Rhadac Ynzacgnthumz is a Dwemer master artisan, engineer, wizard and tonal architect responsible for the creation of several innovative technologies and methods, such as the **Aetherium Infusion** and the **Tonal Matrix**. Although his birthdate is not precisely known, it is speculated he was born somewhere in the early First Era, he was considered a genius even among his kin and also had a natural affinity for magic, this latent traits were responsible for setting the path for his academic life. He spent most of his early years learning the Dwemer art of crafting and was able to even propose enhancements to some of the techniques, his unique way of thinking made him stand out among the other students, catching the attention of important figures, such as **Bthuand Mzahnch**, who was one of the Tonal Architects under the supervision of **Lord Kagrenac.** Bthuand was impressed by Rhadac’s understanding of the Tonal theories and proposed a challenge for the young scholar, to create a prototype schematic for a Tonal manipulation machine. Rhadac accepted the test and, after mere months of research, was able to develop a viable archetype for the machine, much for the astonishment of Bthuand, who was so impressed that he took the plans to Lord Kagrenac himself. Rhadac’s plans were so impeccable that it managed to faze even Kagrenac, who became deeply interested on his theory. The High Craftlord took the young Rhadac as his apprentice, he became the youngest individual to ever be accepted as a Tonal Architect under Kagrenac’s influence, which was a great honor amongst the Dwemer. In the first years he spent under the tutelage of Kagrenac, he greatly enhanced his notion of the Tonal concepts, thus he was able to improve the original plans of his Tonal Manipulation machine, resulting in the creation for the plans for the first version of the **Tonal Matrix**.