Assassination Rogue

Poison everything. Mutilate the rest.

The poison rogue: daggers, Cold Blood, Seal Fate, and new in WoW Forever: **Mutilate** as the 31-point talent and **Venom** to supercharge your poisons.

Melee damage | Daggers | Poisons

THE 30-SECOND VERSION

Three things to remember

Poisons on both weapons

Mutilate hits 20% harder on a poisoned target, and Venom boosts your poisons.

Shank feeds Venom

Shank adds 30% poison damage and more poison procs for 6 sec. Use it on cooldown.

Mutilate at 40

Your 31-point talent: hits with both weapons and gives 2 combo points.

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.

Blood Splatter

Rupture lasts 6 sec longer and Garrote 9 sec longer.

Venom

Shank boosts your poisons for 6 sec.

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 **Malice** (+1% crit) and **Improved Slice and Dice**.
- **Slice and Dice** at 1 to 2 combo points, then Eviscerate.
- Pick up **Shank** and use it on cooldown.

LEVELS 20–39

- Train poisons and put **Instant Poison** on both weapons.
- Take **Lethality** (bigger crits), **Vile Poisons** and **Improved Poisons**.
- **Cold Blood** before a big Eviscerate.

LEVELS 40–59

- **Mutilate** (31-point) with two daggers.
- Take **Seal Fate**, **Venom** and **Relentless Strikes**.
- **Rupture** on bosses with **Blood Splatter**.

AT LEVEL 60

Your priority

A simple order for Assassination at 60.

1. **Garrote or Ambush** from stealth to open.
2. **Slice and Dice** keep it up all fight.
3. **Shank** on cooldown (Venom).
4. **Rupture** at 5 combo points on bosses.
5. **Eviscerate** at 5 combo points when Rupture and Slice and Dice are up. Cold Blood first.
6. **Mutilate** to build combo points.

Talents that matter

TALENT	TREE	WHY TAKE IT
Malice	Assassination	+1% crit with attacks and poisons.
Improved Slice and Dice	Assassination	Longer Slice and Dice.
Blood Splatter	Assassination	Longer Rupture and Garrote.
Lethality	Assassination	Bigger crits.
Vile Poisons	Assassination	Stronger poisons.
Cold Blood	Assassination	A guaranteed crit.
Relentless Strikes	Assassination	Finishers can refund energy.
Venom	Assassination	Shank boosts your poisons.
Seal Fate	Assassination	Crits give an extra combo point.
Mutilate	Assassination (31)	Two-weapon strike, 2 combo points.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack. Human (+1% crit, stun break) is a fine second.

HORDE

TROLL

Berserking gives 15 sec of faster attacks. Orc is close.

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

Two daggers

Mutilate needs a dagger in each hand. Hold on to good daggers while you level.

Keep Slice and Dice up

It is your biggest damage boost. Refresh it before it drops.

Shank every 10 seconds

It cannot miss, refunds energy and powers Venom.

Open with Garrote

With Blood Splatter, Garrote ticks 9 sec longer.

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.
Mutilate is grey	It needs daggers in both hands, and the 31-point talent.
Pulling aggro	Use Feint, and let the tank build threat first.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button and follows Slice and Dice, Rupture and your combo points. 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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