

Grand Marshal's Sanctuary

Armor Level: 115

Level 70 PvP Rare Set

(Leather)



Class: Alliance Druid ONLY

(Feral Spec.)

Horde version: High Warlord's Sanctuary

Item	Socket Bonus	Ability Bonuses						Sockets				Other Bonuses			Price in Honor / Tokens				
		AC	Str	Agi	Int	Sta	Spi	R	B	Y	M	Heal	ResR	CSr	Hon	AV	AB	WSG	EoS
Grand Marshal's Dragonhide Gloves		213	17	17	11	24						35	16		10098	20			
Grand Marshal's Dragonhide Legguards		306	23	22	22	30						48	22		16065			30	
Grand Marshal's Dragonhide Spaulders	+3 Resilience Rating	249	17	17	13	24		1		1		18	13		10098		20		
Grand Marshal's Dragonhide Helm	+4 Resilience Rating	267	22	22	14	21			1	1		31	21		16065	30			
Grand Marshal's Dragonhide Tunic	+4 Critical Strike Rating	322	18	18	18	31		2		1		31	18		16524		30		
Full Set Cumulative Total:		1357	97	96	78	130	0	3	0	3	1	163	90	0	68,850	50	50	30	0

Full Set Cumulative Total:	1357	97	96	78	130	0	3	0	3	1	163	97	4
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Plus:	Gloves: reduces the cast time of your Cyclone spell by 0.1 sec.
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Cumulative Bonuses for Multiple Set Items Equipped	
#	Cumulative Bonuses * not in [Full Set Cumulative Totals] numbers above
2	+35 Resilience Rating
4	Increases your movement speed by 15% while in Bear, Cat, or Travel Form.

Grand Marshal's Refuge

Armor Level: 115

Level 70 PvP Rare Set

(Leather)



Class: Alliance Druid ONLY

(Restoration Spec.)

Horde version: High Warlord's Refuge

Item	Socket Bonus	Ability Bonuses						Sockets				Other Bonuses			Price in Honor / Tokens				
		AC	Str	Agi	Int	Sta	Spi	R	B	Y	M	Heal	ResR	Mana	Hon	AV	AB	WSG	EoS
Grand Marshal's Kodohide Gloves		213			22	22						51	14	4	10098	20			
Grand Marshal's Kodohide Legguards		306			28	33						64	20	8	16065			30	
Grand Marshal's Kodohide Spaulders	+3 Resilience Rating	249			16	33		1		1		26	17	2	10098		20		
Grand Marshal's Kodohide Helm	+4 Resilience Rating	267			18	30				1	1	44	19	6	16065	30			
Grand Marshal's Kodohide Tunic	+4 Resilience Rating	322			17	33		2		1		42	18	5	16524		30		
Full Set Cumulative Total:		1357	0	0	101	151	0	3	0	3	1	227	88	25	68,850	50	50	30	0

Full Set Cumulative Total:	1357	0	0	101	151	0	3	0	3	1	227	99	25
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Plus:	Gloves: reduces the cast time of your Cyclone spell by 0.1 sec.
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Cumulative Bonuses for Multiple Set Items Equipped	
#	Cumulative Bonuses * not in [Full Set Cumulative Totals] numbers above
2	+35 Resilience Rating
4	Increases your movement speed by 15% while in Bear, Cat, or Travel Form.

Grand Marshal's Wildhide

Armor Level: 115

Level 70 PvP Rare Set

(Leather)



Class: Alliance Druid ONLY

(Balanced Spec.)

Horde version: High Warlord's Wildhide

Item	Socket Bonus
Grand Marshal's Wyrmhide Gloves	
Grand Marshal's Wyrmhide Legguards	
Grand Marshal's Wyrmhide Spaulders	+3 Resilience Rating
Grand Marshal's Wyrmhide Helm	+4 Resilience Rating
Grand Marshal's Wyrmhide Tunic	+4 Resilience Rating

Ability Bonuses					
AC	Str	Agi	Int	Sta	Spi
213			15	22	
306			22	33	
249			16	33	
267			18	21	
322			17	33	
1357	0	0	88	142	0

Sockets			
R	B	Y	M
1		1	
		1	1
2		1	
3	0	3	1

Other Bonuses		
D&H	ResR	Mana
32	14	4
39	20	8
14	17	2
34	17	6
22	18	5
141	86	25

Price in Honor / Tokens				
Hon	AV	AB	WSG	EoS
10098	20			
16065			30	
10098		20		
16065	30			
16524		30		
68,850	50	50	30	0

Full Set Cumulative Total:	1357	0	0	88	142	0	3	0	3	1	141	97	25
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Plus:	Gloves: reduces the cast time of your Cyclone spell by 0.1 sec.
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Cumulative Bonuses for Multiple Set Items Equipped	
#	Cumulative Bonuses * not in [Full Set Cumulative Totals] numbers above
2	+35 Resilience Rating
4	Reduces the mana cost of your Moonfire spell by 10% of its base cost

PvP Honor Points	Alterac Valley Tokens	Arathi Basin Tokens	Warsong Gulch Tokens	Eye of the Storm Tokens
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Legend: Other Bonuses Explained	
Heal	Equip: Increases Healing done by magical spells and effects by up to x
D&H	Equip: Increases Damage and Healing done by magical spells and effects by up to x
ResR	Equip: Improves your Resilience Rating by x
Mana	Equip: Restores x mana per 5 sec.

Vendors		
Captain Dirgehammer	<Armor Quartermaster>	Champions' Hall, Old Town, Stormwind

Notes
Since the revamp of PvP rewards and the Burning Crusade expansion, all characters may now enter the Champions' Hall to drool
Prices and stats are constantly in flux.