

# 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

Attunement Level	Attunement Slots
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