

A LEGO Visual Guide to Spell Slots in D&D 5E

Spellcasters can cast spells. Depending on their level, they can cast more or less spells.

For example:

- A level 1 cleric can cast **TWO** first level spells.
- A level 2 cleric can cast **THREE** first level spells.
- A level 3 cleric can cast **FOUR** first level spells and **THREE** 2nd level spells.

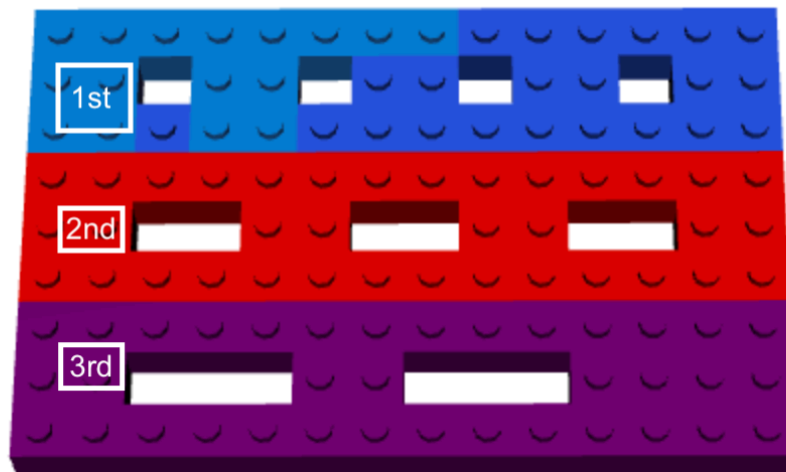
In D&D, the spells a caster can use per day are represented by “empty slots”.

Example: A level 1 cleric has **TWO** first level spell slots. When a spellcaster uses a spell any point in a game, they “fill” a slot of the appropriate level. The slot is full. When all the slots are filled, the spellcaster has used all their spells until they can “empty” a spell slot. For example, most spellcasters get all their spell slots back or “emptied” after a long rest.

Now imagine you are playing a level 5 Cleric. A level 5 cleric has:

- FOUR First Level Spells
- THREE Second Level Spells
- TWO Third Level Spells.

These spell slots are represented in the image below.



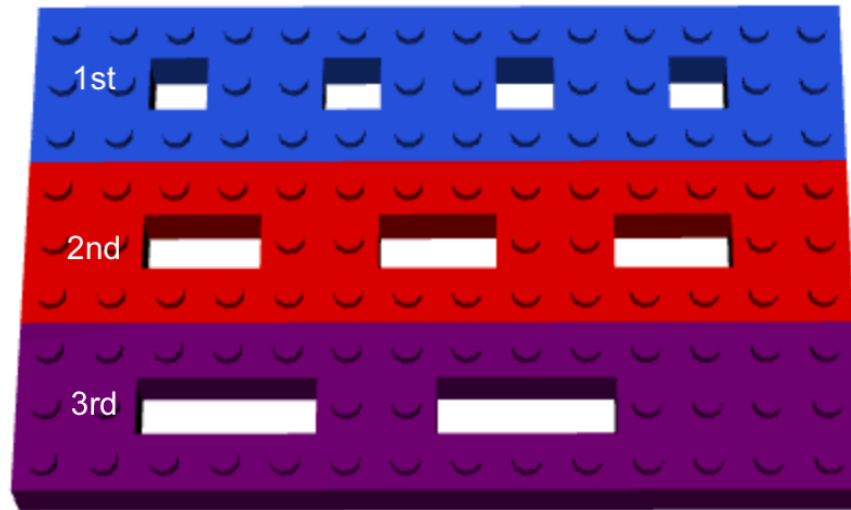
The Lego board is divided into different spell levels. Within each level, there are empty slots the correlate to the number of spells that the cleric can cast per day.

Look the three bricks below the board. They represent spells that can be cast. The following are:

Level 1 spells: 1x1x1 brick

Level 2 spells: 2x1x1 brick

Level 3 spells: 3x1x1 brick



Level 1 Spell

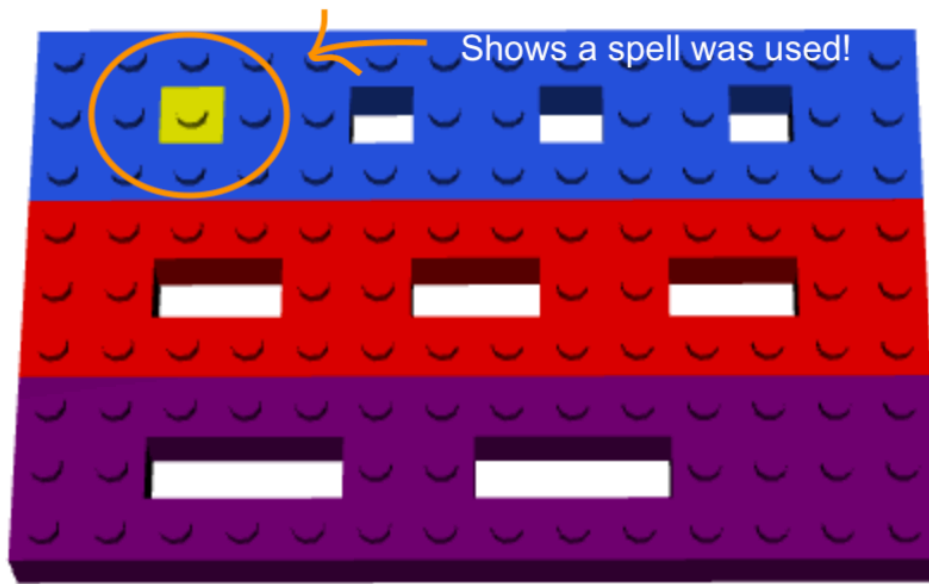


Level 2 Spell

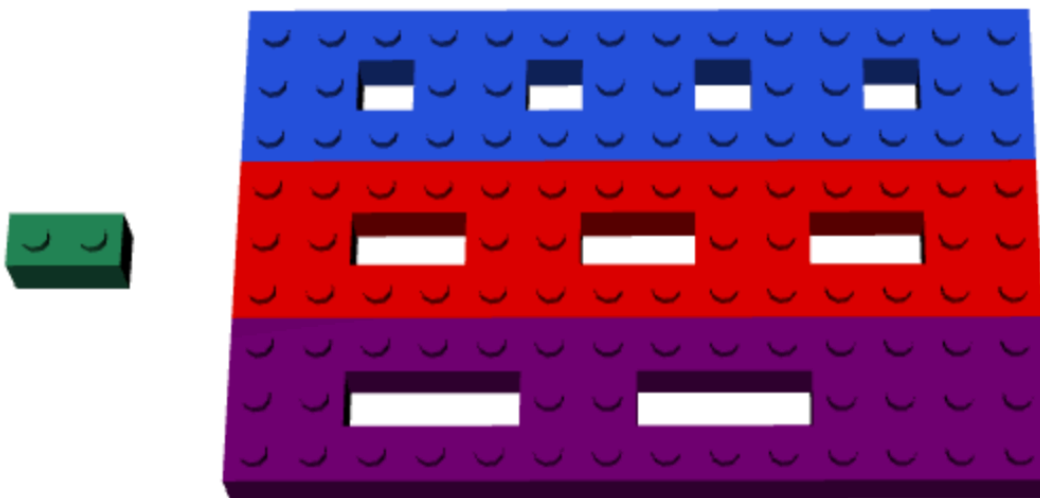


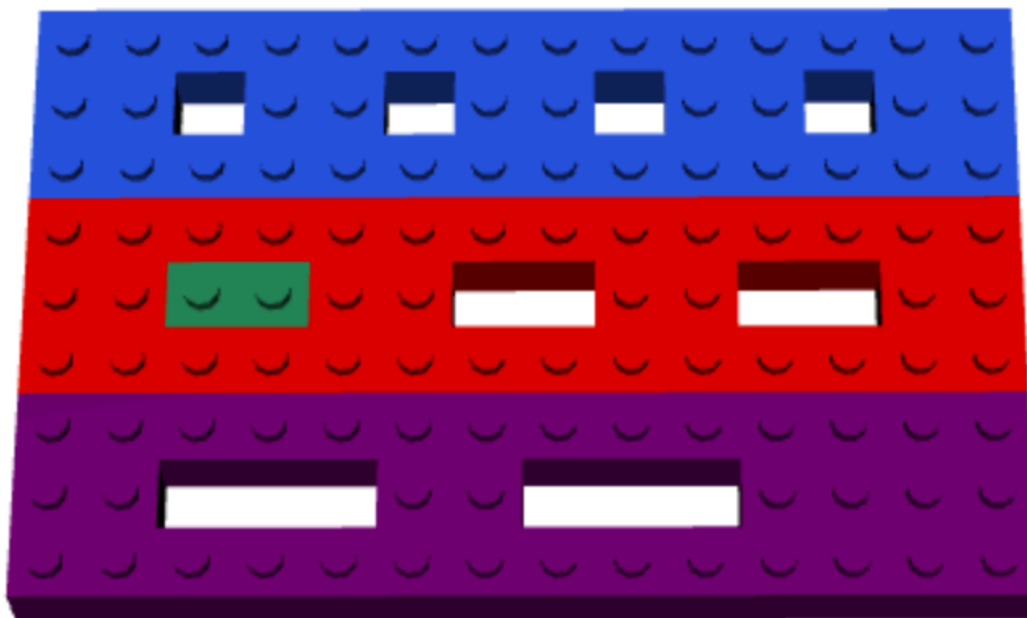
Level 3 Spell

When a character uses a spell. They cast the spell and fill a spell slot. For example, say our cleric wants to use the 1st level spell healing word. What she or he will do is fill a 1st level spell slot and then cast the spell. The yellow 1x1x1 brick fills in the slot. This shows the cleric has used one of his or her available level 1 spells.

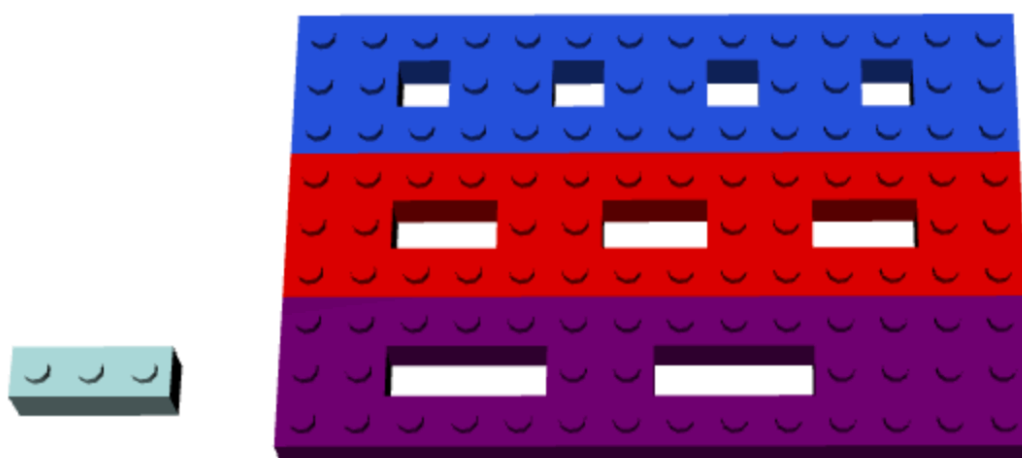


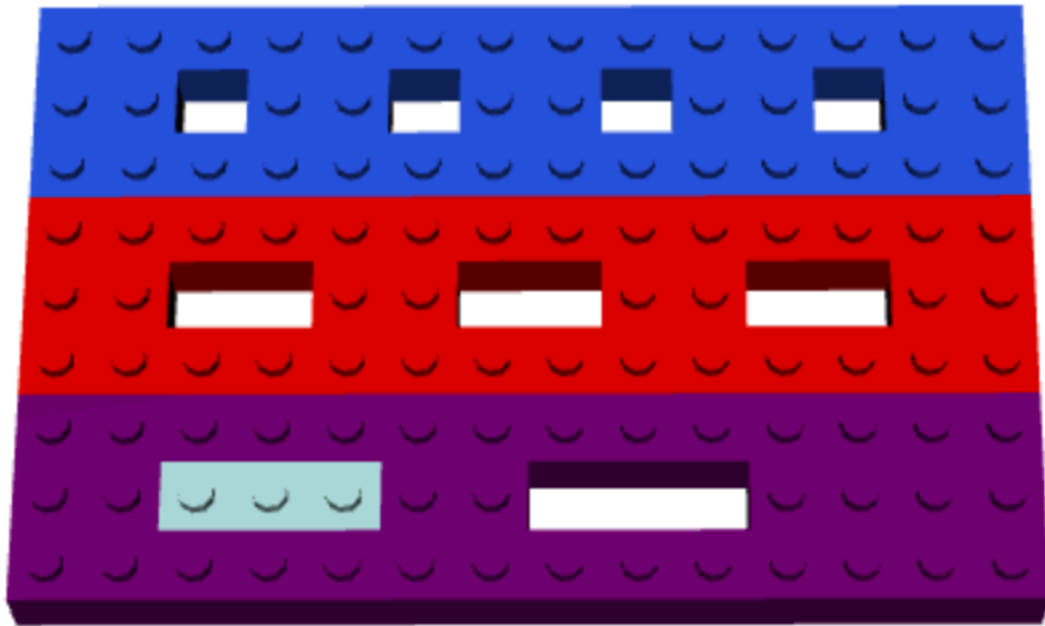
If the cleric wanted to use a 2nd level spell like Zone of Truth instead, the player would use or fill a 2nd level spell slot.



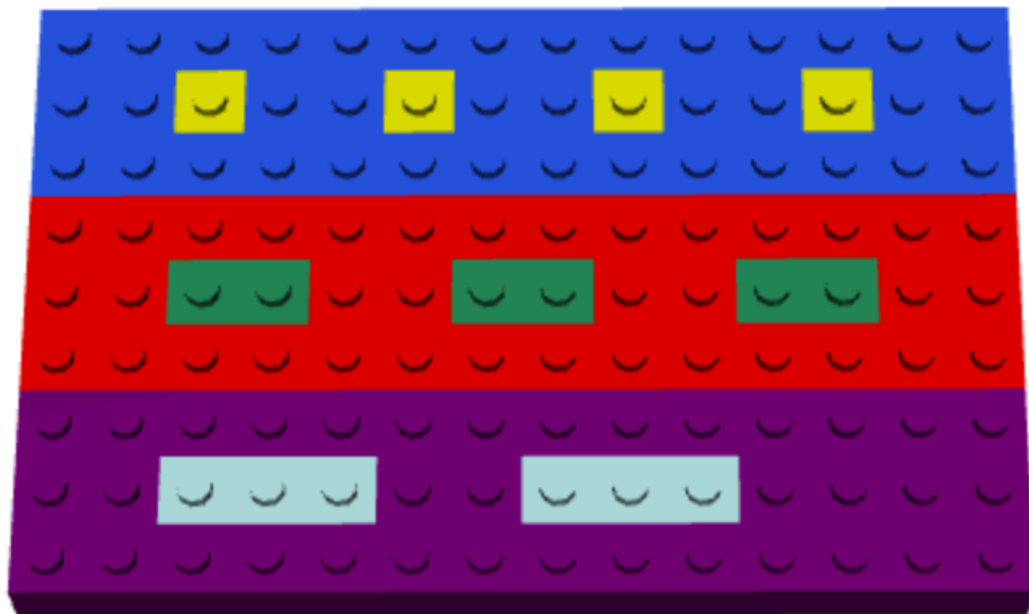


Of course, the same would happen if the player changed their mind again and wanted to cast a 3rd level spell like Mass Healing Word. The player would use or fill a 3rd level spell slot.

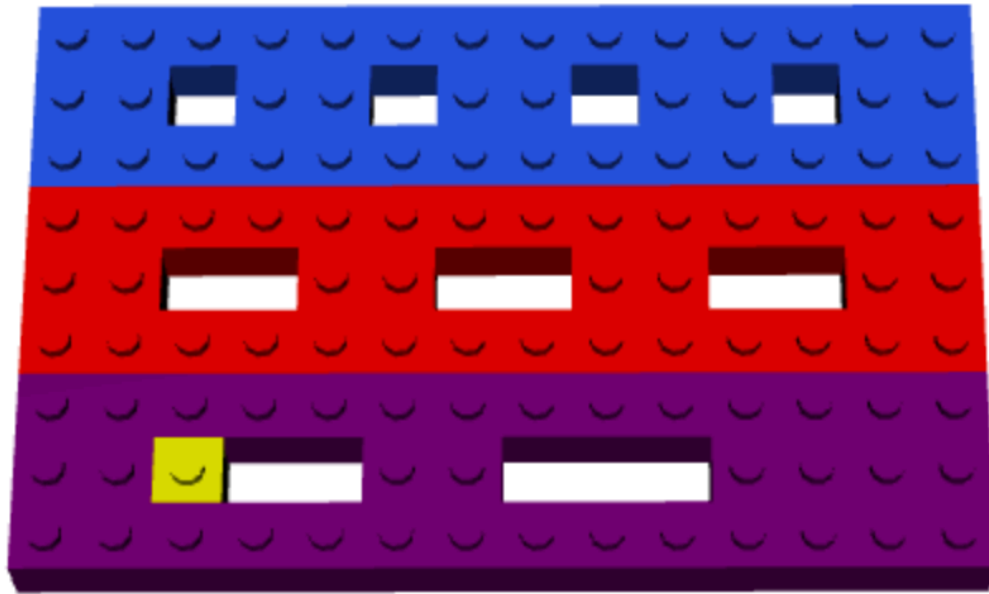




When the player fills up all of their spell slots, their character can't cast new spells until they can empty their spell slots. This usually happens when characters in game do things like rest.

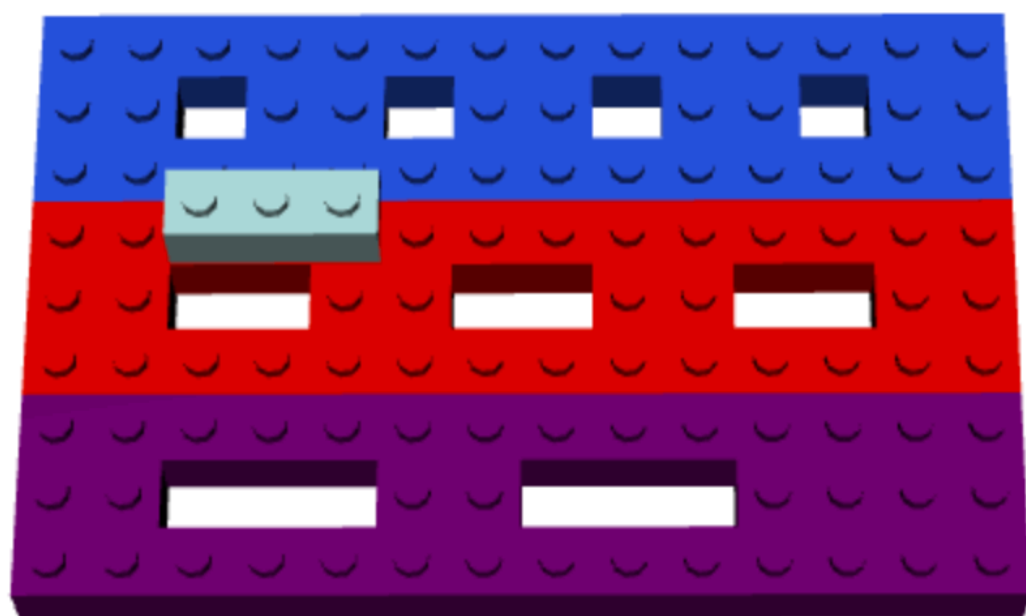
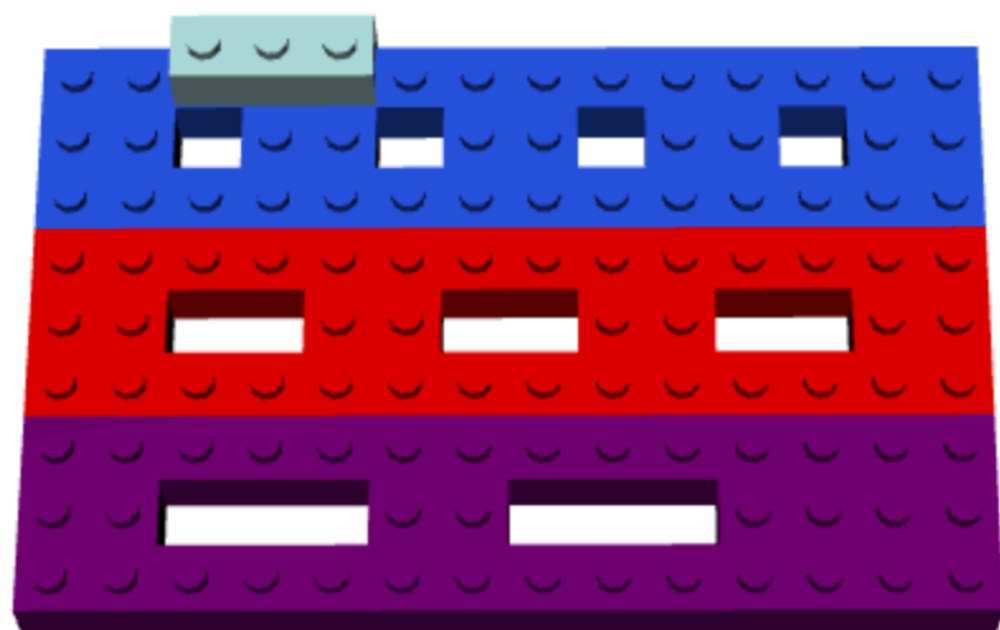


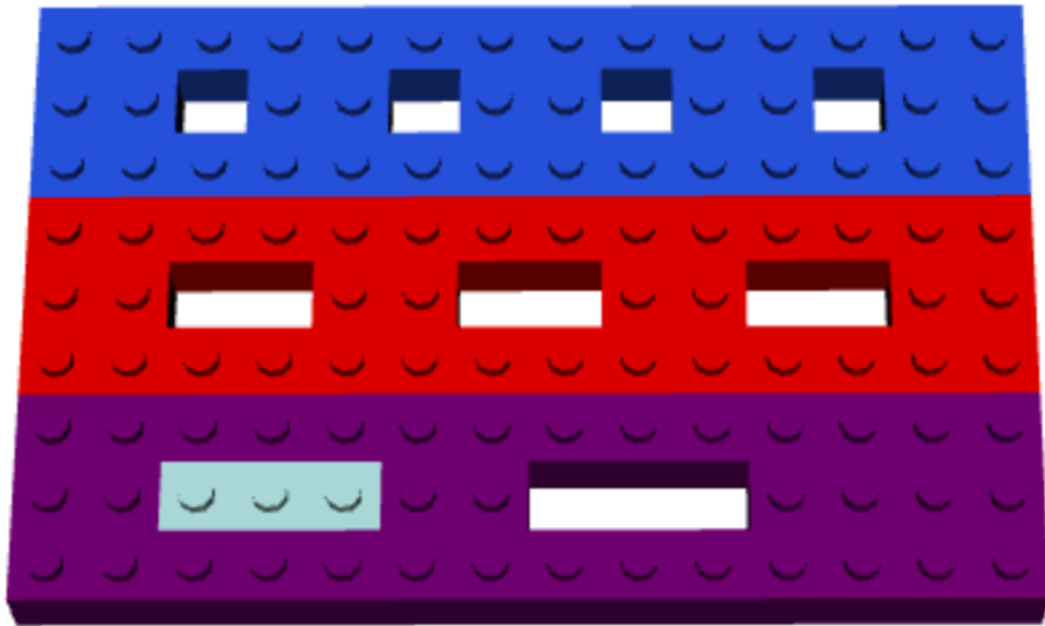
One important thing to note about spell slots is that many spells can be cast at a higher level. For example, healing word is a 1st level spell. But there may be a time when the cleric needs to cast a stronger version of that spell (example: the party's rouge ate some exploding eggs and took a lot of damage). In this case, the cleric can cast a 1st level spell at a higher level for a stronger effect! The image below shows how to represent a 1st level spell cast at a 3rd level. Note: just because there is some empty space, the third slot is used up. Also Note: not all spells can be cast at higher levels. Check the spell description.



This image below shows a that Cleric used all of their spell slots to cast only 1st level spells. However, because higher level spell slots were used, the strength of the spells changed depending on the spell slot filled. Example: Healing Word at 1st level heals a character for 1d4 + spellcasting ability modifier. Healing Word cast using a 3rd level spell slot heals for **3d4** + spellcasting modifier.

Another important thing to note is that higher level spells cannot be cast at lower levels. Revivify is a 3rd level cleric spell. In the diagram below, this spell is represented by a 3x1x1 Lego brick. However, a 3x1x1 brick cannot fit a 1x1x1 slot or 2x1x1 slot. Spells can only be cast using a slot they can fit into. In this case, it is impossible to cast revivify at level 1 or 2. A 5th level cleric can only cast revivify using a third level slot!





Hopefully, you are better prepared use spell slots and to explain spell slots and spell slot management to your players! Happy casting!

Random reminders:

- Multi-classing can make management of spells a bit more difficult. Make sure to check out the player's handbook and DMG for more information about multi-classing spell slots.
- A player can always cast a lower level spell using a higher level spell slot even if it doesn't have an improved effect. Example: A player can cast revivify using a 4th level spell slot even though it has no effect on the spell.
- Cantrips do not use spell slots. They can be used as many times as a player wants to use them. Cantrips are technically considered a level Zero spell.