your target.

40 – [Dispatch](#): 30 Energy. Melee Range. Instant. Requires Daggers. A vicious strike that exploits the vulnerability of foes with less than 35% health remaining, causing 400% weapon damage plus 486 (+ 100% of SpellPower) to the target. Requires a dagger in the main hand. Awards 1 combo point. Replaces Sinister Strike.

50 – [Venomous Wounds](#): Each time your Rupture or Garrote deals damage to an enemy that you have poisoned, you have a 75% chance to deal 685 additional Nature damage and to regain 10 Energy. Garrote will not trigger this effect if the enemy is also afflicted by your Rupture. If an enemy dies while afflicted by your Rupture, you regain energy proportional to the remaining Rupture duration.

60 – [Cut to the Chase](#): Your Eviscerate refreshes your Slice and Dice duration to its 5 combo point maximum.

70 – [Blindside](#): Performing a successful Mutilate has a 30% chance of leaving you in an advantageous position, enabling a single use of Dispatch with no energy cost, regardless of the enemy target's health.

80 – [Potent Poisons](#): Increases the damage done by your poisons by X% (modified by Mastery).

80 – [Vendetta](#): 30 yd range. Instant. 2 min cooldown. Marks an enemy for death, increasing all damage you deal to the target by 30% and granting you unerring vision of your target, regardless of concealments such as stealth and invisibility. Lasts 20 sec.

Assassination is a decent spec for leveling, relying on the power of hard hitting Mutilates along with a variety of dagger and poison-based talents. In the past, Assassination benefitted from having the useful combination of the talents Quickening (now [Fleet Footed](#)) and [Deadly Momentum](#) (now a glyph). However, those are now both available to all Rogues regardless of spec, so Assassination doesn't really offer many unique abilities for the purposes of leveling. Regardless, this spec can still be effective at both PVE and PVP, as long as you have a good set of daggers available to you.

Subtlety (Questing/PVP Spec) – [Sample Spec](#)

Subtlety Specialization Bonuses

10 – [Hemorrhage](#): 30 Energy. Melee Range. Instant. Requires Melee Weapon. An instant strike that deals 140% weapon damage (203% if a dagger is equipped), causing profuse bleeding that deals an additional 50% of the direct strike's damage over 24 sec. Awards 1 combo point. Replaces Sinister Strike.

10 – [Master of Subtlety](#): Attacks made while stealthed and for 6 seconds after breaking stealth cause an additional 10% damage.

10 – [Sinister Calling](#): Increases your total Agility by 30%.

20 – [Find Weakness](#): Your Ambush, Garrote, and Cheap Shot abilities reveal a flaw in your target's defenses, causing all your attacks to bypass 70% of that enemy's armor for 10 sec.

30 – [Premeditation](#): 30 yd range. Instant. 20 sec cooldown. Requires Stealth. When used, adds 2 combo points to your target. You must add to or use those combo points within 18 sec or the combo points are lost.

40 – [Backstab](#): 35 Energy. Melee Range. Instant. Requires Daggers. Backstab the target, causing 275% weapon damage plus 383 (+ 100% of SpellPower) to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.

50 – [Honor Among Thieves](#): When any player in your party or raid critically hits with a spell or ability, you gain a combo point on your current target. This effect cannot occur more than once every 2 seconds, and can only occur while you are in combat.

60 – [Sanguinary Vein](#): Increases the damage of your Rupture ability by 50% and causes you to deal 20% additional damage to targets afflicted by your Rupture, Garrote, or Crimson Tempest.

70 – [Energetic Recovery](#): While your Slice and Dice ability is active, you regain 8 Energy every 2 sec.

80 – [Executioner](#): Increases the damage done by your finishing moves, and the effectiveness of your Slice and Dice, by X% (modified by Mastery).

80 – [Shadow Dance](#): Instant. 1 min cooldown. Enter the Shadow Dance for 8 sec, allowing the use of abilities that ordinarily require Stealth. The Energy cost of Ambush is reduced by 20 while Shadow Dance is active.

Similar to Assassination, Subtlety lost some of its uniqueness with the 5.0.4 patch, now that any Rogue can pick up [Nightstalker](#) at level 15 and [Shadowstep](#) at level 60. Despite the loss of those specialized talents, Subtlety still plays about the same as it did before. Instead of wading through enemies, chain killing mob after mob, you'll want to use the power of stealth to frontload a lot of your damage. However, once you've finished off that mob, you'll may find yourself in trouble if you pull other enemies into combat before you can return to stealth. Subtlety shines in 1-on-1 encounters, especially PVP, but leaves something to be desired when faced with groups of enemies.

Subtlety is the ideal spec for leveling in PVP, providing plenty of burst damage. You'll want to hit enemies fast and hard and then quickly return to stealth to get the most benefit from this spec. Unfortunately, that formula doesn't work so well for dungeon leveling, as you'll frequently be stuck in combat. For solo leveling with Subtlety, you'll want to focus on 1-on-1 encounters with lone mobs out in the open battlefield. Stay away from any groups of 3 or more enemies and you'll do fine with Subtlety.

Leveling Playstyles

Your personal preferences will often dictate your choice of spec, but there are multiple ways to play a particular spec. One important consideration to take into account is how you plan to open each battle while leveling. Using stealth openers (Ambush/Cheap Shot/Garrote) allows you to Sap and Pick Pocket mobs as you go along, but will also slow down your overall leveling pace. If you prefer to skip stealth openers (not recommended for Subtlety), then you can just run in and start smashing away with your main attack. Once you've started a battle, you need to decide which sequence of attacks is going to be most effective. Listed below are various leveling playstyles from which to choose.

"Surprise Attack"

This playstyle relies on a quick series of attacks from stealth to deal maximum frontloaded damage.

Stealth -> Premeditation -> Shadowstep -> Ambush -> 5pt. Eviscerate

or

Stealth -> Mutilate x 2 -> 4/5pt. Eviscerate

Pros: Fast single target damage. Incoming damage virtually eliminated unless you pull adds before restalthing.

Cons: If you pull adds, you're may be at a disadvantage, unless you can use Vanish to reset.

"Quick Kill"

This playstyle skips the stealth opener and uses a basic sequence of attacks for quick, reliable damage.

Special Attacks ([Mutilate/Sinister Strike/Hemorrhage](#)) -> 5pt. Eviscerate/Envenom

Pros: Fast single target damage. Incoming damage reduced somewhat due to shorter battles.

Cons: Doesn't allow for Pick Pocketing or Saps. Frequent use of Recuperate may be needed against multiple mobs.

"Lockdown"

This playstyle relies on stuns to keep mobs locked down for most of the battle.

Stealth -> Cheap Shot -> Special Attacks (Mutilate/Sinister Strike/Hemo) -> Kidney Shot

Pros: Minimizes incoming damage. Allows for Pick Pocketing and Saps.

Cons: Battles can take longer because you're using a stealth opener and spending energy on stuns.

"Chain Kill"

This playstyle relies on Slice and Dice/Recuperate/Deadly Momentum to maximize damage and life gain as you move from mob to mob.

Special Attacks -> 5 pt. Slice and Dice -> Special Attacks -> 5 pt. Recuperate -> Refresh both with Deadly Momentum

Pros: Maintains a fast, continuous pace.

Cons: Doesn't allow for Pick Pocketing or Saps. Frequent healing with Recuperate required to sustain a constant pace.

"Whirling Dervish"

This Combat playstyle relies on the burst potential of Blade Flurry, Adrenaline Rush & [Killing Spree](#) to round up and mow down multiple mobs all at once. Add [Fan of Knives](#) (FoK) to the mix once you reach level 66.

Sprint -> Evasion (round up mobs) -> Special Attack x 3 -> 3 pt. Slice and Dice -> Killing Spree ->

Adrenaline Rush -> Special Attack x 5 -> 5 pt. Recuperate -> Mow everything down

Pros: Fun.

Cons: Doesn't allow for Pick Pocketing or Saps. Can be suicidal (Cloak/Vanish if things go bad). Frequent healing.

Leveling Methods

Next you need to decide where and how you want to level up. Generally, most players level up by questing from zone to zone, but these days, players have the option of leveling up in a variety of ways, including using the Looking for Dungeon (LFD) tool, participating in Battlegrounds (BGs), group leveling and even good ol' grinding. I find it helpful to use each of these methods to a varying degree depending upon my particular level and rate of progression.

Questing

From the moment your journey as a Rogue begins, you can embark on the first of many thousands of available [quests](#). There are some players who work feverishly to complete every possible quest in the game to obtain one of several [Loremaster](#) achievements. Completing quests provides numerous rewards including experience, copper/silver/gold, valuable loot, [reputation](#) with various factions and occasionally [achievements](#).

Quests come in many varieties, including gathering quests, kill quests, delivery quests and escort quests. To find all of the quests within a specific area, look up [zones](#) in Wowhead and then click on the "Quests" tab within that zone. You can also click the "Show on map" button on those zone pages to show you exactly where quest givers, other NPCs and even gathering nodes are located throughout the zone. Those zone pages can be very helpful for planning out your quests and finding quest NPCs that you might otherwise overlook.

Another tool you can use is the in-game map system. Once you've visited a quest hub and picked up all available quests, check your map to get a sense of where those quests will be taking you and plan out your quest progression accordingly. Sometimes it will behoove you to follow all of the quests in a general direction, towards another quest NPC perhaps, so that upon completing those quests you can open up additional quests that will send you back towards the original quest hub for even more quests. Chaining together quests in similar locations is a great way to maximize your leveling speed by reducing unnecessary travel time. As you're moving from quest to quest, make sure to kill wandering mobs for extra experience and work on leveling your gathering professions.

Dungeon Leveling

Once you get to about level 15, a new leveling option will make itself available to you in the form of 5-man dungeons called [Instances](#). Instances are self contained areas that contain [elite](#) mobs and [bosses](#) who drop high quality loot. Not only that, but you can often pick up quests for those dungeons that will provide very nice quest rewards. Some quests can be obtained from NPCs in or around dungeon entrances while other quests can only be obtained through quest chains that begin in nearby zones.

One way to get some of the best possible gear in the lower level ranges is to use the [Dungeon Finder](#) tool, commonly referred to as "Looking for Dungeons" or "LFD". The Dungeon Finder tool randomly pairs you up with four other players to form a fairly cohesive party, including a [tank](#), a [healer](#) and two other [damage dealers](#) or DPS players. You can choose to queue up for specific dungeons or you can queue up for any level-appropriate Random Dungeon. Each time you successfully complete a Random Dungeon using the Dungeon Finder tool, you are rewarded with a [Satchel of Helpful Goods](#) which has a chance to contain a very useful rare armor item.

When leveling up in dungeons, I recommend using a Combat or Assassination spec. Subtlety specs rely on the power of stealth attacks, and often you'll be stuck in battle, unable to return to stealth. Don't bother trying to keep up Recuperate in dungeons, since you shouldn't be taking much damage and often won't get enough killing blows to properly maintain that ability.

Dungeon Leveling can be paired up well with Questing, so try to pick up as many of the available quests for [dungeons in your level range](#) while questing so you can knock out all of those dungeon quests at the same time for extra experience. One thing to consider when Dungeon Leveling is that it can be difficult to keep your gathering professions leveled up when you're spending lots of time in dungeons. Eventually, you'll need to move on to higher level zones and dungeons, but your gathering professions won't be able to keep up with those higher level areas. Occasionally dungeons will offer gathering nodes or beasts to skin, but that isn't usually the norm. Try to level up your gathering professions in between dungeon queues whenever possible.

Battlegrounds Leveling

As soon as you reach level 10 you can begin leveling through PVP, however BGs are best used for leveling as you approach the upper end of each level bracket (18-19, 28-29, etc.) since you'll be at your most powerful state relative to

the rest of the players competing against you. If you try to level up in BGs in the earlier levels of a bracket, you'll often find that you won't have all of the necessary PVP abilities and talents needed to be competitive and may find yourself outclassed, spending plenty of time in the graveyard. However, in patch 4.0.3a, Blizzard doubled the number of PVP level brackets by splitting each bracket in half (ie. 20-29 is now 20-24 and 25-29). So the power disparity between the higher and lower level players in each bracket won't be as pronounced as before.

In order to level up in BGs, you can enter queues by just clicking the Player vs. Player button on your menu bar. When you first begin, you'll only have access to [Warsong Gulch](#) and [Arathi Basin](#). As you get to higher levels, other battlegrounds will become available to you including [Eye of the Storm](#) (35), [Alterac Valley](#) (45), [Strand of the Ancients](#) (65), [Isle of Conquest](#) (75), [Battle for Gilneas](#) (85) and [Twin Peaks](#) (85). Beginning at level 45, you can also use the Random Battleground feature within that same PVP menu to queue up for a random BG for extra [Honor Points](#). Honor Points can be used to purchase various PVP gear, including the aforementioned [PVP boots](#).

When leveling in BGs, having a PVP-oriented spec is going to perform best, since a questing/dungeon spec may not work as well at PVP. Subtlety, with its impressive burst damage from stealth, is an excellent spec to use in BGs. Assassination is another good choice, while Combat generally tends to bring up the rear when it comes to PVP. To be the most effective at PVP, try to stay in large groups while focusing your attacks on the weak and injured. Rogues excel at being sneaky, so take advantage of your powerful surprise attacks to quickly dispatch your enemies and then fade back into the shadows. A Rogue caught out of stealth in PVP is often going to be a dead Rogue, so always try to get back into stealth as soon as possible after finishing off an enemy. Also, much like with Dungeon Leveling, try to keep your gathering professions leveled up in between battle queues, otherwise you'll find that they'll soon lag behind.

Group Leveling

Some players like to level up with the help of one or more partners. Shared experience gains will tend to be lower using this method, but you can make up for it by being able to quickly steamroll through content with little need for rest. This method of leveling works best when leveling up in dungeons, especially if you have a well-formed, cohesive group consisting of players who know how to play their classes well. If you join a group that seems incompetent or divided, strongly consider leaving the group or your leveling speed is going to suffer.

Grinding

[Grinding](#) can be a very effective method of leveling depending upon the level and density of creatures in the area. Often you can chain together kill quests and/or gathering quests along with a good grinding session for an impressive amount of experience. Unfortunately, grinding can also become very repetitive and tedious, so I recommend pairing up a long grinding session with a favorite podcast, TV show or movie to keep you awake.

Recruit-A-Friend

An amazing way to powerlevel a character is by using the [Recruit-A-Friend](#) (RAF) system. If you have a new account referred by another player through RAF, you can gain serious bonus experience together, allowing you to virtually fly through dozens of levels. Some players will even go so far as to purchase a second account for themselves specifically for this terrific benefit. One drawback that I've seen to the RAF program is that once a player has been hyperleveled up to level 80 through RAF, they often have no idea how to actually play their class beyond that point.

The Powerleveling Experience: Level-by-Level

Now that we've identified all of the various consumables, gear, specs, playstyles and leveling methods that you'll want to consider when maximizing your leveling speed and efficiency, it's time to actually start leveling. Detailed below, you'll find level-by-level tactics and strategies for leveling your Rogue based on my own powerleveling experiences. I've listed techniques that I've used, what areas worked best and how long it took to reach each level. Your own results may vary, but at least you'll have a real-world benchmark to compare against.

Powerleveling Experience: Levels 1-9

Level 1 - Time played this level: 5 minutes (mostly getting everything in order)

The powerleveling experience in the first few levels is pretty surreal. As of patch 4.0.1, you have access to all of a Rogue's weapon skills as well as dual-wielding from the start, so you can fully twink out with a full set of heirloom weapons and armor. Previously, you could only equip a single heirloom dagger for your level 1 weapon (which isn't ideal for Sinister Strike) until you went traveling around the world to go pick up your weapon skills for swords and/or maces. Now you can start off with any two of those items equipped, and there's even a mailbox at each starting location to receive them (as of patch 4.0.3a).

For this powerleveling experience, I have leveled up several Worgen Rogues through the Worgen starting zone of Gilneas. The Worgen and Goblin zones are actually instanced areas, isolated from the rest of the world, until you make your way out of those zones around level 14 or so. Not only that, but there are several scripted events which make significant changes to the continent as you go, completely removing your access to certain areas and NPCs. Due to this unique situation, I've found that I need to make a few slight adjustments to my normal powerleveling routine in order to compensate. Instead of starting off with Level 1-9 gear, I will also be carrying all of my level 10-15 gear with me.

Quest progression through the Worgen starting zone is mostly linear, sometimes to the point where it doesn't even feel like you have much control over the destiny of your character. Wake up over here, ride a horse there, take a carriage ride over there, get on another horse to take you way over there. With all of the scripted, mounted travel in this zone, I find it humorous that you still aren't considered to be skilled enough to purchase and ride your very own mount.

As you make your way through the world with your new Rogue, refer to your map, which will usually let you know where you need to go next. In most of the starting zones, just follow each quest ! and ? from point to point and you should be done with your first 13-14 levels in about 3 hours. If you find yourself stuck at any point, you can always refer to [Jame's free leveling guides](#) and his [Wow-Pro Addon](#) for a list of optimized quest circuits though each zone.

I mail all of the powerleveling gear to my new Worgen Rogue and pick the items up at the mailbox just to the south of my starting position (you can click on the Magnifying Glass icon at the top left of your minimap to select from numerous NPCs and landmarks to display on that map). The first thing I do is adjust my new Rogue's interface to resemble my old Rogue's interface. I set up my Action Bars, move abilities out to specific keybound slots, set up my macros, etc.

Next I open the mailbox, pull out the 4 large bags and set them up. Then I get rid of all of my old gear (except for the Worn Axe which I'll need briefly later on) and transfer over all of the Level 1-15 powerleveling gear. From my experience testing out several Worgen Rogues, there aren't any mailboxes around in Gilneas when you reach the level 10-15 range, so it helps to already have your level 10-15 gear ready in your bags.

I move my consumables out onto my action bars for easy access. I equip my powerleveling gear and get ready to quest my way through the Worgen starting area. After completing the first two quests, I'm at level 2.

Level 2 - Time played this level: 2 minutes

Time to start smashing. As a general rule, there's no need for me to loot, unless I'm specifically on a gathering quest or if I need to loot beasts in order to skin them. Since I don't have Skinning yet, I don't really have to worry about that right now. I continue working on the first few quests in [Gilneas City](#). Within moments, I've reached the next level.

Level 3 - Time played this level: 2 minutes

New Ability: [Eviscerate](#)

Eviscerate is going to be your basic finishing move for quite some time, however you'll be surprised at how seldom you'll actually use it over the course of your first 20-30 levels. As long as you're fully twinked and stick to mobs at or close to your level, you'll often kill them too quickly to ever fire off a 5-point Eviscerate. And once you get to higher levels, you'll find that there are usually better ways to use those combo points to your advantage.

I find myself one or two-shotting pretty much every enemy I see. I keep moving, never letting my Energy cap out at 100 as I unleash Sinister Strikes upon everything in my path. This is the first level that I get combo points, but honestly, I don't even need them. Nothing lasts long enough for an Eviscerate. Unfortunately, the first quest I pick up from my Rogue trainer is called [Eviscerate](#), so I'm actually forced to remove my twink mace and temporarily equip the Worn Axe in order to hit softly enough for one of the Bloodfang Worgen to live long enough for a 1 point Eviscerate.

Level 4 - Time played this level: 7 minutes

I continue questing my way south through Gilneas City, up to the rooftop and back down to turn in a few quests.

Level 5 - Time played this level: 10 minutes

New Ability: [Stealth](#)

Stealth is the defining ability of a Rogue, however much like with Eviscerate, you'll have little need for it during your first few levels. To get the most use out of Stealth, always try to stay behind enemies and avoid fires, AoE, and other effects that will break it. In the past, movement during stealth was slowed down considerably, but all that has changed with patch 4.1. Now Rogues can move at a nice, fast pace whether in or out of stealth.

One trick I like to use is running (or riding) full speed at my target, jumping into the air and then dropping into stealth at the last possible second. That way, you get a lot of forward momentum propelling you very close to your enemy, minimizing the distance you actually have to travel in stealth. This can take some practice, as it can be easy to misjudge your timing and get pulled into battle before you've entered stealth.

New Ability: [Battle Pet Training](#)

Battle Pet Training really has no bearing on powerleveling your Rogue, but it's a new feature in patch 5.0.4, so enjoy.

I keep questing through Gilneas City, following the natural progression of quests until I eventually transform into a Worgen and end up in the town of [Duskhaven](#).

Level 6 - Time played this level: 20 minutes

For Worgens, Duskhaven will be the place where you'll get your first and only chance to learn First Aid for the rest of your time in this zone. So the first thing you'll want to do is visit [Amelia Atherton](#) on the upstairs floor of the Inn to powerlevel your First Aid as soon as you arrive, because Duskhaven won't be around for long...

Regardless of your chosen race, I recommend that you visit a [First Aid Trainer](#) early on to powerlevel your First Aid to 225 so that you can begin using [Heavy Runecloth Bandages](#). Listed below is a simple powerleveling path for First Aid.

Powerleveling First Aid to 225

1 - 40 Linen Bandage: Make 40-42 Linen Bandages until you reach 40.

41-80 Heavy Linen Bandage: Make 35-60 Heavy Linen Bandages. Get Journeyman First Aid after 50. Continue to 80.

81-115 Wool Bandage: Make 40-55 Wool Bandages until you reach 115.

116-150 Heavy Wool Bandage: Make 40-55 Heavy Wool Bandages until you reach 150. Get Expert First Aid after 125.

151-180 Silk Bandage: Make 35-50 Silk Bandages until you reach 180.

181-225 Heavy Silk Bandage: Make 70-100 Heavy Silk Bandages until you reach 225.

After powerleveling First Aid, you'll want to visit your gathering profession trainers to pick up two of those professions. I recommend Herbalism combined with Skinning or Mining. Learning Herbalism automatically gives you [Lifeblood](#) (Rank 1), which heals you as well as providing you with a useful 20 second Haste effect every 2 minutes. Skinning gives you Crit Rating with [Master of Anatomy](#) as well as plenty of leather in case you need to have any Leatherworking

gear crafted. The final gathering option, Mining, gives you a small boost to Stamina in the form of [Toughness](#), but also provides you with plenty of ore and gems needed for just about any crafting profession you might choose later on.

For Worgens, you'll need to visit [Jack "All-Trades" Derrington](#), who can actually teach Apprentice level in every profession. He does not show up as a Profession trainer on your mini-map, but can be found in several towns in Gilneas including Duskhaven, [Stormglen Village](#) and [Keel Harbor](#).

At this point, I've been transformed into a Worgen, gaining new abilities, so I move my [Darkflight](#) ability out onto my action bar. Until I get [Sprint](#), this will be my speed boost ability to keep things moving along smoothly, and it doesn't even break stealth. I enter the Duskhaven Inn, set my hearth and then head upstairs to see the First Aid Trainer to powerlevel my First Aid. Next I visit Jack "All-Trades" Derrington to pick up Herbalism and Skinning. Skinning isn't exactly the most useful profession on Gilneas, since there's not much to skin, but I'll get plenty of use out of it later on, especially with the Worgen's [Flayer](#) ability which boosts your Skinning skill by 15 and lets you skin beasts half a second faster.

After I pick up the two quests from Prince Liam Greymane outside Duskhaven, I test out my twinked powers against the nearby Level 4/5 Elite Horrid Abominations. I'm able to easily kill them solo, but unfortunately it doesn't count as a "kill" for the [You Can't Take 'Em Alone](#) quest, which is rather ironic, since I really can take 'em alone...

Level 7 - Time played this level: 10 minutes

I continue questing in the southwestern portion of Gilneas. When I get to the Catapult quest, I continue using available Catapults even after killing the two captains on the ships to help get myself back to the questgivers quicker.

Level 8 - Time played this level: 12 minutes

New Ability: [Ambush](#)

Ambush is the bane of many non-Rogue players, the ultimate surprise attack. This one ability can reduce many enemies to little or no health in an instant. In the past, Ambush would become less and less effective as you leveled, but with 4.0.1 changes to talents and game mechanics, Ambush remains a potent weapon in any leveling Rogue's arsenal. Most importantly, Rogues can now use either a dagger or a non-dagger as their main hand Ambush weapon.

My next Elite test is the Level 7 Elite Dark Ranger Thyala and the 3 Forsaken guards near her. Without even using the Dog Whistle, I solo all four with ease. I hop back onto a nearby Catapult and ride back to Lord Godfrey. After completing the next few quests, I get to try out another elite, the Level 11/12 Elite, Koroth the Hillbreaker. Unfortunately, he's a bit too tough and I'm forced to use Darkflight to retreat out of his range. I finish a few more quests as I head west through Gilneas.

Level 9 - Time played this level: 15 minutes

New Ability: [Evasion](#)

Evasion is the Rogue's primary defense mechanism, allowing you to dodge attacks from multiple opponents, both melee and ranged. With a 3-minute cooldown, you'll want to save it for those times when you really need it. However, when you do use it, it always does its job well, boosting your dodge through the roof for a short period of time.

I keep working on Gilneas quests, eventually making my way to the Stagecoach Crash site in southern Gilneas. After finishing a few more quests, I finally reach level 10. Nearby the Stagecoach Crash site, I get another chance at Koroth the Hillbreaker. This time I'm able to get him down to about 15% health before I'm forced to Darkflight back down the path. Afterwards, I continue east to [Stormglen Village](#). While running there, I clean out my bags. Anytime I have to travel across long, open expanses, I set my Rogue to autorun and use this time to go through my bags throwing out useless loot on the run.

Note: If you're playing a Goblin, you'll soon get the chance to powerlevel from 10-14 very quickly on an endless stream of [Volcanoth Champions](#) that quickly respawn inside the [Lost Caldera](#). I suggest using a Combat spec with [Blade Flurry](#) to rapidly mow them down. After accepting the [Rocket Boot Boost](#) quest which takes you into the Lost Caldera, don't hearth out of the volcano for any reason, or you may not be able to return. Complete [Children of a Turtle God](#) then grind on the [Volcanoth Champions](#) for about 25 minutes until you reach level 14. At that point, you're done grinding, so go ahead and finish [Volcanoth!](#), which will send you on your way.

Powerleveling Experience: Levels 10-19

Level 10 - Time played this level: 15 minutes

After knocking out those first 10 levels, it's time to find a mailbox, choose your spec and review your newly acquired abilities. Starting with patch 5.0.4, you no longer get talent points, but you'll still be selecting from one of three specs. Each spec has its own unique set of specialization bonuses, so you're going to want to choose your initial spec wisely. Eventually, you'll be able to purchase [Dual Talent Specialization](#) at level 30 which will allow you to switch back and forth between two specs as needed.

I recommend starting off with Combat or Assassination. Subtlety gives you a powerful Ambush to make short work of single targets, but then quickly runs out of gas. Combat and Assassination, on the other hand, give you much more consistent, sustainable damage. Those specs allow you to be just as effective with single targets as you are with groups of enemies. Too often you'll find yourself faced with 2 or more enemies, which can sometimes be tough for Subtlety.

For solo leveling and/or dungeon leveling, if you have a good set of daggers, then go with Assassination, otherwise Combat is probably going to be your best option. If you intend on leveling up primarily through PVP, then by all means, choose Subtlety. After selecting your spec, you'll want to find a mailbox to collect your Level 10-19 powerleveling items (unless you're a Worgen). Anytime you upgrade consumables, switch out the lower level versions to free up valuable bag space. Once that's done, you're ready to head back out and continue powerleveling.

New Ability: [Poisons](#)

Poisons are a big part of a Rogue's DPS and utility, so keep them applied to your weapons at all times. As of patch 5.0.4, [Deadly Poison](#) is the first poison available to you at level 10, but it has been significantly improved. Now, when you apply Deadly Poison, it still deals damage over time, but additional attacks will have a chance to "instantly" deal extra poison damage, replacing the need for the old Instant Poison. One application of poisons will coat both weapons, and once you get [Crippling Poison](#) at level 20, you can also apply a 2nd Non-Lethal Poison to each of your weapons.

New Ability: [Sap](#)

Sap is the Rogue's long-duration creature control (CC) ability, allowing you to separate individuals from groups and control the battlefield. After using Sap, be sure to let your energy fully recover before launching your stealth attack.

When I get to level 10 as a Worgen Rogue, I find myself still trapped on the continent of Gilneas and I haven't seen a mailbox since I left the starting point. Luckily I planned ahead and already have my level 10-15 gear in my bags, ready to equip. For this Rogue, I'll be using a standard Combat leveling build with an heirloom mace as my mian hand weapon.

Battlegrounds are normally unlocked for players at level 10, but not Worgen. If I try to enter a BG, I'll be teleported to the nearest graveyard instead. I realize that I can actually use that to my benefit, sort of like a mini hearthstone that can be used over and over while questing as long as I know where the nearest graveyard is. I'm able to complete some quests, queue up for Warsong Gulch and then get teleported right back to the graveyard next to Stormglen Village. Unfortunately, that trick doesn't work as well when you head north, since most of the Spirit Healers in this zone are located way to the south.

Here's a very simple attack macro that I like to use, one which many new Rogues may not be aware of:

```
/startattack  
/cast Sinister Strike
```

Use this macro (or a variation of it for Mutilate/Hemorrhage) and you'll never have a delay when attacking a mob. Normally, if you've just killed a mob and used up all your energy, when you switch to a second mob, your attacks won't begin immediately upon mashing your instant attack button. Swap out Sinister Strike for this macro and that problem goes away. You can find a complete list of Rogue macros here: http://www.wowpedia.org/Useful_macros_for_rogues

Level 11 - Time played this level: 15 minutes

As I continue questing around Stormglen Village, I find the occasional higher level Earthroot among all of the Peacebloom and Silverleaf, so I'm glad I have my extra set of gloves enchanted with [Advanced Herbalism](#) to bridge those skill gaps. I make sure to kill a few extra mobs while questing so that I can reach level 12 for Recuperate and the level 12 Healing Potion before leaving Stormglen Village.

Level 12 - Time played this level: 15 minutes

New Ability: [Recuperate](#)

I couldn't believe my eyes when I first read about this ability, as Rogues had never had any kind of self healing ability (aside from food/bandages/potions and Lifeblood) up until this point. Now, don't get me wrong, I'm not complaining. This single ability makes leveling a Rogue so much easier than it ever had been before.

One of the main complaints that came from players leveling up a Rogue for the first time was that Rogues took way too much damage, requiring significant amounts of downtime to eat and bandage. Well, Recuperate has changed all that. Now Rogues can use leftover combo points from dead enemies to fuel this very effective healing ability and it doesn't even break stealth. Really, what more could a Rogue ask for?

I continue making my way north through Gilneas, picking herbs, completing quests and killing/skinning the few available beasts. I'm investing a little more time leveling up my gathering skills right now so that I can reap the benefits of having those leveled up professions later on. Lifeblood is a useful ability for Rogues and Master of Anatomy will certainly help my DPS.

After completing a few more quests in northern Gilneas, I get the chance to head back into Gilneas City for the fun quest [The Battle for Gilneas City](#). As I'm leveling up, I remind myself to equip my new gear and switch in my upgraded consumables. If I get cocky and aggro too many mobs, it's nice to know that I can now fall back on the more powerful level 12 Healing Potion rather than the weaker level 3 version. Regardless, with Blade Flurry, Evasion, EZ-Thro Dynamite, Thistle Tea and Lifeblood, there's really not much that can challenge me, even in large groups. Add Recuperate to the mix and this very potent combination of abilities enables me to quickly powerlevel my Rogue.

Level 13 - Time played this level: 15 minutes

I equip my new level 13 gear and continue questing in and around Gilneas City. Soon, I have to leave the city and head out west to Aderic's Tomb, followed soon by a trip northwest out to [Keel Harbor](#). After completing two quests there I've reached level 14 and it's time to leave for Darnassus.

Level 14 - Time played this level: 20 minutes

New Ability: [Kick](#)

Kick is primarily a PVP ability, but can occasionally be useful while leveling. Depending upon the types of mobs you're fighting, and the effectiveness of their ranged spells, Kick can go from being merely situational to becoming a lifesaver. Some spellcasters can pack quite a punch behind those spells, so keep an eye out for those powerful ranged threats and quickly neutralize them with a well-placed Kick.

New Ability: [Slice and Dice](#)

Slice and Dice is a powerful finishing move that was moved from level 22 to level 14 in patch 5.0.4. This ability was also improved in Cataclysm, allowing you to use combo points off of dead bodies to power it, and you don't even have to target them to do it. To maximize its effectiveness, leave the combo points on the body as long as possible until reaching the next enemy before popping Slice and Dice. Once you get [Glyph of Deadly Momentum](#) at level 25, you'll be able to automatically refresh both Slice and Dice/Recuperate with each kill using that powerful glyph.

So now that I've finished up with the Worgen starting zone, the question is, where to go next? If you're playing a Worgen or Night Elf Rogue, Darkshore would seem like the next most logical destination. However, if you take a look at this excellent [Level Flow map](#) posted by Zeror on the MMO-Champion forums, you'll notice that [Stormwind City](#) is optimally located in a very tight cluster of zones.

I've always preferred using Stormwind as my base of operations because it's surrounded by numerous zones with short travel times between them. If you play a Worgen or Night Elf Rogue and work your way south through Kalimdor,

you'll be often be very isolated from other Alliance cities and your leveling speed will probably suffer due to long travel times across vast distances.

In the original version of this Powerleveling Guide, I actually recommended going to a small island in [Loch Modan](#) at this point to quickly grind out the next 7 levels while powerleveling your Skinning profession. That southernmost island, which I'd dubbed Crocolisk Island, was covered with Crocolisks that would respawn at an extremely fast rate, allowing you to constantly kill, loot and skin for speedy leveling. Unfortunately, due to Cataclysm changes, that strategy no longer works, because the water has been drained out of the Loch and the Crocolisks now wander throughout the dry basin. However, during my travels in patch 4.0.3a, I found another location that works just as well (although without the Skinning benefit), a place not too far from Stormwind that I like to call Redridge Camp.

Grinding is my preferred method of leveling in the sub-20 level range (which includes levels 10-14 for Goblins using the [Volcanoth Champions](#) technique mentioned earlier in this guide) because I don't have a mount yet and would rather grind away on a constant stream of mobs in one location rather than slowly walk all over a map completing quests. Once I get a mount, questing will become my standard mode of leveling, but until then, I'd rather sit in one spot and rapidly power my way through much of these lower levels.

Grinding through levels like that can be boring, but if you occupy yourself with a movie or some other diversion, you'll find that the time will go by quickly. In the past, I used to go questing around [Westfall](#), but found it very tedious running back and forth all over the map without a mount, trying to track down this or that quest requirement. With Redridge Camp, you don't have to worry about all of that. Just buckle up and get ready for some lightning fast leveling action.

So what or where is Redridge Camp? Redridge Camp is the name I've given to a small camp of level 15-17 [Redridge Poachers](#) and [Redridge Mongrels](#) located on the southern bank of Lake Everstill in Redridge Mountains at coordinates: 40, 63. There are six mobs located at that camp and as soon as the last one is killed, one or more replacements immediately spawn. I don't bother looting, but instead just smash away, letting Blade Flurry mow them all down. Recuperate is also key there and should be used as often as possible to keep your health topped off.

When grinding the mobs at Redridge Camp, occasionally you'll get swarmed by 4 or 5 at once, so save Evasion for those times when you really need it. As long as you're fully buffed and twinked, with a Combat or Mutilate spec, you should be able to easily solo that camp starting at level 13 or 14. I don't recommend trying to undertake this venture with a Subtlety spec as you'll often find it very difficult to return to stealth. If you love Subtlety, you may actually want to consider leveling up in BGs at this point, since you'll be at the top of the new 10-14 BG level range.

After leveling up a few test Worgens to 14, I switch back to one of two Level 14 Human Rogues I've been waiting to level up. My next destination is [Redridge Mountains](#), which is now a level 15-20 zone, with quests beginning as early as level 14. I leave Stormwind, head south and east, pick up the [Goldshire](#) and [Eastvale Logging Camp](#) flight points and then continue east to Redridge Mountains. When I arrive, I pick up all available quests and begin working on the first few quests in western Redridge Mountains. By the time I reach [Lakeshire](#), I'm level 15. Dungeon leveling becomes available to me at this point, but I'm not really interested in doing that right now.

Level 15 - Time played this level: 15 minutes (**6 minutes if grinding**)

As of patch 5.0.4, level 15 will be your first chance to pick a talent. Unlike in Cataclysm, you are no longer forced to stick to any particular tree, because there are no more trees. Now you just choose the best of three talents at each 15 level interval, depending upon your personal preferences. Level 15 will offer you three different stealth-based talents, [Nightstalker](#), [Subterfuge](#) and [Shadow Focus](#). Regardless of your spec, I recommend that you pick Nightstalker for the speed bonus as well as the extra frontloaded damage from stealth.

New Ability: [Pick Pocket](#)

Pick Pocket is one of those convenience abilities that doesn't really have much impact on the game. You can get a few extra copper/silver and some vendor trash items to sell, along with the occasional potion. In the past, junkboxes were very useful for leveling up your Pick Lock skill, but now you automatically increase that skill with each level.

For the next 7 levels, I'll be giving an account of my travels questing through Redridge Mountains. However, I will also list in **bold** how long it took me to grind my way through those same 7 levels with a second Rogue at Redridge Camp.

*I knock out the first few quests around Lakeshire and quickly reach level 16 (**although not nearly as quickly as the 6 minutes it takes me to grind through this level with my second Rogue.**)*

Level 16 - Time played this level: 10 minutes (**7 minutes**)

New Ability: [Pick Lock](#)

Pick Lock is one of those convenience abilities, much like Pick Pocket, that can help you make a few silver or gold here and there. Occasionally you'll find a use for it in dungeons, opening a chest or door that would normally require a key, but aside from those rare situations, you probably won't use this ability very often.

I head north and west, working on quests in the [Redridge Canyons](#). I find an Elite level 18 Canyon Ettin and kill him with ease. Same with Yowler. By the time I reach the back of [Rethban Caverns](#), I'm at level 17.

Level 17 - Time played this level: 12 minutes (**9 minutes**)

After turning in quests in Lakeshire, I head north and east this time to quest around Alther's Mill.

Level 18 - Time played this level: 20 minutes (**10 minutes**)

I continue working my way northward towards Render's Camp and into Render's Rock. By the time I return to Lakeshire, I've reached level 19 and turn in enough quests to get halfway to 20. I take the boat over to [Camp Everstill](#) and pick up that flight point and all available quests there.

Level 19 - Time played this level: 15 minutes (**12 minutes**)

I complete the first few Camp Everstill quests and then stumble upon Redridge Camp for the first time. I decide to stay here for a short while until I reach the next level.

Powerleveling Experience: Levels 20-29

Level 20 - Time played this level: 20 minutes (**14 minutes**)

New Ability: [Apprentice Riding](#)

The first chance you get, go visit your local [Riding Trainer](#) to learn Apprentice Riding and purchase your first mount. Make sure that you put your Riding Gloves and Boots on your action bar, since you'll want to easily switch to those anytime you're crossing long distances.

New Ability: [Crippling Poison](#)

Now that you can apply both a Lethal and Non-Lethal Poison to your weapons, there's really no reason not to use Crippling Poison as soon as you get it. Put Crippling and Deadly Poison on both your weapons and have fun kiting around enemies as they die a slow, painful death.

I spend a few more minutes at Redridge Camp and then go finish up a few quests.

Level 21 - Time played this level: 30 minutes (**17 minutes**)

If you've been grinding at Redridge Camp, this is probably the last level you'll want to grind here. After this point, the level 15 Redridge Mongrels will become gray to you, although they'll still be outnumbered by the quantity of level 16 and 17 mobs at that camp.

I decide to stick around Redridge Mountains a bit longer to finish up a few simple quests on the far eastern side before I go pick up my mount.

Level 22 - Time played this level: 30 minutes (**30 minutes if still grinding, just in case you're wondering...**)

New Ability: [Gouge](#)

Gouge is primarily a PVP ability, however like Kick, it can occasionally be useful while leveling. Gouge is a short duration incapacitation effect that can be used in several ways. Players who use Backstab will often use Gouge to help get positioning on their enemy, however make sure to wait until the end of the effect so that you gain most of your energy back before launching your next attack. If Kick is on cooldown, you can use Gouge as a backup spell interrupt. And if Blind is on cooldown, you can use Gouge as a semi-backup to give you a few seconds to use at least part of a bandage to heal up.

I hearth to Stormwind, empty out my bags, train Expert Skinning, pick up my 20-29 powerleveling gear, then head out to the [Eastvale Logging Camp](#) to train my Apprentice Riding ability. After that, I head back to Redridge Mountains. As it turns out, those last few quests on the eastern side of Redridge Mountains actually lead to a few more quests and after completing those I soon reach level 23. My Herbalist's Gloves enchanted with Gatherer are coming in quite handy, allowing me to pick any Bruiseweed that I run across that would normally be too high for me to pick.

Before patch 5.0.4, Rogues had access to their ultimate emergency button, Vanish, at level 22, but now it's been moved all the way to level 34. So, what's a Rogue supposed to do when he doesn't have Vanish to save him from danger? Well, if you've prepared your Rogue properly, you should have numerous options available to you. Let's break down a tough fight, one where you may have accidentally pulled too many mobs and will need to quickly decide how to handle the situation.

If Sprint is up, you could obviously run away. But let's assume that Sprint isn't up...maybe you've sprinted around a tree and stumbled into a big camp of Murlocs. Your first emergency button is going to be Evasion. Evasion will give you time to assess the situation and select your options. As soon as fighting begins, pop Evasion and slowly back up to keep all of your enemies in front of you so that you get the full benefit of the increased dodge effect.

Enemies attacking you from behind can't be dodged (or parried), so Evasion isn't going to help as much if you let that happen. Don't back away too much, or too quickly, because you want to stay as close as possible to any casters or other mobs who might be firing at you with ranged attacks. I actually find it beneficial to pull groups of melee mobs towards a caster, so I can handle them all together. Also, if you get close enough to a caster, they might drop their more powerful magic attacks and switch to their weaker melee attacks.

Once you've gotten the mobs grouped up in front of you, it's time to drop some [Ez-Thro Dynamite](#) on them. You want to do this as early as possible so that you get as many of them with it as you can. That will make your job easier, as they'll all have reduced health pools. Make sure you have Blade Flurry up if you're Combat. Concentrate on attacking the tougher, higher level mobs with more health and let the dynamite and Blade Flurry action whittle down the easier mobs for you. By doing that, you're giving yourself good targets to build up more combo points on, so that you can then convert those into longer Recuperate or Slice and Dice uptime. In extended solo battles, you'll want to try and get both of those effects going as soon as possible and then use Deadly Momentum to keep them up.

Once your health has dropped a little, it's time to pop [Lifeblood](#) (assuming you're an Herbalist), getting benefit from both the extra life and the haste effect for the rest of the battle. If your health continues dropping, then it's time to use a health potion. If the situation starts looking really bad, then drink a Thistle Tea so that you get an extra boost of Energy to quickly power up a few more attacks before things get out of control.

By this time, you should have been able to mow down half a dozen mobs or more, but if you start running out of steam and have just one or two mobs left, you still have options available to you. Try to quickly finish off the mob with the lowest health, so you can get yourself into a 1-on-1 situation and then Gouge the other mob. While that mob is incapacitated, pop one of your Heavy Rune Cloth Bandages. You should be back up to full health before the mob can ever recover.

Level 23 - Time played this level: 30 minutes

I finish up the last of my Redridge Mountains quests and end up about 3/4 of the way to level 24. I decide to grind a few dozen more mobs to get the rest of the way to 24 for Vanish. I swing by the Rogue Trainer in Goldshire before heading down to the next zone I'll be leveling in, [Duskwood](#).

Level 24 - Time played this level: 30 minutes

I begin questing in northeastern Duskwood, making sure to work on my Herbalism and Skinning as I'm leveling.

For those who have leveled characters in the past, you really start to get a better understanding of how quests were reorganized in Cataclysm. With these new, redesigned quests, there's a lot less running back and forth, and a bit more hand holding as the quests lead you in a logical, orderly direction around each zone. Many quest objectives have been simplified, and frustrating searches for one specific type of creature or elusive body part have pretty much been eliminated. The result is a less annoying leveling experience, but also one that seems to lack depth at times.

To make up for the overly vanilla quest objectives, Blizzard introduced some interesting variety into the lower level zones that will remind some players of the kinds of quests you may have seen in the higher levels of TBC and WotLK. You now get occasional, fun quests where you get to control vehicles and cause lots of mayhem and destruction. These changes have made the lower levels less of a grind and generally more fun overall, while definitely being more user-friendly for newer players. Adding more Flightmasters throughout each zone is also a welcome change.

Now that you have a mount, you may want to consider trying out some PVP if you haven't already. Unfortunately, Vanish has been relocated to level 34 in patch 5.0.4, so you won't have that vital ability to help you out in PVP at level 24 as was the case in Cataclysm. Still, you'll be at the upper end of the 20-24 level bracket, and with your twinkled gear you should do quite well. If you get in a few games of Warsong Gulch and/or Arathi basin now, you'll be able to save up enough honor points to buy a set of PVP "Speed Boots" at level 28, which you can then attach Mithril Spurs to in order to boost both your mounted and unmounted speed throughout the rest of your leveling experience.

Level 25 - Time played this level: 15 minutes

I apply my Glyphs, set my hearth in [Darkshire](#) and start working on quests in southeastern Duskwood. No more skinning Worgen...boo! To compensate, they've added a few boars (boars in Duskwood !?!) for players to skin.

Level 26 - Time played this level: 30 minutes

New Ability: [Sprint](#)

Sprint is a very useful ability, one that can be used offensively to quickly close in on enemies, defensively to bolt away from dangerous situations or you can just use it as a helpful utility to cover long distances and speed along your

overall leveling progression. With a 1 minute cooldown, you should be using it as often as possible, especially in conjunction with Glyph of Blurred Speed and Glyph of Sprint, to race across rivers and other small bodies of water that would normally slow down your progress. Disappointingly, Sprint suffered the same fate as Vanish, getting pushed back 10 levels from being a level 16 ability in Cataclysm (and previously level 8 before that).

New Ability: [Cheap Shot](#)

Cheap Shot is a rogue's opening stun attack, used to lock down enemies to prevent them from reacting. Some players swear by it, while others pretty much avoid it in favor of the superior burst damage of Ambush. In the past, many players felt that stunlockers were pretty much required to level a Rogue, in order to avoid taking copious amounts of damage. However, with the addition of Recuperate, preventing damage with stunlockers isn't nearly as important as it once was. Cheap Shot can still be effective in certain situations, but often you'll just be better off with pure damage.

I complete a bunch of quests in south Duskwood, then head further west to pick up the flight point out at [Raven Hill](#). Next I hearth back to Darkshire and turn in my quests, putting me halfway into Level 27. My Skinning is at 170 and my Herbalism 120 at this point. Reminder for Level 26+: Equip a helm as soon as possible for the extra stats.

Level 27 - Time played this level: 18 minutes

I upgrade to Elixir of Agility and then head south and west, questing my way across Duskwood.

Level 28 - Time played this level: 22 minutes

New Ability: [Distract](#)

Distract is useful for both PVE & PVP. In PVE, you'll want to use it to force mobs to face away from you, allowing you to sneak by or set them up for a surprise attack. In PVP, you can use it for the same purpose, however sometimes you'll want to use it to stop players from trying to get away. A player riding by on a mount can often be easily confused when they're suddenly riding in the wrong direction, especially if they ride back into the waiting arms of their opponent.

New Ability: [Mind-numbing Poison](#)

Unless you find yourself fighting through a bunch of spellcasters, you probably won't get much use out of Mind-numbing Poison while leveling.

I continue questing in Duskwood, completing quests in the southern and western portions. In the past, I used to have a favorite circuit I liked to run in [Raven Hill Cemetery](#), going down through one tomb and then sprinting my way through the underground tunnel to the other tomb, killing tons of skeletons and ghouls along the way. However, the density of mobs has been reduced considerably so that technique isn't nearly as effective as it once was. Instead of hanging around to grind in the cemetery as I had always done with previous Rogues, I finish up my quests there and move on. By the time I reach level 29, I've gotten my Skinning to 180 and my Herbalism to 140.

Level 29 - Time played this level: 55 minutes (PVP and riding around to get my PVP boots)

Level 29 is the perfect time to try out some PVP if you haven't already. You'll be at the upper end of the level range, so you're going to be as powerful as you can possibly be for this bracket. And unlike earlier brackets, you'll have access to a mount so it won't take as long to make your way across the map to engage in battle.

I fly to Stormwind, empty out my bags, train Expert Herbalism and grab my 30-39 powerleveling gear. Then I switch to a Subtlety Ambush spec and queue up for a few rounds of PVP. While waiting for PVP queues, I take the [Deeprun Tram](#) to [Ironforge](#), then ride all the way around to [Wetlands](#) and [Menethil Harbor](#). After picking up the Menethil Harbor flight point, I head up north to [Arathi Highlands](#) to pick up that flight point as well as my PVP speed boots. I attach Mithril Spurs to my new boots and then hearth back to Darkshire. By the time I reach level 30, I've finished up the last of my Duskwood quests.

Powerleveling Experience: Levels 30-39

Level 30 - Time played this level: 35 minutes

Level 30 is a very busy time. You'll be learning new abilities, gaining access to [Dual Talent Specialization](#) and getting to pick a new talent. This time, your talent choices include [Deadly Throw](#), [Nerve Strike](#) and [Combat Readiness](#). Of those three talents, I recommend Combat Readiness for leveling purposes. Combat Readiness is a useful defensive ability for both PVP and leveling. Unfortunately, this ability does not synergize well with Evasion, so you'll want to use those two abilities separately from each other. With its shorter, two minute cooldown, you may want to macro this talent along with another two minute ability, like one of the [several on-use trinkets](#) you'll get access to in this level range. That way, you'll be confident that your defenses will be up as you get the most advantage out of your offensive trinket ability. Note: Combat Readiness shares a cooldown with Cloak of Shadows as of patch 4.2.

New Ability: [Swiftblade's Cunning](#)

Historically, Rogues have been known to complain about not having much in the way of useful buff/debuff abilities that help out groups and raids. Swiftblade's Cunning is a new passive ability introduced in patch 5.0.4 which helps to alleviate that issue, increasing your party's melee and ranged attack speeds by 10%.

New Ability: [Wound Poison](#)

In the past, I always recommended that non-Assassination Rogues switch to Wound Poison as soon as it becomes available. However, with the patch 5.0.4 improvements to Deadly Poison, there's not much point in switching to Wound when you have access to a useful DoT poison that also deals instant damage with additional applications.

New Ability: [Dual Talent Specialization](#)

Dual Talent Specialization allows you to pick up a second set of talents, so once you get your talents and glyphs set up for your 2nd spec, you can freely switch back and forth between talent specs depending upon your needs.

I recommend that Dagger Rogues use Assassination as their primary spec and non-dagger Rogues go with Combat, with both choosing Subtlety as their secondary spec. With this setup, you can rely on the power of your primary spec for most of your questing, but still have the flexibility to switch to Subtlety for PVP and/or special situations. I like to use my primary Combat or Assassination spec to blast my way through groups of mobs and then switch to Subtlety any time I'm fighting mobs 1-on-1 out in the open field.

There are a few important things you need to know about Dual Talent Specialization. You can't switch specs while in combat, Arena or BGs (except during the preparation stage). Switching talents takes 5 seconds to cast, will unstealth you when you begin casting, and can be interrupted if attacked. Upon switching talents specs, your glyphs and action bars will also switch, so make sure you remember to sync up your toolbars between specs as you're leveling. If you don't, you'll try to pop a potion or some other key ability in an emergency situation and it won't be where you expect it.

Here's a handy macro you can use to quickly switch between talent specs:

```
/usetalents [spec:1] 2; 1
```

Once I'm done with Duskwood, I ride south to the [Rebel Camp](#) in Northern Stranglethorn to begin working on quests in that zone. I pick up the flight point and all available quests and then head southwest to [Nesingwary's Expedition](#). I pick up the quests there and then begin questing. Also, I make sure to upgrade my explosives to Ez-Thro Dynamite II.

Northern Stranglethorn is an excellent zone for leveling, providing tons of quests in the 25-30+ level range as well as plenty of beasts to skin and herbs to pick. However, STV is also well-known for ganking on PVP realms. If you're playing on a PVP server, then you knew what you signed up for, so now's your chance to prove it. Switching to Subtlety while in this zone will give you the tools you'll need to survive and excel at PVP while leveling.

Level 31 - Time played this level: 30 minutes

I continue working on quests in the northern section of Northern Stranglethorn, while getting in plenty of skinning and herbs.

Level 32 - Time played this level: 20 minutes

I continue working on quests in Northern Stranglethorn.

Level 33 - Time played this level: 15 minutes

I finish up most of the quests in the central section of Northern Stranglethorn before heading south to [Fort Livingston](#).

Level 34 - Time played this level: 40 minutes

New Ability: [Vanish](#)

As stated earlier, Vanish is the ultimate emergency button for Rogues, allowing you to escape from a variety of nasty situations. Not only that, it can also be used offensively to initiate another stealth opener. When using Vanish, try to make sure that you don't have any Damage over Time (DoT) effects on you that might break the effect. In addition to that, you also want to make sure that you don't accidentally autoattack yourself back out of stealth.

Here's a simple macro you may want to use in place of your Vanish button to prevent that from happening:

```
/stopattack  
/cast Vanish
```

Rogues often complain that Vanish doesn't always work. Well, part of the problem could be that their autoattack lands a hit right after they Vanish, breaking stealth. With this macro, you won't have to worry about that problem anymore.

New Ability: [Blind](#)

Blind is an effective ability for both PVE & PVP. When engaged in a tough 1-on-1 encounter, you can use Blind on your target to give yourself time to fully heal up with a bandage. In 1-on-2 situations, use Blind to disable the tougher opponent, giving you enough time to finish off the easier target. As of patch 4.2, Blind lasts for an entire minute against NPCs, making it very nice for PVE crowd control.

I complete all of the quests out of Fort Livingston and eventually hit level 35.

Level 35 - Time played this level: 60 minutes

Once I've completed all of my Northern Stranglethorn quests, I take the ride down to the [Explorers' League Digsite](#) in the [Cape of Stranglethorn](#) to pick up that flight point. I hearth back to Darkshire, take a flight to Stormwind, empty my bags, train up my professions and upgrade my consumables. Then I fly back to the Cape of Stranglethorn.

After returning to the Cape of Stranglethorn, I check out a few quests but quickly find this southern Stranglethorn zone to be disappointing as far as quest layout goes.

Taking a look at my map, it appears that I'll have to do a lot of running around in multiple directions, causing me to waste a lot of time and effort. Even a trip to Booty Bay leaves much to be desired. It seems that there are fewer quests available from this hub than before. To make matters worse, I'm already at the upper level range for this zone, much as I was with the previous zone, which means that I'm not getting the full potential out of my leveling experience.

Instead of staying around in this zone, trying to make the best of a bad situation, I decide to grab a boat to Ratchet from Booty Bay. Once I get there, I turn in [The Call of Kalimdor](#) and pick up the [Flight to Theramore](#) quest to fly down to [Theramore Isle](#) in [Dustwallow Marsh](#). I feel pretty confident that I'll be able to level up faster in Dustwallow Marsh, and it will be more in line with my current level range.

Upon arriving in Theramore Isle, I complete the easy Triage quest and then begin working on quests in and around Theramore Isle. Elixir of Water Walking comes in really handy in this area, allowing me to travel across the water unhindered to quickly complete a few quests. The next time I see a [First Aid Trainer](#), I powerlevel my First Aid to 300 so that I can start using Netherweave Bandages. I also switch out my Healing Potions for the more potent Superior Healing Potions. Note: [Eye of the Storm](#) can now be accessed beginning at level 35 for those interested in PVP.

Powerleveling First Aid from 225 to 300

226 - 240 Mageweave Bandage: Train Artisan First Aid, then make 20-30 Mageweave Bandages until you reach 240.
241 - 260 Heavy Mageweave Bandage: Make 20-30 Heavy Mageweave Bandages until you reach 260.
261 - 290 Runecloth Bandage: Make 35-45 Runecloth Bandages until you reach 290.
291 - 300 Heavy Runecloth Bandage: Make 10 Heavy Runecloth Bandages until you reach 300.

Level 36 - Time played this level: 22 minutes

New Ability: [Expose Armor](#)

Expose Armor works much like a Warrior's Sunder Armor ability, reducing a target's armor, making subsequent melee attacks more effective. The two abilities don't stack, so about the only time you would consider using it is if you're in a melee-heavy group lacking in Warriors. Needless to say, this doesn't get much use as a leveling ability.

I continue working on quests around Theramore Isle, making my way northwards in search of more quests. I don't have to search too hard, as the quests in this zone generally lead me towards more quest givers for additional quests. Upon reaching 37, I equip my Aquamarine Signet of the Monkey for another nice boost in stats.

Level 37 - Time played this level: 25 minutes

I finish up the remaining quests around Theramore Isle, using Elixir of Waterwalking while mounted to quickly complete my last few quests in that area. I head further north and west through Dustwallow Marsh, working on more quests.

Level 38 - Time played this level: 30 minutes

I hearth back to Theramore Isle and complete a few more quests there. Then I head west over to [Tabetha's Farm](#). To help with the questing/grinding of the mobs in this zone, I make sure to use my Elixir of Greater Agility and Gift of Arthas.

Level 39 - Time played this level: 40 minutes

I keep questing in western Dustwallow Marsh, eventually reaching [Mudsprocket](#) by the time I hit level 40.

Powerleveling Experience: Levels 40-49

Level 40 - Time played this level: 60 minutes

New Ability: [Journeyman Riding](#)

Learning this ability allows you to ride any land mounts at 100% speed (as opposed to the previous 60% speed).

New Ability: [Kidney Shot](#)

Kidney Shot is the other stun of the classic Rogue stunlock, however since this ability is now affected by the same [Diminishing Return](#) timer as Cheapshot, stunlocks are less effective than they were in the past. If you enjoy the stunlock playstyle, you can certainly rely on stuns to partially lock down mobs, but you'll probably find that killing them is going to take longer that way than if you just took them out with your pure damage attacks.

Time for a new mount! I return to Eastvale Logging Camp to get Journeyman Riding (and a nicer looking mount). Then I hearth back to Theramore Isle to continue working on quests.

Level 41 - Time played this level: 45 minutes

I finish up all of my Dustwallow Marsh quests then take the flight out to [Thalanaar](#). After that, I take a boat through [Thousand Needles](#) to Raceway Ruins.

Level 42 - Time played this level: 40 minutes

New Ability: [Feint](#)

Feint is one of those abilities that will get very limited use while leveling. Pop this whenever you're getting blasted by some caster's fireball effect or use it to save yourself against a Warrior's [Bladestorm](#) ability in PVP.

New Ability: [Detect Traps](#)

Detect Traps is another ability that will barely get used while leveling, unless you enjoy PVP and encounter a significant number of Hunters.

At this point I start working on Thousand Needles quests around the Speedbarge.

Level 43 - Time played this level: 50 minutes

I continue working on Thousand Needles quests over on the eastern side by [Southsea Holdfast](#). By the time I'm about halfway through this level, I've completed most of the eastern quests and decide to head down to Tanaris. (Note: In retrospect, I don't recommend doing this, as I end up finishing all of my Tanaris quests at level 48, one level shy of the level 49 I need to be to pick up Un'Goro quests. Instead, I should have finished up the remaining Thousand Needles quests in the western half of the zone before heading down to Tanaris.) I pick up the few available quests located at [Gadgetzan](#), set my hearth and head out to continue questing.

Level 44 - Time played this level: 35 minutes

I keep working on Tanaris quests, heading east over to [Lost Rigger Cove](#). Numerous pirates can be found here, so this could be a great place for players who prefer to grind mobs.

Level 45 - Time played this level: 40 minutes

Time to pick another talent. For this level, you get to choose from three different talents that will enhance your survivability, [Cheat Death](#), [Leeching Poison](#) and [Elusiveness](#). Of those three, I recommend Leeching Poison, which will replace whichever Non-Lethal Poison you were previously using.

I continue working on quests in southeastern Tanaris around [Bootlegger Outpost](#) and the [Gaping Chasm](#).

Level 46 - Time played this level: 35 minutes

New Ability: [Rupture](#)

Rupture is a Rogue's bleed finisher, used more for raiding and PVP than leveling. Rarely will you have encounters while leveling where you'll ever get to use this ability to its full potential. Bleed effects like this and Garrote are best used against high armor targets like raid bosses and Warriors in PVP, since bleed effects bypass armor.

I head over to northwestern Tanaris to work on some quests around [Sandsorrow Watch](#), then I head back down to [Bootlegger Outpost](#) and further south to [Land's End Beach](#) for more quests.

Level 47 - Time played this level: 25 minutes

I keep questing in southern Tanaris around [Bootlegger Outpost](#).

Level 48 - Time played this level: 55 minutes

New Ability: [Safe Fall](#)

This ability, along with [Glyph of Safe Fall](#), is a nice little perk for Rogues, allowing you to reduce falling damage. Now you can leap from higher places without worrying about taking an inordinate amount of fall damage.

New Ability: [Garrote](#)

Before 4.0.1, Garrote would often be used as a stealth opener for many non-dagger Rogues, and in many cases, still is. However, non-dagger Rogues can now use Ambush, so Garrote isn't as appealing as it once was. On the plus side, Garrote always gives a 3 second silence now, making it immediately useful against casters (previously you didn't get the Silence ability until you reached level 61).

By the time I reach level 48, I've completed just about every quest in Tanaris except for the group quests from [Dr. Dealwell](#) outside the Thunderdrome in Gagetzan. I decide to try my luck at the group quests and find that I'm able to easily complete them all solo. My next destination is [Un'Goro Crater](#), unfortunately I need to be level 49 to get any of the quests there. So I decide to try out some BGs using the Random Battleground option for extra honor. I switch to my Subtlety spec and find that I can still do fairly well, but battles are slowly starting to get tougher. While waiting in queue, I head back to [Thousand Needles](#) to complete a few quests I'd left behind and also work on leveling up my Herbalism to 275.

Level 49 - Time played this level: 35 minutes

I finish up a few [Thousand Needles](#) quests, then head over to [Un'Goro Crater](#) to begin questing there. Once I reach 50, I return to [Stormwind](#) to train up my professions.

Powerleveling Experience: Levels 50-59

Level 50 - Time played this level: 55 minutes

Two more glyph slots open up at this level. I recommend [Glyph of Safe Fall](#) and [Glyph of Evasion](#).

New Ability: [Leather Specialization](#)

This passive ability increases your Agility by 5% when you're wearing Leather in all of your armor slots. Usually, that shouldn't be an issue, but if you happen to be wearing any cloth heirlooms, now is probably the time to replace them. Keep your eye out for level-appropriate leather gear "of the Monkey" and eventually gear "of the Bandit" after reaching level 57.

Powerleveling First Aid from 300 to 375

301 - 340 Netherweave Bandage: Train Master First Aid then make 40 Netherweave Bandages until you reach 340.

341 - 350 Heavy Netherweave Bandage: Make 10 Heavy Netherweave Bandages until you reach 350.

351 - 375 Frostweave Bandage: Make 25 Frostweave Bandages up to 375.

I hearth back to Tanaris, pick up my level 50 gear and consumables, apply new glyphs, and then return to Un'Goro Crater to continue questing in the southeastern section of that zone.

Level 51 - Time played this level: 45 minutes

I continue working on Un'Goro quests, slowly making my way around the zone. I make sure to turn in all of the necessary [Power Crystals](#) so that I can create a bunch of [Crystal Charges](#) to use for AoE.

Level 52 - Time played this level: 35 minutes

New Ability: [Dismantle](#)

Dismantle is primarily a PVP ability that can also be useful while leveling. A 10 second disarm effect can severely cripple most melee opponents. Basically any opponents who rely heavily upon their weapons (including other Rogues) are going to be shut down for a short while with this useful ability. Note: If you yourself ever become disarmed, keep in mind that there are still a few key abilities you can use while weaponless, including Fan of Knives, Dismantle, Kick, Blind, Recuperate, Evasion, Cloak of Shadows, Smoke Bomb, Sprint and Vanish/Garrote.

I head over to the western half of the zone to work on quests based out of [Fire Plume Ridge](#) and [Golakka Hot Springs](#), specifically [The Ballad of Maximillian](#) quest for the very nice [Toy Windmill](#) trinket, which will last me well into the 60s.

Level 53 - Time played this level: 55 minutes

I finish up all of my Un'Goro quests, ending up about halfway through level 53. I don't relish the idea of heading over to Silithus, so I return to Eastern Kingdoms and make my way east from Darkshire over to [Swamp of Sorrows](#). Since I need to be level 54 in order to begin questing in Blasted Lands, I queue up for some random BGs and complete a few quests at [The Harborage](#) in northwestern Swamp of Sorrows.

I'm pleasantly surprised when I find that I'm able to gain a nice chunk of experience from gathering herbs in Swamp of Sorrows. I remember this swamp being good for picking herbs, but I don't ever remember it being this good. In some areas, I can literally go non-stop from herb-to-herb-to-herb, as every time I pick an herb, I usually stumble upon one or more additional herbs located nearby on my map. Instead of continuing on to Blasted Lands, I decide to keep questing here while leveling up my Herbalism.

Level 54 - Time played this level: 45 minutes

New Ability: [Relentless Strikes](#)

Finally, a change from patch 5.0.4 Rogues should rejoice about! Previously a mandatory talent for most Rogues looking to increase energy and DPS output, Relentless Strikes is now awarded to all Rogues beginning at level 54.

I keep working on quests in western Swamp of Sorrows while leveling up my Herbalism. Eventually I need to fly over to Redridge Mountains to visit an Herbalism Trainer to move up to the next level of Herbalism.

Level 55 - Time played this level: 35 minutes

I continue working on quests in Swamp of Sorrows, heading east over to [Marshside Watch](#).

Level 56 - Time played this level: 35 minutes

New Ability: [Disarm Trap](#)

This ability will get used even less than Detect Traps. It's only real purpose while leveling is against Hunter traps in PVP. Just be careful not to stumble into their flare's range while trying to disarm the trap.

I continue working on quests in Swamp of Sorrows, eventually making my way northeast up to [Bogpaddle](#).

Level 57 - Time played this level: 45 minutes

Finally, it's time for some [Bandit](#) gear! Level 57+ gear "[of the Bandit](#)" is a really nice upgrade in stats over pre-TBC gear. You won't be able to quest in [Outland](#) until you're level 58, but you'll certainly be ready with some of the best pre-Outland gear available. Key Bandit items to keep an eye out for include the helm, necklace, belt, pants, bracers, gloves, rings and thrown weapon. Those items should last you for quite a while, whereas items in the other slots will be quickly replaced by superior quest rewards soon after reaching Outland. Consider enchanting some of those Bandit items for an even greater boost in stats that will last you well into Outland.

I finish the rest of my Swamp of Sorrows quests, ending up at 365 Herbalism and 341 Skinning. Now I'm ready to head down to Blasted Lands. I begin questing in the eastern section of this zone and soon hit level 58.

Level 58 - Time played this level: 45 minutes

New ability: [Cloak of Shadows](#)

Cloak of Shadows is a powerful, defensive Rogue ability, especially when enhanced with [Glyph of Cloak of Shadows](#). Although this ability shines in PVP, it gets plenty of use in raiding and leveling. Note: Cloak of Shadows shares a cooldown with [Combat Readiness](#) as of patch 4.2, preventing you from abusing both effects at the same time for semi-invincibility.

From this point forward, I'll be switching into a sort of tutorial mode to help guide you through the remaining levels.

Now is a good time to head into Outland, so that you can experience The Burning Crusade expansion (free for all players as of patch 4.2). To reach Outland, fly down to Blasted Lands and then ride south to the portal that takes you to [Hellfire Peninsula](#). Once you're through the portal, head over to [Honor Hold/Thrallmar](#) to begin questing. Pick up all available quests and then begin making your way around the zone, starting on the eastern side as you slowly work through numerous quests that eventually lead out to the west.

Level 58 is also a great time to get back into PVP, now that you have Cloak of Shadows, so go ahead and queue up for some BGs. If you have any level 58 Bandit gear, then now would be a good time to equip those items because you're going to need the best gear you can get when you go up against Death Knights. Since their introduction in WotLK, Death Knights have always been very tough opponents in this bracket.

Level 59 - Time played this level: 50 minutes

Continue questing in Outland and/or leveling up in BGs. As you quest through Hellfire Peninsula, make sure you kill [Warbringer Arix'Amal](#) up north, who drops [Burning Legion Missive](#), a quest item which leads to another quest requiring you to defeat [Arazzius the Cruel](#). Completing that series of quests will reward you with [Bladefist's Breadth](#), a very nice burst damage trinket. You can solo Warbringer Arix'Amal, and as of patch 4.3, you can now also solo Arazzius the Cruel. Many quests that were previously group quests in Outland and Northrend have been re-tuned to allow players to complete them solo in patch 4.3. Another change to be aware of is that most dungeon questgivers for Outland and Northrend dungeons have now been moved inside the instances in patch 4.3, so the majority of dungeon quests for those two continents are now available from within their respective dungeons.

Powerleveling Experience: Levels 60-69

Level 60

New Talents! At level 60, you get to choose from [Preparation](#), [Shadowstep](#) and [Burst of Speed](#). Of those three, I recommend Shadowstep, which is very useful in a variety of circumstances and also a lot of fun.

New Ability: [Expert Riding](#)

Expert Riding allows you to ride flying mounts, which is pretty much a requirement for much of Outland. There are certain areas within that continent that you won't even be able to reach without having a flying mount.

New Ability: [Flight Master's License](#)

Purchasing this ability allows you to fly around in the "Old World", consisting of Eastern Kingdoms and Kalimdor. This ability comes at a time when you'll be leaving those continents behind, but you'll eventually return there after level 80.

After purchasing your flying mount, continue working on quests in western Hellfire Peninsula, making sure to complete all of the quests at the [Cenarion Post](#) for [Cenarion Expedition](#) reputation (see further below). In the past, I used to recommend that players run [Hellfire Ramparts](#) and [Blood Furnace](#), but the rare quest rewards there aren't as good as they used to be, so don't go out of your way to run those instances

Level 61

Once you've completed the majority of quests in Hellfire Peninsula, I recommend that you head northwest into Zangarmarsh. As you're questing through Zangarmarsh and other zones in Outland, try to complete all available quests for the [Cenarion Expedition](#) faction. Upon reaching Honored, you can purchase [Warden's Hauberk](#), a very nice chestpiece with three sockets you can load up with [Agility gems](#) ([Scout's Hood](#) is another nice quest reward in this zone which can also benefit from those gems). Before patch 5.0.4, you could also purchase [Arcanum of Ferocity](#) upon reaching Revered with Cenarion Expedition, which was the best enchant you could place on your helm during levels 70-79. But now all helm enchants have been removed from the game, so you can forget about that now.

Level 62

New Ability: [Fleet Footed](#)

No longer an Assassination-only talent, Fleet Footed is a new ability in patch 5.0.4 available to all Rogues at level 62. Now you're not forced to choose between a speed or DPS enchant for your boots.

Finish up your Cenarion Expedition quests in Zangarmarsh, then head south to [Cenarion Thicket](#) in [Terokkar Forest](#) for more Cenarion Expedition quests to get you to Honored for the chestpiece.

Level 63

When you get to [Terokkar Forest](#), you'll find the major city hub of Shattrath City, where you'll be given the choice to join the Aldor or Scryers factions. I recommend going Aldor, which will provide you with better shoulder enchants from levels 64-79. Unfortunately, you'll find very few quests for either faction until you reach level 68 (at which point you'll want to get started on Northrend.) Instead of questing at this level, I suggest that you grind [Cabal Cultists](#) outside the northern side of [Auchindoun](#) for [Marks of Kil'jaeden](#) for Aldor rep or [Firewing members](#) at [Firewing Point](#) in northeast Terokkar Forest for [Sunfury Signets](#) for Scryers rep, at least until you reach Honored. More information on Aldor vs. Scryers can be found [here](#).

Level 64

New Ability: [Master Poisoner](#)

Master Poisoner is another Assassination-only talent that has been changed into a general Rogue ability in patch 5.0.4, however this new ability has been significantly modified from its previous versions. Now it simply increases spell damage to poisoned targets by 5%.

At this point, either continue grinding for Marks of Kil'jaeden/Sunfury Signets or head west into [Nagrand](#) to begin questing there. Nagrand is another one of those "big game" hunting zones, much like STV and Un'Goro Crater, where you'll get plenty of kill quests and skinning opportunities.

Level 65

Powerleveling First Aid from 376 to 400

376 - 400 Frostweave Bandage: Train Grand Master First Aid then make 25-75 Frostweave Bandages up to 400.

Keep working on those Nagrand quests, making your way north and westward through the zone.

Level 66

New Ability: [Fan of Knives](#)

Fan of Knives is a welcome addition for Rogues, giving you much needed AoE, and now has been conveniently moved from level 80 to level 66 in patch 5.0.4. This ability has been buffed and nerfed several times, with the latest version applying poisons as well as awarding a combo point on your current combo target.

Continue working on quests in Nagrand. If you're interested in getting any [Nethercobra](#) or [Cobrahide Leg Armors](#) for your pants, then you may want to head over to the westernmost plateau in Nagrand called [Twilight Ridge](#) where you can skin [Twilight Serpents](#) for the necessary [Cobra Scales](#) needed for those leg armors.

Level 67

This is the last level that you'll want to spend in Outland, after which you'll want to move on into Northrend for better experience and quest rewards. Complete any remaining Nagrand quests you need to reach level 68 and then make your way to Northrend. Also consider picking up some inexpensive WotLK Bandit gear from the AH to replace any of your weaker items.

Level 68

New Ability: [Cold Weather Flying](#)

This ability, which costs 500 gold, will allow your flying mounts to fly in Northrend. This is pretty much a requirement for most of the Wrath of the Lich King expansion.

Now it's time to move on to the next continent, Northrend ([WotLK is free for all players as of 9/19/12](#)). Northrend has two starting zones, [Borean Tundra](#) and [Howling Fjord](#). Borean Tundra is generally considered to be the better starting zone due to having higher quality quest rewards. I recommend leveling up through both starting zones, starting first with Borean Tundra.

To get to Borean Tundra, Alliance players will want to take a boat from Stormwind City while Horde players will take a zeppelin from [Durotar](#). Upon reaching Borean Tundra, pick up all available quests and then begin working your way northward through the zone. If you find yourself getting stuck with no more quests around the [D.E.H.T.A. Encampment](#), it's probably because you won't be high enough level to pick up [A Mission Statement](#), a level 70 quest which eventually opens up numerous additional quests in that zone. In that case, I recommend that you either level up a bit in BGs, or do a few runs through [The Nexus](#), a relatively easy instance located in the northwest section of Borean Tundra, called [Coldarra](#). You can get several rare quest rewards from that instance that will be very useful. Or, if you'd rather keep questing, then get an early start on your next zone, [Howling Fjord](#).

Level 69

Continue questing in Borean Tundra and/or leveling up in BGs. As you keep questing, you'll find that Borean Tundra, Coldarra and The Nexus will provide you with numerous gear upgrades. Many of those upgrades will last you well into your mid-to-late 70s, so it's really worth your time to complete every available quest in those areas before moving on to the next zone. If you have trouble joining a Nexus run, then try creating a group yourself. Even if you avoid every other instance in early Northrend while leveling, try not to skip The Nexus.

Powerleveling Experience: Levels 70-79

Level 70

New Ability: [Artisan Riding](#)

This ability increases your flying mount speed up to 280% and costs 5,000 gold (or as little as 4,000 gold depending upon certain faction reputation discounts). I highly recommend that you save up the gold needed to upgrade to Artisan Riding, or you'll be spending a frustrating amount of time slowly flying around Northrend completing quests.

New Ability: [Shiv](#)

Shiv is a useful tool primarily for PVP, and as of patch 5.0.4, it is now used to apply a concentrated form of whichever Non-Lethal poison you're currently using. However, now that poisons are no longer applied directly to individual weapons, you won't be able to swap offhand weapons to Shiv on different poisons as needed. Shiv can also be used to land hits on another Rogue using Evasion, since Shiv cannot be dodged. Finally, don't forget about Shiv's ability to remove an Enrage effect which can be especially useful in PVE against certain 5-man dungeon bosses.

After Borean Tundra and The Nexus, you'll want to continue on to [Howling Fjord](#) and [Utgarde Keep](#) (the low level instance located in the center of Howling Fjord). However, unlike Borean Tundra and The Nexus, Howling Fjord and Utgarde Keep only offer a handful of decent upgrades. The primary reason for continuing on to level in Howling Fjord is that you'll have an easier time overall since you'll be leveling through another one of Northrend's starting zones. On a positive note, experience needed to gain levels from 71-80 was reduced by approximately 33% in patch 4.3, so you should be able to get a good 4 or 5 levels completing quests in these two starting zones.

Level 71

Continue questing north and west through Howling Fjord. If you find that you're have trouble getting a group together for Utgarde Keep, then feel free to skip it, since the quest rewards are only slightly better than gear you should already have by then.

Level 72

New Ability: [Shadow Walk](#)

Shadow Walk is a new ability in patch 5.0.4 that is especially handy for PVP, but it can also be very helpful to you while leveling, allowing you to stealth past higher level enemies that might otherwise cause you problems. Combine that with Sprint and Vanish and you shouldn't have any problem sneaking your way around tough areas.

This will probably be your last level in Howling Fjord. Try to finish up all of the various questlines in this zone before you continue on to the next zone.

Level 73

Once you have the two starting zones out of the way, it's time to move on to [Dragonblight](#). Dragonblight is an interesting zone that gives you the chance to use a special, fast flying dragon mount called a [Wyrrest Vanquisher](#) during portions of your journey. If you already have Artisan Flying, then this won't be much of a change for you. However, if you don't, then you'll get a really good feel for the speed at which you can complete quests when using a faster mount.

This zone also has a number of [quests to kill unique mobs](#) scattered throughout the zone. Previously, these were elite mobs, but since patch 4.3, they're just normal mobs. You should be able to solo most of those quests, but if you're having trouble, feel free to group up with another player in that zone. Dragonblight also contains two group instances, [Azjol-Nerub](#) and [Ahn'kahet: The Old Kingdom](#), both located in western Dragonblight. Azjol-Nerub is a very quick and easy instance, with two possible quest rewards. Ahn'kahet is a tougher and longer instance, which only offers one quest reward, but it's a nice set of [shoulders](#).

Level 74

Continue questing through Dragonblight and/or the two instances located there.

Level 75

It's time for some more talents and glyphs. New talents available to you at this level include [Prey on the Weak](#), [Paralytic Poison](#) and [Dirty Tricks](#). At first glance, Paralytic Poison might appear useful for leveling purposes, but most targets should already be dead by the time you can stack up 5 charges. Instead, I recommend Dirty Tricks, which will provide you with energy-free, non-breaking Blinds and Gouges for an extra bit of versatility.

As far as glyphs are concerned, I suggest that you pick up [Glyph of Sprint](#) for your major glyph and whatever you prefer for your final minor glyph.

New Ability: [Tricks of the Trade](#)

Tricks of the Trade is a useful ability for dungeon leveling, especially if you tend to pull a lot of aggro with your twinked gear. Use this ability to transfer 6 seconds of aggro to your tank and you shouldn't have any more threat issues.

Powerleveling First Aid from 401 to 500

401 - 425 Heavy Frostweave Bandage: Make 25 Heavy Frostweave Bandages up to 425.

426 - 475 Embersilk Bandage: Train Illustrious Grand Master First Aid then make 65-80 Embersilk Bandages

476 - 500 Heavy Embersilk Bandage: Make 25-35 Heavy Embersilk Bandages

Activate your new glyphs, switch to the best bandages you can make/buy and continue working on Dragonblight quests.

Level 76

New Ability: [Shroud of Concealment](#)

Shroud of Concealment is a new ability in patch 5.0.4 that has limited potential for leveling purposes. You could use this ability to sneak your group past particularly annoying dungeon pulls or coordinate a surprise attack in PVP, provided that you have a group who is willing to work with you to get the most benefit out of this ability.

Finish up any Dragonblight quests you might still have and then supplement with dungeons and/or PVP until you reach level 77.

Level 77

Level 77 is when you finally get access to some nice BoE gear from Cataclysm. Check the AH for Level 272+ gear with Stormblast, Galeburst or Windflurry suffixes, each of which provide a massive amount in each of four useful stats. Avoid any gear with Mastery as you cannot get any benefit from that stat until you reach level 80.

At this point, I recommend that you work on reputation for [The Sons of Hodir](#). Getting to Exalted with The Sons of Hodir qualifies you for their shoulder enchant, [Greater Inscription of the Axe](#). That enchantment is a BoA heirloom item now, so if you haven't reached Exalted status with that faction on your main character, then you're going to want to do so with your Rogue in order to get that enchant. The remainder of the Northrend section of this tutorial has been written under the assumption that you intend to work on getting reputation with that faction on your Rogue. If not, feel free to skip these faction-specific directions and go questing in one or more of the easier Northrend zones.

In order to get started on your Sons of Hodir rep, you're going to want to knock out the bare minimum number of quests to open up the daily quests for that faction. After you've done that, try to make it a habit to complete those daily quests each day to quickly get the rep you'll need to qualify for your shoulder enchants. You'll eventually replace them at level 85, but they'll still be the best enchants for that slot as you're leveling up from 80-85 in Cataclysm.

Speak to [Officer Van Rossem](#) (Alliance) or [Sky-Reaver Klum](#) (Horde) to get the [Preparations for War](#) quest. Then, head into the Dalaran sewers to get [Luxurious Getaway!](#) from [Rin Duoctane](#) (located in the far western corner of the sewers). After you get these two quests, go to The Storm Peaks. Once you reach the K3 camp, get both quests from [Gretchen Fizzlespark](#) inside the Inn to begin a long series of quests to reach Neutral with The Sons of Hodir. An excellent write-up can be found in the comments section of the first quest, [They Took Our Men!](#). A total of 6 daily

quests can be opened up with The Sons of Hodir, however, some of the daily quests won't be unlocked until you reach Friendly, Honored & Revered. Also, look for [Everfrost Chips](#) and [Relics of Ulduar](#), which can be turned in for extra rep.

Once you've opened up all of your Sons of Hodir daily quests, continue working on quests in The Storm Peaks until you reach level 78.

Levels 78-79

Level 78 will be your first chance to get a taste of Cataclysm content, assuming you've purchased that expansion. Unfortunately, Cataclysm zones themselves don't offer any quests until you reach 80. But, contrary to popular belief, two of the Cataclysm dungeons can actually be entered as soon as Level 78 - - [Blackrock Caverns](#) and [Throne of the Tides](#). As long as you can make your way to the dungeon entrances, you can get in. You just can't use the Random Dungeon tool to teleport into them until you're level 80.

Blackrock Caverns and Throne of the Tides offer some very nice rare drops, such as [Lightning Whelk Axe](#), [Steelbender's Masterpiece](#) and [Toxidunk Dagger](#). Picking up those high quality items, along with the Level 272+ BoE gear from the AH, will go a long way towards getting your gear prepared ahead of time for 80-85 leveling in Cataclysm. Keep in mind that Cataclysm dungeons are generally considered to be tougher than WotLK dungeons, so you'll need to perform at your very best in those dungeons, especially since you'll most likely be at a lower level than the other members in your group.

If dungeon leveling isn't your style, then you can continue questing in The Storm Peaks until you reach level 80. Or, consider leveling up in BGs, while you still have the level and gear advantage over others in your bracket.

Powerleveling Experience: Levels 80-85

Level 80 - Time played this level: 3 hours

New Ability: [Mastery](#)

Mastery is a new stat introduced in Cataclysm. The specific Mastery bonus you receive depends upon your spec, and acquiring gear with the Mastery stat increases the effectiveness of that bonus.

New ability: [Master Riding](#)

This expensive ability (4,000-5,000 gold, depending upon faction discounts) will allow you to fly your mount at the fastest possible speed, 310%. If you have tons of gold laying around, then go ahead and pick this up. Otherwise, Artisan Riding should be sufficient for your needs.

Powerleveling First Aid from 501 to 600

501 - 550 Windwool Bandage: Train Zen Master First Aid then make 50 Windwool Bandages up to 550.

551 - 600 Heavy Windwool Bandage: Make 50 Heavy Windwool Bandages.

From this point forward, you'll need the Cataclysm expansion in order to continue leveling. If you've been checking the AH for level 77+ Cataclysm gear upgrades and/or running the first two Cataclysm dungeons, your gear should already be in pretty good shape. If not, you might have a rough start in the beginning. As far as which zone to get started in, I recommend [Mount Hyjal](#). The quest rewards in that zone are a tad better than in the other starting zone, [Vashji'ir](#).

I dust off my Level 80 Rogue and get ready to head to Mount Hyjal. I empty out my bags, pick up some inexpensive Cataclysm consumables and respect for maximum leveling effectiveness. I head over to Stormwind, set my hearth, pick up the [Hero's Call: Mount Hyjal!](#) quest and then go visit [Cenarion Emissary Jademoon](#) to get ported to Moonglade. From there, I get [As Hyjal Burns](#) and head out to Mount Hyjal.

Upon reaching Mount Hyjal, I begin questing, making my way slowly westward through the zone. Following the step-by-step instructions of the excellent [Wow-Pro Leveling Addon](#), I'm able to easily find my way from quest to quest and reach level 81 in about three hours, shortly after reaching the [Shrine of Aviana](#).

Level 81 - Time played this level: 4 hours

I hearth back to Stormwind and pick up a few items I've been saving for this point. I equip two new weapons -- [Carnelian Spikes](#) and [Trek's Shiv](#), both enchanted with Avalanche. The addition of those weapons will vastly outperform the gear I had before, and will last me for the rest of my leveling experience to 85. Afterwards, I use my [Dimensional Ripper - Everlook](#) to return to Kalimdor (Non-Engineers can just grab a boat to Darnassus) and fly back to Mount Hyjal to continue questing in the southern and eastern sections of that zone.

Level 82 - Time played this level: 5 hours

I finish up my Mount Hyjal quests, hearth back to Stormwind, and then head out to [Deephholm](#). I begin questing in the southern and western sections of that zone, eventually making my way around to the northern side of the zone by the time I reach level 83.

Level 83 - Time played this level: 6 hours

New Ability: [Redirect](#)

Redirect is a marginally useful ability for leveling that allows you to transfer combo points to another target. This ability would really stand out if we didn't already have the ability to use combo points on dead targets to power Slice and Dice and Recuperate. However, if you have Deadly Momentum running, then Slice and Dice and Recuperate will renew on their own, allowing you to get more benefit out of Redirect.

New Ability: [Crimson Tempest](#)

Crimson Tempest is a new ability introduced in patch 5.0.4 that works well with the updated Fan of Knives (now that it generates combo points), providing an AoE/DoT finishing move to maximize your effectiveness against multiple targets.

I finish up all of the quests in Deepholm, including the [Therazane](#) daily quests that I'll need to build up rep for my [level 85 shoulder enchants](#). At this point, I'm about halfway through level 83. I hearth back to Stormwind, empty out my bags, check the AH for any especially good BoE gear or consumables in my level range (especially new iLvl 364+ MoP gear) and then head out to Tanaris to begin questing in [Uldum](#). I begin questing in Uldum, making my way from the northeast, down to the south and eventually over to the southwest by the time I reach level 84.

Level 84 - Time played this level: 10 hours (Uldum/Stormwind/Twilight Highlands)

I continue working on Uldum quests, eventually clearing out all of the quests in the western and northern sections of the zone. By the time I finish up Uldum, I'm at about halfway through level 84. I hearth back to Stormwind and go through the quest series there that eventually leads me to the final Cataclysm zone, [Twilight Highlands](#). As soon as I reach Twilight Highlands, I join a group looking for a 5th person and fly to the [Crucible of Carnage](#) near the center of the zone.

Players are able to participate in the Crucible of Carnage group battles without completing any prerequisite quests in Twilight Highlands and can quickly earn over 500,000 experience and a nice rare weapon - - a [dagger](#) or an [axe](#). I recommend taking the dagger, even if you're Combat, just in case you ever decide to switch to Mutilate. That dagger is a very nice starter weapon to have for endgame content, whereas the axe can be replaced with one or two other decent alternatives.

After completing the Crucible of Carnage quests, I begin working on Twilight Highlands quests, clearing out most of the eastern half of the zone by the time I finally reach 85.

Level 85

New Ability: [Smoke Bomb](#)

Smoke Bomb is an AoE ability that prevents enemies from targeting you for 5 seconds (down from 10 seconds as of patch 4.0.6). This ability is mainly used in PVP, but also has limited uses for PVE.

From this point forward, you'll need the Mists of Pandaria expansion in order to continue leveling. If you want to fill out any weak areas in your gear, then check the AH for inexpensive level 83+ BoE MoP items (iLvl 364+). Also try and upgrade to level 85 MoP consumables to maximize your leveling power and speed.

To get started in [Pandaria](#), you'll want to head to the only starting zone for this expansion, [The Jade Forest](#). Similar to how Hellfire Peninsula was set up in Outland, Alliance players will start on the south side of the zone and Horde will begin in the north. Also, much like with previous expansions, you won't be able to fly through the new zones in this expansion until you reach the level cap at level 90.

Work your way through The Jade Forest and eventually you'll reach the [Temple of the Jade Serpent](#) located in the eastern portion of that initial zone. That instance contains quests that will reward you with some nice rare bracers and pants.

Powerleveling Experience: Levels 86-90

Level 86

Finish up quests in The Jade Forest and Temple of the Jade Serpent and then head west to the [Valley of the Four Winds](#). You'll generally work your way west and south through this zone until you reach the next 5-man dungeon, [Stormstout Brewery](#). That dungeon has several quests that will reward you with a rare helm, cloak and gloves.

Level 87

New Ability: [Shadow Blades](#)

Shadow Blades is a great new ability introduced in Mists of Pandaria which is used to bypass armor on tough enemies, while providing a quick boost to your generation of combo points. This ability synergizes best with the abilities of Combat Rogues and pairs especially well with Adrenaline Rush for maximum burst potential.

Continue working on quests in Valley of the Four Winds and Stormstout Brewery. Eventually you'll get to the point where you'll need to choose your next zone for leveling. [Krasarang Wilds](#) to the south is a good choice, offering relatively easy quests and mobs for your level compared to the other remaining zones.

Level 88

Continue questing through Krasarang Wilds. Once you've completed that zone, I recommend heading north to [Kun-Lai Summit](#). In the northwestern section of that zone, you'll find another 5-man dungeon, [Shado-Pan Monastery](#). That instance has two quests that provide you with rare helm and belt quest rewards.

Level 89

Finish working on quests in Kun-Lai Summit and Shado-Pan Monastery until you reach level 90. Eventually, you should open up quests in that zone which will need to be completed in order to enter the [Vale of Eternal Blossoms](#). If you run out of quests in Kun-Lai Summit, then keep running Shado-Pan Monastery a few more times, or consider doing some PVP at the top of the 85-89 level bracket until you hit 90.

Level 90

New Ability: [Wisdom of the Four Winds](#)

This ability allows you to fly in Pandaria and can be purchased for 2,500 gold from [Clouddrunner Leng](#) ([Shrine of Seven Stars](#) - Alliance) or [Skydancer Shun](#) ([Shrine of Two Moons](#) - Horde) in the Vale of Eternal Blossoms.

Congratulations on reaching Level 90! From this point forward, I recommend that you start running level 90 5-man dungeons and eventually Heroic dungeons to get yourself geared up for raiding. And of course, Battlegrounds will be your avenue to gear up for endgame PVP.

Change Log

Major Patch 5.0.4/5.0.5 changes to this guide:

- Removed all mention of helm enchants
- As of the new Mists of Pandaria (MoP) expansion, heirloom pants will be available to those in guilds who have completed the Working Better as a Team achievement by obtaining 600 skill points in all professions and secondary professions.
- As of patch 5.0.4, gathering tools are no longer required, but still give you a +10 bonus to your gathering professions if you have them in your bags.
- As of the new Mists of Pandaria (MoP) expansion, heirloom pants will be available to those in guilds who have completed the Working Better as a Team achievement by obtaining 600 skill points in all professions and secondary professions.
- Sharpened Scarlet Kris and most other daggers were changed to a slower 1.8 speed dagger in the 5.0.4 patch
- Having a dagger in your offhand will allow you to apply offhand poisons quicker, especially now that all poisons have been changed to percentage-based procs in patch 5.0.4, rather than the old Procs-Per-Minute (PPM) system.
- As of patch 5.0.4, you no longer have a ranged weapon slot, so the heirloom ranged weapons will provide no benefit.
- As of patch 5.0.4, you no longer have to buy poisons, you simply learn them as you level.
- Unfortunately, in Mists of Pandaria there is no mailbox in the Pandaren starting zone (Wandering Isle), so new Pandaren characters will not be able to receive any gear until they choose a faction and leave the starting zone (around level 10-15). If you decide to level up a Pandaren Rogue, you'll need to adjust your shopping list accordingly.
- With the removal of prime glyphs in patch 5.0.4, the early glyph choices have become fairly simplified, with Glyph of Deadly Momentum and Glyph of Blurred Speed being the clear favorites for leveling.
- Added a Level 85-90 Shopping List
- Added Talent Specialization Bonuses for each spec
- In the past, Assassination benefitted from having the useful combination of the talents Quickening (now Fleet Footed) and Deadly Momentum (now a glyph). However, those are now both available to all Rogues regardless of spec, so Assassination doesn't really offer many unique abilities for the purposes of leveling.
- Similar to Assassination, Subtlety lost some of its uniqueness with the 5.0.4 patch, now that any Rogue can pick up Nightstalker at level 15 and Shadowstep at level 60.
- With patch 5.0.4, you no longer get talent points, but you'll still be selecting from one of three specs.
- Battle Pet Training really has no bearing on powerleveling your Rogue, but it's a new feature in patch 5.0.4, so enjoy.
- As of patch 5.0.4, Deadly Poison is the first poison available to you at level 10, but it has been significantly improved. Now, when you apply Deadly Poison, it still deals damage over time, but additional attacks will have a chance to "instantly" deal extra poison damage, replacing the need for the old Instant Poison. One application of poisons will coat both weapons, and once you get Crippling Poison at level 20, you can also apply a 2nd Non-Lethal Poison to each of your weapons.
- Slice and Dice is a powerful finishing move that was moved from level 22 to level 14 in patch 5.0.4. Many other abilities were moved forward or backward from their previous levels.
- As of patch 5.0.4, level 15 will be your first chance to pick a talent. Unlike in Cataclysm, you are no longer forced to stick to any particular tree, because there are no more trees. Now you just choose the best of three talents at each 15 level interval, depending upon your personal preferences. Level 15 will offer you three different stealth-based talents,

- Nightstalker, Subterfuge and Shadow Focus. Regardless of your spec, I recommend that you pick Nightstalker for the speed bonus as well as the extra frontloaded damage from stealth.
- Unfortunately, Vanish has been relocated to level 34 in patch 5.0.4, so you won't have that vital ability to help you out in PVP at level 24 as was the case in Cataclysm.
 - Disappointingly, Sprint suffered the same fate as Vanish, getting pushed back 10 levels from being a level 16 ability in Cataclysm (and previously level 8 before that).
 - Historically, Rogues have been known to complain about not having much in the way of useful buff/debuff abilities that help out groups and raids. Swiftblade's Cunning is a new passive ability introduced in patch 5.0.4 which helps to alleviate that issue, increasing your party's melee and ranged attack speeds by 10%.
 - In the past, I always recommended that non-Assassination Rogues switch to Wound Poison as soon as it becomes available. However, with the patch 5.0.4 improvements to Deadly Poison, there's not much point in switching to Wound when you have access to a useful DoT poison that also deals instant damage with additional applications.
 - Finally, a change from patch 5.0.4 Rogues should rejoice about! Previously a mandatory talent for most Rogues looking to increase energy and DPS output, Relentless Strikes is now awarded to all Rogues beginning at level 54.
 - Before patch 5.0.4, you could also purchase Arcanum of Ferocity upon reaching Revered with Cenarion Expedition, which was the best enchant you could place on your helm during levels 70-79. But now all helm enchants have been removed from the game, so you can forget about that now.
 - No longer an Assassination-only talent, Fleet Footed is a new ability in patch 5.0.4 available to all Rogues at level 62. Now you're not forced to choose between a speed or DPS enchant for your boots.
 - Master Poisoner is another Assassination-only talent that has been changed into a general Rogue ability in patch 5.0.4, however this new ability has been significantly modified from its previous versions. Now it simply increases spell damage to poisoned targets by 5%.
 - Northrend is now free for all players as of 9/19/12.
 - Shiv is a useful tool primarily for PVP, and as of patch 5.0.4, it is now used to apply a concentrated form of whichever Non-Lethal poison you're currently using. However, now that poisons are no longer applied directly to individual weapons, you won't be able to swap offhand weapons to Shiv on different poisons as needed.
 - Shadow Walk is a new ability in patch 5.0.4 that is especially handy for PVP, but it can also be very helpful to you while leveling, allowing you to stealth past higher level enemies that might otherwise cause you problems.
 - Shroud of Concealment is a new ability in patch 5.0.4 that has limited potential for leveling purposes. You could use this ability to sneak your group past particularly annoying dungeon pulls or coordinate a surprise attack in PVP, provided that you have a group who is willing to work with you to get the most benefit out of this ability.
 - Crimson Tempest is a new ability introduced in patch 5.0.4 that works well with the updated Fan of Knives (now that it generates combo points), providing an AoE/DoT finishing move to maximize your effectiveness against multiple targets.
 - Shadow Blades is a great new ability introduced in Mists of Pandaria which is used to bypass armor on tough enemies, while providing a quick boost to your generation of combo points. This ability synergizes best with the abilities of Combat Rogues and pairs especially well with Adrenaline Rush for maximum burst potential.
 - Added 86-90 powerleveling section