Stonebreaker Hold - Horde Reward Vendor

Horde Vendor

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Notes

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

Tok	Token (Spirit Shard) Turn-in Items																			
	Tokens					Ability Bonuses						Sockets	Other Bonuses							
		Item		LvI	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	

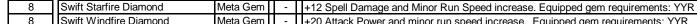
55 Restores 1500 to 2500 health

55 Restores 1800 to 3000 mana

Swift Windfire Diamond Meta Gem

Auchenai Healing Potion

Auchenai Mana Potion



Potion

Potion

- +20 Attack Power and minor run speed increase. Equipped gem requirements: YYR

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.						