



ADVENTURE LOGSHEET

Record each session of play below. Express downtime totals in daily increments. Record permanent magic items towards Magic Item Limit; story, consumable and common magic items do not count towards this limit. Note that 4 to 8 hours of hardcover play may result in a level gain - be sure to consult the AL Players Guide.

GP Limit Per Level T1: 80 gp | T2: 240 gp | T3: 1600 gp | T4: 6000 gp

Magic Item Limit T1: 1 | T2: 3 | T3: 6 | T4: 10

CHARACTER NAME	RACE, CLASSES AND LEVELS	# OF SOUL COINS CARRIED
PLAYER NAME	FACTION (Optional)	SHEET #

Adventure Code	Adventure Name	Date	DM Name
Starting Level	Starting Gold	Starting Downtime	Starting Permanent Magic Items
Level Accepted Y/N	Gold +/-	Downtime +/-	Magic Items +/-
Ending Level	Gold Total	Downtime Total	Total Permanent Magic Items
Adventure Notes/Downtime Activity			
Soul Coin Charges Used []			

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