

Avatar

(Cloth)



Class: Priest ONLY

Tier 5 Armor Sets

Avatar Raiment

(Holy Spec.)

Item	Socket bonus
Gloves of the Avatar	
Breeches of the Avatar	+4 Healing
Mantle of the Avatar	+7 Healing
Cowl of the Avatar	2 mana per 5 sec.
Vestments of the Avatar	+9 Healing

Ability Bonuses						
AC	Str	Agi	Int	Sta	Spi	
140			27	26	29	
195			36	37	27	
168			26	26	20	
181			28	40	31	
223			25	36	39	
907	0	0	142	165	146	

Sockets			
R	B	Y	M
	1		
	2		
		1	1
	2	1	
0	5	2	1

Other					
Heal	Mana	SCSr			
77	6				
101	12				
77					
103	8				
103					
461	26	0	0	0	0

Full Set Totals: (including socket bonuses)

907	0	0	142	165	146
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0	5	2	1
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481	28	0	0	0	0
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Cumulative Bonuses for Multiple Set Items Equipped

#	Cumulative Bonuses	* not in [Full Set Totals] numbers above
2	If your Greater Heal brings the target to full health, you gain 100 mana.	
4	Increases the duration of your Renew spell by 3 sec. (revised in patch 2.2)	

Avatar Regalia

(Shadow/Discipline Spec.)

Item	Socket bonus
Handguards of the Avatar	
Leggings of the Avatar	+2 Spell Damage
Wings of the Avatar	+4 Spell Damage
Hood of the Avatar	+5 Spell Damage
Shroud of the Avatar	+5 Spell Damage

Ability Bonuses						
AC	Str	Agi	Int	Sta	Spi	
140			27	31	25	
195			36	37	26	
168			24	22	24	
181			36	30	24	
223			35	30	20	
907	0	0	158	150	119	

Sockets			
R	B	Y	M
		1	
	1	1	
		1	1
	1	2	
0	2	5	1

Other					
SHr	SCSr	D&H	SD		
18		41			
25	18	54			
	17	41			
24		55			
19		55			
86	35	246	0	0	0

Full Set Totals: (including socket bonuses)

907	0	0	158	150	123
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0	2	5	1
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86	35	246	16	0	0
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Cumulative Bonuses for Multiple Set Items Equipped

#	Cumulative Bonuses	* not in [Full Set Totals] numbers above
2	Each time you cast an offensive spell, there is a chance your next spell will cost 150 less mana.	
4	Each time your Shadow Word: Pain deals damage, it has a chance to grant your next spell cast within 15 sec up to 100 damage and healing.	

Legend: Other Bonuses Explained

SHr	Equip: Improves Spell Hit rating by x
SCSr	Equip: Improves your Spell Critical Strike rating by x
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
Mana	Equip: Restores x mana per 5 sec.

Detailed Trade-in List		Druid, Priest, Warrior	Source		
Hands	Gloves of the Vanquished Defender		Leotheras the Blind, Serpentshrine Cavern, Coilfang Reservoir, Zangarmarsh		
Legs	Leggings of the Vanquished Defender		Fathom-Lord Karathress, Serpentshrine Cavern, Coilfang Reservoir, Zangarmarsh		
Shoulders	Pauldrons of the Vanquished Defender		Void Reaver, the Eye, Tempest Keep, Netherstorm		
Head	Helm of the Vanquished Defender		Lady Vashj, Serpentshrine Cavern, Coilfang Reservoir, Zangarmarsh		
Chest	Chestguard of the Vanquished Defender		Kael'thas Sunstrider, the Eye, Tempest Keep, Netherstorm		
Vendors					
Kelaar	<Keeper of Shattari Heirlooms>	Aldor Rise	Shattrath City	Requires Neutral, The Aldor	
Veynna Dawnstar	<Keeper of Shattari Heirlooms>	Scryer's Tier	Shattrath City	Requires Neutral, The Scryers	