

Stonebreaker Hold - Horde Reward Vendor

Horde Vendor

Spirit Sage Gartok (Horde), Stonebreaker Hold, Terokkar Forest

Token (Spirit Shard) Turn-in Items

Tokens	Item	Lvl	Ability Bonuses						Sockets		Other Bonuses								
			AC	Str	Agi	Int	Sta	Spi	Meta	Bonus	AP	Hr	CSr	ResR	SHr	SCSr	D&H	Heal	
18	Exorcist's Dreadweave Hood	Cloth	66	111			25	34		1	+2 SHr				20			29	
18	Exorcist's Silk Hood	Cloth	66	111			14	34		1	+2 SHr				14		25	29	
18	Exorcist's Dragonhide Helm	Leather	66	248	23	17		30		1	+4 AP				12				37
18	Exorcist's Leather Helm	Leather	66	208		27		33		1	+4 AP	20		10	14				
18	Exorcist's Wyrmhide Helm	Leather	66	248			16	35		1	+2 SD and Heal				11				34
18	Exorcist's Linked Helm	Mail	66	463	24		13	30		1	+2 CSr			22	13				
18	Exorcist's Mail Helm	Mail	66	463			16	30		1	+2 SCSr				17			24	29
18	Exorcist's Chain Helm	Mail	66	463		20	15	35		1	+2 Agi	20		10	12				
18	Exorcist's Lamellar Helm	Plate	66	827			16	30		1	+2 SCSr				11			16	29
18	Exorcist's Plate Helm	Plate	66	827	25			30		1	+2 Str			25	11				
18	Exorcist's Scaled Helm	Plate	66	827	20		15	30		1	+2 Str			18					22
50	Band of the Exorcist	Finger	67					24				34	10	16	11				
50	Seal of the Exorcist	Finger	67					24							11	12			28
2	Auchenai Healing Potion	Potion	55	Restores 1500 to 2500 health															
2	Auchenai Mana Potion	Potion	55	Restores 1800 to 3000 mana															
8	Swift Starfire Diamond	Meta Gem	-	+12 Spell Damage and Minor Run Speed increase. Equipped gem requirements: YJR															
8	Swift Windfire Diamond	Meta Gem	-	+20 Attack Power and minor run speed increase. Equipped gem requirements: YJR															

Notes

- Spirit Shards are common drops from bosses in the Auchindoun instances; they are group-loot objects - multiple players may loot the shard when it drops
- Spirit Shards drop for your party only when your faction (Alliance/Horde) controls the 5 PvP objectives in Terokkar Forest

Legend: Other Bonuses Explained

AP	Equip: Increases your Attack Power by x
Hr	Equip: Improves Hit rating by x
CSr	Equip: Improves your Critical Strike Rating by x
ResR	Equip: Improves your Resilience Rating by x
SD	Equip: Improves your Spell Damage by x
SHr	Equip: Improves Spell Hit rating by x
SCSr	Equip: Improves your Spell Critical Strike Rating by x
D&H	Equip: Increases Damage and Healing done by magical spells and effects by up to x
Heal	Equip: Increases Healing done by magical spells and effects by up to x
Mana	Equip: Restores x mana per 5 sec.