

Castanamir

Male Human Wizard 20
born Nessen 940
died private island (?) 1029

A son of a noble house of Nessen, Castanamir made his mark on the magical community as a leader on the Nessenese Council of Twelve, the powerful body that monitors worldwide use of arcane magic.

Castanamir began his career as an apprentice to the reclusive genius Riamori, a mage renowned for his expertise in teleportation and planar travel magic. In 971 he left Riamori's service and formed an adventuring party known as the League of Seven. From 971 until 1000 the League of Seven adventured throughout the known world, gaining a reputation as a powerful force for good and justice. The composition of the group changed slightly over the years but Castanamir remained its leader.

When he retired from active adventuring in 1000, Castanamir returned somewhat to his magical roots. He built himself a comfortable villa on an isolated island off the Nessenese coast and, in between sessions of the Council of Twelve, dedicated himself to magical research in the fields of extraplanar travel and summonings.

The destruction of Marhaven Island in 1023 brought Castanamir temporarily out of retirement to lend his magical expertise to the rebuilding of the city. Castanamir summoned powerful water elementals to aid in the anchoring of the initial decks, which required deep diving and magical assistance. He also provided research material from his extensive library and helped to devise the magical protections against fire and storms that the city enjoys to this day.

Shortly after the completion of that project, Castanamir shocked the arcanist community by resigning from the Council of Twelve and assembling a new adventuring team. The party included Castanamir himself; two high-level aventi, one paladin and one scout; and an aquatic elven archcleric of Deep Sashelas. They went on several extended underwater journeys, returning to Marhaven for a few days or a week between outings, between the spring of 1025 and the summer of 1026. Each outing lasted a little longer than the last. Despite hoards of questions from the curious, Castanamir and his new party remained silent as to their purpose.

In mid fall 1026, a merchant ship spotted an old man stranded on a sargasso mat, weak and delirious and alone. They took the old man to Marhaven, not knowing who he was, and turned him over to the clerics of Frey for healing. The clerics recognized him as the famous mage Castanamir. Their magic healed the old man's body, but was unable to help the sickness that had taken his mind. For days Castanamir lay in a bed spouting gibberish about ancient evil and impending doom. Then one night he disappeared.

Soon after Castanamir disappeared from the healing house, a thick fog shrouded his island and a dead calm set in all around it for 2000 feet. Ships venturing too close have been known to strike invisible rocks and damage their hulls. Several adventuring parties have tried to land on the island to explore; none have ever returned. The prevailing theory is that Castanamir's party met their doom somewhere in the northern sea in a way so horrific that the mage, though he escaped, went insane and shrouded himself from the world until his death.