



Sheriff Páidin Chanmara

Sheriff Páidin Chanmara is not a particularly capable leader, but his bravery and sacrifice in the Ogre Wars (he **lost his left hand**) earned him his appointment to Greenville and his **honesty** has allowed him to keep it.

He has no idea who sent the message to the king.

He **loves his wife, Bláthnaid** Chonmara (Otho), fears losing her, loathes leaving her side. and would do anything for her. He honestly believes that Eimear Chathasaigh the healer is keeping her alive.

Páidin a capable fighter, but will not use his martial skills against civilians.



Bláthnaid Chonmara

Bláthnaid Chonmara (Otho) was a **talented singer**, who caught the eye of Captain Páidin Chanmara. The two fell in love and married shortly after the Ogre Wars.

She sent the message to the king in the sheriff's name. She has been having nightmares of being in a dungeon, which she believes is the key to her condition, but neither Eimear Chathasaigh the healer nor her husband believe her. Eimear has convinced him her paranoia is part of her condition.

Bláthnaid is sickly due to Eimear the healer regularly draining her life-force. (Hidden Lore – the Otho are long lived, which makes their life-force perfect for immortality magic.)



Eimear Chathasaigh – Healer

Eimear Chathasaigh – Healer is attractive and easily the most wealthy citizen of Greenville. She is a competent herbalist/healer.

She can do know wrong in Sheriff Chonmara's eyes, because he believes she's keeping his wife alive. In fact, Eimear is regularly draining Bláthnaid's (of the Otho bloodline—known for their longevity) life-force for use in immortality potions.

The townspeople live in fear (strangers and tattletales go missing) and comfort (she attracts wealthy clients to the town) because of her.

Her bodyguard, Drâú the Orc is never too far away. She always has a healing potion to sell.



Drâú Dwarfsnappa – Bodyguard

Drâú Dwarfsnappa – Orc isn't so much loyal to Eimear as he is to the life style she affords him.

Beyond being a bodyguard to Eimear, Drâú **can read omens in his dung beetles**. The town's people know never to kill one of Drâú's beetles.

Because the sheriff feels indebted to Eimear, he gives Drâú a wide berth.

Drâú **prefers to fight with his shortsword**, which allows him to claim self defense. If there are no witnesses and the individual won't be missed, he will use his **bow**.

Drâú is a formidable opponent with **Extra Attack**, especially at night with **infravision**.