Subtlety Rogue

Strike from the shadows.

The stealth rogue: Ambush, Hemorrhage, Preparation, and WoW Forever's new 31-point **Death Mark**, which stores your damage and lands it 6 sec later.

Melee damage | Stealth openers | Strong in PvP

THE 30-SECOND VERSION

Three things to remember

Openers win

Premeditation and Ambush from stealth start every fight ahead.

Garrote from any side

Dirty Deeds: Garrote no longer needs you behind the target, and Cheap Shot and Garrote cost 10 less.

Death Mark at 40

Your 31-point finisher: it stores part of your damage (Garrote and Rupture count double) and deals it after 6 sec.

NEW IN WOW FOREVER

What changed for you

Shank

New: an off-hand strike that **cannot miss**, cheap, on a 10-sec cooldown, and it gives you energy back. Several talents build on it.

Poisons are a secondary skill

Like First Aid, and Lockpicking is its own skill too. Train them up as you go.

Poised

New: at full energy out of combat, your next ability costs 10 less. Free value on every opener.

Death Mark

A new finisher that stores your damage and releases it 6 sec later.

Boot Knife

Shank has a 20% chance to give 2 combo points.

Dirty Tricks and Quick Getaway

Cheaper Sap and Blind, a second Sapped target, and a speed boost after you Sap.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- **Sinister Strike** to build combo points, **Eviscerate** at 3 to 5 points.
- Open from **Stealth** when you can; it is your free first hit.
- Use the fastest dagger or sword you find in the main hand.

LEVELS 10–19

- Take **Opportunity** (stronger stealth openers) and **Master of Deception**.
- Open every pull with **Ambush** (dagger) or **Garrote**.
- Shank on cooldown.

LEVELS 20–39

- Take **Dirty Deeds**, **Camouflage** and **Initiative**.
- **Premeditation** for 2 combo points before you open.
- Take **Ghostly Strike** for a dodge boost in melee.

LEVELS 40–59

- Take **Hemorrhage**, **Preparation** and **Boot Knife**.
- **Death Mark** (31-point) after Garrote and Rupture.
- Vanish, then Ambush again on elites.

AT LEVEL 60

Your priority

A simple order for Subtlety at 60, from the simulator's rogue list.

1. **Premeditation, then Ambush or Garrote** from stealth.
2. **Slice and Dice** keep it up.
3. **Shank** on cooldown (Boot Knife combo points).
4. **Death Mark** at 5 combo points, with Garrote and Rupture running.
5. **Rupture or Eviscerate** at 5 combo points.
6. **Hemorrhage** to build combo points (Ghostly Strike when you need the dodge).
7. **Vanish and Preparation** for a second Ambush on bosses.

Talents that matter

TALENT	TREE	WHY TAKE IT
Opportunity	Subtlety	Stronger stealth openers.
Master of Deception	Subtlety	Harder to spot in stealth.
Dirty Deeds	Subtlety	Cheaper Cheap Shot and Garrote; Garrote from any side.
Camouflage	Subtlety	Faster stealth movement, shorter Stealth cooldown.
Initiative	Subtlety	Extra combo points from openers.
Premeditation	Subtlety	2 combo points before you attack.
Ghostly Strike	Subtlety	A strike that raises your dodge.
Hemorrhage	Subtlety	A combo builder with any weapon.
Preparation	Subtlety	Resets your rogue cooldowns.
Boot Knife	Subtlety	Shank can give 2 combo points.
Death Mark	Subtlety (31)	Stored damage released after 6 sec.

Best race for this spec

ALLIANCE

HUMAN

Perception spots other stealthers and **Will to Survive** breaks stuns, both big in PvP. Dwarf for raiding.

HORDE

UNDEAD

Will of the Forsaken breaks fears and charms. Troll for raiding.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Gnome	Alliance	**Eureka!**: 10% more damage and cheaper abilities for 8 sec (also boosts Power Word: Shield). **Expansive Mind**: +5% maximum mana (rage for Warriors, energy for Rogues). **Escape Artist**: break out of roots and slows.

RACE	SIDE	RACIALS
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Dagger for Ambush

Ambush needs a dagger. Hemorrhage works with any weapon.

Sap and skip

With Dirty Tricks and Quick Getaway, Sap two mobs and walk past packs in dungeons.

Death Mark loves bleeds

Garrote and Rupture store at double rate. Start them before Death Mark.

Stealth is your reset

Vanish and Preparation give you a second opener on bosses.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Running out of energy	Do not spend energy on finishers at 1 or 2 combo points, and use Shank: it gives energy back.
My poisons are gone	Poisons are a secondary skill now: train it, buy the reagents, and put poison on both weapons.
Ambush will not cast	You need to be in stealth, behind the target, with a dagger.
Death Mark did little	It stores damage after you cast it. Keep hitting for 6 sec, with bleeds running.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button and knows when you are in stealth, so it suggests your openers. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

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Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: rogue changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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