Lewis, Miles - Local raider warlord

Born post-calamity, Miles Lewis was the son of a powerful raider family. This family presided over the city of Sherrill to the north. As an adolescent Miles was shown how to be brutal yet effective against his opponents to keep his territory safe. His father was a great leader and tactician who managed to fend of his incredibly hostile neighbor to the east, Vernon and to not provoke the sleeping bear that is Oneida. Oneida’s ability to wage war was hindered by the relatively recent implementation of its law code. This code, among other things, forbid Oneida from waging war without justifiable cause which seems antithetical to the idea of a raider group until you consider the size of Oneida. Vernon could wage war as long as they had weapons and troops since most of them were soldiers who lived off conquering others. Oneida on the other hand had a considerable number of mouths to feed who where less and less interested on conquering other raiders and seemed to be turning into a full-on settlement with a proper government. Oneida could not afford the human or resource cost of constant war, so it started to adapt.

As Miles became of ruling age, he was determined to not only live up to his father, but to surpass him. He had grown considerably both physically and mentally since his youth and was itching to let the world know how much he ***deserved*** it. When on a hunting trip with his father, they were intercepted by a Vernonite defector who told them that Verona was carrying out a plan to stage an attack on Oneida and frame Sherrill. The defector told them that they could still catch the soldiers before they got to Oneida. Miles and his father could not risk the possibility of war with Oneida, so they gathered what forces they could and headed straight to the Vernonite soldiers. These soldiers where found and taken out swiftly. Miles and his father picked up more soldiers on their stop back to Sherrill and took a retaliatory force to Verona. When the Sherrill force made it to Verona, they were surprised to see the entirety of the Vernonite army stood in front of Vernon. The raider king of Vernon, “Mad Dog” stepped forward and declared the end of Sherrill, explaining how the soldiers they slaughtered where not Vernonite assassins, but a prominent Oneida politician in disguise, traveling back from acting as an envoy between Oneida and a distant ally. Mad Dog would go on to say he planted the “defector” and that he did have troops on their way to Oneida, but they are given orders to tell Oneida who was responsible for the attack as they “saw it when going out on training exercises.”

Knowing how dire their situation now was, Mile’s father sends him back to Sherrill to prepare for the imminent attack. While he holds off the Vernonite army. Upon finding out of the news from Vernonite forces, the Oneida army mobilizes and goes to put Sherrill under siege. Miles knows that he cannot fend off Oneida let alone the combined forces of Oneida and Vernon so he fights to maintain evacuation routes for the people of Sherrill. The next morning, Miles sees the remnants of the force his father retained for himself and was informed that his father had died heroically. Seeing the situation laid out in front of him, Miles decides to draw his forces out of Sherrill and abandon it to seek shelter in a more secluded area.

Upon scouting to the south, Miles sees the town of Morrisville and decides that he will conquer it for himself and use it as a stepping stone to gathering his power and reclaiming his former city.