



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

CHARACTER NAME

CLASS / LEVEL

CHARACTER RACE

PLAYER NAME

FACTION (Optional)

SHEET #

Adventure Code

Adventure Name

Date

DM Name

Starting Level

Starting Gold

Starting Downtime

Starting #
Magic Items
Magic Items
+/-
Total # Magic
Items

Level Up Y/N

Gold +/-

Downtime +/-

Ending Level

Gold Total

Downtime Total

Adventure Notes / Downtime Activity: _____

Adventure Code

Adventure Name

Date

DM Name

Starting Level

Starting Gold

Starting Downtime

Starting #
Magic Items
Magic Items
+/-
Total # Magic
Items

Level Up Y/N

Gold +/-

Downtime +/-

Ending Level

Gold Total

Downtime Total

Adventure Notes / Downtime Activity: _____

Adventure Code

Adventure Name

Date

DM Name

Starting Level

Starting Gold

Starting Downtime

Starting #
Magic Items
Magic Items
+/-
Total # Magic
Items

Level Up Y/N

Gold +/-

Downtime +/-

Ending Level

Gold Total

Downtime Total

Adventure Notes / Downtime Activity: _____