

# Attunement

FoldUnfold Table of Contents In-Game Description Use Attunement Slots Equipment which increase Attunement Slots Equipment which increase Spell Casts Equipment which restore Spell Casts Spell Casts

## In-Game Description

*Attribute governing number of spells that can be attuned. Boosts spell-casting speed.*

## Use

- Increases the number of Attunement Slots available for Sorceries, Miracles, Pyromancies, and Hexes.
- Main stat for increasing Casting Speed. Its effect is double that of Intelligence or Faith.
- Increases Curse Resist alongside with Adaptability.
- Secondary stat for increasing Agility.
- Increases number of spell casts. The amount of the increase varies between spells.
- Slightly raises HP.

## Attunement Slots

Attunement Level	Spell Slots Available
0-9	0
10-12	1
13-15	2
16-19	3
20-24	4
25-29	5
30-39	6
40-49	7
50-59	8
60-74	9

75-99	10
-------	----

## Equipment which increase Attunement Slots

Item	Increase	Other Effects
Black Witch Hat	1	
Southern Ritual Band	1/2/3	

## Equipment which increase Spell Casts

Item	Increase	Other Effects
Saint's Hood	10% (rounded up)	FAI +1
Hexer's Hood	10% (rounded up)	INT +1 FAI +1
Northern Ritual Band	10/20/30% (rounded up)	HP -20/35/50%

## Equipment which restore Spell Casts

Item	Restores	Other Effects
Crown of the Old Iron King	20% (rounded up) every 2 minutes (with or without Vendrick's Blessing)	

**Note:** Saint's Hood, Hexer's Hood and Northern Ritual Band all work in the same way. Spell uses are being multiplied by 1.1 (1.2/1.3 for the +1/+2 versions of the ring respectively) and then rounded up. For example, having a spell with only one use, the number will increase from 1 to 1.1, then be rounded up to 2, resulting in two spell uses.

If you combine one of the hoods with the Northern Ritual Band, the spell use percentage will stack additively (10% + 10% = 20%, or 30%/40% for the +1/+2 versions of the ring). This means that, upon using both the standard version of the ring and one of the hoods, a spell with one use will increase its number from 1 to 1.2, then be rounded up to 2, resulting in two spell uses. However, using both on a spell with six uses, it will increase from 6 to 7.2, then be rounded up to 8, resulting in eight spell uses.

## Spell Casts

Depending on the spell, it may start with 1, 2, 3, 4, 6, 8, 10, 15, 20, or 30 casts at base Attunement.

The table below shows how many casts become available with increased Attunement ("- " is used to indicate no increase from previous cast amount).

Spell Casts (Base ATT)	With 15 ATT	With 26 ATT	With 32 ATT	With 38 ATT	With 43 ATT	With 49 ATT	With 58 ATT	With 79 ATT	With 94 ATT
1	-	-	-	-	2	-	-	-	3
1 (b)	-	-	-	-	-	-	-	-	-
2 (a)	-	-	-	-	3	-	-	-	4
2 (b)	-	-	3	3	-	4	-	-	5
2 (c)	-	3	-	4	5	6	7	8	10
2 (d)	-	-	-	3	-	4	-	5	6
3	-	-	4	-	-	5	-	-	6
3 (b)	3	4	-	5	7	9	11	13	15
4	-	-	5	-	6	-	7	-	8
4 (b)	-	5	6	-	7	8	-	9	10
5	?	6	?	8	-	9	10	11	12
6	-	-	-	-	7	-	-	-	8
8	-	9	10	11	-	12	13	14	15
10	11	12	13	14	15	16	17	18	20
10 (b)	-	11	-	12	-	13	-	14	15
15	-	16	-	17	-	18	-	19	20
20	21	22	23	24	25	26	27	28	30
30	31	32	33	34	35	36	37	38	40

*Note - Spells that start with 2, 3, or 10 casts can increase by different amounts. While there are two spells (with 1 cast each) that does not increase in casts (you can use equipment to gain more casts of these though).*

#### + Distinguish Spells - Hide Spells

1 Cast Spells	2 Cast Spells	3 Cast Spells	4 Cast Spells	5 Cast Spells	6 Cast Spells	8 Cast Spells	10 Cast Spells	15 Cast Spells	20 Cast Spells	30 Cast Spells
Crystal Magic Weapon	Acid Surge (b)	Climax	Blinding Bolt	Heavenly Thunder	Great Combustion	Affinity	Combustion (b)	Great Soul Arrow	Dark Orb	Soul Arrow

Denial (b)	Bountiful Sunlight (b)	Darkstorm	Yearn			Dark Hail	Great Heavy Soul Arrow (b)	Repel	Heavy Soul Arrow	
Forbidden Sun	Chaos Storm (a)	Great Fireball	Cast Light			Fireball	Chameleon		Resonant Soul	
Great Heal Excerpt	Crystal Soul Spear (a)	Great Heal	Dark Fog			Great Resonant Soul	Dead Again		Twisted Barricade	
Great Magic Barrier	Fire Tempest (b)	Great Magic Weapon	Dark Weapon			Heavy Homing Soul Arrow	Fall Control			
Homeward (b)	Flame Swathe (b)	Heal	Emit Force (b)			Immolation	Force			
Profound Still	Great Chaos Fireball (b)	Homing Crystal Soulmass	Fire Orb			Magic Weapon	Guidance			
Soul Geyser	Great Lightning Spear (c)	Lifedrain Patch	Fire Whip			Unveil	Hidden Weapon			
Sunlight Blade	Iron Flesh (a)	Lightning Spear (b)	Firestorm			Perseverance	Homing Soul Arrow			
Unleash Magic	Magic Barrier (b)	Numbness	Flame Weapon			Caressing Prayer	Hush			
Wrath of the Gods	Med Heal (a)	Sacred Oath	Flash Sweat							
Outcry (b)	Poison Mist (b)	Shockwave	Homing Soulmass							
	Repair (a)	Soul Bolt	Lingering Flame							
	Replenishment	Soul Greatsword	Scraps of Life							
	Resonant Flesh (a)	Soul Spear Barrage	Soul Appease							

	Resonant Weapon (b)	Toxic Mist	Soul Shower							
	Resplendent Life (b)	Dance of Fire	Soul Vortex							
	Soothing Sunlight (a)		Strong Magic Shield							
	Soul Spear (b)		Warmth							
	Sunlight Spear (d)									
	Whisper of Despair (b)									
	Fire Snake (a)									