

The Barbarian Races

Long, long ago in far more ancient times than most of our written records recall, the land was ruled by a powerful civilisation. The time of this civilisation has no name, and cannot be directly fixed with dates, but many assume it to be a handful of millennia prior to the rule of the Rune Dukes.

The people of this era were not entirely human as we would use the phrase, but were in fact of a more ancient and noble strain of men. They and theirs ruled the land and much of the known world at that time. The people comprised of two major races, and a host of lesser races. What happened to destroy this ancient civilisation, none may know or guess. It is known however, that their dominion came to an abrupt and catastrophic end.

What we now vainly call the 'Barbarian races' survived this disruption and being physically stronger and more physically agile than their smaller human brethren, they continued to thrive.

In fact, although their written word, engineering skills and general ability and science was lost to them, they have survived throughout all Evermore's ages. The rule of the Rune Dukes was a period of quiet for these usually active races. The first era of the Lore Lords saw them fight actively both for the cause of the land and also in the evil path. Dagravane stirred the race to valiant deeds and though much of the lore is now past and forgotten, it is still known that many of the greatest deeds of that turbulent time were both begun and settled by this most ancient strain of humanity.

During the second coming of the Lore Lords, little was heard of these races, but more recently with the second coming of the King, the three surviving races stirred again. Now the warriors of the Tuatha, Firvulag and Cymier come, for they have long since earned their ancient and fearful blood right to play their own role in the forging of the Destiny of the realm, then now and for Evermore.

Barbarian Racial Abilities

Tuatha (Tua d'Danan)

Generally good in alignment, the Tuatha tend to be tall and slim with golden hair. They usually wear dark coloured furs, revealing their barbarian origins. As with all the Elder races, they tend to be quiet, speaking only when necessary. Those who join the adventuring ranks tend to be the louder, more outspoken members of the tribe. As a rule Tuatha are friendly if restrained to all, unless provoked, and pity the ones who provoke the wrath of these fearsome berserk warriors!

The entire race has a love of good ale and a celebration, and will celebrate at the slightest excuse, usually getting riotously drunk in doing so!! They say that this is so that none tell lies and everyone is at peace with one another.

Tuatha hold four special Feast days throughout the year, during which they refrain from fighting save in self defence. It is believed that these days are used for contests to select their champions, and games and for celebrations dedicated to Danu and Herne. Naturally these days are a closely guarded secret.

Tuatha worship primarily Danu the Mother although she is given other names. Second to Danu, they worship Herne the Hunter who has time and again shown favouritism to the race.

Although for many years the Tuatha and Firvulag have been racial enemies, more recently some Tuatha met with Danu herself who informed them that the Firvulag and the Tuatha are in fact one and the same race, developed along differing paths. Danu instructed them that fighting between the races should cease, and as a result although the Tuatha and Firvulag still greatly mistrust one another, they will not attack on sight as happened previously.

There are many myths and legends surrounding the Tuatha dating from times lost in the mists of history. Amongst these is the tale of the Hero Harness – it is said when worn by a Wardancer of sufficient strength and power, it will grant them fighting prowess almost unheard of – except in tales of their race!

Tuatha (Tua d'Danan)

Racial restrictions and limitations

- Tuatha may only wear up to leather (AC4) or furs (AC3), a suit of which they will gain from their mothers when leaving the tribe. Along with this their Father will smith a weapon of their choice from the list below.
- Tuatha can only use broadswords, bastard swords, great swords, dagger, spear, war mace, hand axe, battle axe, or great axe. Scouts and Hunters may use bows as well.
- Tuatha have the same immunities and locational splits as humans.
- Upon death if a Tribal member is not to be raised then they are burnt immediately.
- All Tuatha, save Bards/Minstrel and Shamans, are terrified of the Undead and will flee in blind panic on seeing any such beings.
- Tuatha will never use shields.
- Tuatha may only become Wardancers, Braves, Scout or Hunter. There may also be *one* Shaman and *one* Bard or Minstrel amongst the Tuatha. It is also rumoured that their noble house may become Axemen, although this has not been seen in living memory.

Racial Abilities

Tuatha gain the following abilities as additions to any class gained abilities.

1st Rank – All Tuatha may wear Woad. This blue war paint grants the Tuatha 1 point of Gymeric AC, except for the Wardancers, who have a special affinity for this paint and gain 6 points Gymeric AC from wearing woad.

5th Rank – All Tuatha gain +1 Dexterity.

Shamans, Axemen, Minstrels and Bards gains +3 strength

Shamans gain make balms (all) as per hunter

6th Rank – Stamina 1 for all classes except Braves

Braves only gain + 1 Dexterity

Minstrels and Bards only gain Make Cure Balm (as per Hunter)

8th Rank – All Tuatha may quest to unlock the secret of Steel

Minstrels and Bards only gain Make Cure Disease Balm (as per Hunter)

9th Rank – Braves and Wardancers gain Stamina 2

10th Rank – All other Tuatha classes gain Stamina 2

Minstrels and Bards only gain Make Antidote Balm (as per Hunter)

12th Rank – Wardancers gain Body Weaponry 1

All other Tuatha classes gain + 1 Weapon mastery in chosen weapon.

Barbarian Racial Abilities

Firvulag

Firvulag, generally deemed to be more evil in nature than their Tuathan cousins, also differ in physical appearance. Dark haired and dark skinned, they are shorter in stature and very sturdily built.

Their general nature is polite, even friendly, but deep down they boil with hatred. Towards humans, they have a superior attitude and will always regard themselves as being a cut above such petty beings, but this is usually as evil as they get!

The Firvulag hold special Feast days throughout the year, during which they refrain from fighting save in self defence. For this reason these days are held as a tightly guarded secret, and revealed to none outside their tribe. It is believed that these feast days are given over to celebrations in honour of Balor and Fenris Wolf.

Firvulag worship Balor of the One Eye primarily, and it is from this worship that the tribal leader draws their title. They are also known to follow the cults of Fenris Wolf – something which directly opposes the following of Herne the Hunter by many Tuatha.

For years beyond counting, the Firvulag were racial enemies of the Tuatha. However, in more recent times, it was revealed to the Firvulag by Balor of the One Eye, that the two races come from the same stock. As a result of this, although Firvulag will not willingly associate or adventure with Tuatha, they will no longer attack them on sight.

There are many tales surrounding the Firvulag, although as the race tends to be more insular, these are less well known. There are rumours of the helm worn by Balor to cover his One Eye, and the gifts granted by this helm – although no-one really knows the truth of these stories!

Firvulag

Racial restrictions and limitations

- Firvulag may only wear up to leather (AC4) or furs (AC3), a suit of which they will gain from their mothers when leaving the tribe. Along with this their Father will smith a weapon of their choice from the list below.
- Firvulag can only use broadswords, bastard swords, great swords, dagger, spear, war mace, hand axe, battle axe, or great axe. Scouts and Hunters may use bows as well.
- Firvulag have the same immunities and locational splits as humans.
- Upon death if a Tribal member is not to be raised then they are burnt immediately.
- All Firvulag save Bards/Minstrels and Shamans, are terrified of the Undead and will flee in blind panic on seeing any such beings.
- Firvulag will never use shields.
- Firvulag may only become Wardancers, Braves, Scout or Hunter. There may also be *one* Shaman and *one* Bard or Minstrel amongst the Firvulag. However, their tribal leader may be a Wessex War Druid.

Racial Abilities

Firvulag gain the following abilities as additions to any class gained abilities.

1st Rank – All Firvulag gain + 1 natural physical AC. This is due to their skin being somewhat toughened compared to a normal human.

4th Rank – All Firvulag gain + 3 strength and + 1 Dexterity

5th rank - Shamans gain make balms (all) as per hunter

7th Rank - All Firvulag except Braves gain Stamina 1

Braves gain + 1 Dexterity

Minstrels and Bards only gain Make Cure Balm (as per Hunter)

9th Rank – Braves and Wardancers gain +6 strength

Minstrels and Bards only gain Make Cure Disease Balm (as per Hunter)

10th Rank – All other Firvulag classes gain +6 strength

Minstrels and Bards only gain Make Antidote Balm (as per Hunter)

12th Rank – Wardancers gain Body Weaponry 1

All other classes gain General Weapon Mastery 1

Barbarian Racial Abilities

Cymierians

The Cymier are the only surviving lesser race from the distant past. Most of the other lesser races met their end at the same time as their ancient civilization fell. As a result, the Cymier are a mix of the survivors from the many various races of that era long ago.

Physically, the Cymier vary greatly. Some are tall and fair haired, others short and swarthy. For the most part however, the Cymier are dark haired and fair skinned.

The Cymier tend to be of a fairly neutral disposition. They do not share the superior attitude towards humans of the Firvulag, but do not have the same love of drinking as the Tuatha.

In distant times, the Cymier were ruled by the Tuatha and the Firvulag, and although the Cymier take some pleasure in seeing these discomfited, they will still tend to follow any Tuatha or Firvulag.

In matters of religion, Cymierians are extremely diverse, following deities such as Crom Cruach, Fire Lord, Earth Soul, Lugh and Khrome as well as many others from ancient times.

Stories of the Cymier are numerous, with some tales being claimed also by the Tuatha or the Firvulag. Myths of Lugh's shining spear abound however, and the Cymier claim these as their own.

Cymierians

Racial restrictions and limitations

- Cymierians may only wear up to leather (AC4) or furs (AC3) a suit of which they will gain from their mothers when leaving the tribe. Along with this their Father will smith a weapon of their choice from the list below.
- Cymierians can use broadswords, bastard swords, great swords, dagger, spear, war mace, hand axe, battle axe, great axe, or bow. Scouts and Hunters may also use crossbows.
- Cymierians have the same immunities and locational splits as humans.
- Upon death if a Tribal member is not to be raised then they are burnt immediately.
- All Cymierians, save Bards and Shamans, are terrified of the Undead and will flee in blind panic on seeing any such beings.
- Cymierians will never use shields.
- Cymierians may only become Wardancers, Braves, Scout or Hunter. There may also be *one* Shaman and *one* Bard or Minstrel amongst the Cymierians. However, their tribal leader may also be a bard.

Racial Abilities

Cymierians gain the following abilities in addition to any class gained abilities.

1st Rank - All Natural Healing is transferable regardless of class

4th Rank - All Cymierians gain+ 6 points natural healing and +1 Dexterity

5th rank - Shamans gain make balms (all) as per hunter

7th Rank - All Cymierians except braves gain Stamina 1
Braves gain + 1 Dexterity

Minstrels and Bards only gain Make Cure Balm (as per Hunter)

Minstrels and Bards only gain Make Cure Disease Balm (as per Hunter)

10th Rank - +1 Weapon Mastery in chosen weapon for all classes except Wardancer

Wardancer gains Body Weaponry 1

Minstrels and Bards only gain Make Antidote Balm (as per Hunter)

12th Rank - Cold Rage 1/day for all Cymierian classes

BARBARIAN BRAVES

RANK	LIFE POINTS	POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	36	7	4	Single	1S	1	Herblore Utilise Light Armour Utilise Heavy Weapons
2	42	8	8	Ambidex	1S	1	
3	48	9	12		2S	1	+ 1 Dex
4	54	10	16	Double- Handed	2S/3D	1	
5	60	11	20		3S/4D	2	Stamina 1
6	66	12	24	Thrown	4S/4D		+ 2 Dex
7	72	13	28		4S/5D	2	Leap
8	78	14	32	Missile	6S/7D		+6 Strength
9	84	15	36		6S/7D	2	
10	90	16	40		7S/8D	3	+9 Strength
11	99	18	46		8S/8D		
12	108	20	52		9S/10D	4	Berserk 1 / 4 Levels

A BRAVE ON A 50XP BASE GAINS
36:6 LIFE POINTS AND NORMAL SKILL POINTS

Brave Class Abilities

Herblore - Allows the Brave to identify plants, and their characteristics as well as possible applications for which such plants may be used. Plants are natural and non-human. Ref's discretion

Utilise Light Armour - This allows the Brave to be able to use armour of up to a maximum of 4AC.

Utilise Heavy Weapon - This allows the Brave to be able to use any Heavy Weapon.

+X Dex AC - This gives the Brave X points of dexterity armour.

Stamina 1 - this skill permanently raises the Brave's total body by 3LPs.

Leap - this allows the brave 1 time per 2 levels a day to leap 15 foot forward horizontally or 10 foot vertically or backwards.

+X Strength - permanently grants the Brave plus the listed amount of strength

Table One	
Apprentice Weapon Smith	Repair
Body Weaponry	Resist Disarm
Cut To Bleed	Resist Knockdown
Dexterity	Skin/Cure hide
Disarm Parry	Strength 1
Hone Edge	Thrown Mastery 1
Leap	Turn Blow
Master Weapon Smith	Weapon Mastery 1
Reflex 1	Weapon Smith

Table Two	
Body Weaponry 2	Reflex 2
Discern Smell	Smash
Dodge	Strength 2
Enhance Stress Resistance	Thrown Mastery 2
Heroic Leap	Weapon Mastery 2
Hone To Perfection	

Table Three	
Arrow Cutting	Mighty Blow
Crushing Blow	Poleaxe
General Weapons Mastery 1	Stamina 2
Reflex 3	Weapon Mastery 3
Reflex 4	Strength 3

Table Four	
General Weapons Mastery 2	Sure Handed
River Flow Technique	Sure Footed
Stamina 3	Weapon Mastery 4
Stamina 4	

BARBARIAN HUNTER

RANK	LIFE POINTS	POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	30	8	6	Single Missile	1S	2	Smell Poison/Disease Utilise Light Armour Utilise Medium Weapon
2	33	9	12		1S	2	Herblore Reflex 1 Track
3	36	11	18		2S		Weapon Mastery 1
4	39	14	24	Ambidex	2S	2	Make Cure Balm
5	42	15	30		3S		Reflex 2 Make Antidote Balm Make Cure Disease Balm
6	45	17	36	Thrown	4S		+3 Strength
7	48	20	42		4S	2	Missile Mastery 1
8	51	21	48	Double Handed	6S/7D	3	Reflex 3
9	54	23	54		6S/7D		Snare Weapon Mastery 2
10	57	26	60		7S/8D	3	Utilise Gymier
11	62	28	69		8S/8D	3	Procure Herb
12	67	31	78		9S/10D	5	Missile Mastery 2 Berserk1/Day

Hunter's natural healing is transferable
A Hunter's Skill Points are from the Scout Base Class

Hunter Class Abilities

Smell poison/disease - allows the Hunter to discern the presence of poison or disease in or upon food, drink, potions, items, weapons and living things by smell alone. This ability may not however pick up some naturally occurring poisons in plants and animals although a Hunter may well be aware of which plants/animals are poisonous (ref's discretion).

Utilise Light Armour - This allows the Hunter to be able to use armour of up to a maximum of 4AC.

Utilise Medium Weapon - This allows the Hunter to be able to use any Medium Weapon.

Herblore - Allows the Hunter to identify plants, and their characteristics as well as possible applications for which such plants may be used. Plants are natural and non-human. Ref's discretion

Reflex 1 - this gives the Hunter 1 point of dexterity armour.

Track – Allows the Hunter to track known prints/markings. Hunters may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Hunter to follow the trail of someone who has passed through – depending upon conditions (ref's discretion)

Weapon Mastery 1 – this gives the Hunter +6LPs damage with a favoured melee weapon type e.g. a long sword.

Make Cure Balm – at a cost of 40 gc per balm, a hunter may manufacture their level per weekend in cure balms. These heal 6lps TB and 6lps to the location to which they are applied.

Reflex 2 – this gives the Hunter 2 points of dexterity armour. Requires *Reflex 1* first (gives total of 3 dexterity).

Make Antidote Balm – at a cost of 50 gc per balm, a hunter may manufacture their level per weekend in antidote balms. These will when applied to a poisoned wound area draw the poison out in a matter of seconds thereby neutralising any remaining poison. This works on both man made and natural poisons. (note this will not work on contact poisons as these are instant effect, or on imbibed poisons as they are unable to drink the balm)

Make Cure Disease Balm – at a cost of 50 gc per balm, a hunter may manufacture their level per weekend in Cure disease balms. These will when applied to a diseased person/animal cure the disease, whether natural or mystically caused (ref's discretion). The person applying the balm will not become infected.

+3 Strength – permanently grants the Hunter plus 3 points of strength

Missile Mastery 1 – this allows the Hunter to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe cross bow etc.

Reflex 3 – this gives the Hunter 3 points of Dexterity AC - must buy Reflex 1 and 2 first (gives a total of 6 dexterity).

Snare – The Hunter may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of lps damage equal to double the hunter's level at the time of setting the trap.

Weapon Mastery 2 - this skill gives the Hunter +6LPs damage with a type of weapon e.g. Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Hunter to have weapon mastery one in the same weapon type.

Utilise Gymier – Allows the Hunter to cast Gymeric spells equal to his level – 7 at standard power costs (eg a 10th level Hunter may cast 1st -3rd level Gymeric spells).

Procure Herb – Allows a Hunter to gather all ingredients needed for balms and manufacture any of the balms they are able to make for free. Also allows the Hunter to find a specified herb or plant in an environment with which they are familiar, or an equivalent plant or herb in unfamiliar surroundings (ref's discretion).

Missile Mastery 2 - this allows the Hunter to inflict an additional 6LPs damage with a favoured missile weapon for a total of +12LPs with the chosen weapon type. Missile Mastery 1 is required.

Berserk– Allows the Hunter to initiate a berserker rage after a suitable wind up, during which all physical damage is halved after armour.

BARBARIAN SCOUT

RANK	LIFE POINTS	POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	27	8	3	Single Missile	1S	3	Reflex 1 Utilise Light Armour Utilise Light Weapons
2	30	10	6	Thrown	2S		
3	33	12	9	Ambidex	2S	1	Discern Smell Track
4	36	14	12		3S		Backstab Dagger Mastery 1
5	39	16	15		3S	2	Disguise Reflex 2
6	42	18	18		3S	2	Missile Mastery 1 Thrown Mastery 1
7	45	20	21		3S		Reflex 3
8	48	22	24	Double-Handed	4S/5D	2	+3 Strength Enhanced Nat Heal
9	51	24	27		4S/5D		Acrobatics Scout Mastery
10	54	26	30		5S/6D	2	Full Reflexive Defence Reflex 4
11	59	29	35		6S/6D	2	Chameleon 1 / 2 Levels
12	64	32	40		7S/7D	5	Reflex 5 Scout Mastery

Scout Natural Healing is transferable
 A Scout's Skill Points are from the Scout Base Class
 Scout Masteries are from the Scout Base Class

Scout Class Abilities

Reflex 1 - this gives the Scout 1 point of dexterity armour.

Utilise Light Armour - This allows the Scout to be able to use armour of up to a maximum of 4 AC

Utilise Light Weapon - This allows the Scout to be able to use any Light Weapon.

Discern Smell - Allows the scout to recognise known smells and out of place smells! The scout may learn various smells by practice - any smells learnt should be recorded by a referee on a Smell Card!

Track - Allows the scout to track known prints/markings. Scouts may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a scout to follow the trail of someone who has passed through - depending upon conditions (ref's discretion)

Backstab - this skill allows the Scout to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

Dagger Mastery 1 – this give the Scout plus 6 LPs damage with a dagger

Disguise – this skill allows the Scout to change their appearance (and smell if they have discern smell). This can include base race changes of approximately the same size and stature as the Scout, hair colour etc.

Reflex 2 – this gives the Scout 2 point of dexterity armour - must have Reflex 1 first (gives a total of 3 dexterity).

Missile Mastery 1 – this allows the Scout to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc.

Thrown Mastery 1 – this grants the Scout +6LPs damage with thrown weapons.

Reflex 3 – this gives the Scout 3 points of Dexterity AC - must have Reflex 1 and 2 first (gives a total of 6 dexterity).

+X Strength – permanently grants the Scout plus the listed amount of strength

Enhanced Natural Healing – this skill doubles the amount of natural healing the Scout has.

Acrobatics – This grants the scout a variety of gymnastic style manoeuvres:

- Salmon Leap (2 power) requires a 5 pace run up, allows a 30' horizontal leap or a 10' vertical leap
- Back flip (1 power) allows the scout to back flip from a standing position up to 6' away and change facing if they so wish.
- Leap (1 power) allows the scout to jump 10' from a standing start (no run up needed)
- Tree Swing (2 power / min) allows the scout whilst there is suitable overhead coverage (eg trees) to effectively walk on air.
- Kip up allows the scout to instantly stand from a prone position (ref's discretion)
- Break Fall allows the scout to fall 10' per level without sustaining damage (ref's discretion)

Full Reflexive Defence – the Scout by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity armour to dodge blows one for one. Once initiated a Scout should inform the ref by calling "FRD". This ability must run its course and will end by midnight or when the Scout has dodged X number of blows, X being the amount of Natural dexterity the Scout has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity). Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (referees discretion) - it will work against the likes of Pole Axe, crushing blows, mighty blows etc.

Reflex 4 – this gives the Scout 4 points of dexterity AC- must have Reflex 3 first (gives a total of 10 dexterity).

Chameleon – allows the scout to hide themselves against natural surroundings (ref's discretion)

Reflex 5 – this gives the Scout 5 points of dexterity AC- must have Reflex 4 first (gives a total of 15 dexterity).

BARBARIAN WARDANCER

RANK	LIFE POINTS	POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	36	7	0	Single Ambidex	1S(2S In Berserk)	Utilise Light Armour Utilise Heavy Weapons Wardance A/W Wear Woad
2	42	8	1	Double-Handed	2S/2D	1 Warrior Skill Point
3	48	9	3		2S/3D	+3 Strength
4	54	10	3		3S/3D	1 Warrior Skill Point
5	60	11	4		3S/4D	2 Warrior Skill Points
6	66	12	6		4S/5D	+6 Strength
7	72	13	6		6S/6D	
8	78	14	7		6S/7D	Mantic 1 Wardance A/W
9	84	15	9		6S/7D	+ 6 Strength
10	90	16	10		8S/8D	I.F.F.
11	99	18	12		9S/9D	+ 9 Strength
12	108	20	15		10S/10D	Mantic 2 Wardance 3/Day

Wardancer Class Abilities

A Wardancer's Skill Points are from the Warrior Base Class

Utilise Light Armour - This allows the Wardancer to be able to use armour of up to a maximum of 4AC.

Utilise Heavy Weapon - This allows the Wardancer to be able to use any Heavy Weapon.

Wardance - In order to initiate wardance, a Wardancer must wind themselves up into a berserk state. This normally takes the form of a 30 seconds wind up period. (this can be changed dependant upon the situation - Ref's discretion!) When in this state they gain 6 points of strength which is limited by stress resistance (except at first level when doubles are allowed in Wardance). All physical damage taken is halved after armour. This allows the Wardancer to keep going, no matter how much damage has been taken, except Spirit damage which cuts straight through. In this state, the Wardancer has difficulty distinguishing between friend and foe, unless it is a member of their own tribe. There is a 30 second wind down period to this skill. 1 Sanity is lost per use of this skill.

Note: Wardancer's may attack whilst winding up, however they only receive the benefit of wardance once the full wind up is done.

Wear Woad - This grants the Wardancer when wearing tribal warpaint a bonus to their armour gifted by their deity. This takes the form of 6 points Gymeric AC.

+X Strength – permanently grants the Wardancer plus the listed amount of strength

Mantic 1 Wardance – As with wardance, however the damage reduction applies to all damage taken up to Mantic 1 (magic, spirit, demonic, necromantic, Physical ref's discretion).

I.F.F. – Allows the Wardancer when in berserk to distinguish between friend and foe.

Mantic 2 Wardance – As with wardance, however the damage reduction applies to all damage taken up to Mantic 2 (magic, spirit, demonic, necromantic, Physical, Psionic, Gymeric Runic (Ref's discretion)).