



# SAWGRASS WARS CHARACTER BIO'S

**“Sawgrass Wars” is a stylish, gritty crime saga with Southern flavor, deep lore, and larger-than-life characters created by Kurt Weichert.**

- 1 - Johnny Malone**
- 2 - Bones Malone**
- 3 - Alex Gregory**
- 4 - DEA Agent Mack Donnelly**
- 5 - Willis Childress**
- 6 - Bocephus "Bo" Dawber**
- 7 - Atticus Shelton (gets killed)**
- 8 - Pastor Bubs**
- 9 - Deon Childress (gets killed)**
- 10 - Barbara Roland**
- 11 - Oscar Fuentes**
- 12 - Agent Aisha Reyes**
- 13 - Warden Kinder (gets killed)**
- 14 - Tiana Ross**
- 15 - Timmy Dawber (get killed)**
- 16 - Sanchez (gets killed)**
- 17 - Sheriff Buck Dawber**

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**18- Merle Shelton**

**19 - Jasper Shelton (gets killed)**

**20- Dale Brody**

**21 - Thomas “Forbee” Battenberg the IV**

**22 – Sanchez**

**23 – Trent (gets killed)**

**24 - Scully**

**25 – Millie**

**26 - Suds**

**27 - Ted Henderson**

**28 - Eileen Scully (future episodes)**

**29 - Raymond “Ray” Battenberg (future episodes)**

**30 - Vincent “Vince” Del Vecchio (future episodes)**

**31- Mary Chris “Battenburg” Gregory (future episodes)**

**32 - Vincent “Vinnie” Del Vecchio JR (future episodes)**

**33- Abigail “Battenberg” Del Vecchio (future episodes)**

# 1 – Johnny Malone

**Former DEA informant / Fallen outlaw / Reluctant father figure**

50s, rugged, calculating, emotionally armored

**Johnny Malone** Johnny Malone—accountant, veteran, and criminal mastermind—who recounts the crew's transformation from battle tested Marines to cocaine kingpin. Malone was the architect of Dawber County's drug running empire. Johnny Malone turned state's evidence and disappeared into federal protection. Johnny Malone didn't dismantle the Dawber County smuggling empire out of guilt—he did it out of vengeance. When his closest friend, Sanchez, was murdered, Johnny knew in his bones that Bo Dawber was behind it. To avenge that betrayal, he tipped off the FBI, triggering a federal crackdown that put most of his own crew behind bars. Though never charged himself, Johnny vanished without a trace, knowing full well the county would never forgive him for what came next.

Years later, Johnny resurfaces, limping back into the swampy mess of Dawber County to mind his hidden fortune and reconnect with the son he left behind. He's not here to apologize—he's here to survive. And maybe, if there's still time, to set things right.

## **Defining Traits:**

- Carries an old lighter engraved "Sorry, Charlie"
- Speaks with dry humor and bitter wisdom
- Haunted by the fallout of his choices but resolute in his mission
- Can read people like a map, but struggles to connect emotionally

## **Philosophy:**

Johnny believes justice is personal. Laws don't apply in the swamp—only loyalty and payback. He doesn't regret bringing down Bo Dawber. But he lives everyday with the weight of the friends he buried and the son who barely knows him.

## 2 - Bones Malone

### **Brutal heir / Street-raised survivor / The fire his father feared**

*Late teens, massive frame, volatile temper, eyes full of unfinished fights*

**Bones** grew up in the shadow of a ghost. When Johnny Malone disappeared, the fallout crushed Bones and his mother. With no father to protect him, Bones became a target — beaten and bullied by older kids who blamed his family for the downfall of Dawber County. But Bones never backed down.

By the time he hit high school, the tide had turned. Bones grew fast, hit harder, and became the kind of threat people crossed the street to avoid. What he lacked in cleverness, he made up for in raw strength and unrelenting fury.

His best friends — **Billy Dawber** and **Alex Gregory** — helped shape him into more than just a blunt weapon. But that rage? It never left. It's always burning, just under the surface, waiting for a reason.

### **Defining Traits:**

- Towering physical presence, intimidating without trying
- Quick to violence, but not without cause
- Fiercely loyal to those who never gave up on him
- Hates being underestimated or patronized
- Carries the shame of his father's betrayal like a scar no one sees

### **Philosophy:**

Bones doesn't believe in redemption — only in revenge and survival. The world made him tough, so he treats every situation like a fight he's already been thrown into. He doesn't want to be clever like his father; he wants to be feared enough that no one dares hurt him again.

### **Core Conflict:**

He's torn between becoming the protector he never had — or the monster everyone assumed he'd be. Deep down, Bones still wants Johnny's approval, but he's too proud to ask for it... and too angry to admit it.

### 3- Alex Gregory

**The schemer / The heir with a chip on his shoulder / A prodigy with a grudge** *18, whip-smart, sharp-tongued, always three moves ahead*

**Alex Gregory** is the son of Kenny Gregory, Bo Dawber's top enforcer, and Mary Chris Battenberg, the black sheep of a wealthy sugar dynasty. He's the product of two worlds that never wanted him — too criminal for the Battenbergs, too privileged for the Gregorys. He grew up in the wreckage of that collision.

His mother died of cancer while his father was locked away, and Alex never forgave either side of the family: not the Battenbergs, who looked down on him, nor Kenny, who traded fatherhood for loyalty to Bo. Alex lives alone on a rundown houseboat at the old marina — the only inheritance Kenny left behind that didn't rust or rot.

He's brilliant. Calculating. Always watching. Alex is the one who convinces Bones to track down Johnny Malone, not just to get the money — but to get *answers*. And power. Deep down, Alex sees Malone as the version of himself that *made it*. He wants to rebuild the empire — cleaner, smarter, and without the chaos that ruined his parents' lives.

#### **Defining Traits:**

- Borderline genius with a ruthless streak
- Cold toward his father, contemptuous of his grandfather
- Fiercely loyal to Bones, but clearly sees himself as the brains
- Secretly yearns for Johnny Malone's mentorship and validation
- Thinks crime is inevitable — so it might as well be efficient

#### **Philosophy:**

Alex believes in legacy — not just inheriting it, but rewriting it. The old guard failed because they let emotion cloud business. Alex intends to correct their mistakes. He sees smuggling not as crime, but as commerce. To him, loyalty is leverage, and survival is strategy.

#### **Core Conflict:**

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Alex wants to be the future of Dawber County’s criminal underworld, but his ego and buried childhood pain may blind him to the same pitfalls that destroyed the generation before him. He believes he's smarter than everyone else — including Johnny Malone — and that just might be his fatal flaw.

## 4 - DEA Agent Mack Donnelly

*"Trust is a commodity. And I'm broke."*

40s | DEA Agent | Ex-Undercover | Rogue Operative

**Mack Donnelly** was a legendary deep-cover DEA operative who spent years embedded inside Dawber County’s drug trade, posing as one of Bo Dawber’s most trusted lieutenants. Originally from Texas, Mack quickly earned Bo’s confidence with his charm, efficiency, and knack for violence. But Atticus Shelton never bought the act—he saw Mack for what he was: an outsider with hidden motives.

Though Mack helped the feds gut the Dawber empire, he was enraged that Johnny Malone was never arrested, slipping through the cracks and vanishing. That failure became an obsession, curdling into a personal vendetta. His downfall came shortly after, when a covert operation in Reno went sideways, entangling him with Russian mobsters. Now, desperate to wipe his debt, Mack’s come back to Dawber County—not as a cop, but as a hunter.

He’s after Malone’s money and the Swiss bank account he believes exists, willing to beat, betray, or blackmail anyone in his way. No longer a man of the law, Mack is a rogue operator with a badge, a plan, and a rapidly ticking clock.

### **Defining Traits:**

- Keeps his old Dawber lieutenant ring in his pocket as a reminder
- Talks like a preacher, fights like a pitbull
- Holds grudges like IOUs
- Chain-smokes menthols and keeps a bottle of mouthwash in his glovebox
- Keeps a mental hit list—Malone sits at the top

### **Philosophy:**

“I didn’t infiltrate their world. I became it.”

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### **Role in the Story:**

Mack is the federal specter of Malone’s past, a man who once pretended to be part of the Dawber empire—and now wants to own what’s left of it. He is the final threat Malone must face, not just physically, but morally. By the end, Mack is beaten, cuffed to a dock, and left behind to deal with a Russian problem of his own making, the ultimate price for betrayal and obsession.

## **5 Willis Childress**

*“The Brother Who Took the Other Road”*

30s | Charismatic Gang Leader | Former Army | Deon’s Older Brother

**Willis Childress** grew up in the same violent household as his younger brother Deon—but where Deon found salvation in church and academics, Willis was already on his way to juvenile detention. He spent his teenage years bouncing between group homes, lockup, and the streets. After a brief stint in the Army—where he learned how to fight, lead, and survive—he returned to Dawber County and carved out his own territory in the shadows.

Willis is now the forceful and magnetic leader of the Maroon Gang, a group of ruthless but loyal outlaws operating deep in the swamp’s criminal undercurrent. He’s the kind of guy who can silence a room with his voice—or ignite one with it. He’s smart, unpredictable, and fiercely protective of those he calls family.

Though they never saw eye to eye, Willis always stayed in touch with Deon, mostly because Deon was the only one who could clean up his legal messes. Deon, for his part, looked down on his brother’s lifestyle but never turned his back on him. That quiet loyalty was never fully appreciated—until Willis learns of Deon’s murder. The grief doesn’t show in tears—it shows in vengeance.

Johnny Malone recruits Willis to help him take down Warden Kinder and the guards who orchestrated Deon’s death. It’s the first time Willis and Johnny find themselves on the same side of the swamp.

### **Defining Traits:**

- Military-trained brawler with street instincts
- Willis is a rich mix of anger, grief, intelligence, and swagger. His backstory with Deon gives real emotional weight.

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### **Relationship to Story:**

Willis becomes a crucial ally to Johnny Malone in the war against Warden Kinder. He's not in it for justice—he's in it for blood, respect, and revenge. His character injects volatility and swagger into the final act of *Sawgrass Wars*, bridging the gap between legacy crime and modern swamp warfare

## **6 Bocephus “Bo” Dawber**

*“The King of Dawber County”*

60s | Crime Boss | Patriarch of the Dawber Family

**Bo Dawber** is the ruthless and calculating patriarch of the Dawber crime family. A legacy figure whose grandfather founded Dawber County, Bo holds power like a feudal lord—dispensing justice, favors, and punishment in equal measure. While he once resisted drug smuggling in his county, he changed course when Johnny Malone showed him how profitable it could be. Bo demanded 60% of the take and entrusted Malone to manage the books—unaware that Johnny was skimming and keeping him in the dark about the true haul.

Bo doesn't get his hands dirty directly—he operates through others. Sheriff Buck Dawber, his brother, enforces Bo's will from the law's side. And Atticus Shelton, his personal enforcer, ensures anyone who crosses Bo ends up feeding the gators. Together, they maintain Bo's iron grip on the county.

Despite his calculated cruelty, Bo has a deep, complicated love for family. He murdered his younger brother Timmy—an unstable Vietnam veteran—after Timmy killed a New Jersey mobster's brother during a poker dispute. Bo made the killing look like a suicide, believing it necessary to protect the empire. He later raised Timmy's son Billy as his own, a rare act of redemption—or perhaps more control.

Bo sees himself as a necessary evil. A stabilizer in a chaotic world. And he's not letting go of Dawber County without a war.

### **Defining Traits:**

- Operates through enforcers (Atticus, Buck)
- Keeps tight control but never gets his own hands dirty
- Charming when needed, ruthless by default • Manipulates through guilt, money, and fear

## 7 Atticus Shelton

*“The Swamp Taker”*

50s | Enforcer | Dawber Family’s Secret Weapon

A Vietnam tunnel rat who never really came home—Atticus Shelton brought the jungle back with him and never left it. After the war, he disappeared into the Florida swamps, reemerging as Bo Dawber’s ghostlike enforcer. He doesn't talk much, and when he does, it sounds like scripture twisted through a fever dream.

Atticus is Bo Dawber’s Luca Brasi, but instead of swimming with the fishes, his enemies disappear into a gator pit—if they’re lucky. He is a methodical, silent executioner who believes the swamp is holy and death is balance. To Atticus, killing is not vengeance or cruelty—it’s spiritual accounting.

Sometimes barefoot in the swamp, he moves like an apparition, unblinking and calm no matter the violence. He takes trophies from his kills—teeth, watches, ears—and keeps a small, rotting notebook full of swamp remedies, ominous quotes, and cryptic kill notes.

Atticus isn’t a man you run from. He’s a force you don’t realize is behind you until it’s far too late.

### **Defining Traits:**

- Barefoot, even in muck and blood
- Unblinking eye contact
- Never raises his voice
- Speaks in eerie, poetic fragments
- Takes trophies from victims
- Keeps a notebook of quotes, swamp lore, and “kill balance” entries

### **Philosophy:**

Death is not punishment. It’s balance. The swamp is where all men are stripped bare and judged by forces older than law.

## 8 Pastor Bubs

*“The Preacher Who Wrestled With the Devil—and Lost Some Rounds”*

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Late 50s–60s | Vietnam POW | Pastor of Swamp Chapel | Moral Compass... with Cracks

**Pastor Bubs** is a walking contradiction: a God-fearing war hero who's done business with smugglers, and a community leader who harbors one of the county's darkest secrets. A former Navy chaplain and Vietnam POW, Bubs earned the nickname "Bubbles" from his wartime unit, but there's nothing light about him now. He's a grizzled, world-weary man of God with a broken past, and a Bible full of guilt.

He and his wife Millie helped raise Deon Childress after Deon's father murdered his mother. Bubs believed in second chances—until those second chances came wrapped in blood money. He took in Johnny Malone one night, when Malone came asking for help hiding millions in cartel cash. Bubs kept the money hidden and untouched for years, convinced he could one day do good with it. But the money changed the church—and it changed Bubs.

As the community he once protected falls into deeper chaos, Bubs is forced to confront the consequences of silence, complicity, and moral bargaining. He chooses to confess his role and turn himself in, but not before enduring a near-fatal confrontation with Bones Malone and ultimately showing mercy in the face of death.

### **Defining Traits:**

- Grieving father who lost his son to drugs
- Believes in salvation—but not for everyone

### **Philosophy:**

“There's sin, and then there's evil. And sometimes, son, the swamp doesn't know the difference.”

### **Relationship to Story:**

Bubs is the spiritual heartbeat of Dawber County—a flawed guardian who once tried to save the town with God's word, and later with Johnny Malone's money.

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In *Sawgrass Wars*, his fall and redemption mirror the story’s central theme: that every man has to reckon with his past, even when it’s buried under murky swamp water.

## 9 – Deon Childress

*“The Debt Collector of Conscience”*

30s | Ivy League Attorney | Bridge Between Two Worlds

**Deon Childress** was born on the wrong side of the tracks—and nearly died there too. After his father murdered his mother in a fit of rage, young Deon was taken in by Pastor Bubs and Millie, who raised him with tough love and a moral backbone. But it was Johnny Malone, seeing something special in the boy, who secretly funded Deon’s education—high school, college, and eventually an Ivy League law degree. When Deon’s promising football career was cut short by injury, Malone paid the firm that would later employ Deon a small fortune to keep him safe and rising.

Deon’s life is a contradiction: he walks the corridors of elite law firms in Miami, but he still hears the swamp in his bones. He resents the entitled colleagues around him, the ones born with silver spoons and polished resumes, but he never lets them see it. Outwardly, Deon is confident, principled, and loyal. Inwardly, he carries the burden of two debts: one to Malone for giving him a shot at life, and one to Pastor Bubs for teaching him what a good man should be.

When Kenny Gregory’s fate becomes murky inside Dawber County Prison, Deon doesn’t hesitate. He digs deeper, chasing the truth—not for fame or clients, but out of duty. That duty costs him everything. He’s murdered in the prison, silenced while trying to do the right thing. His death sends a message, and it echoes throughout the rest of the story.

### **Defining Traits:**

- Always in control, except when angered by injustice
- Southern roots, Ivy League polish
- Quietly watches the room before he speaks
- Faith-driven but not naïve
- Loyal to the people who raised him—even if they disagree

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**Philosophy:**

You can be shaped by violence, or you can rise above it. Deon believed in rising. Until the system dragged him back down.

## **10 Barbara Roland**

*The Fed Who Knows Where the Bodies Are Buried*

Barbara Roland is a sharp, composed Homeland Security agent whose steely professionalism masks a complicated past—one that ties her directly to the criminal underworld unraveling in Dawber County.

In her younger years, Barbara worked side by side with Mack Donnelly and Oscar Fuentes in the DEA. The three of them were a tight-knit crew—ambitious, fearless, and inseparable. But Barbara’s life took a sharp turn after Mack’s disastrous operation in Reno—a fiasco that nearly cost them all their careers. She left the agency, and she left Mack, walking away from both the badge and the man before they dragged her under for good.

Now remarried to a high-profile D.C. attorney with his sights set on national office, Barbara has reinvented herself. But she’s pulled back into the game when intelligence links Dawber County’s smuggling resurgence to threats of national significance. Old ghosts resurface—including Mack, whose obsession with finding Johnny Malone has grown darker and more dangerous.

Barbara knows Mack better than anyone. She sees the cracks widening, the line between personal vendetta and professional duty disappearing. She’s also wary of Oscar, whose old loyalty to Mack could compromise the entire operation.

Though she tries to play things by the book, Barbara is no stranger to the gray areas. She’ll bend the rules if it means protecting the innocent—or stopping Mack before he drags everyone down with him.

**Defining Traits:**

- Tactical and composed under pressure
- Has access to powerful political circles via her husband
- Intimately familiar with Mack’s flaws, manipulations, and obsessions
- Morally grounded but willing to operate in shadows when necessary

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**Philosophy:**

Barbara doesn't believe in heroes—only people who can stomach hard choices. She'll take justice over revenge, but she's not afraid to cross the line when it's the only path left.

## 11 Oscar Fuentes

*The Watchdog with a Badge and a Memory*

Oscar Fuentes is a seasoned DEA supervisor who's spent his career walking the line between duty and loyalty. As a field agent, he rose through the ranks alongside Mack Donnelly. They were once brothers-in-arms—idealistic, relentless, and almost mythic in their takedown of the Dawber smuggling ring. But when Mack's judgment unraveled during the Reno operation, Oscar was the last one standing by him.

Oscar used his political capital to keep Mack employed with the agency when no one else would touch him. Now in a supervisory role, he keeps a close eye on his old friend—not out of nostalgia, but necessity. Mack still has flashes of brilliance, but Oscar knows the fire that made Mack a legend is the same one that could burn them all.

Oscar is calculated, pragmatic, and deeply aware of how federal careers end. He wants the job done right, clean, and by the book. He also knows that with Johnny Malone reappearing and Dawber County heating up again, the ghosts of their shared past are stirring—and Mack is right in the middle of it.

Oscar believes in second chances—but not third. If Mack steps out of line again, Oscar will be the one to pull the trigger, figuratively or otherwise.

**Defining Traits:**

- Calm, diplomatic, but commanding presence
- Holds a deep internal code of ethics
- Loyal to a point—but only to a point
- Keeps detailed records and never forgets who owes what
- Still haunted by the blowback from the Reno fallout

**Philosophy:**

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Oscar believes the job is bigger than any one man. Personal feelings don't matter when national security is at stake—and if necessary, he'll stop a friend to protect the mission.

## 12 Agent Aisha Reyes

*DEA Special Agent | Rising Star | Mack's Reluctant Protégé*

Smart, determined, and principled, Agent Aisha Reyes is one of the DEA's fastest-rising stars. Assigned to partner with Mack Donnelly, she approaches the mission with professional resolve—and guarded skepticism. Reyes has heard the stories about Mack: his notorious past takedown of the Dawber smuggling empire, the fiasco in Reno, and the whispered rumors about brutality and obsession.

While Reyes respects Mack's accomplishments, she's wary of his rogue tendencies and volatile temper. A firm believer in protocol and accountability, she constantly has to weigh whether she's learning from a legend—or enabling a liability.

As the chaos in Dawber County deepens, Reyes finds herself torn between duty, ambition, and the uncomfortable realization that the line between cop and criminal is much blurrier than she expected. Her mission may have begun as an assignment—but it's quickly turning into a reckoning.

### **Defining Traits:**

- No-nonsense and direct
- Technologically savvy, with a strong background in financial crimes and encrypted networks
- Sharp-eyed and quick to spot inconsistencies in behavior or records
- Dresses professionally but practically—combat boots under her tailored pantsuit
- Keeps a quiet but unshakable journal of personal truths she won't compromise on

### **Philosophy:**

Reyes believes justice is earned, not inherited. She's the future of federal law enforcement—and if she has to dismantle the old guard to clean up Dawber County, she's more than ready.

## 13 Warden Kinder

*"In Dawber County, power doesn't shift—it festers."*

50s | Warden of Dawber Correctional | Ex-Federal Contractor

**Warden Kinder** is a calculating and morally bankrupt institutionalist, a man who has turned incarceration into commerce. With a background in post-9/11 federal contracting, he's the kind of professional sadist who smiles while signing off on brutality, running Dawber Correctional like a private fiefdom with guards as enforcers and inmates as profit centers.

When whispers of Johnny Malone's hidden fortune reach him, Kinder sees a once-in-a-lifetime score. But he's no lone wolf—he forms an uneasy alliance with Bo Dawber, the former kingpin now imprisoned in his facility. Kinder makes Bo's life easier—fewer cell checks, private meals, and influence over guard patrols—in exchange for cooperation. Both men, however, plan to screw the other the moment the money is found.

While Malone's son Bones never registers on Kinder's radar, the Warden's scheming puts him squarely in the crosshairs of Willis Childress and the Maroon Gang, whose fury ignites when Deon Childress is murdered inside the prison. Kinder underestimates the street politics outside his barbed wire kingdom, believing force and policy will keep him untouchable. He's wrong.

### **Defining Traits:**

- Thinks he's smarter than everyone—especially criminals
- Walks the line between bureaucrat and predator

### **Philosophy:**

"Order is leverage. Leverage is money. Everything else is theater."

### **Role in the Story:**

Kinder is the new boss in town—the faceless system in human form, replacing Bo Dawber as the man pulling strings. His alliance with Bo is a game of betrayal played with smiles and sealed doors. But his brutal methods, including the murder of Deon Childress, trigger a war he can't control. By recruiting corrupt guards and manipulating the system, Kinder sets the stage for his own downfall, becoming the ultimate symbol of modern rot in a county where legacy crime still runs deep.

## 14 Tiana Ross

*Ivy League attorney caught between the law and the swamp*

Tiana Ross started her career as a rising star—the kind of associate every firm hopes will polish its image and pad its client list. Educated at Harvard Law, sharp as a tack, and idealistic to a fault, she took a position at Deon Childress’s prestigious Miami firm, believing she’d fight for justice and make partner before thirty. But her path would take a sharp detour into the murky waters of Dawber County.

When Deon, her mentor and friend, took on the dangerous case of Kenny Gregory—an old smuggler with ties to the now-crumbling Dawber empire—Tiana followed. After Deon’s mysterious murder at the prison, she was left alone, a brilliant but naive woman stuck in a place where the law means less than loyalty, and ambition can get you killed.

What started as legal support turns into survival, as Tiana becomes ensnared in Warden Kinder’s plot to track down Johnny Malone’s missing millions. Initially manipulated as a pawn, Tiana quickly realizes that in Dawber County, if you don’t play the game, you get buried under it.

### **Defining Traits:**

- Elegant, composed, and dangerously underestimated
- Loyal to Deon’s memory but forced to navigate murky ethical waters
- Street-smart beneath her polished exterior
- Morally torn but resilient—learning fast how to fight dirty if she has to

### **Philosophy:**

Tiana once believed the law was a shield. In Dawber County, she learns it’s just another weapon. But she’s no victim—she’s adapting, watching, and preparing to strike back when it counts.

## 15 Timmy Dawber

**Deceased Patriarch • Vietnam Vet • Fallen Brother**

Timmy Dawber was the younger brother of Bo Dawber and the heart and soul of Dawber County for many residents who still remembered him. A decorated Marine and Vietnam War veteran, Timmy was beloved for his loyalty, compassion, and fierce sense of justice — all of which put him at odds with the morally bankrupt empire his brother was building. While Bo schemed, Timmy protected. And when it came to his friends — Johnny Malone, Kenny Gregory, Scully, and Sanchez — he would do anything.

Timmy's PTSD from the war left him haunted and unstable, but it never made him cruel. He was a high school baseball legend, and later, he mentored his son Billy with the hope that Billy could escape the family's violent legacy through sports. But that dream unraveled after Billy's injury.

Timmy was inseparable from Scully, his lifelong best friend. When Scully got into trouble with a visiting mobster from the Del Vecchio crime family after a reckless poker game, Timmy killed the mobster in cold blood to protect his friend — a move that sealed his fate. Bo, fearing retribution from the New Jersey mafia and viewing Timmy's mental state as a liability, made the cold decision to have his own brother killed. He staged the scene as a suicide and has always denied the truth.

Though his death was officially ruled a suicide, many — including Sheriff Buck Dawber and Johnny Malone — have long suspected otherwise. Timmy's murder was the breaking point for Johnny, who would later betray Bo and dismantle the entire smuggling empire from the inside.

Timmy's legacy lives on in his son Billy, who inherited both his father's fighting spirit and the emotional scars of being raised under Bo's shadow. Timmy was a good man in a bad family — and perhaps the last truly noble Dawber.

## 16 Sheriff Buck Dawber

*"The Lawman Who Keeps the Peace—and Keeps His Doubts to Himself"*

Late 50s–Early 60s | Sheriff of Dawber County | Brother to Bo Dawber

**Buck Dawber** walks the line between family loyalty and uneasy suspicion. As Bo Dawber's younger brother, Buck serves as the official face of law enforcement in a county where justice is often decided in backrooms and bayous. He plays his role

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well: unflappable, authoritative, and just charming enough to calm down a crime scene with a well-placed joke and a slow drawl.

But underneath the badge is a man haunted by the uncertain fate of his other brother, Timmy Dawber, the troubled Vietnam vet who died under suspicious circumstances. Buck loved Timmy deeply, and although Bo insists Timmy took his own life, Buck has never truly accepted it. He buries those doubts deep, telling himself family comes first—even when it hurts.

He doesn't associate with Willis Childress or the Maroon Gang and largely ignores the crime and chaos that spills out of the Black neighborhoods near the swamp. In Buck's mind, his job is to manage the perception of order in Dawber County, not to clean up every mess.

### **Defining Traits:**

- Keeps an old photo of Timmy in his office drawer
- Sips from a hip flask labeled “Medicinal”
- Always speaks calmly, even when issuing threats
- Frequently quotes his uncle, the first Sheriff of Dawber County

### **Philosophy:**

“Sometimes you keep the peace by lettin’ things slide. Other times, you don’t.”

### **Relationship to Story:**

Buck is the quiet center of power in Dawber County—steady, unreadable, and deeply loyal to Bo. But as Malone returns and secrets rise from the swamp, Buck's doubts begin to surface, threatening to split his allegiance between truth and blood. He may be the last person standing between Bo's crumbling empire and a new future—whether he wants that role or not.

## **17 Billy Dawber**

### *The Heir Torn Between Blood and Brotherhood*

Billy Dawber is Bo Dawber's nephew, raised by Bo after the mysterious death of his father, Timmy Dawber—a troubled Vietnam vet whose PTSD spiraled out of

control. Though Bo claims Timmy committed suicide, Billy has always harbored quiet doubts, suspecting there's more to the story.

Billy followed in his father's footsteps on the baseball diamond, becoming a local legend as a high school slugger with a shot at going pro. But a brutal injury shattered those dreams, leaving Billy adrift and bitter. With his athletic future gone, he drifted closer to the shadows of his family's criminal enterprise—though his loyalty has always leaned toward his chosen brothers: Bones Malone and Alex Gregory.

With them, he found a sense of belonging and unspoken understanding. Though he carries the Dawber name, Billy doesn't share Bo's ruthlessness or thirst for control. He walks a dangerous tightrope between his family's legacy and the friendships that anchor him.

Billy's charm masks a latent volatility—he's quick to defend those he loves and even quicker to violence when lines are crossed. His weapon of choice: a thick, wooden Louisville Slugger, always within reach. Billy doesn't seek power, but he won't be anybody's pawn—especially not Bo's.

### **Defining Traits:**

- High school baseball phenom until a career-ending injury
- Deep loyalty to Bones and Alex
- Conflicted about Bo's influence and his father's death
- Keeps a baseball bat close at all times
- Protective and sometimes impulsively violent

### **Philosophy:**

Billy believes in loyalty over legacy. He doesn't care who built Dawber County—only who's willing to bleed for it.

## **18 Merle Shelton**

*Gator rancher, reluctant heir, and swamp tactician*

Merle Shelton is the son of Atticus Shelton, the Dawber family's most feared enforcer, who was killed in a federal shootout back in '91. While Merle lacks his

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father's terrifying mystique, he's still sharp, dangerous, and not to be underestimated. He now leads what's left of the Shelton clan from deep in the swampy marshland known as *the Neck*, a remote isthmus settled by Everglades laborers and long insulated from outside influence.

Though the Sheltons once served the Dawber empire faithfully, Merle sees that dynasty as dead and buried. Bo Dawber's in prison, the family's money has dried up, and loyalty got his father killed. Merle's focus is survival and legacy—keeping his people afloat through the Shelton family's exotic gator meat business.

A lifelong feud with the Brody family simmers beneath the surface, worsened by Merle's recent mistake: borrowing money from Dale Brody. When rumors swirl about Johnny Malone's return and hidden drug money, Dale comes gunning. Merle's younger brother Jasper is killed in the ensuing chaos. Bones Malone saves Merle's life—and tries to save Jasper's—leaving Merle with a complex sense of debt and shifting loyalties.

### **Defining Traits:**

- Practical, cunning, with a quiet sense of menace
- Runs the Shelton gator operation like a war camp
- Resents his family's past servitude to the Dawbers
- Haunted by his brother's death and his father's legacy

### **Philosophy:**

Survival first. Loyalty second. Legacy last. Merle believes history won't remember the righteous—just the ones who walked away alive.

## **19 Jasper Shelton**

*Big brawler, moonshine guzzler, and loyal to a fault*

**Jasper Shelton**, the younger brother of Merle and son of the infamous Atticus Shelton, was built like a barn and just as stubborn. While Merle inherited their father's cautious intelligence, Jasper got the brute strength—and not much else. Pushing 18 and still in the tenth grade, Jasper preferred working on his late father's beat-up pickup truck or roughhousing with friends over anything resembling schoolwork or a steady job.

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What Jasper lacked in brains, he made up for in bone-breaking toughness. He had a mean streak, a deep love for violence, and a steady supply of the Shelton family’s legendary swamp-made moonshine. That combination made him a natural fit on the high school wrestling team, where he forged an uneasy but loyal friendship with Bones Malone.

Though the Sheltons were seen as backwoods hicks even by Dawber County’s low standards, Jasper had Bones’ respect. Despite being used by Merle to squeeze information from Bones about Johnny Malone’s whereabouts, Jasper never sold his friend out. Even when Dale Brody came calling and beat Jasper to death, Jasper stayed silent—protecting Bones with his dying breath.

### **Defining Traits:**

- Physically imposing and intimidating
- Fiercely loyal despite questionable motives
- Loved wrestling, trucks, and moonshine
- Not book-smart, but gut-smart in matters of loyalty

### **Legacy:**

Jasper died a violent death, but not a meaningless one. In the end, his loyalty to Bones redeemed a life spent on the margins of crime and recklessness—a final act of friendship that hit harder than any of his punches ever did.

## **20 Dale Brody**

*Cigar-chomping, grenade-hoarding, militia-obsessed swamp terrorist*

Dale Brody is the kind of man who thinks camouflage is business casual and that the Second Amendment should cover landmines. At 45, Dale has spent a lifetime marinating in swamp paranoia, fringe politics, and good old-fashioned Southern spite. With a patch over one eye (decorated with a crude sketch of a closed eyelid), a German cross around his thick neck, and a surplus-store Army jacket draped over his frame, Dale fancies himself the heir to some half-baked right-wing militia movement. He was the only man in Florida who *enthusiastically* planned to vote for Pat Buchanan in 2000.

Ostensibly a citrus farmer, Dale runs the Brody family’s “orange business,” but everyone in Dawber County knows it’s just a front. The real business? Illegal arms

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dealing and militia training. Deep in the swamp, Dale hosts “training camps” for a fictional uprising against the U.S. government, all while stockpiling enough weapons to invade a small country. The man is rumored to carry a live grenade *at all times*, and when the feds nabbed him during the 1991 raids, he reportedly tried to pull the pins on a full belt of them.

Strangely, Dale was released early from federal prison. Locals whispered that the shady warden behind Malone’s missing millions had arranged the release, cutting Dale in on the hunt for the cash. In return, Dale would use his cut to dethrone what was left of the Dawber legacy and install the Brodys as the new kings of Dawber County.

Dale’s power move came in the form of betrayal and bloodshed. He murdered Jasper Shelton—ending the Shelton-Brody feud with brutal finality—and almost killed Bones Malone in the process. But Bones struck back, blowing up Dale’s truck and leaving the self-styled militia man wounded and burning for revenge.

### **Defining Traits:**

- Militia zealot and unhinged weapons hoarder
- Wears a army jacket and a grenade like jewelry
- Charismatic in a terrifying, backwoods-preacher kind of way
- Ruthless, theatrical, and unpredictable

### **Philosophy:**

Dale doesn’t believe in subtlety or the rule of law. He believes in firepower, fear, and family vengeance. In his eyes, Malone’s hidden fortune is the ticket to power—and he’ll torch the swamp to get it.

## **21 – Thomas “Forbee” Battenberg IV**

*The decaying tyrant of the Florida sugar aristocracy*

To most in Dawber County, Forbee Battenberg is an institution—part relic, part tyrant, part Southern Gothic tragedy. Once the untouchable patriarch of the Battenberg sugar dynasty, Forbee now presides over a crumbling empire with trembling hands and bloodshot eyes. Decades of drinking, smoking, and corruption

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have left their mark: ruddy cheeks, scorched vocal cords, and a voice as sweet and venomous as cane molasses.

In his youth, Forbee was a ruthless plantation boss and political kingmaker who bullied workers, caroused with mistresses, and greased the wheels of state politics through the sugar and agriculture lobbies. But when the industry soured and bankruptcy loomed, it wasn't Wall Street or Washington that saved him—it was the criminals. The Del Vecchios and Johnny Malone funneled narco-money through the Battenberg operation, propping Forbee up in exchange for a foothold in South Florida.

A hypocrite through and through, Forbee loathes the very men who saved his legacy. He publicly projects the image of refined Southern dignity but privately acknowledges the Battenbergs once smuggled rum during Prohibition and now survive on blood money. He plays the highborn aristocrat while doing business with gangsters, smugglers, and killers.

### **Family Disgrace:**

Forbee's greatest failure, in his own eyes, is his family. He raised his twin daughters, Mary Chris and Abigail, to marry political royalty—but instead, they married men like Kenny Gregory and Vincent Del Vecchio. Mary Chris died estranged from her father, and Abigail ran off to New York. Forbee views both of their sons—**Alex** and **Vinnie Jr.**—as living reminders of that betrayal. He openly mocks Alex's intellect and background, and calls Vinnie a “disgrace.” His contempt is so profound he refuses to acknowledge them as true Battenbergs.

His son **Raymond** is everything Forbee is not—gentle, patient, morally decent—but Forbee sees those qualities as weaknesses. He derides Ray as soft, a failure, a man incapable of leading the Battenberg name into the next generation.

### **Personality:**

Forbee is a master manipulator, capable of switching from Southern charm to seething rage in an instant. He speaks in honeyed tones before slapping someone with humiliation. His contradictions define him—he grills burgers for children with one hand and hurls them in rage the next. He sees himself as a guardian of legacy, even as he cannibalizes the last of his family's dignity.

### **Appearance:**

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- Ruddy-cheeked, with burst capillaries from decades of alcohol abuse
- Bushy gray eyebrows, fading hair plugs, and trembling hands
- Always seen in tailored plantation attire, despite the modern decay around him

### **Defining Scenes:**

- Screams at Vinnie for daring to claim Battenberg property
- Tosses a sizzling cheeseburger at his grandson in a humiliating power play
- Evicts Alex from his father’s marina while pining for a time when "real men built empires"
- Constantly belittles Ray for being a “failure” while failing to acknowledge his own hypocrisy

### **Legacy:**

Forbee is a dying lion whose roar still echoes through Dawber County. Though he built nothing himself, he clings to the family name like a birthright and refuses to let the next generation define their future—unless it's on his terms. He’s a man who knows the end is near and would rather burn the empire down than pass it to someone he deems unworthy.

## **22 - Sanchez**

A Marine Corps veteran and brother-in-arms with Johnny Malone, Kenny Gregory, Timmy Dawber, and Scully, Sanchez was a fearless soldier who became the coarchitect of the Dawber County smuggling empire. After the U.S. government banned fishing in the Everglades, he introduced Johnny to the possibilities of smuggling from his family's native Colombia. Together, they built the network that kept the local economy afloat.

Sanchez stood up to anyone—lawmen, smugglers, or enforcers—including the terrifying Atticus Shelton. But when Bo Dawber discovered Johnny had been skimming money, Bo ordered Atticus to kill Sanchez and make it look like a cartel execution. Johnny Malone didn’t buy the cover story. He knew Bo was behind it, and it was Sanchez’s murder that pushed Johnny to tip off the feds and destroy the empire they had built together.

### **Defining Traits:**

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- Fearless and loyal
- Strategist behind the smuggling routes
- Unshakable integrity toward his brothers-in-arms
- Respected and feared by all, even Atticus

## 23 – Trent

### Handsome Predator • Kinder’s Knife in the Dark • False Lover

Trent is a chameleon — charming, good-looking, and completely manufactured. On the surface, he appears to be a smooth, well-connected man in law enforcement, the type who says just enough to seem important without ever being pinned down. In reality, he’s an assassin and covert operator working directly under Warden Kinder, deployed whenever discretion turns to blood.

His most disturbing assignment: infiltrate the life of Tiana Ross. Under Kinder’s orders, Trent surveilled her for weeks before engineering a “chance” meeting. Tall, charismatic, and attentive in the right ways, Trent quickly became Tiana’s casual lover — a man she drunkenly romanticized but barely knew. Their brief, shallow relationship was never about affection. It was intelligence-gathering and emotional manipulation, all with a brutal endgame.

Warden Kinder wanted to know every move Deon Childress made. Tiana, as Deon’s legal associate, was the perfect mark. Trent was the tool.

When Deon’s inquiries into Kenny Gregory's disappearance threaten Kinder’s operations, the warden issues the order: kill Tiana before she can get to the prison.

But fate intervenes. Alex Gregory crashes into Tiana’s car en route, sending it spiraling into alligator-infested waters. Trent arrives and uses the chaos as cover to finish the job. He draws his weapon and prepares to eliminate her.

That’s when Bones Malone appears — and kills Trent, saving Tiana’s life.

Tiana would later reflect on the entire relationship in horror. She had never really known him. Five drunken nights. Fleeting conversations. Daydreams about a future with a man who, all along, was sent to murder her. **24 - Scully**

**Real Name:** Thomas "Scully" Sullivan

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**Age:** Late 60s

**Role:** Legendary pilot, Vietnam War veteran, fugitive-turned-CIA contractor

**Bio:**

Scully is the kind of man who'd fly a busted crop duster through enemy fire with a grin on his face and a cigar in his mouth. Raised in Dawber County, he grew up best friends with Timmy Dawber and later served alongside Timmy, Johnny Malone, Kenny Gregory, and Sanchez in Vietnam. Scully became their guardian angel in the skies — a fearless combat pilot who never hesitated to fly into hell to pull his brothers out.

After the war, Scully returned home and became the smuggling operation's lifeline, flying cocaine shipments out of Colombia into the Everglades. But his luck ran out one night during a high-stakes poker game with a visiting mobster from the Del Vecchio family. When Scully refused to pay his gambling debt and cracked jokes at the wrong time, tempers flared — until Timmy Dawber shot and killed the mobster. That killing led Bo Dawber to murder his own brother and fake a suicide to keep the peace.

Soon, revenge-hungry Del Vecchio enforcers tracked Scully to Widow's Walk Marina. A bloody shootout ensued. Scully and Sanchez survived, but a hitman nearly took Scully's daughter, Eileen, hostage — until eight-year-old Alex Gregory stabbed him to death with a kitchen knife.

Johnny Malone and Sanchez helped Scully disappear by faking his death. To protect Eileen, Scully allowed her to believe he was truly dead. She was taken in and raised by Pastor Bubs and Millie, growing up without ever knowing the full truth about her father.

Scully reemerged in South America as a covert CIA pilot, leveraging old intelligence ties from his Laos missions to stay ahead of enemies. Though he's never stopped flying, a piece of his heart remains in Dawber County — with the daughter he watches from afar and the sins he can never quite outrun.

**Traits:**

- Wears aviator sunglasses day or night
- Fast-talking and fearless, but hides deep guilt over the past

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- Lifelong bachelor and fiercely loyal to his inner circle
- Keeps a patched flight jacket covered in unit insignia and cartel bullet holes
- Still flies for the CIA — unofficially **Connections:**
- Best friend of Timmy Dawber
- Former pilot and smuggler for Malone and Sanchez
- Father to Eileen (who believes he is dead)
- Eileen was raised by Pastor Bubs and Millie
- Considered dead by most in Dawber County — and he prefers it that way

## 25 – Millie Harding (née Duquesne)

**Age:** Late 60s

**Role:** Matriarch of the Harding household, spiritual pillar of Dawber County

**Bio:**

Millie Harding, born Millie Duquesne, is the heart and moral compass of the Dawber County community. A fiercely intelligent and spiritually resilient woman, she has lived through extraordinary personal tragedy while maintaining unwavering faith. Her life has been defined by sacrifice, strength, and the quiet power of conviction.

When her husband, Pastor Bubs, was imprisoned in the infamous Hanoi Hilton during the Vietnam War, Millie ran the church on her own for six years, keeping the congregation together through turbulent times. Later, she would endure a deeper, more personal tragedy: the overdose death of their son, Peter—lost to the very drugs that Johnny Malone and the Dawbers had brought into the county during the 1980s. Though she and Bubs were never involved in the criminal enterprise, they both turned a blind eye to it, believing it was saving their town economically. That silence, she now knows, came at a devastating cost.

Millie lives with the guilt of that era but finds renewed purpose in the lives of the children she’s helped raise—Deon Childress, the brilliant young man she and Bubs took in after his mother was murdered, and later Eileen, the daughter of the legendary pilot Scully. To Eileen, Millie is the only mother she’s ever known.

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### **Personality Traits:**

- Sharp-tongued when she needs to be, especially with Bubs or the town gossips
- Carries deep wisdom and emotional intelligence earned through hardship
- A tireless worker with a no-nonsense demeanor
- Unshakably loyal to her family, even when tested

### **Core Conflict:**

Millie's faith is constantly challenged by the sins of the past and the community's complicity in its own downfall. She wrestles with whether it's too late to right old wrongs or if salvation can still be found—through truth, not silence.

## **26 – Suds**

*The loyal right hand of the Maroon Gang. Built like a bulldozer. Soft laugh, hard fists.*

Known universally by his nickname, Suds earned the moniker as a teenager working two jobs—washing dishes at a greasy spoon diner by day, and scrubbing down cars at the local carwash by night. The name stuck, and so did his reputation for being reliable, humble, and tougher than he looked—which says a lot, because Suds is built like a refrigerator with arms.

### **Background and Personality:**

- Grew up in the same tough neighborhood as Willis Childress
- Never cared for fancy titles or big dreams—just wanted to survive, earn respect, and take care of his people
- Known for his big smile, deep laugh, and simple wisdom, he's the guy everyone wants at their back in a fight
- Despite his intimidating size and role in the gang, Suds is kind-hearted and often the voice of calm when others lose their heads

### **Role in the Maroon Gang:**

- Willis Childress's most trusted enforcer and oldest friend
- Acts as the gang's muscle and moral compass—though he doesn't flinch from violence when it's necessary

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- Fiercely loyal to Willis, but occasionally questions whether their world is sliding too far into darkness
- Handles everything from collections and street diplomacy to cleaning up messes—literally and figuratively

### **Strengths and Skills:**

- Physically dominant—few people can go toe-to-toe with him in a fight
- Quick to diffuse tension with a joke or a grunt, but just as quick to throw down if needed
- Well-liked in the community despite his gang ties—he’s the type to buy snacks for kids outside the corner store even while packing heat

### **Personal Code:**

- Doesn’t hurt civilians unless absolutely forced
- Believes in loyalty, friendship, and never leaving your crew behind
- Will do whatever is asked by Willis, but privately wrestles with the moral cost of the gang life

### **Legacy Role:**

Suds is the heartbeat of the Maroon Gang—a bruiser with soul, a soldier with a conscience. He’s not the leader, but he’s the rock that keeps the foundation steady. In a world full of betrayal and bloodshed, Suds offers a rare kind of strength: unwavering loyalty with a hint of grace.

## **27 – Ted Henderson**

*Miami rich kid turned cautionary tale.*

Born into luxury, **Ted “Teddy” Henderson** was the privileged son of a highpowered Miami music producer. Raised among celebrities, private schools, and oceanfront estates, Ted was used to getting his way. He dabbled in everything from club promotions to weed dealing—not out of necessity, but out of boredom and a desire to feel dangerous. He was a trust-fund rebel who mistook access for invincibility.

As a student at the University of Miami, he tried to mix his pedigree with street cred, distributing high-end marijuana to his wealthy peers. But when he tried to go

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big by linking up with Willis Childress and the Maroon Gang, he quickly learned that playing gangster and surviving it are two different things.

### **Profile & Personality:**

- Mid-20s, privileged, cocky, used to being untouchable
- Thought his connections could buy his way into the underground marijuana trade without consequences
- Flippant and arrogant, but not evil—a spoiled rich kid who wanted in on danger without understanding it
- Wanted to use his connections to build a cool drug empire of his own

### **The Double-Cross:**

- Tried to undercut Willis and the Maroon Gang by partnering with a deadly Miami Haitian crew, believing he could flip the product for a bigger cut
- Willis discovered the betrayal and made an example out of him in front of the gang
- Beaten to a pulp and left a swollen, broken mess on the floor **The Knife**

### **Incident:**

- Willis, always theatrical with his punishments, slit Ted's throat—just enough to draw blood but not enough to kill
- The act was symbolic: a scar to wear, a life to owe
- Willis spared him intentionally—not out of mercy, but because Ted's connections were still useful

### **Current Status:**

- Alive, broken, and terrified
- Serves the Maroon Gang now out of fear, guilt, and desperation
- Acts as their man inside elite Miami circles, using his father's clout and his own network to move product and launder favors
- Completely compromised—a living, breathing warning to others

### **Symbolism:**

Ted's story is a modern fable about class arrogance crashing headfirst into street power. He's a tool now, stripped of identity and agency, forced to serve the very people he once thought he could manipulate. A walking scar—a puppet with a bleeding string.

**Legacy:**

Ted Henderson's brutal execution didn't make headlines—it was **erased, forgotten, swept under the rug** by the Henderson family's PR machine. But in Dawber County and the backrooms of Miami's clubs, his story is whispered as a **cautionary tale**: *Don't screw with the Maroon Gang. Especially not Willis Childress.*

## **28 – Eileen “Skye Scully**

*The girl everyone wants to save—even though she never asked to be*

Eileen was just a child when the Dawber County underworld came crashing into her life. The daughter of legendary Vietnam pilot and smuggler Scully, she witnessed her father's faked death after a botched hit by the Del Vecchio crime family. Her mother had already died in a car crash, so after the smoke cleared, Eileen was taken in by Pastor Bubs and Millie Harding, who raised her as their own. She grew up in the shadow of a lie—told that her father was gone, murdered by the same poison that haunted Dawber County's past.

She carries that trauma with grace and grit. Now a high school senior with dreams of leaving the county behind, Eileen is beautiful, independent, and principled—a light among shadows. She's the heart of a fractured generation, and everyone wants a piece of her future.

Alex Gregory has loved her since they were eight, when he saved her life during the mob attack that killed (or so they thought) her father. But Eileen doesn't see Alex that way. She sees someone brilliant and tormented, someone who—like their parents—is barreling toward the same swampy doom. Her heart belongs to Billy Dawber, the haunted son of a suicide and heir to a crumbling empire. She wants to take Billy with her to college, to a better life, but fears he's already sinking with the rest of them.

When Pastor Bubs and Millie confess to hoarding Johnny Malone's dirty money, Eileen's world fractures again. The people who raised her—her moral compass—

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have been complicit in the very darkness that took her parents. She's forced to reevaluate everything, including her own place in Dawber County.

### **Defining Traits:**

- Strong-willed and deeply empathetic
- Morally grounded but no longer naive
- Torn between loyalty to her past and escape to a better future
- Attracts those seeking redemption—even if she can't offer it

### **Philosophy:**

Eileen believes people *can* change—but not everyone *will*. She hopes to be the exception, not another chapter in Dawber County's bloody family album.

## **29 – Raymond “Ray” Battenberg**

*The capable son no one respects*

Ray Battenberg is the most competent member of the Battenberg clan—and also the most overlooked. One of four sons born to the tyrannical Thomas “Forbee” Battenberg IV, Ray is the only one who amounted to anything by normal standards. He's a brilliant mind—an MIT graduate, the CFO of a successful Tampa Bay-based microchip company, and the steward of all remaining Battenberg financial assets. Yet in his father's home, he's treated like a butler in pastel prepwear.

A genteel man with soft manners and a quiet moral center, Ray wears his shame in tucked-in polo shirts and Sperry boat shoes. He has never raised his voice in anger, never rebelled, and never betrayed his duty to the family—despite the abuse and ridicule he receives from Forbee, his brothers, and even his own nephew, Alex.

### **Family Role:**

- Ray adored his sister Mary Chris and despised how Forbee treated her.
- He feels a quiet responsibility for Alex, but he's wary of the boy's volatility.
- Ray is humiliated by Vinnie, his nephew via Abigail and Vincent Del Vecchio, who delights in asserting control over him as a representative of the New York crime family that bailed out the Battenbergs.

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- He disagrees morally with the criminal enterprise that props up his family but doesn't know how to extricate himself from it.

### **Defining Traits:**

- Smart, polished, and pragmatic
- Wears soft colors, quietly powerful in corporate spaces, but timid at home
- The “invisible man” in a family of loud tyrants, criminals, and degenerates
- Has a quiet sadness that's mistaken for weakness

### **Conflict:**

Ray has become the de facto executor of Forbee's wishes but with none of the respect. He carries out humiliating errands, signs off on shady deals, and plays gobetween for Forbee and the Del Vecchios—all while being dismissed as soft or emasculated. His intelligence is a weapon he's too ashamed to use against his family.

He longs to be done with the whole mess—to walk away from the sugar plantation, the criminal finances, and the multi-generational dysfunction. But he won't. Because of loyalty. Because of fear. Because, in the Battenberg family, no good deed goes unpunished.

### **Appearance:**

- Immaculate Southern prep: pink polos, baby blue shorts with embroidered patterns, spotless Sperrys
- Well-groomed, aging gracefully, clean-shaven, tall with a powerful build he doesn't use

### **Representative Scene:**

- Tries to stop Vinnie from humiliating Forbee but ultimately folds
- Feels trapped between decency and duty
- Ends conversations with quiet, cutting resignation—never victorious, but never broken

### **Legacy Role:**

Ray represents what the Battenbergs *could have been* if not for greed, ego, and criminal compromise. He is a quiet foil to his father’s fire and his nephews’ fury. In the power struggle of Dawber County, he may be underestimated—but if ever pushed too far, Ray could become the wild card no one expected.

### **30 – Vincent “Vince” Del Vecchio**

*Mob royalty in linen slacks—the man who bought a dynasty and buried a county*

Vincent Del Vecchio is the elder statesman of the Del Vecchio crime family from New Jersey, a man whose reputation walks into the room three minutes before he does. Sharp, charismatic, and utterly ruthless, Vince didn’t just build an empire—he exported it, one small-town backwater at a time. When the Battenberg sugar dynasty in Dawber County began to crumble under the weight of debt and irrelevance, Vincent was the man they called to bail them out. And bail them out he did—for a price.

Johnny Malone, always the clever operator, acted as the liaison. The Del Vecchios funneled millions into Dawber County, turning it into a key waypoint in their narcotics empire. In exchange, Vincent gained something more valuable than money: leverage. He owned Thomas Battenberg IV—“Forbee”—body and soul. The patriarch of Southern gentility was now a caged bird singing in a gilded plantation house Vince could burn down at any time.

His connection to Dawber became permanent when Abigail Battenberg—Forbee’s other daughter and Mary Chris’s twin—fell in love with him. Despite Forbee’s contempt, Abigail married Vincent, binding the Battenbergs and Del Vecchios in a twisted family tree. Their son, Vinnie Jr., is the cousin of Alex Gregory, making Alex both heir to a fading Southern dynasty and scion of a criminal one.

Vincent rarely visits Dawber anymore. He doesn’t need to. His influence lingers in the air like expensive cologne and dried blood. The plantation, the sugar, the smugglers—they all answer to him, whether they know it or not.

#### **Defining Traits:**

Sophisticated and brutal in equal measure

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- Treats debt like a leash
- Makes men like Forbee Battenberg feel like children
- Disguises violence with charm

**Philosophy:**

Legacy isn't inherited—it's enforced. Vince doesn't believe in honor, just ownership. If he bailed you out, he owns your future. And if you betray him, he owns your end too.

## 31 – Mary Chris “Battenberg” Gregory

*The prodigal daughter of a Southern dynasty, and the tragic heart of Alex Gregory's past*

Mary Chris was born into Southern royalty—the privileged daughter of Thomas Battenberg IV, known as "Forbee," the icy patriarch of the Battenberg sugar empire. Alongside her identical twin sister Abigail, Mary Chris was raised to marry prestige and power. They attended elite boarding schools and were courted by sons of senators and financiers. But while Abigail fulfilled the family legacy by marrying into the Del Vecchio crime family, Mary Chris followed her heart straight out of her father's shadow—and into the arms of Kenny Gregory.

Kenny, a rugged Dawber County enforcer with a rebellious streak and a war record, was everything Forbee despised: working-class, rough-edged, and unrepentantly real. When Kenny returned from Vietnam, Mary Chris defied her family and married him, setting off a chain reaction of estrangement that would haunt the rest of her life. Forbee disowned her, cutting her off emotionally and financially for "ruining" his vision of her future.

Mary Chris gave birth to Alex Gregory and raised him at Kenny's ramshackle marina, *Widow's Walk*. Kenny was devoted but flawed—charismatic with women, undisciplined with loyalty. His time in and out of prison left Mary Chris to raise Alex largely on her own, especially after Kenny's final incarceration.

Tragedy struck when Mary Chris developed cancer. Without health insurance or her family's help, she faced a brutal battle with limited resources. Alex, still a child, became her caretaker. He watched her fade without dignity, without

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comfort—and without the support of the Battenbergs. Her last wish was simple and heartbreaking: that her father Forbee would take care of her son. Forbee refused.

Mary Chris is long gone by the time the story begins, but her absence echoes in Alex’s ambition, rage, and heartbreak. He hasn’t forgiven his grandfather—or his father—for what happened. And he never will.

**Defining Traits:**

- Elegant but down-to-earth
- Fiercely loving, fiercely stubborn
- Lived with quiet regret, died with defiant hope

**Legacy:**

Mary Chris is the spiritual center of Alex’s story. Her love gave him warmth, her suffering gave him fire, and her rejection by the Battenbergs gave him a reason to burn their legacy to the ground.

## 32 – Vincent “Vinnie” Del Vecchio

*The heir to a crime dynasty with a chip on his shoulder and blood on his hands*

Vinnie Del Vecchio Jr. is the volatile, entitled, and dangerously underestimated son of Vincent Del Vecchio Sr., the infamous New Jersey mob boss who bailed out the Battenberg family’s sugar empire in exchange for control over Dawber County’s drug routes. Born of the uneasy marriage between organized crime and Southern aristocracy, Vinnie carries the legacy of both the Del Vecchio crime syndicate and the Battenberg plantation lineage—though neither side of the family treats him with the respect he craves.

**Appearance and Presence:**

- Cigarillo-smoking, loud-mouthed, and always dressed for intimidation
- Wears a flashy cross around his neck, brass knuckles in his pocket, and the sneer of someone who thinks every room owes him deference
- Behind the swagger is a deeply insecure man who constantly needs to assert dominance—especially over his aging Southern relatives

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### **Family Ties:**

Son of Abigail Battenberg, twin sister of Mary Chris and daughter of Thomas “Forbee” Battenberg

- Cousin to Alex Gregory, though the two have a complex relationship
- Grandson of Forbee, whom he both resents and dominates. Forbee despises Vinnie for being a “New York punk,” but knows the Del Vecchios own what’s left of the Battenberg legacy

### **Temperament and Behavior:**

- Explosive and violent, known to beat Forbee with brass knuckles in front of witnesses
- Possesses a twisted sense of honor tied to family power, pride, and money
- A transactional thinker who believes in dominance, intimidation, and leverage
- *Ruthlessly opportunistic*, often flipping between charming mob emissary and ticking time bomb

### **Criminal Ambitions:**

- Serves as his father’s Southern enforcer and family representative in Dawber County
- Manages land deals, territorial disputes, and drug operation expansions
- Willing to partner with cousin Alex on the pill mill startup plan, recognizing the profits.
- After being wounded in a shootout, he warns Alex that the retaliation from the Del Vecchios will be nuclear if the family is further disrespected

### **Relationship with Alex Gregory:**

- Respects Alex hustle and strategic thinking
- Furious with Alex for dragging him into a mess involving Johnny Malone and the Shelton-Brody violence
- Sees potential in pill mill operations as a means to build a Southern criminal empire on his own terms
- Warns Alex that if things go south, New York will burn Dawber County to the ground

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### **Key Conflicts:**

- Wants recognition in both family empires but feels like a tool in each  
Balances violence and diplomacy, often with poor results Feels trapped in a legacy war between generations of criminals and aristocrats
- Knows Johnny Malone is the key to true wealth and power

### **Legacy Role:**

Vinnie Jr. is the unstable bridge between New York’s mob muscle and Dawber County’s decaying Southern aristocracy. He’s a chaos agent, a bruised prince, and a walking powder keg. His future hinges on whether he can build something of his own—or destroy everything around him trying.

## **33 - ABIGAIL BATTENBERG DEL VECCHIO**

*Southern belle turned Mafia matriarch. A rose in a garden of thorns.*

Abigail is the genteel yet sharp-witted twin sister of the late Mary Chris Battenberg Gregory and the estranged daughter of the aging sugar baron, Thomas “Forbee” Battenberg IV. Born into privilege and Southern tradition, Abigail defied expectations by marrying Vincent Del Vecchio, a brash New Jersey mobster who treated her like royalty—even as it put her at odds with her powerful father.

### **Background and Upbringing:**

- Raised alongside Mary Chris in luxury on the Battenberg sugar plantation
- Educated in elite boarding schools and groomed to marry into political or old-money aristocracy
- Torn between duty to her family name and the thrill of real, raw love, she fell for Vincent Del Vecchio—a man who didn’t fit her world, but gave her what she never had: respect and protection

### **Marriage and Family Ties:**

- Married Vincent Del Vecchio in a union that scandalized the Battenberg clan
- Became the mother of Vinnie Jr., her pride and headache

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- Her relationship with her sister Mary Chris was deep and loving. She was devastated when Mary Chris died of cancer—and furious when she learned that Forbee lied about supporting her
- Never forgave her father for abandoning Mary Chris, and began to see through the myth of Battenberg nobility

### **Relationship with Forbee:**

Forbee viewed Abigail as a disappointment for marrying beneath her class

- For years, Abigail believed Forbee was secretly sending money to Mary Chris—but after her death, realized he had cut both daughters off, punishing them for their disobedience
- Despite Vincent's criminal roots, he treated Abigail like a queen—a fact that only deepened her resentment of her father's hypocrisy

### **Demeanor and Traits:**

- Elegant, composed, and sharp behind her Southern charm
- Plays the part of the quiet wife, but sees and remembers everything
- Holds her own among mobsters and aristocrats alike
- Her loyalty is fierce—to her husband, her son, and the memory of her sister

### **Current Role and Position:**

- Lives primarily in New York, removed from the daily chaos of Dawber County
- Occasionally returns to Florida to check in on family dealings or attend high-society functions—for appearance's sake
- Acts as a bridge between the Battenbergs and the Del Vecchios, though her patience with both is wearing thin
- Secretly supports Vinnie Jr., but worries his recklessness will destroy what she and Vincent built

### **Legacy Role:**

Abigail represents the collision of two corrupt dynasties: the old Southern aristocracy and the modern mafia. But beneath the pageantry and power lies a woman still grieving her sister, still fighting for dignity, and still burning with quiet rage at the man who betrayed them both—her father

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