

Folk magic spells in RAW are fixed. If you want variable folk magic spells from AiG you could use these rules.

Bear in mind that this makes the folk magic spells significantly more powerful (and also weaker in the lower end of intensity) and take this into account on your campaign's magic levels.

You might also want to constrain the intensity attainable per spell to certain cults and/or cult levels. *So for example Healing intensity 1-3 are available to everybody and Healing 4 to shamans of any cult. Healing intensity 5 or higher is only available to Healing cult or Healing Cult's Priest level. You could constrain it so that one can only buy a spell if one has the right level of folk magic skill already. Each level of the spell after initial purchase should also be considered a new deeper level spell for buying or accessibility purposes (who teaches it). You may need to buy them in order.*

Caster does not have to use full intensity available.

Magnitude is always 1.	Casting time 1 turn.	Folk magic roll		
		Critical – MP cost is zero Success – MP cost is intensity used Failure – Spell fails and costs 1 MP Fumble – Spell fails and costs 1d3 MP		
Folk Magic skill required	INT required	Max intensity possible	Dice Bonus	Cost to cast in MP
01-20	1-3	1	1	1
21-40	4-6	2	1d2	2
41-60	7-9	3	1d3	3
61-80	10-12	4	1d4	4
81-100	13-15	5	1d5	5
101-120	16-18	6	1d6	6
121-140	19-21	7	1d6+1	7
141-160	21-24	8	1d6+2	8

	RAW fixed	Progressive magic. <i>The effect supersedes the fixed one. Exact effect of progressiveness is mentioned below per spell.</i>
<b>Avert</b>	Pg 123	Avert Folk Magic Spell of equal or less intensity
<b>Bladesharp</b>	Pg 124	Add dice bonus to blade weapon damage. Only dice bonus is magical. <i>For example intensity 4 would give +1d4 added damage and cost 4 MP. It would require 61% in Folk Magic skill and at least 10 INT</i>
<b>Bludgeon</b>	Pg 124	Add dice bonus to bashing weapon damage. Only dice bonus is magical
<b>Counter magic</b>	Not in RAW	Defensive magic shield against only Folk Magic. Each time when attacked - can roll the dice bonus - if equal or higher than the magnitude of incoming spell - it is blocked
<b>Disruption</b>	Pg 125	1d3 + 1 point fixed damage per point of intensity. <i>So 5 intensity would be 1d3+5 damage, cost 5 MP and require 81% in Folk Magic skill and at least 13 INT</i>
<b>Dullblade</b>	Pg 125	Reduce dice bonus to blade weapon damage. Only dice bonus is magical
<b>Healing</b>	Pg 126	Heals one point per each intensity point but only to <b>Minor</b> or <b>Serious Wounds</b> . <i>So heal 6 would cost 6 MP and require 101 in Folk Magic skill and at least 16 in INT.</i>
<b>Ironhand</b>	Pg 127	Add dice bonus to natural weapon damage. Only dice bonus is magical
<b>Mindspeech</b>	Pg 127	Can communicate with 1 person per point of intensity. The persons can communicate only to caster not to each other
<b>Mobility</b>	Pg 127	Add 1m per point of intensity to walking,running,sprinting Movement Rate of the person
<b>Multimissile</b>	Not in RAW	Additional missile per point of intensity. Each will fly to different target and attack roll is rolled separately. Every missile does the same amount of damage.
<b>Pierce</b>	Pg 128	Ignores 1 AP per point of intensity
<b>Protection</b>	Pg 128	Each time the protected person is hit the spell casts dice bonus to AP. Does not stack with other magic protection or normal armor. Can supersede if roll is higher. <i>For example intensity 3 would give +1d3 added damage and cost 3 MP. It would require 41% in Folk Magic skill and at least 7 INT. If the person wears 2 points of armor and caster throws 3 on 1d3 – the protection would be 3 altogether.</i>
<b>Slow</b>	Pg 128	The reverse of mobility
<b>Spiritshield</b>	Pg 129	As per protection but only against magic point loss in spirit combat