

# Adventurer's Vault™

Updated 1/09

Update version 1

**Veteran's Armor [Deletion]**  
**Adventurer's Vault, page 55**  
Remove the item's power.

**Jagged Weapon [Addition]**  
**Adventurer's Vault, page 71**  
On the Critical line, add "(save ends)" after "Ongoing 10 damage" and "Ongoing 20 damage".

**Pact Hammer [Deletion]**  
**Adventurer's Vault, page 74**  
Remove the second property.

**Symbol of Mortality [Revision]**  
**Adventurer's Vault, page 89**  
In the Level 24 or 29 line, replace "2d4" with "3d4" and "2d8" with "3d8".

**Orb of Impenetrable Escape [Revision]**  
**Adventurer's Vault, page 94**  
Replace "Critical: +1d6 damage per plus" with "Critical: None".

**Orb of Mental Domination [Revision]**  
**Adventurer's Vault, page 95**  
Replace "Critical: +1d6 psychic damage per plus" with "Critical: None".

**Manticore Shield [Revision]**  
**Adventurer's Vault, page 118**  
In the item's power text, replace "Dexterity" with "Strength".

**Coif of Mindiron [Deletion]**  
**Adventurer's Vault, page 140**  
In the item's power text, remove "Standard Action".

**Girdle of the Dragon [Revision]**  
**Adventurer's Vault, page 165**  
On the Property line, replace "+2" with "+1".

**Girdle of the Umber Hulk [Revision]**  
**Adventurer's Vault, page 165**  
On the Property line, replace "+2" with "+1".

The tables below track the changes to each release of the update document.

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