Holy Warriors of Nimiss

Description

The Holy Warriors of Nimiss are an elite group of fighters who have sworn an oath to serve the goddess Nimiss, her people, and the Commonwealth in that order. They were formed near the middle of the Age of the Citystates from the hunters, foragers, and elders of each citystate. They battled the heretic and their monstrous allies Although many Holy Warriors fell in battle, they took many more enemies with them. Each citystate has it's own branch, called a caste. Each caste has distinct colors are dyed into a hip-length cape that covers over the left arm and sewn into Ikonmoud. These uniforms are only worn at special occasions and/or whenever members of different castes are among each other. Being a disciple in the Holy Warriors is a little different then one of another trade. Instead of just one mentor to one disciple, the Holy Warrior mentor can take up to twenty disciples at one time.

Organization

The Holy Warrior Castes are organized into spheres based around the Azorean Rank Structure. Holy Warriors can do one of two things: fight or study. The fighters are the sword and shield of Azorean society; while the studiers are the collectors and keepers of all knowledge. Recently, engineering and mechanics has grown as more and more Rill are forced into ranks alongside their creators' kin. The Rill are usually kept in separate divisions, however, and are slowly replacing the Holy Warriors in guard duty. Those that practice medicine are considered 'studiers' of medicine, even if they perform their duties out in the field.

Notable Castes

- Edel (White circle with a sky blue background)
- Teles (Green circle with a light blue background)
- Henatu (Crimson triangle with a black background)
- Crypaea (Yellow diamond with a red background)
- Lelic (Beige square with a black background)

Spheres

Initiate Sphere

Holy Warriors in training are called Baeros, or the “new blood”. They are trained for as long as it takes until they either give up or are crafted into fine Holy Warriors. Most succeed, but a few live their entire lives as an Initiate, unable to complete some part of the training. Their mentors are usually Eccatus in a

certain sphere. After a general training period, they decide on a sphere and study it. Even though their mentors may not be of the same sphere, they will still aid in the development of their charges.

Templar Sphere

Templars are the most common sphere. They are jack-of-all-trade troops that specialize in nothing. The more pious Templars are capable of being converted to Champions, loyal servants of the Nimiss priesthood.

Avenger Sphere

Avengers are perhaps the eldest of the spheres. The great hero Reterk was a member of this sphere before becoming Viceroy. These beings seek justice through vengeance. The greatest feat of any Avenger is to plunge his sword into the enemy that terrorizes all. Such swords are heavy in most hands, but they swing them with ease. Many a monstrous abomination has been cleaved in two with a single swing. During peacetime, however, Avengers find time to train the Initiates. Such tasks are common to all spheres, but especially to this one. Not only does it give them something to put their hearts into, but it also gives their charges a wealth of knowledge to learn from, making them better Holy Warriors in the long run.

Defender Sphere

Defenders are specialists that keep out intruders, maintain order, and protect key members of Azorean society. Although they are being slowly replaced by Rill Warriors, Defenders are still used to fill in the gaps left behind as well as assisting their mechanical counterparts in protecting the lives of important figures.

Blade Dancer Sphere

Holy Warriors that take up the art of sword mastery are called Blade Dancers, a name gifted to them after the way their swords sing as they bob and weave through the water in a form that could only be called dancing. So refined are their talents that they are able to wield two swords for double the pain.

Berserker Sphere

Berserkers are a sphere dedicated to carnage for the sake of it. They are usually rather peaceful and quiet while not in battle, but once the first blood has been drawn, these warriors go into a undulated rage that seems to consume their very souls in violence. Very few wish to fight side-by-side with them just in case they forget friend from foe, but many will not question the awe they feel when a Berserker single-handedly pounces on a whole battalion of foes without pause or regret. Unfortunately, this sphere has

been all but decimated during the final battle with the Heretics, and very few since then have been born with the traits of anger and ferocity that is required for recruitment.

Champion Sphere

Champions are a rather new sphere, dedicated to the priests and priestesses of Nimiss. They act as protectors, advisers, and a connection between the priesthood and the Holy Warriors. It will not be uncommon for priests and/or priestesses to traverse a battlefield with a troop of Champions in tow, praying for and blessing the soldiers, whether fighting or dying.

Ranger Sphere

Rangers mix range and melee together with a smidgen of stealth. This sphere are scouts and wardens of nature. They have been known to spend all day buried under the sands of the ocean floor, waiting for a foe to come near. Common tactics are to dispatch the closest enemy and then flee to report their findings. They also search for poachers and other rift raft amongst the currents.

Sharpshooter Sphere

Sharpshooters are a sphere that specializes in ranged combat. Although suffering when it comes to a knife fight, they are quite capable with a sonic rifle or disruptor in their hands. Many Sharpshooters are known to have a mechanical scope sewn onto their right eye. When not in a zoomed state, it acts like a monocle, of a sort, as well as badge of honor that states what sphere they obviously are.

Scholar Sphere

Scholars are the primary knowledge sphere. They collect and keep safe all knowledge acquired over the years. They also catalog all personal information about every Holy Warrior as well as anything that they encounter. Scholars are also the diplomats between castes and even to outside sources, such as the Parliament or any alien presence.

Mechanicar Sphere

Mechanicars are one of the newest spheres. Their task in life is to build, maintain, and command Rill units. Oil is in their blood: engineers, technicians, and mechanics are all found in this sphere. The key mindset of a Mechanicar is “Why waste my own life in combat, when I can have a dozen droids charge the reinforced bunker for me?”

Medicar Sphere

Medicars are the medical specialist sphere. Whether doctors, surgeons, psychiatrists, medics, etc are needed, the Medicar Sphere can fill that requirement. The study of medicine in all its forms is a daunting task, but these men and women put all their energy into their work. Many a Templar has felt overwhelming relief at the sight of a Medicar on its way to treat his injuries.

Unholy Warrior Sphere

Unholy Warriors are a strange sphere. Though many, especially among the priesthood, have made claims of their heresy, this sphere has been considered a necessary evil. Fighting fire with fire has proven more useful in more then one occasion. Although most would assume that these warriors serve Talika, the 'evil' goddess, they would assume wrong. These men and women loyally serve Nimiss with their dying breaths. They just have a rather unorthodox style of life. Bloodletting, cult-like rituals, self-mutilation and sometimes even orgies are quite common before, during, and after battle. Not many Unholy Warriors do not carve into their flesh somewhere to signify another slain foe.

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