

Attunement

 "Attunement Slots" redirects here.

Attunement is a stat in Dark Souls that governs how many Attunement Slots the player has available to them. These slots are used to equip Sorceries, Pyromancies and Miracles.

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Parameter determining number of attunement slots.

-Attunement menu description

Information

Attuned spells have a limited number of uses, shown as a number overlaid on the spell's icon. The spell count can be reset by resting at a Bonfire. A player may attune the same spell in multiple Attunement Slots, enabling the maximum number of casts to be increased.

Effect

Attunement Level	Attunement Slots
0-9	0
10-11	1
12-13	2
14-15	3
16-18	4
19-22	5
23-27	6
28-33	7
34-40	8
41-49	9
50-99	10

Modifiers

Darkmoon Seance Ring: Increases Attunement Slots by 1.

White Seance Ring: Increases Attunement Slots by 1. Can be simultaneously equipped with the Darkmoon Seance Ring.

Notes

Some spells require two slots in order to be Attuned, and cannot be used if the player has fewer than 2 slots:

- Bountiful Sunlight
- Chaos Fire Whip
- Chaos Storm
- Great Chaos Fireball
- Soothing Sunlight
- Sunlight Spear
- Pursuers
- Vow of Silence

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