

Starting Level

Level Up Y/N

Ending Level

Adventure Notes / Downtime Activity:

Starting Gold

Gold +/-

Gold Total

ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record magic items (permanent uncommon+, common) carried and stored. Consult DDAL Player's Guide for more details.

Carried Magic Item Limits	Tier 1	Tier 2	Tier 3	Tier 4
Uncommon +	1	3	6	10
Common	5	5	5	5
Consumable	5	10	10	15
Boons	0	0	0	1
Blessings	1	1	1	1
Charms	2	5	5	5

Carry

Starting # Magic Items

Items

Magic Items +/-Total # Magic Store

Carry

Store

CHARACTER NAME		CLASS / LEVEL		CHARACTER RACE			
PLAYER NAME		FACTION (Optional)		SHEET #			
Adventure Code Adventure Name			Date	DM Name			
				Uncommon+ Commo		mon	
Starting Level	Starting Gold	Starting Downtime	Starting # Magic Items	Carry	Store	Carry	Store
Level Up Y/N	Gold +/-	Downtime +/-	Magic Items +/- Total # Magic		I		Ι
Ending Level	Gold Total	Downtime Total	Total # Magic Items				
	wntime Activity:						
	Adventure Name		Date	DM Na	ame		
			Date	DM Na		Com	ımon
Adventure Code		Starting Downtime				Com Carry	mon Store
Adventure Code Starting Level	Adventure Name Starting Gold		Starting # Magic Items	Uncom	nmon+		
Adventure Code	Adventure Name	Starting Downtime Downtime +/-	Starting # Magic Items Magic Items +/-	Uncom	nmon+		
Adventure Code Starting Level	Adventure Name Starting Gold		Starting # Magic Items Magic Items	Uncom	nmon+		
Adventure Code Starting Level Level Up Y/N Ending Level	Adventure Name Starting Gold Gold +/-	Downtime +/- Downtime Total	Starting # Magic Items Magic Items +/- Total # Magic Items	Uncom	nmon+		
Adventure Code Starting Level Level Up Y/N Ending Level	Adventure Name Starting Gold Gold +/-	Downtime +/- Downtime Total	Starting # Magic Items Magic Items +/- Total # Magic Items	Uncom	nmon+		
Adventure Code Starting Level Level Up Y/N Ending Level	Adventure Name Starting Gold Gold +/-	Downtime +/- Downtime Total	Starting # Magic Items Magic Items +/- Total # Magic Items	Uncom	nmon+		
Adventure Code Starting Level Level Up Y/N Ending Level	Adventure Name Starting Gold Gold +/-	Downtime +/- Downtime Total	Starting # Magic Items Magic Items +/- Total # Magic Items	Uncom	store		

Starting Downtime

Downtime +/-

Downtime Total